



OCGS CURRICULUM VITAE

a) NAME:

Lachman, Dr. Richard

b) DEGREES:

Professional Doctor of Science - ProfD (Computer Science), University of New England (Armidale, New South Wales, Australia), 2012

Masters of Science in Media Arts and Sciences, Massachusetts Institute of Technology, (Cambridge, MA), MIT Media Lab, 1997

Bachelor of Science in Computer Science with Electrical Engineering, Massachusetts Institute of Technology (Cambridge, MA), 1995

c) EMPLOYMENT HISTORY:

| | |
|--------------|--|
| 2007-current | Associate Professor, RTA School of Media, Ryerson University. Director, Zone Learning. Member in School of Graduate Studies for the PhD in Communication and Culture, PhD in Media Design and Innovation, MA in Media Production, MFA in Documentary Media, Masters of Digital Media |
| 2004-2008 | New Media Producer and Creative Lead, Race to Mars, Snap Media / QuickPlay Media / Discovery Channel Canada, Toronto, ON |
| 2006-2009 | Co-Producer, Diamond Road Online, Kensington Communications, Inc, Toronto, ON |
| 2006 | Sessional Faculty, Ontario College of Art and Design, Toronto, ON |
| 2000-2006 | Independent Technology Consultant (clients incl. CityTV, Xenophile Media, Decode Entertainment, Banff Centre for the Arts) |
| 2000 | Chief Technology Officer SnapCaster Networks, Toronto, ON |
| 1998-1999 | Lead Designer, Lead Engineer, Mattel Interactive, San Francisco, CA |
| 1007-1998 | Behaviour Programmer, PF Magic/Mindscape, San Francisco, CA |
| 1996 | New Media Consultant, Riverland Next Generation, Brussels, Belgium |

d) HONOURS: F.R.S., F.R.S.C., Governor Generals Award, honorary degree, etc.

Ryerson University Provost's Award for Experiential Teaching, 2019
 Ryerson University Faculty Scholarly, Research and Creative Activity Award (FCAD), 2012
 Gemini Award, Best Cross Platform, Race to Mars (Richard Lachman, Producer), 2008
 Canadian New Media Awards, Best News/Information, Diamond Road Online (Richard Lachman Co-Producer), 2008
 Webby's, Official Honouree, Science category, Race to Mars (Producer, Richard Lachman), 2008
 Finalist, Best Interactive Television, Decode Entertainment (Be The Creature), Canadian New Media Awards, 2005
 Finalist, Best Interactive Television, Xenophile Media (Interactive Gemini Awards), Canadian New Media Awards, 2005
 Gemini Award, Best Interactive Award, Epitome Pictures and Snap Media (www.degrassi.tv) (Tech Lead), 2005
 Finalist, Programmer of the Year, Canadian New Media Awards, 2003

e) SCHOLARLY AND PROFESSIONAL ACADEMIC ACTIVITIES: e.g., executive and editorial positions but not memberships in societies

| Dates | Position, Organization |
|--------|--|
| 2021 | Canada Media Fund Experimental Fund Jury |
| 2020 | Canada Media Fund Experimental Fund Jury |
| 2018 | Bellfund WebDoc Development Fund Jury |
| 2017 | Canada Council for the Arts Digital Strategy Fund Jury |
| 2016 | Canada Media Fund Experimental Fund Jury |
| 2015/8 | TIFF Artist Advisory Panel |
| 2015 | NextMedia Advisory Board |
| 2015 | International Symposium on Electronic Art (ISEA) Program Committee member |
| 2013/4 | CMF Experimental Fund Jury |
| 2011 | Siggraph International Conference on Computer Graphics and Interactive Techniques, Art Papers Reviewer |
| 2011 | DocSHIFT Lab program, Juror |
| 2009 | Siggraph International Conference on Computer Graphics and Interactive Techniques, Art Papers Reviewer |
| 2009 | "Loading" Journal of Game Studies, Reviewer |
| 2008 | Telus Innovation Fund, Juror |
| 2007 | Telus Innovation Fund, Juror |

f) GRADUATE SUPERVISIONS: count of master's, doctoral, postdoctoral – completed / in progress:

Completed: 36 MA, 0 PhD, 0 Postdoctoral
 In progress: 0 MA, 4 PhD, 0 Postdoctoral

NAME OF STUDENTS supervised, title of thesis or project, year of first registration and year of completion:

Name of Student (MA/PhD), Title of Thesis or Project, Date of First Registration-Date of Completion (* means Masters student went on to Doctoral studies)

Monica Brighton (PhD, Media Design and Innovation), TBD, 2024 (in progress)

Cassandra Ferworn (PhD, Computer Science), TBD, 2023 (in progress),
 co-supervision

Mehnaz Aydemir (PhD, Media Design and Innovation), TBD, 2022 (in progress)

Samantha Sherer (PhD, Communications and Culture), TBD, 2019 (in progress)

Lilian Chan, Cozy Games and Character-Driven Storyworlds: Effective Tools for Pediatric Voice Therapy, 2020-2021

Laura Montenegro Jaramillo, Teaching Emotional Regulation and Awareness Through a VR-based Rhythm Game, MDM Digital Media, 2019-2020

Camila Bohorquez, Importance of Emotion Design in Multimedia Emerging Technologies for Children and Teen Emotional Management, MDM Digital Media, 2019-2020

Roozbeh Moayyedian, Planetarium: Goal setting with the help of data visualization and gamification, MDM Digital media, 2019-2020

Meghan Bisjoli, Some Things Never Change: An Interactive Exploration of Online Indoctrination, MDM Digital Media, 2019-2020

Tamer Gargour, Travelling While Arab: A Podcast and Study on the Effects of Social Media on Free Movement, MDM Digital Media, 2019-2020

Dwight Alexander, Big Headed Bear: Using Contextualized Narratives to Educate, Masters of Media Production, MDM Digital Media, 2018-2019

Michael Smilovitch, Creating Social Immersive Virtual Reality Through Asymmetrical Gameplay, MDM Digital Media , 2018-2019

Gonzalo Arteaga , Bamnpak VR, MDM Digital Media , 2018-2019

Lucas Arias-Valenzuela, Bamnpak VR, MDM Digital Media, 2018-2019

Ferro, Carlow, Bamnpak VR, MDM Digital Media, 2018-2019

Glynis Dupuis, MA Fashion, Forwarding Fashion: Developing an App to Contemporize Fashion Design Assessment and Feedback in Higher Education, 2017-2019

*Aseem Kroma, MDM Digital Media, Alzheimer's Eyes, 2017-2018

Marisa Tassone, MDM Digital Media, Virtual Reality Cinemas, 2017-2018
 Michael Carter-Arlt, MDM Digital Media, Exploring Interactive Technology in Education through the use of 3D Lenticular Projection and Volumetric Displays, 2017-2018
 Ingrid Forster, MDM Digital Media, Tangible Objects vs Digital Interfaces, 2017-2018
 Kathryn Mackenzie, MDM Digital Media, Make Stories That Matter: Innovative Techniques for Teaching Ethical and Inclusive Media-Making, 2016-2017
 Qingxiao Yu, MDM Digital Media, The Design and Development of an Audio-Only Rhythm Game, 2016-2017
 McCabe-Bennet, Hanna, PhD Psychology (Academic Advisor), Investigating the Cognitive and Emotional Features of Hoarding Disorder using Virtual Reality, 2014-ongoing
 Mulekar, Shivaniya, MA Documentary Media, Sanctuary, 2014-2016
 Jamie Citron, MDM Digital Media, Augmented Reality Alice, 2015-2016
 Anahita Mehr, MDM Digital Media, Augmented Reality Alice, 2015-2016
 *Singh, Cyrus, MA Documentary Media, Brothers in Arms, 2014-2016
 Tekle, Sara, MA Media Production, Sklar's Adventure, 2015-2016
 Joshua Clavir, MDM Digital Media, Advancing Live-Action Room Escape Games: Augmenting Narrative and Adding Replay Value, 2014-2015
 Jordan Sparks, MA Media Production, An/Other, 2014-2015
 Daniel Korn, MA Media Production, "Cobra", 2013-2014
 Adira Rotstein, MA Media Production, "DIY", 2013-2014
 *Daniel Harley, MA Media Production, "The Bellman", 2013-2014
 Marc Serpa, MA Documentary Media, "Bloor Street Project", 2011-2013
 Robinder Uppal, MA Documentary Media, "Bloor Street Project", 2011- 2013
 Vlad Cazan, MA Media Production, "ButtonPad", 2012-2013
 Kwame Newman-Bremang, MA Media Production, "Lost in the Dark", 2012-2013
 *Chris Kim, MA Media Production, "MetaMood", 2011-2012
 PJ Lee, MA Media Production, "The Kenya Help Project", 2010-2011
 Cameron Tulk, MA Media Production, "Media + Media", 2010-2011
 Bryan Frois, MA Media Production, "Lament and Tranquility", 2010-2011
 Rob Mausser, MA Media Production, "Colour the Sound", 2008-2009
 Yuri Markarov, MA Media Production, "Transcoding for Multiplatform Screens", 2008-2009
 Aaron Hancock, MA Media Production, "True Horizon", 2008-2009
 Afzal Huda, MA Media Production, "Amulets", 2008-2009

Committee Member:

Completed: 3 PhD

Names of Students

Tanya Pobuda, PhD Communications & Culture, "I Didn't See Anyone Who Looked Like Me': Gender and Racial Representation in Board Gaming". 2018-2022

Hanna McCabe-Bennett, PhD Psychology, "Investigating the Cognitive and Emotional Features of Hoarding Disorder using Virtual Reality", 2015-2018

Cyrus Sundar Singh, PhD Communications & Culture, "Performing the Documentary: Expanding the Cinematic Frame", 2019-2023

Internal/External Examiner:

Completed: 1 Masters, 1PhD

Names of Students

Kirsten Schaefer, PhD Communications & Culture, "The Evolving Role of the Designer in the Digital 3D Knit Ecosystem: Embodied Knowledge, Experiential Learning and Communication Between Primary Stakeholders", 2020

Halla Imam , Masters of Information, University of Toronto, Resequencing Identity: African Americans and Direct-to-Consumer Genetic Testing, 2021

g) GRADUATE COURSES: by year

Seminars:

| Dates | Title |
|-----------|---|
| 2015-2023 | DG8001 Foundations of Digital Media |
| 2015-2024 | MP8964 Design Solutions Supercourse |
| 2011-2016 | DM8104 Documentary Media Production |
| 2013-2016 | MP8964 Emerging Technologies for Media Makers |
| 2013-2017 | Digital Project Lab |
| 2008-2012 | MP8961 Digital Virtual Environments |
| 2011 | DM892 Masters Product Production |
| 2008-2010 | MP8961 2D and Object Animation |

Directed Studies:

| | |
|------|---|
| 2023 | DI8013 Mehnaz Ayedemir |
| 2018 | DG8009 Assem Kroma |
| 2016 | DG8009 Jamie Citron, Anahita Kaveh Mehr |
| 2016 | DG 8009 Kim Kamaljeet Ghattoura |

- h) 1. EXTERNAL RESEARCH FUNDING: by year, indicating source (granting councils, industry, government, foundations, other); amount; principal investigator; purpose (research, travel, publications, operating, equipment, etc.)

| <u>Year</u> | <u>Source</u> | <u>Program</u> | <u>Type</u> * - | <u>Amount/Year</u> | <u>PI</u> | <u>Purpose**</u> |
|-------------|-----------------------------------|---|-----------------------|--------------------|---|------------------|
| 2024 | CFI | IF | G | 1,730,000 | Mazalek, Lachman | Research |
| 2023 | NFRF | Exploration | G | 250,000 | Khan, Lachman , Alvarez, LaVoie | Research |
| 2022 | MITACS | Globalink | G | 20,000 | Lachman | Research |
| 2021 | SCALE.AI | SCALE.AI | G | 112,000 | Lachman | Research |
| 2021 | CCA | Digital Strategies | G | 50,000 | Lachman , Cizek | Research |
| 2020 | NSERC | Alliance | G | 50,000 | Lachman , Khan, Alvarez, Lavoie | Research |
| 2020 | OCE | VIP | G | 20,000 | Lachman | Research |
| 2019 | MITACS | Accelerate | G | 12,000 | Lachman , Mazalek | Research |
| 2019 | MITACS | Globalink | G | 10,000 | Lachman | Reserach |
| 2018 | MITACS | Gloablink | G | 10,000 | Lachman | Reserach |
| 2017 | Heritage | Canada History Fund | G | 168,500 | Lachman | Research |
| 2016 | MITACS | Globalink | G | 10,000 | Lachman | Research |
| 2015 | OCE | TalentEdge | G | 1000 | Lachman | Research |
| 2015 | RBC | Immigrant Diversity and Inclusion Project | G | 10,000 | Lachman | Research |
| 2013 | OCE | VIP Voucher Program | G | 1000 | Lachman | Research |
| 2013 | Bell Broadcast and New Media Fund | Professional Development | G | 7,000 | Lachman | Workshop |
| 2013 | Bell Broadcast and New Media Fund | Development | G | \$50,000 | Lachman | Research |
| 2013 | Bell Broadcast and New Media Fund | Production | G | \$335,000 | Lachman | Research |

| | | | | | | |
|------|-----------------------------------|--|---|-------------|--|---------------------------------|
| 2013 | Canada Media Fund | Experimental Stream | G | \$166,00 | Lachman | Research |
| 2011 | OMDC | Entertainment and Creative Clusters Partnership Fund | G | \$200,000 | Lachman | Research |
| 2011 | Bell Broadcast and New Media Fund | Professional Development | F | \$7,000 | Lachman | Conference |
| 2011 | FedDev | Applied Research and Commercialization Fund | G | \$50,000 | Lachman | Commercialization |
| 2010 | OCE | Interact Grant | G | \$13,500 | Lachman | Research |
| 2010 | OMDC | Entertainment and Creative Clusters Partnership Fund | G | \$227,333 | Lachman | Research, Conference, Incubator |
| 2010 | Bell Broadcast and New Media Fund | Development | F | \$50,000 | Lachman | Research/Production |
| 2009 | CFI/ORF | New Initiatives Fund | C | \$1,106,153 | Androupoulos, Bal, Lachman , Fels, Goodrum, Gorbet, Law | Infrastructure |
| 2009 | SSHRC | Research/Creation in Fine Arts | C | \$147,356 | Elmer | Research |
| 2009 | Innuksuk Fund | | F | \$159,800 | Lachman | Research/Production |
| 2006 | Quebecor Fund | | F | \$350,000 | Lachman | Production |
| 2006 | OMDC | Interactive Media Development Fund | G | \$44,000 | Lachman | Production |
| 2006 | Bell Broadcast and New Media Fund | Production | F | \$250,000 | Lachman | Production |
| 2005 | Telefilm | | C | 250,000 | Lachman | Production |
| 2004 | Bell Broadcast and New Media Fund | Development | F | \$50,000 | Lachman | Development |

| | | | | | | |
|------|--------------------------------|------------|---|--|----------------|----------|
| 1996 | AT&T Graduate Fellowship | Fellowship | I | | Lachman | Research |
|------|--------------------------------|------------|---|--|----------------|----------|

*Type: C – Granting Councils; G – Government; F – Foundations; O – Other

**Purpose: research, travel, publication, etc.

2. INTERNAL RESEARCH FUNDING: This includes university funds, SSHRS minor grants awarded through the University, etc.

| <u>Year</u> | <u>Source</u> | <u>Program</u> | <u>Type*</u> | <u>Amount/Year</u> | <u>PI</u> | <u>Purpose*</u> * |
|-------------|-----------------------|--------------------------------------|--------------|--------------------|---------------------------|----------------------|
| 2017 | Ryerson | Creative Grant | G | \$10000 | Lachman | Research |
| 2016 | Ryerson | Health Research Fund | G | \$7000 | Fiocco | Research |
| 2015 | Ryerson | Creative Grant | G | \$10000 | Lachman | Research |
| 2015 | Ryerson | SSHRC Inst. Grant | O | \$1000 | Lachman | Research |
| 2015 | Ryerson | Summer URO | O | 7000 | Lachman | Research |
| 2015 | Ryerson | Ryerson Health | O | 7000 | Lachman, Fiocco | Research |
| 2014 | Ryerson | FCAD Small Projects | O | 7000 | Lachman | Research |
| 2014 | Ryerson | FCAD Creative Grant | O | 7000 | Lachman | Creative |
| 2013 | Ryerson | Fall/Winter RA | O | 3998.16 | Lachman | Research |
| 2009 | Ryerson University | Travel Grant | O | \$1,125.80 | Lachman | Travel |
| 2009 | Ryerson University | SRC Early Research Award | O | \$10,000 | Lachman | Research |
| 2009 | Ryerson University | Summer Research Assistant Program | O | \$7,590 | Lachman | Research |
| 2011 | Ryerson University | Travel Grant | O | \$850 | Lachman | Travel |

*Type: C – Granting Councils; G – Government; F – Foundations; O – Other

**Purpose: research, travel, publication, etc.

- i) **PUBLICATIONS:** The Publications should be listed in the categories shown below and include the following information: books authored, books edited (a list of the chapters contributed by the editor must follow each title), chapters in books (other than those listed in the above category), papers in refereed journals, papers in refereed conference proceedings, technical reports, abstracts and/or papers read, and others. Each title must show the names of the authors in the order in which they appear in the original publication and inclusive page numbers. Publications submitted, but not yet accepted, must be listed separately within the various categories.

1) Life-time summary (count) according to the following categories:

| | |
|-----------------------------|---|
| Books authored | 2 |
| Books edited | 0 |
| Chapters in books | 2 |
| Papers in refereed journals | 8 |

| | |
|--|----|
| Papers in refereed conference proceedings | 9 |
| Major invited contributions and/or technical reports | 0 |
| Abstracts and/or papers read | 2 |
| Other (e.g., workshops presented, other types of publications) | 28 |

2) Details, same categories as above: books, chapters in books, papers in refereed journals, etc.

Books authored:

Lachman, R. (2025, forthcoming). *Digital Wisdom: Rethinking Interaction and Innovation in the Age of AI*. Taylor & Francis

Cizek, K., Uricchio, W., Kamat, S., Kim, A., Romano, C., Wolozin, S., Stephenson, M., Harris, T.A., Holmes, M., Anderson, J., Weaver, II, Carter, M.A., Winger-Bearskin, A., Massih, L., Rafsky, S., **Lachman, R.**, Mertes, C. (2022). *Collective Wisdom: Co-Creating within Communities, across Disciplines and with Algorithms*. MIT Press.

Chapters in Books:

Lachman, R. (2024 forthcoming). "Talking to Strangers: the Challenges of Conversational AI and Human Expectations" in Raquel Benitez Rojas & Francisco Martínez Cano (Eds), *Revolutionizing Communication: The Role of Artificial Intelligence*. CRC Press/Routledge, Taylor and Francis Group.

Lachman, R. and Joffe, M. (2020). "Applications of Artificial Intelligence in Media and Entertainment" in A. Cheok & T. Musiolik (Eds), *Analyzing Future Applications of AI, Sensors, and Robotics*. Hershey, PA: IGI Global Press

Papers in Refereed Journals:

Martínez-Cano, F.J. Ivars-Nicolás, B., & **Lachman, R.** (2024). Immersive Narratives as Prosocial Agents. *Fonseca, Journal of Communication*, (28), 5-9.

Martínez-Cano, F.J., **Lachman, R.** and Canet, F. (2023) VR content and its prosocial impact: predictors, moderators, and mediators of media effects. A systematic literature review. *Frontiers of Communication*. 8:1203242. doi: 10.3389/fcomm.2023.1203242

Fiocco, A. J., Millett, G., D'Amico, D., Krieger, L., Sivashankar, Y., Lee, S. H., & **Lachman, R.** (2021). Virtual tourism for older adults living in residential care: A mixed-methods study. *Plos one*, 16(5), e0250761.

McCabe-Bennett, H., Provost-Walker, O., **Lachman, R.**, Girard, T.A., & Antony, M.M. (2020). A virtual reality study of experiential avoidance, emotional experiences, and hoarding symptoms. *Journal of Obsessive-Compulsive and Related Disorders*, 27, 100590. <https://doi.org/10.1016/j.jocrd.2020.100590>

McCabe-Bennett, H., **Lachman, R.**, Girard, T.A., & Antony, M.M. (2020). A virtual reality study of the relationships between hoarding, clutter, and claustrophobia. *Cyberpsychology, Behavior, and Social Networking*, 23(2), 83-89. <https://doi.org/10.1089/cyber.2019.0320>

Lachman, R. and Rahnama, H. (2018). "A Case-Study in Collaboration, Cross-Disciplinarity, and Mixed Reality Prototyping in Higher Education." *Journal of Higher Education Theory and Practice* 18(3)

Lachman, Richard. (2017). "Emergent Principles for Digital Documentary." *VIEW Journal of European Television History and Culture* 5.10: 97-109.

Lachman, R. Watson, C. (2010). "Creating a User-steerable Media Presentation-system as a Canadian/Australian Distance-Learning Project.", *Australasian Canadian Studies*, Vol 28, No 2 , Pages 97-112.

Papers in Refereed Conference Proceedings:

Zhang, G., & **Lachman, R.** (2023, November). Branching Out: An Analysis of Mass-Audience Interactive Videos after Bandersnatch. In *2023 IEEE Gaming, Entertainment, and Media Conference (GEM)* (pp. 1-6). IEEE.

Jaramillo, L. M, Arevalo, M. B., **Lachman, R.**, (2022). "Teaching Emotional Regulation and Awareness Through a Virtual Reality Rhythm Game," *2022 IEEE Games, Entertainment, Media Conference (GEM)*, St. Michael, Barbados, pp. 1-6, doi: 10.1109/GEM56474.2022.10017887.

Chan, L., Chandross, D., Cober, S., & **Lachman, R.** (2022, November). TOMO VOX: Exploring Cozy Games and Character-driven Storyworlds for Pediatric Voice Therapy. In *Proceedings of the 2022 Annual Symposium on Computer-Human Interaction in Play* (pp. 127-132).

Samek, M., Tibu, T., **Lachman, R.**, & Mazalek, A. (2021, June). Stories Incarnate: Designing embodied, interactive storytelling experiences for live audiences. In *Creativity and Cognition* (pp. 1-8).

Tomasi, J., Tiwari,A., Zai, C., Zai, G., **Lachman, R.**, Gaspar,C., Kennedy, J. (2021).Using a Remote Virtual Reality Paradigm to Investigate

Anxiety-Related Phenotypes: A Feasibility Study. World Congress of Biological Psychiatry (forthcoming)

Provost-Walker, O., McCabe-Bennett, H., Girard, T.A., **Lachman, R.**, & Antony, M.M. (2020, May) *Indecisiveness and perfectionism in hoarding disorder*. Canadian Psychological Association, Montreal, QC.

Uy, D.A., McCabe-Bennett, H., Girard, T., **Lachman, R.**, & Antony, M.M. (2019, November). *Virtual reality: A new approach to studying hoarding disorder*. Poster presented at the meeting of the Association for Behavioral and Cognitive Therapies, Atlanta, GA.

Smilovitch, M., & **Lachman, R.** (2019, October). BirdQuestVR: A Cross-Platform Asymmetric Communication Game. In *Extended Abstracts of the Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts* (pp. 307-313).

Kroma, Assem, and **Lachman, R.** "Alzheimer's Eyes Challenge: The Gamification of Empathy Machines." *Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts*. ACM, 2018.

Krieger, L., **Lachman, R.**, & Fiocco, A. J. (2018, October). Virtual tourism for older adults living in retirement homes: A qualitative analysis. 47th Annual Scientific and Educational Meeting of the Canadian Association on Gerontology, Vancouver, BC.

Lachman, R. and Rahnama, H. (2018). "A Case-Study in Collaboration, Cross-Disciplinarity, and Mixed Reality Prototyping in Higher Education." *Proceedings of IAFOR International Conference on Education*, Honolulu, HI pp 47-58

MCCabe-Bennett, H., Girard, T.A., **Lachman, R.**, & Antony, M.M. (2017). Examining the effects of emotional intensity and experiential avoidance in hoarding disorder using virtual reality technology. *Association for Behavioral and Cognitive Therapies*, San Diego, CA.

Harley, Daniel, and **Lachman, Richard.** (2014) "CHI PLAY 2014: the bellman: subtle interactions in a linear narrative." *Proceedings of the first ACM SIGCHI annual symposium on Computer-human interaction in play*. ACM.

Lachman, Richard. (2014). "Preliminary Results from a University-Based Incubator for Transmedia Digital Prototypes." *Proceedings of EdMedia: The World Conference on Educational Multimedia, Hypermedia and Telecommunications*. Vol. 2014. No. 1.

Lachman, R. (2012). "TIFF.Nexus: A collaborative cross-media development project across Academic and Creative Media sectors", Proceedings of the 4th International Conference on Education and Learning Technologies (EduLearn 12). Barcelona, Spain

Lachman, R., Clare, A. and Lieberman, W. (2010). "Rock Mars: cross-industry collaboration on a rich media educational experience (Preliminary Results)," *Procedia - Social and Behavioral Sciences*, Volume 9, World Conference on Learning, Teaching and Administration Papers, Pages 1352-1356, ISSN 1877-0428, DOI: 10.1016/j.sbspro.2010.12.333.

Lachman, R. and Watson, C. (2010) "Creating a User-steerable Media Presentation-system as a Canadian/Australian Distance-Learning Research Project", in *Proceedings of the 15th Biennial Conference of the Australian and New Zealand Association for Canadian Studies* (Armidale, Australia)

Lachman, R., Clare, A. and Liberman, W. (2010) "Mars Rocks: Cross-Industry Collaboration on a Rich-Media Education Experience" in *Edulearn10, the Proceedings of the International Conference on Education and New Learning Technologies 2010*, pages 5121-5129

Lachman, R. (2008). Diamond Road Online: a user-guided documentary experience. In *ACM SIGGRAPH 2008 New Tech Demos* (Los Angeles, California, 2008). SIGGRAPH '08. ACM, New York, NY,

Diamond, S., Carpendale, S., **Lachman, R.**, Portway, J., (2002) *Data Metaphors, Data Visualization*, IEEE Information Visualization, London, Conference Proceedings

Lachman, Richard. (1997). "Mapping Character Animation to Computer Interface". *Proceedings of the Workshop on Animated Interface Agents*, IJCAI. Nagoya, Japan.

Stern, Andrew; **Lachman, Richard** and Harrington, Alan. (1998) "Virtual Petz 3: Breeding and Environments". *Lifelike Characters Conference* (Snowbird, Utah, USA)

Major Invited Contributions and/or Technical Reports:

Cizek, K., Uricchio, W., Anderson J., Carter, M.A., Detroit Narrative Agency, Harris, T.A., Holmes, M., Lachman, R., Massiah, L., Mertes, C, Stephenson, M., Winger-Bearskin, Al, Wolozin, S., (2019). "COLLECTIVE WISDOM: Co-Creating Media within Communities, across Disciplines and with Algorithms". MIT PubPub.

<https://wip.mitpress.mit.edu/collectivewisdom>

Hasan, A., Wilkins, L., McShane, K., Arzaga, A., & Lachman, R. (2019, January). Ryerson University Zone Learning: A Pilot Evaluation of 21st Century Skills. Retrieved March 1, 2021, from

http://www.iincanada.ca/wp-content/uploads/2019/03/IINC-19_WPP_21st_CenturySkills.pdf

Abstracts and/or Papers Read:

1. Lachman, R. (2017). "Translating Skills". Council of Universities Conference on Experiential Learning Best Practices. Toronto, ON; panel.
2. Lachman, R. , Stevenson, B., Fox, V. (2017). "Campus Linked Accelerators and Tracking Skill Development". Global Conference of Entrepreneurship Centers. 2017. Halifax, NS.
3. Lachman, R. (2017). "Creating Problem-Solving Entrepreneurial Thinkers on Campus and Beyond". Deshpande Symposium on Innovation and Entrepreneurship in Higher Education. Lowell, MA; panel discussion
4. Lachman, R., Pringle, R., Wise, S.(2017). "Zone Learning: Training Innovators & Entrepreneurs". SXSW Edu. Austin, TX
5. Lachman, R. (2017). "Experience Design". Canada Council "Arts in a Digital World" Summit. Montreal, Canada.
6. Genet, P., Fox, V., Lachman, R., (2016). "Zone Learning in Higher Education". APEX Symposium, Leadership Action for Excellence, Innovation and Health. Ottawa, Canada
7. Lachman, R., Pringle, R. (2015). "Prototyping as a Methodology for Creative Media Enterprises". Academy of Innovation and Entrepreneurship Conference. 205. Toronto, Canada
8. Lachman, R. (2014). "Learning Experiences for New Media Literacies: A Case-Study in Cross-Disciplinary Prototyping", *European Conference on Technology in the Classroom*. Brighton, UK
9. Lachman, R. (2008). "Broadcast Television and Online Communities: A Case Study" Association of Internet Researchers 9 conference, refereed abstract. Copenhagen, DK

Other:

1. Lachman, R. (2024). Future of AI, creativity and human expression. Canadian Arts Summit, Business/Arts, Banff AB (keynote)
2. HotDocs (May 1, 2023). Co-Creation, Community, Knowledge Systems and AI (panel)
3. U.S. Consulate Kolkata Diplomacy Program. (Jan 27, 2023). "Democratizing the Flow of Information". The Future of Journalism: How Immersive Technology and Artificial Intelligence Can Shape the News and Impact Audience Opinion
4. International Documentary Film Festival Amsterdam (IDFA) (Nov 14, 2022). Collective Wisdom (panel)

5. The Walrus Talks (Oc 26, 2021) “The Walrus Talks at Home: Canadian content and the new online creator economy”.
https://www.facebook.com/watch/live/?ref=watch_permalink&v=6332062023502733
6. Lachman, R. (2021) Strategies for your Digital Strategies, Toronto Arts Council, Toronto ON (keynote)
7. Lachman, R. (2019) Arts, Culture and Digital Transformation Summit”, Banff Centre for the Arts and Culture, Banff AB
8. Lachman, R. (2017). “Digital Strategies for the Arts”, Ontario Council for the Arts. Toronto, ON (keynote)
9. Lachman, R. (2017). “What does the A stand for in STEAM”, ArtSci Salon, Fields Institute. Toronto, ON
10. Lachman, R. (2016) “Experience Design Human Library”, Canada Council for the Arts – Arts in a Digital World. Montreal, Canada
11. Lachman, R. (2016) Creating Problem-Solving Entrepreneurial Thinkers on Campus and Beyond, Deshpande Symposium for Innovation and Entrepreneurship in Higher Education; panel
12. Lachman, R. (2016) Technology in the Classroom, TIFF Kids Industry panel (Toronto, Canada); panel moderator
13. Lachman, R. “Lessons from the CRTC Discoverability Jam”. Discoverability Symposium. 2016. Toronto, Canada
14. Lachman, R. (2016) VR and Digital Documentary for Education, HotDocs Symposium (Toronto, Canada); invited lecture
15. Lachman, R. (2016) Creative Data, McLuhan Centre Symposium (Toronto, Canada); invited lecture
16. Lachman, R. (2016) Ethics in Computer Science, TPS1067 (Toronto, Canada); guest lecture
17. Lachman, R. (2016) Ethics and Algorithms, IEEE Lecture Series (Toronto, Canada); invited lecture
18. Lachman, R. (2016) VR History and Challenges, NFB/National Theatre VR Workshop (Toronto, Canada); invited lecture
19. Lachman, R. (2016) Virtual Reality for Theatre, NFB/National Theatre VR workshop (Toronto, Canada); invited lecture
20. Lachman, R. (2016) Virtual Reality on Trial, HotDocs (Toronto, Canada); panel
21. Lachman, R. (2016) VR Futures, NXNE Interactive (Toronto, Canada); panel
22. Lachman, R. (2016) Discover Jam, CRTC Discoverability Summit (Toronto, Canada); invited symposium talk
23. Lachman, R. (2015) Interacting with the Interactive, DocCircuit/RIDM (Montreal, Canada): panel moderator
24. Lachman, R. (2015) Transitions, Performing Arts Centre Consortium Symposium (Toronto, Canada): invited lecture
25. Lachman, R. (2014) Documentary Virtual Reality, workshop, HotDocs Festival (Toronto, Canada): workshop
26. Lachman, R. (2013) The Future of Entertainment, Council of Ontario Universities ‘Research Matters’ series (Toronto, Canada): invited public lecture

27. Lachman, R. (2013) Locative Media, DIY Days, workshop (Toronto, Canada): workshop
28. Lachman, R. (2012) The DigiDoc Forecast, panel, Planet in Focus (Toronto, Canada): Panel creation and moderation
29. Lachman, R. (2012) Renga and the Future of Interactive Cinema, panel, Toronto International Film Festival (Toronto, Canada): Planned and Moderated panel as interviewer
30. Lachman, R. (2012) New Media Literacies, seminar, NML Jam, TIFF.Nexus Youth and New Media Literacies project (Toronto, ON): Invited lecture
31. Lachman, R. (2011) Opportunities in Digital Media, lecture, Canada-India Innovation Summit (Ottawa, ON): invited lecture
32. Lachman, R (2011) New technologies for digital documentary, panel, docSHIFT Conference (Toronto, Canada): Panellist
33. Lachman, R. (2011) Locative Media, Locative Media Day,, lecture, TIFF.Nexus Conference (Toronto, Canada): Invited lecture
34. Lachman, R (2011) Opportunities in Digital Media, lecture, Canada-India Innovation Summit (Carleton University, Ottawa, ON): Invited lecture
35. Lachman, R (2011) Creating Transmedia Entertainment for Children: Multi-Platform Content Meets New Media Literacy, lecture, Sprockets Toronto International Film Festival for Children and Youth (Toronto, Canada): Invited lecture
36. Lachman, R 2010 Northern Visions: Digital Gaming and Digital Media in Canada (Panel), Game Education Summit 2010 (Los Angeles, USA): Invited Lecture and Panelist
37. Lachman, R 2009, "A Spreading Activation Net approach to Interactive Documentary", International Conference on Advances in Computer Entertainment Technology, refereed poster (Athens, Greece)
38. Lachman, R 2008 "Storytelling 2.0", nextMEDIA 2008 conference presentation (Banff, Canada): Invited lecture
39. Lachman, Richard (2007) "Diamond Road Online", panel discussion, DOC-IT, Toronto, Canada): Presentation/Panelist
40. Lachman, Richard (2007) "Interactive Multimedia in International Co-productions", panel discussion, Sunny Side of the Doc, (Montreal, Canada): Panelist
41. Lachman, Richard (2005) "Intro to AI", Lecture, Communication, Culture and Information Technology, lecture, U of Toronto/Sheridan College (Toronto, Canada): Invited lecture
42. Lachman, Richard (2004) "Artificial Intelligence and Believable Characters". Lecture, Interactive Multimedia, Sheridan College. (Toronto, Canada): Invited lecture
43. Diamond, Sara, Lachman, Richard et al (2004). CodeZebra: The Making of Software, Video
44. Lachman, Richard (2004) McLuhan International Festival of the Future, Panel discussion (Toronto, ON): Panelist

45. Diamond, Sara, Lachman, Richard et al (2004), "Code Zebra", performance, DEAF Festival (Rotterdam, NL): Software and Dance/performance art project, Software Technical Director
46. Lachman, Richard (2002) "Animist and Filmic Techniques in User Interface Design". Panel discussion on *User Interface Design* at BNMI Boot Camp (Banff, Canada): Panelist
47. Lachman, Richard (2002) "Code Zebra". Presented at *Artificial Stupidity/Artificial Intelligence*, lecture, Banff New Media Institute Workshop, (Banff, Canada)
48. Lachman, Richard (2002) "Alternate Strategies in Scientific Visualization". Panel discussion on "*Visualization, Semantics and Aesthetics*", International Conference on Information Visualization (London, UK): Conference Presentation
49. Lachman, Richard (2002) "Degrassi: The Next Generation -- Techniques in Developing a Reusable Online Story Engine", lecture, *Interactive Screen*, Banff New Media Institute Workshop (Banff, AB): Invited Lecture
50. Lachman, R., Schütte, A. (1997). "Spelunk! – A networked proxy for community interaction", *Laughing Matters*, Interval Research Workshop (Palo Alto, USA): Presentation, Workshop on computation and humour
51. Lachman, Richard. (1997). "Maitre-D: A Site-based Agent for Web-Page Recommendation." MIT Media Lab Interactive Cinema Technical Report. January: Whitepaper
52. Morgenroth, L., Lachman, R., Davenport, G. (1996)."Lurker". performance, *Exploding Cinema*, 25th International Film Festival. (Rotterdam, NL): Alternate Reality Game experience developed at MIT Media Lab; Research Assistant and Software Developer
53. Davenport, G., Lachman, R. (1996)."Australian Rules Lurker", performance, *Language of Interactivity conference*, Australian Film Commission. Summer (Sydney, Australia): Alternate Reality Game experience experience developed at MIT Media Lab; Research Assistant and Software Developer

SIGNATURE

DATE