

Daria Tsoupikova

CURRICULUM VITAE | 2024

EDUCATION

- 2001 **Computer Graphics** - Syracuse University, Syracuse, NY, MFA
1993 **Graphic Design** - Moscow State Academy of Social Sciences, Moscow, Russia, BFA
1988 **Painting** - Ministry of Education of Russia Moscow State Art School, Moscow, Russia

ACADEMIC APPOINTMENTS

- 2022— **Founder and Chair (Design)**, CS+DES (Computer Science + Design) BS program
2019— **Professor, Media Design**
School of Design, University of Illinois Chicago
Electronic Visualization Laboratory (EVL)
2008-19 **Associate Professor, Media Design**
School of Design / Electronic Visualization Laboratory (EVL), University of Illinois Chicago
2002-08 **Assistant Professor, Media Arts, Electronic Visualization**
School of Design / Electronic Visualization Laboratory (EVL), University of Illinois Chicago
2014-17 **Co-Director**
Creative Coding Research Group / Electronic Visualization Laboratory, University of Illinois Chicago
2001-02 **Adjunct Professor, Computer Graphics**
University of Rochester, Rochester, NY
1988-93 **Adjunct Professor, Computer Graphics**
Syracuse University, Syracuse, NY
1993-94 **Instructor, Graphic Design**
Moscow State Academy of Social Sciences, Moscow, Russia

PROFESIONAL APPOINTMENTS

- 2001-06 **Art Director**, Web Professionals New York, Syracuse, NY
2000 **Designer**, Siegel+Gale Inc. New York, NY
2000 **Designer**, FirstbornMultimedia Inc. New York, NY
1998-00 **Senior Designer**, GIC Inc. Syracuse, NY
1997-98 **Web Designer**, NYCA Studio Inc. New York, NY

PROFESIONAL AFFILIATIONS/VOLUNTEERING

ACM SIGGRAPH Association for Computing Machinery's Special Interest Group on Graphics and Interactive Techniques, Therapy Dogs International (TDI), AKC Agility, Plein Air Chicago

PUBLICATIONS

- 2022 Tsoupikova, D., Cattell, J., Johnson, A., Long, L., Nishimoto, A., & Jyothula, S. P. (2022). Hummingbird: A Collaborative Live Theater and Virtual Reality Adventure. In Special Interest Group on Computer Graphics and Interactive Techniques Conference Immersive Pavilion (pp. 1-2). Association for Computing Machinery (ACM). doi:10.1145/3532834.3536213
- Tsoupikova, D. (2022). SIGGRAPH 2022 Introducing SIGGRAPH 2022 Art Gallery. In PACMCGIT - SIGGRAPH 2022 Art Gallery (pp. 4-5)
- Tsoupikova, D., Nyhoff, J., & Rangel, K. (2022). Investigating Experimental Design+Theater+Coding Methodology to Teach Virtual Reality Design: A Case Study: Investigating Experimental Design: Theater Coding Methodology. In Proceedings - SIGGRAPH 2022 Educator's Forum. doi:10.1145/3532724.3535595
- Spee, Grace, Bansri Thakkar, Abinash Mallick, Jennifer Cyrus, Quentin Bu, Arda Erdeniz, and Daria Tsoupikova. 2022. "OASIS: A Collaborative Virtual Reality Design Exhibition Exploring the Post-capitalist Mall." *The International Journal of Visual Design* 16 (1): 65-81. doi:10.18848/2325-1581/CGP/v16i01/65-81.
- 2021 O'Sullivan, J. 2021. *Electronic Literature as Digital Humanities: Contexts, Forms, & Practices*. New York: Bloomsbury Academic. Book chapter by Rettberg, S. Coover, R., Tsoupikova D., Nishimoto A. Addressing Torture in Iraq through Critical Digital Media Art-Hearts and Minds: The Interrogations Project.
- 2020 Thielbar, K.O., Triandafilou, K.M., Barry, A.J., Yuan, N., Nishimoto, A., Johnson, J., Stoykov, M.E., Tsoupikova, D. and Kamper, D.G., 2020. Home-based Upper Extremity Stroke Therapy Using a Multiuser Virtual Reality Environment: A Randomized Trial. *Archives of physical medicine and rehabilitation*, 101(2), pp.196-203.
- 2019 Tsoupikova D., Preuss F. 2019. Virtual Reality and Games Facilitating Successful Aging. 10th International Multi-Conferences on Complexity, Informatics and Cybernetics: IMCIC 2019
- 2018 Triandafilou, K.M., Tsoupikova, D., Barry, A.J., Thielbar, K.N., Stoykov, N. and Kamper, D.G., 2018. Development of a 3D, networked multi-user virtual reality environment for home therapy after stroke. *Journal of neuroengineering and rehabilitation*, 15(1), p.88.
- Ghassemi, M., Ochoa, J.M., Yuan, N., Tsoupikova, D. and Kamper, D., 2018, July. Development of an Integrated Actuated Hand Orthosis and Virtual Reality System for Home-Based Rehabilitation. In 2018 40th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC) (pp. 1689-1692). IEEE.
- 2016 Tsoupikova D., Rettberg S., Coover R., Nishimoto A. 2016. The Battle for Hearts and Minds: Interrogation and Torture in the Age of War. An Adaptation for Oculus Rift. Proceeding SA '16 SIGGRAPH ASIA 2016 VR Showcase, ACM New York, NY, USA, Article No. 5
- Tsoupikova D., Rettberg S., Coover R., Nishimoto A. 2016. Hearts and Minds: the Interrogations Project, Leonardo, the Journal of the International Society of the Arts, Sciences and Technology.
- Tsoupikova D., Triandafilou K., Solanki S., Barry A., Preuss F. and Kamper D. Real-time diagnostic data in multi-user virtual reality post-stroke therapy. Proceeding SA '16 SIGGRAPH ASIA 2016 VR Showcase, Article No. 8, ACM New York
- Coover R., Tsoupikova D., Rettberg S., Nishimoto A. Hearts and Minds: the Interrogations Project, ISEA2016 Proceedings, City University of Hong Kong, pp. 72-75
- 2015 Nishimoto A., Tsoupikova D., Rettberg S., Coover R. From CAVE²™ to Mobile: Adaptation of Hearts and Minds Virtual Reality Project Interaction. *Human Computer Interaction, Interaction Platforms and Techniques*, 2015, Volume 9732, Springer, pp. 400-411
- Tsoupikova D., Thielbar K., Triandafilou K., Preuss F., Kamper D. Multi-User Virtual Reality Therapy for Post-Stroke Hand Rehabilitation at Home. 2016. *Journal of Systems, Cybernetics and Informatics: JSCI*, Volume 14, Number 2
- Tsoupikova D., Rettberg S., Coover R., Nishimoto A. The battle for hearts and minds: interrogation and torture in the age of war. 2015. *Proc. of the SIGGRAPH 2015*, ACM, NY, USA
- Tsoupikova D., Stoykov N., Corrigan M., Thielbar K., Vick R., Li Y., Triandafilou K., Preuss F., Kamper D. Virtual Immersion for Post-Stroke Hand Rehabilitation Therapy. 2015. Springer, *Annals of Biomedical Engineering*, February 2015, Volume 43, Issue 2, pp. 467-477

- 2015 Tsoupikova D, Forbes A. Data Improvisations. CreateSpace Independent Publishing Platform. October 6, 2015.
Tsoupikova D., Coover R., Rettberg S., Nishimoto A. Hearts and Minds: The Interrogations Project. 2015. Proc. of the IEEE VR, Arles, Provence, France. 23-27 March
- 2014 Tsoupikova D., Kostis H. Ten Things Not To Do: A Practical Guide for Artists in Art/Science Collaborations. 2014. The International Journal of Arts Education. Vol. 8. Issue 2.pCommon Ground Publishing LLC. Pp.15-24
Coover R., Rettberg S., Tsoupikova D., Nishimoto A. Hearts and Minds: The Interrogations Project. 2014. Proc. of the IEEE VIS 2014 Arts Program, VISAP'14, Paris, France.
- 2013 Tsoupikova D., H.N. Kostis, B. Lopez, T. Shah. Media Arts in Support of Science Education. Media-N, Journal of the new Media Caucus, 2013
H.N. Kostis, D. Tsoupikova, D. Sandin, MT Rhyne. A Practical Guide to Art/Science Collaborations. 2013. Proceedings of SIGGRAPH 20013, ACM SIGGRAPH, New York, NY.
Tsoupikova D, Stoykov N, Kamper D, Vick R, Li Y, Listenberger M. Use of virtual reality to promote hand therapy post-stroke, Proceedings of SPIE - The International Society for Optical Engineering. 2013; 8649
Tsoupikova D, Stoykov N, Kamper D, Vick R. Virtual Reality environment assisting post stroke hand rehabilitation: case report, Stud Health Technol Inform. 2013; 184: 458-64
- 2012 Tsoupikova, D., Aguilera, J., Kostis, H., Shah, T., Lopez Silva, B. Media Arts in Support of Science Education, Proceedings of ISEA2012, CreateSpace Independent Publishing Platform, 2012
- 2009 Tsoupikova D., Li Y., Stoykov N., Vick R., Kamper D., Virtual Reality Environment Assisting Recovery from Stroke, Proceedings, SIGGRAPH ASIA 2009, ACM SIGGRAPH, New York, NY, 2009
Tsoupikova D., Kooima R., Passing "Place for Games", Proceedings, SIGGRAPH 2009, ACM SIGGRAPH, Inc., New York, NY, 2009
- 2008 Tsoupikova D., Aesthetics as a Medium, ISEA 2008, Conference Proceedings, August 25-30, 2008, Singapore Management University, Singapore, pp.445-446
Tsoupikova D., Aesthetics as a Tool: the Resurgence in Virtual Reality, New Media Caucus, media-N online journal (ISSN: 1942-017X), 2008
Tsoupikova, D., Aguilera, J., Kostis, H., Shah, T., Lopez Silva, B. Media Arts in Support of Science Education, Proceedings of ISEA2012, CreateSpace Independent Publishing Platform, 2012
Tsoupikova D., Rutopia 2. Development of Virtual Reality Artwork, JISC 3D Visualization in the Arts Network, 3DVisA, UK, British Library ISSN 1751-8962, 2008
- 2007 Tsoupikova D., Kooima R., Passing Excellence, the Interactive Art Visualization of the Kizhi Ensemble, Proceedings of the CIPA 2007, Athens, Greece, 2007
Tsoupikova D., Hill A., Development of Rutopia2 VR Artwork using new Ygdrasil features, GRAPP 2007, International Conference on CG Theory and Applications Proceedings, INSTICC Press, Portugal, pp. 225-228
Tsoupikova D., Passing Excellence, Proceedings of Electronic Imaging SPIE 2007 Conference, Stereoscopic Displays and Virtual Reality Systems XIV, Volume 6490, pp. 64901T; Woods, A., Bolas, M., McDowall, I.
- 2006 The Cryptoclub. Using Mathematics to Make and Break Secret Codes by Beissinger J, Pless V., AK Peters, Ltd. Natick, MA, August 2006, ISBN: 156881223X
Tsoupikova D., Beissinger J., Cryptography and Mathematics: Educational Game "Treasure Hunt", Proceedings, SIGGRAPH 2006, ACM SIGGRAPH, Inc., New York, NY, 2006
Tsoupikova D., Framing the Magic, Proceedings of Electronic Imaging SPIE 2006 Conference, SPIE Vol. 6055, 60551W, Stereoscopic Displays and Virtual Reality Systems XIII; Andrew J. Woods, Neil A. Dodgson, John O. Merritt, Mark T. Bolas, Ian E. McDowall; Eds.
- 2005 Dolinsky, M., Anstey, J., Pape, D., Aguilera, J., Kostis, H. N., Tsoupikova, D. Collaborative Virtual Environments Art Exhibition, Proceedings of SPIE-IS&T Electronic Imaging, SPIE Vol. 5664, p.641-652 Stereoscopic Displays and Virtual Reality Systems XII, San Jose, CA, USA, January 2005
- 2002 Tsoupikova D., Interactive animation as an educational tool in "Winter Dreams", Proceedings, SIGGRAPH 2002, ACM SIGGRAPH, Inc., New York, NY, 2002, pp.111-112

EXHIBITIONS / PRESENTATIONS

Hummingbird. Chicago Childrens Theatre. March 23-26, 2023, Chicago

Hummingbird. SIGGRAPH 2022 Immersive Pavilion. August 7-11, 2022, Vancouver, Canada

Chicago Design Through the Decades, Art on theMART, November 18-December 30, 2022

Art on theMART is a 2.5-acre public multimedia platform on the façade the Merchandise Mart on Chicago Riverwalk

Refik Anadol on AI and Digital Art, SIGGRAPH Over Coffee Live Series, Instagram, May 27, 2022

Hummingbird. Goodman Theatre New Stages Festival. December 3-6, 2021, Chicago

Hummingbird. Workshop Performance Previewl. June 18-20, 2021, Chicago

Immersive Investigations of Global Concepts in Three Dimensions: Design + Theater + Coding
Virtual Reality Student Exhibition. CAVE2, EVL, Chicago, November 10, 2021 and April 13, 2022

Oasis, A Collaborative Virtual Reality Design Exhibition Exploring the Post-Capitalist Mall. Virtual Reality Student
Exposition at Video Game Art Gallery (VGA), Chicago, December 2020 (online due to pandemic)

Chicago Design Milestones. CAA 2020. Technological Frontiers: Design Incubation Colloquium, Chicago, Feb. 14, 2020

Chicago Design Milestones installation at 150MediaStream, 150 N. Riverside, Chicago, July 2019

Virtual Reality Student Exposition at Video Game Art Gallery (VGA), Chicago, October 25, 2019

Virtual Reality and Games Facilitating Successful Aging. IMCIC 2019, Orlando, March 15, 2019

Hearts and Minds. Virtual Reality Performance, CAVE2. Electronic Visualization Laboratory, Chicago, November 2, 2018

Hearts and Minds: the Interrogations Project. Screening. iDocs Dome, 2018. March 21, 2018, Bristol, UK

Hearts and Minds. Virtual Reality Performance, CAVE2. Electronic Visualization Lab, Chicago, March 7, 2018

Hearts and Minds: the Interrogations Project. Nobel Peace Prize Forum. September 15, 2017, Minneapolis

Hearts and Minds: the Interrogations Project. CAVE2 Performance for University of Chicago, January 18, 2017, Chicago

Presentation for Chicago Data Visualization Meetup meeting. April 19 and February 24, 2016, Chicago

Hearts and Minds: the Interrogations Project. An Adaptation for Oculus Rift. SIGGRAPH ASIA, Virtual Reality Showcase,
December 4-9, 2016, Macau, China

Real-time diagnostic data in multi-user virtual reality post-stroke therapy. Proceeding SA '16 SIGGRAPH ASIA 2016 VR
Showcase, December 4-9, 2016, Macau, China

Hearts and Minds: the Interrogations Project. Official Selection, 2016 BIFF-EXPANDED, exhibition of works of
expanded cinema, Bergen International Film Festival. September 20-28, 2016, Bergen, Norway

Storytelling At The Intersection of Film and Technology In the Digital Age. Digital Arts Panel by Chaz Ebert. Soho
House Chicago, November 15, 2016

Hearts and Minds: the Interrogations Project. CAVE2 Performance, 15th Annual Transatlantic Forum,
October 23, 2016, Chicago

Hearts and Minds:the Interrogations Project. Interactive Demonstration, Bergen Library Digital Literature event.
October 21, 2016, Bergen, Norway

Hearts and Minds: the Interrogations Project Interactive Screening. Bunkier Sztuki Gallery, July, 2016,
Kraków, Poland

Hearts and Minds: the Interrogations Project Interactive Screening. Silesian Museum in Katowice, July 15, 2016, Poland

Hearts and Minds: The Interrogations Project. ISEA 2016, May 20, 2016, Run Run Shaw Gallery 360, City University
Hong Kong

Multi-User Virtual Reality Environment For Post Stroke Therapy At Home. September 12-October 1, 2015. Museum of
Health and Medicine, Chicago

The Battle for Hearts and Minds: Interrogation and Torture in the Age of War. SIGGRAPH 2015, Los Angeles

Interrogating Torture. Human Rights Human Wrongs, February 13, 2015, Litteraturhuset /Literature House, Oslo, Norway (invited)Hearts and Minds: The Interrogations Project. ISEA 2015, Vancouver, Canada

Hearts and Minds: The Interrogations Project. IEEE VR, Video Presentation, 2015

Hearts and Minds: Virtual Reality Performance. Aug. 21, Dec. 4, 2015. CAVE2, Electronic Visualization Laboratory, Chicago

Hearts and Minds: The Interrogations Project. HASTAC 2015 Conference. May 27-30, 2015. East Lansing

Hearts and minds: The interrogations project. IEEE VIS 2014, VISAP'14, 2014. Paris, France

Girls Steaming to Practicing STEAM: the Powers of New Media Arts for Engaging Girls in STEM. College Art Association CAA2014, New Media Caucus Lightening Talks Presentation, February, Chicago

Hearts and Minds: The Interrogations Project. "Images, Sounds, Words" One-Day Seminar / Dokkhuset / October 15, 2014, Trondheim Academy of Fine Arts, Trondheim, Norway

Hearts and Minds: Virtual Reality Performance in the CAVE2- Electronic Visualization Laboratory, June 17, 2014 and July 11, 2014, Chicago

A practical guide to art/science collaborations. Presented with Dan Sandin and Helen-Nicole Kostis, SIGGRAPH 2013, Anaheim

Use of virtual reality to promote hand therapy post-stroke. SPIE 2013, San Francisco

Ten Things Not To Do: A Practical Guide For Artists in Art/Science Collaborations. 2013. 8th International Conference on the Arts in Society. Budapest, Hungary

A multi-user virtual training environment for upper extremity therapy in the home. July 26, 2013. MARS3 annual research meeting, Rehabilitation Institute of Chicago, Chicago

Virtual Reality environment assisting post stroke hand rehabilitation: case report. NextMed VR 2012, San Jose

Media Arts in Support of Science Education. ISEA 2012, Albuquerque

Virtual Reality Environment assisting recovery from stroke. AAPMR 2010 American Academy of Physical Medicine and Rehabilitation, Seattle

Virtual Reality Environment Assisting Recovery from Stroke. 2010. Art Therapy in the World 9th Annual Symposium. Image, Brain, and Hand: Collaboration in Rehabilitation, Milwaukee

Virtual Reality Environment Assisting Recovery from Stroke. SIGGRAPH ASIA 2009. Yokohama, Japan

Passing "Place for Games" SIGGRAPH 2009, Information Aesthetics, New Orleans

The Power of Image, Brain, and Hand in Rehabilitation, IATA Conference, Illinois Art Therapy Association SAIC, January 31, 2009. Chicago

Rutopia 2, ISEA 2008, the International Symposium on Electronic Art, Singapore Management University, Singapore

Rutopia 2, TAS, S2008. IGGRAPH Traveling Art Show

Passing Excellence, the Interactive Art Visualization of the Kizhi Ensemble, CIPA 2007, the 21st International Symposium on Cultural Heritage, October 1-8, 2007, Athens, Greece

Development of the Interactive Stereoscopic Visualization Passing Excellence. 2007. SPIE Chicago Midwest Conference. Northwestern University, Evanston

Rutopia 2. SIGGRAPH 2007 Art Gallery. Calit2 and the Center for Research in Computing and the Arts (CRCA) at University of California, August 4-6, 2007, San Diego

Development of Rutopia2 VR Artwork using new Ygdrasil features, GRAPP 2007, International Conference on CG Theory and Applications Proceedings, March 8-11, 2007, Barcelona, Spain

Rutopia 2. IEEE Virtual Reality 2007, March 10-14, 2007, Charlotte

Rutopia 2. Virtual Reality SubFest. Hallwalls Contemporary Arts Center, Buffalo, NY, August 4-6, 2006. Department of Media Study, University at Buffalo, USA, and Electronic Visualization Laboratory (EVL)

Cryptography and Mathematics: Educational Game "Treasure Hunt". SIGGRAPH 2006, July 30-August 3, 2006
Boston Convention and Exhibition Center, Boston

RUTOPIA 2. EVA International Conference on Electronic Information, the Visual Arts and Beyond, July 28, 2006,
University College London, UK

Rutopia2. IV06 International Conference on Information Visualization, Computer Animation & Special Effects Show.
July 5-7, 2006. University of London, London, UK

Rutopia 2. CGIV06 International Conference on Computer Graphics, Imaging and Visualization, July 26-28, 2006,
University of Technology, Sydney, Australia

Rutopia 2. SPIE 2006 Engineering Reality of Virtual Reality, January 15-19, 2006, San Jose

Rutopia 2. IGRID 2005 International Conference on Advanced Scientific Research in International and National Global
Network Systems, Calit2, University of California, San Diego, CA, September 26-29, 2005. Teleimmerisve network VR
presentation with Geophysical Center, Russian Academy of Sciences, Russia, Hybrid Arts Laboratory, Indiana
University, Bloomington, IN, USA, Department of Media Study, University at Buffalo, USA, Electronic Visualization
Laboratory (EVL), Chicago

Rutopia. IV05, July 6-8, 2005, Greenwich, England, UK

Treasure Hunt. GLS Games, Learning, and Society Conference, June 23-24, 2005, Madison

Rutopia. SPIE 2005 Engineering Reality of Virtual Reality, January 20, 2005, San Jose
Teleimmerisve network VR onnected in real-timeshow with Hybrid Arts Laboratory, EVL and Indiana University,
Bloomington

Rutopia. Festival de Mondos Virtuais at SVR.II, October 20-22, 2004, Sau Paulo, Brasil

The International teleimmerisve VR networked art exhibition connected in real-time with the Royal Institute of
Technology (KTH), Stockholm, Sweden, the State University of New York at Buffalo, Buffalo, NY, Electronic Visualization
Laboratory (EVL), University of Illinois at Chicago, Chicago, IL, Indiana University, Bloomington

Rutopia. Networks, Art & Collaboration Conference, 2004, Buffalo

Teleimmerisve Networked Virtual Reality presentation connected in real-time with the following sites, the State
University of New York at Buffalo, Buffalo, NY, Electronic Visualization Laboratory (EVL), UIC Chicago, IL, Indiana
University, Bloomington, IN

Rutopia. IEEE 2004 Virtual Reality Conference, Chicago, IL, March 29, 2004

Teleimmerisve network VR presentation with the following sites: Electronic Visualization Laboratory (EVL), University
of Illinois at Chicago, Chicago, IL, The State University of New York at Buffalo, Buffalo, NY, Indiana University,
Bloomington, IN, Interactive Institute, Tools for Creative Studio, Umea, Sweden, art(n) gallery, Chicago

Rutopia. IDEAS, Interactive Digital Environments Arts and Storytelling Festival. Radio & TV Center, Indiana University,
Bloomington, IN, April 2003. Teleimmerisve VR networked presentation with the Indiana University CAVE

Rutopia. Version 03 >> International Digital Arts Media Festival, Teleimmerisve Networked VR presentation

Rutopia. VR Exhibition. March 2003, Museum of Contemporary Art (MCA), Chicago

Winter Dreams. SIGGRAPH 2002, July 21-26, 2002, San Antonio

Struggle. Lower Art Gallery, May, 2001, Syracuse, NY

Mount. Shemin Theater, May, 2000. Syracuse University, Syracuse, NY

World Wide Worms. Shaffer Art Gallery, November, 1998. Syracuse, NY

Butcher. 40th Honor Exhibition of Moscow State Academy of Social Sciences. March, 1993. Central House of Art,
Moscow, Russia

Traditions and Problems of Russian Design Succession, May, 1992. All-Union Exhibition Center, Moscow, Russia

GRANTS

Ongoing

Sensing Logistics: Multimodal Ethnography Across the Seams of Global Circulation. 2021-2024, **National Science Foundation (NSF)**. (PI - Chu J., Co-PI- Tsoupikova D.) Total Budget: \$67,000
Research and development of new media tools for representing the multimodal experience and social impact of the logistics industry in contemporary life.

Completed

Transforming Storytelling: A Novel Teleimmersive Performance Merging Live Theater and Multi-User Virtual Reality. 2021-2023. **National Endowment for the Arts (NEA)**. (PI - Tsoupikova D.) Total Budget: \$20,000
Expanding storytelling through nexus of VR and live theater to make it accessible to a broader audiences. demonstrating how virtual reality can transform theatrical storytelling.

Chicago Design Through the Decades. 2020-2021. **UIC Award for Creative Activity**. (PI-Oiga S., Co-PI-Tsoupikova D.). Total Budget: \$15,000

Data design for the Art on theMART 2.5-acre digital art projection along Chicago's Riverwalk.

Hummingbird. **Illinois Arts Council Award (IACA)**, 2021-2022. Illinois Arts Council. (PI - Tsoupikova D.) Total Budget: \$4,000. Exhibition & development of the Hummingbird VR theater performance with Goodman Theatre

Multi-User Virtual Reality Storytelling: Beyond Theater. 2020-2021. **UIC Award for Creative Activity**. (PI-Tsoupikova D.). Total Budget: \$10,000

Development of the Virtual Reality theater performance b in collaboration with Chicago's Goodman Theatre.

Transforming Storytelling: Multi-User Virtual Reality Theater for Collaborative Tele-Immersive Exploration (PI-Tsoupikova D.). 2019-2021. **University of Illinois System's** Presidential Initiative to Celebrate the Impact of the Arts and the Humanities: Total Budget: \$150,000

Development of the VR multi-user interactive performance in collaboration with Chicago Goodman theatre.

Virtual Reality and Games to support Autism and Innovation Initiative in Illinois. 2019-2021. **Discovery Partners Institute (DPI)**. (PI-Dunne M.; Co-PI-Tsoupikova D., Heler T.) Total Budget: \$30,000, awarded from DPI: \$15,000
Bringing VR to the forefront of autism spectrum disorder (ASD) research for training and workforce development.

Chicago Design Milestones. 2018-2019. **Leviaphan & 150MediaStream**. (PI-Tsoupikova D, Co-PI-Oiga S.) Total Budget: \$5,500. Public installation designed for the 150 Media Stream Chicago, showcasing the evolution of Chicago design.

Fullfillment Project: A Field Guide to the Logistical City (PI-Chu J., Co-PI-Tsoupikova D.) 2017-2019. **University of Chicago Innovation Fund**. Total Budget: \$10, 000

Research and development of the VR project examining social impact of the logistics industry in contemporary life.

Machines Assisting Recovery from Stroke and Spinal Cord Injury for Reintegration into Society (MARS3) (PI-Rymer). Sub-project (PI-Kammer d., Co-PI-Tsoupikova D.): Multi-User Virtual Training Environment For Upper Extremity Therapy In The Home. 2012-2017. **U.S. Department of Health and Human Services information**, HHS Grant Award Number: 90RE5010-01-01, HHS CFDA Number: \$4,748,666

Develment of the virtual reality environment for hand and arm rehabilitation reinventing engagement with therapy for post-stroke survivors.

MRI: Development of Instrument on Robot-aided, Cognitive Virtual Rehabilitation for Automatic Physical Training of Individuals with Disabilities (iRAPID). 2013-2017. **National Science Foundation (NSF)** CNS, Division Of Computer and Network Systems, Award # 1335263 (PI-Hu, Co-PI-Tsoupikova D, Gray J, Brown D, Qahouq J.) Total Budget: \$499,999
Developing iRAPID, a robot-aided cognitive virtual rehabilitation instrument for automatic physical training of individuals with disabilities.

Collaborative Research: Cyber-Enabled Demand-Interactive Transit for the Next-Generation Transportation Systems. 2014-2018. **National Science Foundation (NSF)** Division of Civil, Mechanical, & Manufact Inn, Award # 1402918.

(PI- Eriksson J. Co-PI- Tsoupikova D., Marai L.) Total Budget: \$175,000

Development of a large outdoor visualiation system to encourage urban tourism and transit.

The Cryptoclub: Cryptography and Mathematics Afterschool and Online, 2009-2014. **National Science Foundation (NSF)** Division of Research on Learning, Award #0840313 (PI-Beissinger J, Co-PIs- Tsoupikova D., Sanders B, Goldman S.) Total Budget: \$2,757,259

Developing online and offline interactive materials to teach cryptography and mathematics.

Implementation of a virtual therapist in a home-based rehabilitation system for stroke survivors, 2011-2012. Fulbright Scholar Award, France. (PI: Tsoupikova) Image Institute, ParisTech, Chalon-sur-Saône, Burgundy, France, Total Budget: \$22,000

Machines Assisting Recovery from Stroke (MARS2), Sub-project: Development of hand technology involving reaching, 2007-2012. National Institute on Disability and Rehabilitation Research (NIDRR), Grant #H133E070013. (PI: Rymer; Co-PIs: Kamper, Patton, Tsoupikova) Total Budget: \$4,748,875

Cryptography and Mathematics. Materials for Middle Grade, 2001-2006. NSF, Division Of Research On Learning, Award #0099220 (PI: Beissinger) Total Budget: \$423,109

AWARDS

Muse Creative Award Gold 2023

Creative Quarterly 2023 Runner Up

Print Awards | First Place

Vega Digital Awards | Gold

Distinguished Faculty Award 2021 CADA | UIC

National Endowment for the Arts (NEA) 2021

UIC Award for Creative Activity 2020, 2022

Illinois Arts Council Award (IACA), 2021

Communication Arts Environmental Design Award of Excellence 2020

Creative Quarterly Excellence Award 2020

Muse Silver Award 2020

Leonardo Outstanding Reviewer 2019

Communication Design Scholar Award | Design Incubation 2019

The Society of Typographic Arts (STA) 100 Award, 2019

Best Paper Award, e-Health, Science and Information Technologies Session, IMCIC, 2019

Presidential Award University of Illinois 2019

Best Work of Electronic Literature Award, Electronic Literature Organization, 2016

Official Selection, Bergen International Film Festival, Bergen, Norway, 2016

Official selection, ISEA 2016 Gallery 360 virtual reality theater show, Hong Kong 2016

Dean's Research Prize, College of Architecture, Design and the Arts, UIC, 2017

Best Paper Award, QRMS paper session, IMCIC 2016, March 7-11, Orlando

Dean's Research Prize, College of Architecture, Design and the Arts, UIC, 2015

NSF's 2015 Facilitator's Choice Award /Teaching and Learning Video Showcase, 2015

Official Selection Human Rights Human Wrongs HUMANE International Film Festival 2015

CCSW-MWC Professional Development Award, 2015

Dean's Research Prize, College of Architecture, Design and the Arts, UIC, 2014

UIC College of Architecture and the Arts Research Prize, 2013

UIC College of Architecture and the Arts Research Prize, 2007-2008

Office of the Vice Chancellor of Research Art and Humanities Award (OVCR-AAH), 2006-2007

Best Immersive Virtual Reality Environment Award, IDEAS, Radio & TV Center, Indiana University, Bloomington,, 2003

PROFESSIONAL SERVICES

2023 Reviewer, ISEA 2023
2022 Chair, SIGGRAPH Art Gallery
2022 Reviewer, SIGGRAPH Art Papers
2021 Chair, SIGGRAPH Art Papers
2021 Member, SIGGRAPH 2022 Brand Task Force Committee
2020 Reviewer, ISEA2020 Program Committee
2019 Reviewer, Leonardo, MIT Press
2019 Reviewer, CHI PLAY '19, the Annual Symposium on Computer-Human Interaction in Play, Barcelona
2019 Reviewer, IMCIC 2020, March, Orlando,
2019 Reviewer, IMCIC 2020, March, Orlando
2019 Member, Fulbright U.S. Scholar Program Review Committee / Design
2019 Reviewer, Leonardo, MIT Press
2018 Member, Fulbright U.S. Scholar Program Review Committee / Design
2018 Reviewer, IEEE VIS Arts Program, VISAP'18
2018 Reviewer, Leonardo, MIT Press
2018 Ad Hoc Reviewer, SIGGRAPH 2018 Art Papers
2017 Reviewer, Leonardo, MIT Press
2017 Member, Fulbright U.S. Scholar Program / Media Arts Peer Review Committee / Design
2017 Reviewer, IEEE VIS Arts Program, VISAP'17
2017 Reviewer, Virtual Reality journal, Springer
2017 Reviewer, IEEE Access
2017 Reviewer, Reviewer, Disability and Rehabilitation, Taylor & Francis
2017 Reviewer, SIGGRAPH 2017 Art Papers
2017 Reviewer, Leonardo, MIT Press
2017 Reviewer, IEEE Transactions on Biomedical Engineering
2017 Reviewer, UIC's Graduate College AWARDS Committee: Arts and Humanities Division
2017 Reviewer, IMCIC 2017, March, Orlando
2016 Reviewer, SIGGRAPH ASIA, Educational Symposium
2016 Reviewer, IEEE VIS Arts Program, VISAP'16 / Program Committee member, Baltimore, MD
2016 Reviewer, Leonardo, MIT Press
2016 Reviewer, Disability and Rehabilitation, Taylor & Francis
2016 Reviewer, Fulbright Committee 2016 Media Arts
2016 Reviewer, Virtual Reality journal, Springer
2016 Reviewer, IEEE Transactions on Biomedical Engineering
2016 Reviewer, UIC's Graduate College AWARDS Committee: Arts and Humanities Division
2016 Juror, the Image of Research 2016, UIC, Chicago
2016 Co-Chair, Conference Session, IMCIC 2016, March, Orlando
2015 Co-Chair, IEEE VIS Conference Arts Program, VISAP'15, Palmer House Hilton, Chicago
2015 Reviewer, IEEE VIS Arts Program, VISAP'14 / Program Committee member, Paris, France
2015 Reviewer, Dove Medical Press Ltd Publisher, Auckland, New Zealand
2015 Reviewer, Euromed 2014, International Conference on Cultural Heritage, Cyprus, Greece
2015 Juror, the Image of Research 2014, UIC, Chicago
2014 Reviewer, Fulbright Commissions - France, Norway and Poland
2014 Reviewer, EuroMed 2014 International Conference on Cultural Heritage
2014 Reviewer, Dove Medical Press
2014 Reviewer, IEEE VIS Arts Program VISAP'14
2014 Juror, the Image of Research 2014, UIC, Chicago
2013 Juror, the Image of Research 2013, UIC, Chicago
2013 Co-Chair, the Chancellor's Committee on the Status of Women, Faculty Concerns, UIC
2012 Juror, the Image of Research 2012, UIC, Chicago
2012 Reviewer, IEEE International Symposium on Robot and Human Interactive Communication
2012 Reviewer, EuroMed 2012 International Conference on Cultural Heritage
2011 Juror, the Image of Research 2011, UIC, Chicago
2011 Reviewer, ASME 2011 World Conference on Innovative Virtual Reality WINVR2011

2010 Juror, the Image of Research 2010, UIC, Chicago
2009 Juror, SIGGRAPH 2009, New Orleans
2009 Chair, Explorations in Art and Design, panel at the SIGGRAPH 2009
2009 Curator, Scientific and BioMedical Visualization panels / CAF Festival SIGGRAPH 2009
2008 Juror, SIGGRAPH 2008 Late Breaking Program, Los Angeles
2008 Juror, SIGGRAPH 2008, Los Angeles
2008 Reviewer, CITSA 2009
2008 Reviewer, VIRE 2008, International Conference on Virtual Reality
2007 Curator, Exhibition of VR artwork by EVL faculty and students, SVR 2007 IX International Symposium on Virtual and Augmented Reality, Petropolis, Brazil

SELECTED UNIVERSITY SERVICES

2017— Founder and Chair CS+DES BS program
2019-22 School of Design Executive Committee
2020-23 College Personnel Committee
2018-21 UIC Senate Committee
2018-20 Information Technology Governance Council Committee
2015-18 University Graduate College AWARDS Committee: Arts and the Humanities
2015-16 University Strategic Planning Initiative Focus Group
2015-16 Science Chicago, UIC, EVL
2013-14 Computer Science (EVL) Faculty Search Committee
2009-10 U.S. Fulbright campus review committee
2005-10 Graduate College, Member of the Graduate Faculty
2009-10 Gallery 400 Organization Committee
2005-06 Educational Policy Committee
2004-05 Media Arts Search Committee
2004-05 Multimedia Consultant, Jane Addams Hull-House Museum
2003-04 School of Art and Design Director Search Committee

UIC School of Design

2022-23 School Personnel Committee
2021-22 Digital Media Faculty Search Committee
2017-22 School Personnel Committee
2015-17 Educational Policy Committee
2013-14 School Personnel Committee
2009-10 School Personnel Committee
2008-10 Revenue Committee
2005-07 Co-Chair, Promotion and Tenure Committee
2005-06 Educational Policy Committee
2005-06 Honors College Advisor