

ALEX BRAIDWOOD

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BIOGRAPHY

Alex Braidwood is a sound artist, media designer, and educator who maintains a practice exploring issues of sustainability at the intersection of art and science. He has exhibited art, led workshops, lectured on his work, and performed live at a variety of events and venues throughout the US, Europe, Asia, and Australia. He has been an artist in residence in an Australian mountain village, on an Iowa farm, at a mid-western biological field research station, and on Isle Royale National Park. Alex is Director of the Artist-in-Residence program at Iowa Lakeside Lab field research station as well as Director of Graphic Design Graduate Education and faculty in the Human Computer Interaction program at Iowa State University. He is Artistic Director and Graphic Designer for the arts organization Group Creatives, a Des Moines-based organization helping midwest cities develop and implement public art master plans. He also serves as Secretary for the Midwest Society for Acoustic Ecology (MSAE) board of directors, as the MSAE representative on the World Forum for Acoustic Ecology, and as President of the World Listening Project.

EDUCATION

- 2011** **MFA in Media Design from the Graduate Media Design Program**
Art Center College of Design, Pasadena, CA
- 2001** **BFA in Graphic Design with an Emphasis on Interaction & Motion Design**
College for Creative Studies, Detroit, MI

TEACHING

- 2012-Present** **Iowa State University, Ames, IA**
Director of Graduate Education, Graphic Design department.
Associate Professor, Graphic Design undergraduate and graduate programs.
Associate Professor, Masters of Design in Sustainable Environments (2014-2019).
Faculty, Human Computer Interaction masters and PhD program.
- 2016-Present** **Iowa Lakeside Lab Biological Field Research Station, Okoboji, IA**
Faculty, Acoustic Ecology art, design, and science field study.
- 2012** **OTIS College of Art and Design, Los Angeles, CA**
Adjunct Faculty, Communication Design Department.
- 2002-2009** **College for Creative Studies, Detroit, MI**
2008-2009 Full-time Visiting Assistant Professor of Graphic and Interaction Design.
2002-2008 Adjunct Faculty, Graphic Design Department.
2007-2009 Advisory Board Member.
2005-2009 Interactive & Motion Advisory Board Member.



ART, DESIGN, & BOARD POSITIONS**2021-Present Director of Graduate Education for Graphic Design at Iowa State University**

Responsibilities:

- Oversee all things graduate education in the Graphic Design department.
- Assist students in both the MFA in Graphic Design and the MA in Experiential Graphic Design (MAxGD) degrees.
- Manage and update the graduate curricula for the MFA and MAxGD degrees as needed.
- Guide students through the University's Graduate College requirements.
- Review and approve each student's Program of Study.
- Facilitate the relationship between graduate students and their graduate thesis committee.
- Promote the degrees, facilitate the application review process, and award scholarships.
- Manage the department graduate program budget, assign assistantships, oversee the graduate teaching assistants.

2021-Present Artistic Director and Graphic Designer at Group Creatives

Responsibilities:

- Facilitate the discovery process while developing public art master plans with communities of varying sizes.
- Design community engagement discovery tools.
- Facilitate the relationship between artists and communities.
- Design layouts and info graphics for community public art master plan proposals.
- Collaborate with communities and organizations to develop, design, and facilitate requests for art proposals.
- Organize and participate as an artist in public art activations.
- Introduce and manage productivity processes, team communication platforms, and project responsibility tracking.

2020-Present President, World Listening Project

Responsibilities:

- Manage operations of the 501(c)3 non-profit organization. Lead coordination of the flagship event, World Listening Day.

2020-Present Advisory Board, Des Moines Area Community College Graphic Design Program

Responsibilities:

- Consultant for curricular professional relevance, specifically UX/UI design and creative technology integration.
- Provide feedback and approve curriculum changes.

2016-Present Director, Iowa Lakeside Laboratory Artist-in-Residence Program

Responsibilities:

- Increase reach and scale of the program. 2019 saw growth from regional to international artist attendees.
- Design branding, promotion, and other materials to facilitate and document the artists' experience.
- Application review and acceptance. Acceptance rate is approximately 15-20% of applicants each year.
- Coordinate artist housing and studio allocation at the Lab.
- Facilitate interactions between artists, scientists, field instructors, and researchers at the Lab.
- Communicate with regional media outlets through interviews and programming press releases.

2016-Present Faculty, Iowa Lakeside Laboratory Regents Resource Center

Responsibilities:

- Develop and teach the summer Acoustic Ecology field study course for art, design and science students.

2020-Present Board of Directors, World Forum for Acoustic Ecology

Responsibilities:

- Support and promote international programming.
- Vote as affiliate representative of the Midwest Society for Acoustic Ecology.
- Maintain network connections with international researchers and sound artists.

2018-Present Board of Directors, Midwest Society for Acoustic Ecology. Serving as Secretary

Responsibilities:

- Publish meeting notes, scheduling meetings, and organizing votes.
- Manage edits to the MSAE governing bylaws.

2017-2020 Board of Directors, AIGA Iowa. Serving as Education Director

Responsibilities:

- Advocate for student's educational interests during board programming and discussions.
- Collaborate on event organization and volunteer for event duties.
- Act as liaison and faculty advisor for the Iowa State AIGA student group.
- Lead annual townhall brainstorming sessions, organize outcomes, and report back to the board.

2016-2018 Board of Directors, Grinnell City Artist Collective. Founding board member

Responsibilities:

- Review applications and recommend project funding for artist proposals within 100 miles of Grinnell, Iowa.
- Promote the grant applications.
- Provide graphic design support to funded artist projects.



PROFESSIONAL DESIGN PRACTICE**2012-Present - Independent Designer****Partial Client List**

DCAL Agency. Detroit, MI
 Group Creatives. Des Moines, IA
 Alluvial Brewing. Ames, IA
 Lockwood Cafe. Ames, IA
 Moto Pascale Custom Motorcycles. Ames, IA
 STRUCK. Portland, OR

Reliable St Art Collective. Ames, IA
 Healthcare Systems Inc (HSI). Houston, TX
 Chicken Tractor. Des Moines, IA
 Iowa State University College of Design. Ames, IA
 Iowa State University Graphic Design Dept. Ames, IA

2010 Friends of Friends of Friends Research Group. Design Research Intern. Pasadena, CA / Seoul, South Korea

Funded by the Intel People and Practices Research Group.

Project Leads: Internationally Renowned Artists Ben Hooker & Shona Kitchen.

Responsibilities:

- Lead creative technology development of design probes and experience gathering tools.
- Propose new methods for engaging in temporary, public places.
- Explore ideas of community in a variety of temporary, public settings.
- Prototype experimental tangible interactions at a variety of scales.

2006 – 2012 Formalplay, LLC. Ferndale, MI & Los Angeles, CA

Principle and Founder

Partial Client List

USC Institute for Media Literacy. Los Angeles, CA
 Art Center Broadcast Cinema Department. Pasadena, CA
 College for Creative Studies. Detroit, MI
 Elevator Access. New York, NY & Windsor, Canada
 Defrost Design. Royal Oak, MI

Fuse Communications [Audi]. Birmingham, MI
 Campbell-Ewald [Chevy, XM Radio, USPS]. Detroit, MI
 Organic, Inc [Jeep, Chrysler]. Bloomfield Hills, MI
 Y&R Brands [Lincoln Mercury]. Detroit, MI
 Team Detroit [Ford]. Detroit, MI

2007 College for Creative Studies Graphic Design Department. Detroit, MI

Facilitated a \$25,000 project budget for a class of 12 graphic design students to research, design, and prototype a series of tangible interactions to help a large material science company engage industrial designers in the automotive design sector.

2004 – 2006 Organic, Inc. Bloomfield Hills, MI

Senior Experience Architect & Creative Technologist.

Responsible for motion design and development of online experiences for Chrysler, Jeep & Dodge.

Organic, Inc Highlights

Received many local, national and international awards including multiple Caddies,
 7 Webby Awards, 6 Web Marketing Association (WMA) Awards, 4 Adobe Site of the Day Awards,
 2 Favorite Website Awards and 2 GLIMA Awards

2001 – 2004 Freelance & Contract Design**Partial Client List**

Defrost Design. Royal Oak, MI
 Elevator. Windsor, ON
 AIGA Detroit Chapter. Detroit, MI
 Pluto Post. Birmingham, MI
 Detroit Public Television. Detroit, MI

Organic, Inc. Bloomfield Hills, MI
 VectorForm. Detroit, MI
 WDIV Channel 4. Detroit, MI
 CLEAR Magazine. Royal Oak, MI



GRADUATE STUDENT COMMITTEES AT IOWA STATE UNIVERSITY

Current

Liz Moyer	MFA, Graphic Design	Major Professor	<i>Topic: Coping with Death</i>
Kayla Brown	MFA, Graphic Design	Major Professor	<i>Topic: Food & Community</i>
Logan Fredell	MFA, Graphic Design	Major Professor	<i>Topic: Creative Technology</i>
Nishil Patel		MFA, Graphic Design	Major Professor <i>Topic: The Future of Emojis</i>
Victoria Vaudt	MAxGD, Graphic Design	Major Professor	<i>Topic: Public Playscape Accessibility</i>
Chris Merchant	MID, Industrial Design	Outside Member	<i>Topic: TBD</i>
Parmiss Sazgar	MLA, Landscape Architecture	Outside Member	<i>Topic: Biomimicry and Computational Modeling</i>

Graphic Design - Major Professor

Zach Stewart	MFA		<i>Topic: Alternative visual systems for music notation</i>
Liny Yang	MFA		<i>Topic: Empathy Through Design</i>
Monica Pearson	MFA		<i>Topic: Intersection of Design and Science</i>
Alix Collins	MFA		<i>Topic: Social Media and Behavior</i>
Maggie Grundy	MFA		<i>Topic: Live music audience engagement through responsive visuals</i>
Steve Kohtz	MFA		<i>Topic: The Luxury of Silence</i>
David Carius	MA		<i>Topic: Water quality. Title: The Dose Makes the Poison</i>
Julian Osorio	MFA		<i>Topic: Sound and Sonification</i>
Ryan Hubbard	MFA		<i>Topic: Cocoa production and community engagement</i>
Meriesa Elliott	MFA		<i>Topic: Iowa water, run off</i>
Laura Husinga	MFA		<i>Topic: Dyslexic Edge: Fostering a wider understanding of dyslexia</i>
Whitley Kemble	MFA		<i>Topic: A Synthesized Model for Children's Health-Focused Serious Games</i>
Anna Douglas	MFA		<i>Topic: Digital Healthcare</i>
Lingyuan Zeng	MFA		<i>Topic: Freedom of Speech, US vs China</i>

Graphic Design - Committee Member

Yasmin Rodriguez	MFA		<i>Topic: immigration / Border</i>
Calee Himes	MFA		<i>Topic: Tokens of Kindness</i>
Heather Purdy	MFA		<i>Topic: Water Quality and Media Outreach</i>
Qing Guo	MFA		<i>Topic: In search of simplicity in mobile icons</i>
Ryan Wilson	MFA		<i>Topic: Preparing Students for Industry</i>
Moriah Smith	MA		<i>Topic: Tablet publication: using interactivity in a print world</i>

Human Computer Interaction Program

Karen Dotty	PhD, Co-Major Professor		<i>Topic: VR interface gesture</i>
Laura Husinga	PhD, Committee Member		<i>Topic: Augmented Reality Reading Support In Higher Education</i>
Ryan Wilson	PhD, Committee Member		<i>Topic: Understanding the User in Online Education</i>

Outside of Graphic Design - Committee Member

Brittany Eide	MS, Journalism & Mass Communication		<i>Topic: Emotional Responses to Sound in Virtual Reality</i>
Courtney Barbour	MS, Apparel & Hospitality Management		<i>Topic: Sustainable Issues of Material Use and Recycling</i>
John Osario	MID, Industrial Design		<i>Topic: Music Ideation UI / UX</i>
Judy Long	MFA, Art & Visual Culture		<i>Topic: Relationships with death and loss</i>
Manatsa Mazimbe	MFA, Art & Visual Culture		<i>Topic: Character Animation</i>
Joel Nathaniel	MFA, Creative Writing		<i>Topic: Poetry and Reactive Performance, Co-Major Professor</i>
Cathleen Bascom	MFA, Creative Writing		<i>Topic: Prairies in Urban Spaces</i>
Tom Bos	MID, Industrial Design		<i>Topic: Interactive and Reactive Visual Performance Systems</i>
Zhenru Zhang	MA, Interior Design		<i>Topic: Lighting and Productivity</i>
Alec Henderson	MCRP		<i>Topic: Climate Change, Human Security: Narratives of Baton Rouge Floods</i>
Narek Zakaryan	MCRP		<i>Topic: Noise and Public Policy in Ames, IA</i>
Mitchell Hinrichsen	MID, Industrial Design		<i>Topic: The Connection between Color and Sound</i>
Jeff Miller	MFA, Art and Visual Culture		<i>Topic: Small town manufacturing job loss</i>
Mat Greiner	MFA, Art & Visual Culture		<i>Topic: Curation as arts practice</i>
Fei Xue	MFA, Art & Visual Culture		<i>Topic: English translation of Chinese folk lore</i>
Xin Liu	MFA, Art & Visual Culture		<i>Topic: Stop motion animation</i>



ACADEMIC SERVICE**University Committees:**

University Faculty Senate IT Committee
Center for Excellence in the Arts and Humanities Advisory Committee

College Committees:

College of Design Lectures & Exhibition Committee
College of Design Budget Committee
College of Design Operations Committee

Department Ad Hoc Committees

Graduate Curriculum Development Committee
Undergraduate Curriculum Development Committee
Graphic Design Department Computation Advisory Committee
Advisory Council Liaison Committee

Additional Service

2021	AAF Northern Illinois American Advertising Awards. Interactive Media Judge
2017-2020	Faculty Lead. ISUGD Senior Show
2015-2020	Department Advisory Council Liaison
2015-2019	Department Program Night Coordinator
2019	Illinois High School Art Exhibition Scholarship Judge
2017-2019	National Portfolio Day (NPD), Iowa State University College of Design Representative Los Angeles, San Diego, Kansas City, St Louis, Chicago
2016	Journal Reviewer International Digital Media Arts Association (iDMAA)
2016	Graphic Design Department Annual Outside Assessor. Oklahoma State University. Stillwater, OK
2015	Masters of Design in Sustainable Environments Curriculum Development Committee
2014, 2016	Undergraduate honors student mentor.
2014	Bachelor of Design capstone mentor.

University Student Club Faculty Advisor**2014 - Present The Graphic Design Social Club & Student AIGA Chapter**

Students work on design projects for campus and community clients in exchange for donations to support Club events.

Responsibilities:

- Facilitate relationship with Club designers and clients.
- Assist with event organization. fund raising, and promotion.
- Approve spending.

2018 - Present The User Experience Design Club

Students gain insight into the User Experience field through guest speakers, networking events, field trips, and workshops.

Responsibilities:

- Facilitate relationships between the club and professional designers.
- Assist with event organization.
- Approve spending.

2018 - Present DIY Craft Club

The DIY Craft Club promotes creativity and socialization for students who enjoy crafting.

Responsibilities:

- Assist with event organization and promotion.
- Approve spending.



GRANT FUNDING AWARDS**2021 fall, Co-Principal Investigator (Received), Fall Research Competition (\$71,908.00), University of Wisconsin Madison, Wisconsin Alumni Research Foundation, Madison, WI**

Exhibition proposal for “Evolving Graphic Design,” Partnership with SEG D (Society of Experiential Graphic Design) and Exhibition Sponsors, Division of Diversity, Equity, and Educational Achievement, Global Engagement Office in the School of Education, Computer Science and Art Department, University of Wisconsin-Madison

Principal Investigators: Yeohyun Ahn, Assistant Professor, UW-Madison, Co-Principal Investigators: Anastasiia Raina, Assistant Professor, Rhode Island School of Design, Christ Hamamoto, Assistant Professor, California College of the Arts, Moon Jung Jang, Associate Professor, University of Georgia, Alex Braidwood, Associate Professor, Iowa State University, Taekyeom Lee, Assistant Professor, Iowa State University, Heather Quinn, Assistant Professor, DePaul University, Archana Shekara, Associate Professor, Illinois State University, Adam DelMarchelle, Assistant Professor, Wilson College, Mihyun Kim, Assistant Professor, Texas State University, Ting Zhou, Assistant Professor in Residence, University of Connecticut, Hairi Han, Associate Professor, Benedictine University, Jing Zhou, Associate Professor, Monmouth University, Visakh Menon, Adjunct Professor, (CUNY) NY City College of Technology, Henrique Nardi, lecture at UW Madison.

2020 Public Art and Ecology Funded Residency at Iowa Lakeside Lab Grant Funding

In Collaboration with Via Partners, funded by Imagine Iowa Great Lakes. Starting in the summer of 2021, one artist will be selected for an extended 8-12 week residency where they will have an immersive experience in the ecology, science and natural history of the Iowa Great Lakes region. As part of the residency, the selected artist will develop and execute a temporary public art project in the community that engages local residents and visitors in the natural systems that make up the Iowa Great Lakes region.

2019 College of Agriculture and Life Sciences Learning Across America Grant + US Forestry Service Funds

In collaboration with Dr Jennifer Schieltz from the Natural Resource Ecology and Management program, we proposed a science + design interdisciplinary field study course and were awarded a Learning Across America grant from the College of Agriculture and Life Sciences (CALS). For this class and the resulting project, we were also awarded funds from the US Forest Service.

2018 Fieldstead & Company Endowment for Community Enhancement, Regenerative Recovery Grant

In collaboration with Austin Stewart, Assistant Professor of Art and Visual Culture, and Mimi Wagner, Assistant Professor of Landscape Architecture, and David Swenson, Associate Scientist Department of Economics, we were awarded a Regenerative Recovery grant from the Fieldstead & Company Endowment for Community Enhancement. For work with the Masters in Design of Sustainable Environments.

2017-18 Center for Excellence in the Arts and Humanities (CEAH) Symposium Grant

For Coding Design / Designing Code in collaboration w/ Caroline Westort, Landscape Architecture

2014-2015 Iowa State University Foreign Travel Grant

Awarded travel funds to support being the artist in residence at the Bogong Centre for Sound Culture in Australia.

2013 Center for Excellence in the Arts and Humanities (CEAH) Research Grant

Recipient of a CEAH grant to begin work on “Listening in the Megacity,” a new series of projects that begins by recording noise and observing interactions in some of the most densely populated cities on the planet: Seoul, South Korea; Delhi, India and Shanghai, China.

2013 Computation Advisory Committee Grant - Sound Recorders for the College of Design

Awarded a grant to purchase 15 portable sound recorders to be made available for student check out. The recorders have been used by thousands of students throughout the College of Design in the creation of motion graphics work, podcasts, interviews and a variety of other applications.

2011 Center for Cultural Innovation Investing in Artists Grant for Artistic Innovation

Recipient of a Round VIII Investing in Artists Grant in order to continue work on the Listening Instruments project.

2010 Art Center College of Design Graduate Media Design Program Thesis Scholarship

Recipient of a generous departmental scholarship, awarded by the department faculty in recognition of work completed during the first year of study.



HONORS**2019, 2018, 2017, 2014 Department Commencement Speaker**

Selected by Graphic Design Seniors as their department commencement speaker.

2018 Tenured

2018 Iowa State Day at the Capitol. College of Design Representative

Selected by the Dean of the College of Design to my art+science work with Iowa Lakeside Lab.

2017 Des Moines Arts Festival. Juror

Selected as one of three jurors for this highly prestigious national arts festival.

2016 Des Moines Art Center. Iowa Artist

Selected for a year of art programming, community engagement, and museum exhibition with the largest art institution in the state.

ART RESIDENCIES**International - Juried****2022 [tentative] La Wayaka Current Desert 23°S. Atacama, Chile**

Postponed from 2021 due to COVID-19

Focus: Engagement with indigenous community to explore issues of sustainability

2020 World of Co. International / Virtual

Focus: Artists working in a shared, virtual space with critique, exhibition, and live performance

2019 Isle Royale National Park. Lake Superior / Houghton, MI

Focus: Art, science, and ecology in the isolated, wilderness backcountry

2014-2015 Bogong Centre for Sound Culture. Alpine National Park. Bogong Village, Victoria, Australia

Focus: Listening at the Intersection of Nature and Community

Highlight: First non-Australian to be accepted into this residency

National - Juried**2015 Iowa Lakeside Lab. West Okoboji Lake, IA**

Focus: Art at the intersection of science and nature

2013 Guesthaus Artist Residency. Los Angeles, CA

Focus: Artist support while delivering a workshop with Side Street Projects in Pasadena

2013 Grin City Collective. Grinnell, IA

Focus: Communal living. Sustainable, organic farming. Rural, midwestern arts community pride

EXHIBITIONS**Exhibitions - International - Juried - Group**

2021 Ars Electronica. Art Electronica University Stage. Livestream MASS NatureSound Performance. Linz, Austria

2021 Ars Electronica Sound Garden. Serotinous Repose (1 hour 18 minutes). Linz, Austria

2020 World of Co. Live NatureSound Stream and Artist Talk. Virtual & Sofia, Bulgaria

2020 World of Co. AIR Group Exhibition. NatureSound Composition. Online & Sofia, Bulgaria

2017 SUBMERGED. SciArt Center. Buoy Music. New York, NY

2013 Cinema Rest / New Orleans Film Festival. Video collaboration. New Orleans, LA.

2012 Music, Mind & Invention. The College of New Jersey. Noisolation Headphones. Ewing, NJ.

2011 ArtBots. Noisolation Headphones. Ghent, Belgium.

2011 You First. Orange County Center for Contemporary Art. Noisolation Headphones. Santa Ana, CA

2011 You First. Orange County Center for Contemporary Art. Synesthetic Din. Santa Ana, CA

2011-2012 Noises in the Void. Noisolation Headphones. Online curatorial experiment by Pedro Torres

2011-2012 Noises in the Void. See Also Noise. Online curatorial experiment by Pedro Torres

2011 Little Tokyo Design Week. Noisolation Headphones. Los Angeles, CA

2005 Noise: Seen & Unseen Festival. Richard Foreman's Ontological-Hysterical Theater. Live Performance. NY, NY

2004 RE/VIEW: A New Media Art Exhibition. RX Gallery. Reactive Visuals. San Francisco, CA

2001 Exhibit A: Evidence of Pleasure. Interactive audio installation. Center Galleries. Detroit, MI

Exhibitions - National - Juried - Group

2021 SoundPedro. Livestream MASS Performance. Virtual & San Pedro, CA.

2020 SoundPedro. Livestream LA Harbour Sonification Performance. Virtual & San Pedro, CA.



- 2018 **Art + Science: Lakeside Lab AIR Alumni Show.** Public Space One. Curator & Artist. Iowa City, IA
 2016 **Maximum Ames Music Festival.** Live Soundscape Performance. Ames, IA
 2016 **MO: New Works in Media & Publication.** Moberg Walnut St Gallery. Interactive Sonification. Des Moines, IA
 2013 **Long Beach SoundWalk.** Alert Fatigue sound art installation. Long Beach, CA
 2012 **Kansas City SoundWalk.** Live Collaborative Performance. Kansas City, MO.
 2012 **Sound Through Barriers: Listening in Continuous Spaces.** Noisolation Headphones. Fort Collins, CO.
 2011 **Long Beach SoundWalk.** Noisolation Headphones. Long Beach, CA
 2011 **Long Beach SoundWalk.** Synesthetic Din Installation. Long Beach, CA
 2011 **Long Beach SoundWalk.** Liver Performance. Long Beach, CA

Exhibitions - International - Invited - Solo

- 2016 **GELON Meeting.** Live Lake Lunz Date Performance. Gaming, Austria

Exhibitions - National - Invited - Solo

- 2015 **Listen Right Here.** Grandview University Prairie Meadows Gallery. Des Moines, IA

Exhibitions - National - Invited - Group

- 2020 **Superior Wilderness.** Rozsa Center for the Performing Arts. Listening Beyond the Edge. Houghton, MI

Exhibitions - Regional - Juried - Solo

- 2018 **Water Quality Xylophone.** Des Moines Public Bike Trail. Interactive Public Art. West Des Moines, IA
 2016 **Iowa Artist.** Des Moines Art Center. Des Moines, IA
 2016 **Listening Machines Bus Tour.** Des Moines Art Center. Des Moines, IA
 2013 **Tiger Strikes Asteroid.** Sonic Booms installation. In collaboration with Ezra Masch. Philadelphia, PA

Exhibitions - Regional - Juried - Group

- 2019 **Terrain Biennial.** Listen Right Here: Jefferson Street. Iowa City, IA
 2017 **The Places We Go.** Generative Data Visualization. Des Moines, IA

Exhibitions - Regional - Invited - Solo

- 2018 **Based on a True Story.** Octagon Art Center. Multi-channel Sonification Installation. Ames, IA
 2016 **Heritage Listening.** Black Contemporary. Site-specific interactive installation. Ames, IA
 2013 **Relish.** Live modified listening noise-scape performance. Grinnell, IA

Exhibitions - Regional - Invited - Group

- 2021 **Adventure Stories.** Public Art Installation. Greater Des Moines Partnership. Des Moines, IA
 2020 **DSM Public Art Pup-Up.** Greater Des Moines Partnership. Des Moines, IA
 2019 **Festival of Personal Geographies.** Listening Bus Tour. Ames, IA
 2016 **Rurally Good Art, Music, and Food Festival.** Eldercore Noise Performance. Grinnell, IA
 2016 **Rurally Good Art, Music, and Food Festival.** Reactive Light Sculpture Installation. Grinnell, IA
 2015 **Art Vacancy: River Vacancy.** Skunk River Listening Installation. Ames, IA
 2015 **Rurally Good Art, Music, and Food Festival.** Eldercore Noise Performance. Grinnell, IA
 2014 **DUST.** Des Moines Social Club Gallery. Eldercore Noise Performance. Des Moines, IA
 2014 **Journey to the Sun.** Grinnell City Culture Lab Theatre. Live Sonification. Grinnell, IA
 2014 **Art Vacancy.** Bureau of Infrastructure Tourism listening tour. Ames, IA
 2013 **NYE BASH.** Des Moines Social Club. Soundscape Installation. Des Moines, IA
 2013 **Rurally Good Art, Music, and Food Festival.** Live Archery + Sound Performance. Grinnell, IA
 2013 **Grinnell City Collective.** Pop-up gallery. Listening Installation. Grinnell, IA
 2011 **4 Hours Solid.** Wind Tunnel Gallery. Listening Instruments Interactive Installation. Pasadena, CA
 2010 **The :) :) :) Quartet.** Experimental noise orchestra. Pasadena, CA
 2010 **Beat No. 2; Send.** Networked participatory noise performance. Pasadena, CA
 2005 **College for Creative Studies Faculty Exhibition.** Center Galleries. Detroit, MI
 2003 **VERT. ©POP Gallery.** Reactive Video Performance. Detroit, MI
 2003 **Underground People Movers.** DAM Gallery. Reactive Video Performance. Detroit, MI
 2002-2003 **Element Art Salon.** Motor Lounge. Gameboy Music Performance. Detroit, MI
 2001 **Action Basic.** Detroit Contemporary. Gameboy Music Performance. Detroit, MI



PRESENTATIONS**Presentations - International - Juried**

- 2020 **Teaching Place. Minneapolis College of Art and Design. Minneapolis, MN**
Teaching Soundscape, Acoustic Ecology, and Sustainability
- 2020 **College Art Association of America (CAA). Chicago, IL**
International Panel: Advances in Eco-sensing and the Soundscape
- 2016 **International Digital Media Arts Association (iDMAa). Winona, MN**
The Importance of Code in Design education
- 2014 **International Digital Media Arts Association (iDMAa), Orem, UT**
The Web is full of Eff'd Up Stuff. Panel: Design Pedagogy
- 2013 **International Digital Media Arts Association (iDMAa) - LCAD, Laguna Beach, CA**
Listening Instruments Workshops as Critical Design Investigation
- 2013 **Media in Transition 8: Public Media, Private Media - MIT, Cambridge, MA**
Personal Performance Machines: Listening Interventions in the Public Soundscape
- 2011 **Critical Information. School of Visual Arts. New York, NY**
Panel: Visualizing the Invisible: The Art of Sound
- 2011 **Media in Transition 7. Cambridge, MA**
Panel: Urban Media. Listening Instruments as a Method for Negotiating Noise as a Condition of Urbanization
- 2009 **Interfaces '09 Conference. Royal Oak, MI**
Importance of Design Research to a Student's Process
- 2007 **Schools of Thoughts 3. AIGA Design Educators Conference. Art Center College of Design, Pasadena, CA**
College for Creative Studies Graphic Design Department's Collaborative Teaching Model

Presentations - International - Invited

- 2021 **Listening at the Intersection of Art + Science. Dublin, Ireland**
Arts & the Environment MA Speaker Series
- 2021 **Public Art Now: Conversations. Dublin, Ireland**
Panel: Mapping, Sensing, Hacking. (I was the hacking)
- 2021 **Public Art, Listening, and Place. University of Tokyo. Tokyo, Japan**
Listening Instruments, Sound Art, and Nature Sound. Quest reviewer.
- 2020 **Iowa State Natural Resources and Environmental Management Graduate Speaker Series. Ames, IA**
Working at the Intersection of Art and Science
- 2019 **Artist-in-Residence Public Program. Isle Royale National Park**
Artist Talk
- 2019 **Space Saloon's FIELDWORKS Design + Build Festival. Morongo Valley, CA**
Listening Instruments Joshua Tree Nat'l Park Student Workshop
- 2018 **Coding Design / Designing Code. Iowa State University. Ames, IA**
Process, Creative Technology, Graphic Design Education
- 2016 **GLEON18 Annual Meeting Gaming, Austria**
Code for Designers Demonstration with Buoy Data
- 2015 **International Design Congress. Gwangju, South Korea**
The Curriculum Iowa State Graphic Design could have had, but the Votes Weren't There
- 2015 **GLEON17 Annual Meeting. Chuncheon, South Korea**
Buoy Listening

Presentations - National - Invited

- 2016 **Iowa Artist 2016 Gallery Talk. Des Moines Art Center. Des Moines, IA**
Iowa Artist project theory, process, and implementation
- 2016 **Graphic Design Program Annual Outside Assessor. Oklahoma State University. Stillwater, OK**
The Importance of Technological Agility in a Relevant Graphic Design Program
- 2015 **Prairie Meadow Gallery. Grand View University. Des Moines, IA**
Listen Right Here Artist Gallery Talk
- 2012 **Graduate Media Design Colloquium. Art Center College of Design. Pasadena, CA**
Listening Instruments Research, Process & Projects
- 2011 **Institute for Media Literacy Digital Studies Symposium. USC. Los Angeles, CA**
Listening Instruments Research, Process & Projects
- 2011 **World Listening Day. Machine Project. Los Angeles, CA**
Noisolation Headphones Talk and Workshop



Presentations - Regional - Juried

- 2016 **Des Moines MAKER Fair. Science Center of Iowa. Des Moines, IA**
Buoy Music and an Interactive Sound Art Demonstration for Kids of all Ages
- 2013 **Ignite Ames. Selected by popular vote. Ames, IA**
Listening Instruments Research, Process & Projects

Presentations - Regional - Invited

- 2020 **Sanford Museum & Planetarium. Meet the Scientists Day. Cherokee, IA**
Nature Sound and Sound Art, for Kids and Families
- 2020 **ArtIS 399 - Social Media and Artists Presentation. Ames, IA**
The Value of Social Media as an Artist
- 2020 **Iowa Water Center. Water Scholars Program. Ames, IA**
Art and the Environment: Iowa Lakeside Lab Artist-in-Residence Program
- 2019 **Nerd Night. Headlining Presentation. Ames, IA**
A sermon on Sound, Art, & Acoustic Ecology
- 2019 **Iowa State University. Research Day. Ames, IA**
Acoustic Ecology, Sonification and the Intersection of Art and Science
- 2017 **KeyNote Speaker. Touched by Science at the Iowa Lakeside Lab. Okoboji, IA**
Listening Instruments Research, Process & Projects
- 2017 **Cafe Scientifique. Science Center of Iowa. Des Moines, IA**
Listening Instruments Research, Process & Projects
- 2016 **AIGA Iowa Inspiration Hour. Des Moines, IA**
Things that Inspire me and New Things I've Been Working on
- 2016 **Iowa Lakeside Lab. Faculty Lecture Series. Okoboji, IA**
Listening Instruments Research, Process & Projects
- 2016 **Chicken Tractor Micro-grant Dinner - by Nomination Only. Des Moines, IA**
Presented a Project for Crowd Funding
- 2016 **Art and Design as a Profession. Eastland High School. Eastland, TX**
My Career as a Designer Coming from a Rural Town
- 2014 **Sound Art Class Presentation and Guest Critique. Grinnell College. Grinnell, IA**
Listening Instruments Research, Process & Projects
- 2012 **Graduate Industrial Design Studio. Research Through Making. Ames, IA**
Listening Instruments Research, Process & Projects
- 2011 **Design Strategic Projects Studio. Nokia Design. Los Angeles, CA**
Listening Instruments Research, Process & Projects.
- 2011 **Dorkbot SoCal 44. Los Angeles, CA**
Listening Instruments Research, Process & Projects

WORKSHOPS

- 2020 **Hear Below Sound Walk.** College Art Association (CAA) & Midwest Society for Acoustic Ecology. Chicago, IL
- 2019 **Space Saloon FIELDWORKS Listening Instruments Workshop.** Joshua Tree National Park
- 2018 **International Artists Day. Rural Art Cuts Workshop.** Gilmore City Schools. Gilmore City, IA
- 2018 **Listening Instruments Invention Workshop.** Iowa Art Summit. Des Moines, IA
- 2018 **Code for DesignNerds.** Graphic Design Social Club. Ames, IA
- 2018 **Listening Instruments Invention Children's Workshop & Art Camp.** Octagon Center for the Arts. Ames, IA
- 2018 **Listening Instruments Invention Workshop & Sound Walk.** Iowa State 4H Extension and Outreach. Ames, IA
- 2017 **Listening Instruments Invention Workshop.** 4H Camp. Madrid, IA
- 2017 **Listening Instruments Invention & Acoustic Ecology.** Iowa State 4H Extension and Outreach. Ames, IA
- 2016 **Sonic Fiction Week-long High-schoolers Workshop.** Des Moines Art Center. Des Moines, IA
- 2016 **Listening Instruments Invention Family Workshop & Sound Walk.** Des Moines Art Center. Des Moines, IA
- 2016 **Code for Designers Multi-Day Workshop.** Drake University Graphic Design Program. Des Moines, IA
- 2015 **Listening Walk.** Bogong Centre for Sound Culture. Mt Beauty. Victoria, Australia.
- 2014 **Noise is Fiction Week-long Sound Art & Creative Technology High-schoolers Workshop.** Ames, IA
- 2014 **Sonic Fiction / Sonic Forms.** Week-long Sound Art & Creative Technology High-schoolers Workshop. Ames, IA
- 2013 **Listening Instruments Invention Workshop.** Gilbert Middle School. Gilbert, IA
- 2013 **Listening Instruments Invention Community Workshop.** Side Street Projects. Pasadena, CA
- 2011 **Listening Instruments Workshop.** World Listening Day at Machine Project. Los Angeles, CA
- 2008 **Code for Designers.** AIGA Student Chapter Workshop. Detroit, MI



NOTEWORTHY MEDIA & PRESS COVERAGE**Work Featured in the Following Books****2021. There is no Soundtrack**

by Ming-yuen S. Ma | Manchester University Press.
ISBN: 9781526142122

2020. Piney Wood Atlas Volume III: The Midwest

by Alicia Toldi + Carolina Porras | Blurb Books.
ISBN: 9781714313150

2013. The Unreality of UFORA / Nerealnost' UFORY: Notes on Contemporary Art

by Mintz, Rob, et al. Edited by Olga Ruppeldtova and Kelly Acquistapace, 1 edition, CreateSpace Independent Publishing Platform.
ISBN: 1500473472

2012. New Art/Science Affinities

by Grover, Andrea. Miller Gallery at Carnegie Mellon University + CMU STUDIO for Creative Inquiry.
ISBN: 0977205347

Television**2020 WOI-TV local 5 news - Featured for Public Art Pop-up**

Interviewed about the Greater Des Moines Partnership's Pop-up Public Art Initiative.

2018 Iowa Public Television - Featured on Iowa Outdoors

A feature piece on the Iowa Lakeside Lab Acoustic Ecology field study class featured on Iowa Outdoors
https://www.youtube.com/watch?v=YaM7_qWgp-w

2018 WHOTV Channel 13 News - Water Quality Xylophone

Interviewed about my interactive public sound art piece that also visualized and sniffed water quality data
<https://whotv.com/2018/05/11/new-public-art-brings-music-water-quality-awareness-to-west-des-moines/>

2018 KCCI Iowa Channel 8 News - Water Quality Xylophone

Interviewed about my interactive public sound art piece that also visualized and sniffed water quality data
<https://www.youtube.com/watch?v=MN75RG11RpA>

2012 KTLA Los Angeles - Evening Television News Technology Segment

Interviewed using the Noisolation Headphones in Downtown LA for a news story about Listening Instruments.
The story aired on February 29, 2012.
<http://youtu.be/ViyTZLWrs-M>

Radio**2020 Okoboji Broadcast Radio**

Featured on Okoboji Radio to talk about the new funded Public Art Residency at Iowa Lakeside Lab

2018 Iowa Public Radio Iowa - Lakeside Lab AIR Interview

Interviewed by John Pemble about my work as Director of the Iowa Lakeside Lab Artist-In-Residence program

2017 KUOO - Lakeside Lab AIR Interview

Interviewed about the Residency program at Iowa Lakeside Lab and promoted the open studio events

2016 Iowa Public Radio

Interviewed by John Pemble for a radio piece about Listen Right Here DSM and being a 2016 Iowa Artist
<http://iowapublicradio.org/post/portrait-city-through-sonic-fiction>

2015 Iowa Public Radio - Talk of Iowa

Interviewed by Charity Nebbe about the Buoy Listening Project. The program is available online here:
<http://iowapublicradio.org/post/iowa-artist-makes-music-lake-okoboji-water-data>

2015 KHOI Radio

Interviewed on the 1 hour show Heart of Iowa



2015 Alpine Radio, Mt Beauty, Victoria, Australia

Interviewed by Bill Sutton about my work and to promote the Mt Beauty listening walk.

2014 3CR - Melbourne Community Radio

Interviewed by Michael Smith about my work and my time as the Bogong Centre for Sound Culture artist in residence.

In Print**2020 Greenstone. Isle Royale Nat'l Park's Annual Newspaper**

Featured my writing about the experience of being artist-in-resident and finding unique listening places on the island
https://www.nps.gov/isro/planyourvisit/upload/ISRO_Web_Accessible_Greenstone_Newspaper_2020.pdf

2019 Okoboji Magazine

Featured in "Art, Science and Nature," a story about the artist-in-residence program I am director of at Iowa Lakeside Lab. by Rylan Howe
https://www.nwestiowa.com/okoboji_magazine/art-science-and-nature/article_ce813dba-b224-11e9-921d-4799a82087c0.html

2012 Neural Media Art Magazine - Issue 43 / Autumn 2012 (Italy)

Noisolation Headphones reviewed in the print and online versions.
http://www.neural.it/art/2012/11/noisolation_lowtech_augmented.phtml

2011 Brand X Magazine, Week of 6/22/2011 Vol 3, No. 10.

Featured on the cover and in the cover story "Digital artists add whimsy to mobile gaming."

2011 Los Angeles Times, Sunday June 05 Print Edition. New Media section, D10.

Featured in the story "Apps Evolution: A new wave of digital artists is adding whimsy to mobile gaming."

Online - International

2018 HOW Magazine. 2019 Design Resolutions from design leaders

2018 Museum of Non-visible Art on Yale Radio

<https://museumofnonvisibleart.com/interviews/alex-braidwood/>

2013 The Art Blog. Sonic Booms review

<http://www.theartblog.org/2013/07/sound-experiments-ezra-masch-alex-braidwood-tiger-strikes-asteroid/>

2012 Neural Media Art Magazine. Issue 43 / Autumn 2012 (Italy)

http://www.neural.it/art/2012/11/noisolation_lowtech_augmented.phtml

2012 Science & Vie découvertes No 161 – MAI 2012 (A French science magazine for children)

2012 Boing Boing. Tuning in to ambient urban sound: Alex Braidwood's Listening Instruments

<http://boingboing.net/2012/02/07/tuning-in-to-ambient-urban-sou.html>

2011 We Make Money Not Art Interview

<http://www.we-make-money-not-art.com/archives/2011/10/the-noisolation-headphones.php>

Online - National**2012 National AIGA Design Envy Blog**

Features the NPR documentary made with SoCal NPR's Mae Ryan about the Noisolation Headphones.
<http://designenvy.aiga.org/city-sonic-mae-ryan/>

2012 KPCC 89.3 - Southern California NPR Station

Mae Ryan of KPCC created "Sonic City," a radio & video documentary of the Noisolation Headphones.
 The story aired during "Morning Edition" on February 7, 2012.
<http://vimeo.com/36325609>

Online - Regional**2021 Des Moines Partnership - Adventure Stories Artist and Signage Coordinator**

<https://www.dsmpartnership.com/downtowndsmusa/experiencing-downtown/things-to-do/adventure-stories>



2021 Ames Tribune - Graphic Design Social Club - Public Mural Honoring Historic Black Residents

<https://www.amestrib.com/story/news/2021/03/30/new-mural-downtown-ames-honors-historic-black-residents-jack-trice-george-washington-carver/6988792002/>

2020 Featured HCI faculty member

Iowa State University Human Computer Interaction program's newsletter, featured faculty interview.

2019 Iowa State University News

Helping Marshalltown recover from tornado through research, outreach <https://www.news.iastate.edu/news/2019/07/10/marshall-town-tornado>

2018 Iowa State University News Forging art, science at Iowa Lakeside Lab artist residency program.

<https://www.news.iastate.edu/news/2018/06/06/lakeside-lab-artists>

2016 DSM Shows. Maximum Ames album release and Iowa Soundscape performance and installation interview.**2016 Iowa State Daily.** MaxAmes Show Interview

http://www.iowastatedaily.com/limelight/article_d1ed1648-7d2c-11e6-9a81-27886d3ab325.html

2015 The Ames Tribune. ISU professor uses sound to help show research data

<https://www.amestrib.com/news/isu-professor-uses-sound-help-show-research-data>

2014 The Ames Tribune. Sonic Fiction / Sonic Forms Youth Workshop

<http://www.theartblog.org/2013/07/sound-experiments-ezra-masch-alex-braidwood-tiger-strikes-asteroid/>

2012 LAist Meet the Man Who is Listening to Los Angeles.

http://laist.com/2012/02/07/video_meet_the_man_who_is_listening.php

2011 Rafu Shimpo LA Daily Japanese News, Saturday July 16

Noisolation Headphones featured in a story about Little Tokyo Design Week

2011 The Orange Dot, Art Center College of Design's online publication

Synesthetic Din featured in a piece about defining the future of mobile devices.

ADDITIONAL INFORMATION**A presskit available online:**

<http://alexbraidwood.com/presskit/>

References available upon request.