

**Nettrice R. Gaskins, Ph.D.**  
email: nettrice@gmail.com

## **EDUCATION**

Ph.D. in Digital Media 2014  
Georgia Institute of Technology, Atlanta, GA 30332

MFA in Art and Technology Studies 1994  
School of the Art Institute of Chicago, Illinois 60603

BFA in Computer Graphics, with Honors 1992  
Pratt Institute, Brooklyn, NY 11205

## **EXPERIENCE**

### **STEMArts @ The PASEO**

**Taos, NM**

Artist-in-Residence

2015

Teach a workshop at a public high school that integrates Science, Technology, Engineering, Art and Mathematics (STEAM); create outdoor art installations using video projection, sculpture and music.  
Supervisor: Agnes Chavez, Assistant Director

### **Boston Arts Academy**

**Boston, MA**

STEAM Lab Program Director

2014-present

Manage daily operations and activities at public urban arts high school in a lab that integrates Science, Technology, Engineering, Art and Mathematics, or STEAM.  
Supervisor: Anne Clark, Headmaster

### **Georgia Institute of Technology**

**Atlanta, GA**

Graduate Research Assistant

2013-2014

Assist in the coordination of a NSF-sponsored, STEM and arts integration workshop.  
Supervisor: Celia Pearce, Associate Professor of Digital Media.

Graduate Teaching Assistant

2010-2014

Teach undergraduate Computational Media courses.  
Supervisor: Lisa Yaszek, Ph.D., Associate Professor and Director of Undergraduate Studies

### **ISEA2012 Albuquerque**

**Albuquerque, NM**

Artist-in-Residence

2012

Teach a community youth workshop that integrates Science, Technology, Engineering, Art and Mathematics, or STEAM; create an outdoor mural that includes mobile augmented reality (AR) elements.  
Supervisor: Agnes Chavez, Assistant Director

### **Massachusetts College of Art & Design**

**Boston, MA**

Staff Associate

2005-2010

Train and monitor college faculty, staff and student use of digital media for a variety of courses and projects; teach K-12 computer animation and continuing education classes.  
Supervisor: Hubert Hohn, Director

**Boston Neighborhood Network Television Multimedia Center**

**Boston, MA**

Director

2000-2004

Manage daily operations at public access media facility, including training, youth programs, and open access lab hours for community producers.

Supervisor: Curtis Henderson, General Manager

**SELECETED PUBLICATIONS**

Gaskins, N. "Re-Creating Niobe: The Construction and Re-Construction of Black Femininity through Games and the Social Psychology of the Avatar" in *Future Texts: Subversive Performance and Feminist Bodies*, eds. Vicki Callahan and Virginia Kuhn (Anderson, SC: Parlor Press, 2015).

Gaskins, N. "Afrofuturism on Web 3.0: Vernacular Cartography" in *Afrofuturism 2.0: The Rise of Astroblackness*, eds. Reynaldo Anderson and Charles Jones (Lanham: Lexington Books, 2016).

Gaskins, N. "Ghost Nature: Le Fantôme de la Nature," exhibition catalogue, 27 March - 26 April 2014, École nationale supérieure d'art de Bourges (France).

Gaskins, N. "Advancing STEM Through Culturally Situated Arts-Based Learning." Journal of the New Media Caucus, Vol.09, N.03, 2013.

Gaskins, N. "Urban Metaphysics: Creating Game Layers on Top of the World." *UCLA Journal of Cinema and Media Studies*, Winter 2012.

**CONFERENCE PRESENTATIONS**

Presenter

Topics/Sessions: Techno-Vernacular Creativity and STEAM, TEDxFenway 2015, Augmented Reality, Gaming, History, and Technology; Alternate Reality Games; Cultivating Diverse Participation Through Digital Media; Youth Access; Urban Art and Communication. ISEA2012 Albuquerque, ISEA2011 Istanbul, Museum Computer Network (MCN) Conference 2011, IMLS Web Wise, Smithsonian Office of Education and Access.

**HONORS, AWARDS, AND ACCOMPLISMENTS**

Advancing Informal Science Learning grant, National Science Foundation 2013

Legacy Prize, Ivan Allen College, Atlanta, GA 2012

Travel Award, Georgia Tech Research and Innovation Conference (GTRIC), Atlanta, GA 2012

President's Fellowship, Georgia Institute of Technology, Atlanta, GA 2010 - present

Phillip Morris Fellowship for Artist's of Color, School of the Art Institute of Chicago 1992 -1994

Pratt National Talent Search, First Place Computer Graphics, Pratt Institute, New York, NY 1988

**SKILLS**

Physical computing, fabrication, mobile and visual spatial augmented reality platforms (Argon, VPT); Processing, HTML, Javascript, Maya 3D, Flash/Actionscript, Apple iOS/Objective C, social media (Facebook, Twitter, Google +); blogging (Blogger, Wordpress); game design and virtual worlds (Second Life); Microsoft Office, teaching and curriculum development (K-12, college); museum and library professional training; and youth development training.