

Edward Keller

AUM Studio partner / principal

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Parsons The New School for Design

Associate Dean of Distributed Learning and Technology

Associate Professor, School of Design Strategies

08.10 - present

07.09 - present

PREVIOUS ACADEMIC POSITIONS

Columbia University GSAPP: Adjunct Professor

3rd Year MArch + AAD Graduate studios + seminars + AAR advisor

01.98 - 05.10

Pratt Institute: Adjunct Associate Prof., Undergrad & Grad Architecture

09.04 - 05.10

SCI-Arc: Fulltime faculty & **MediaSCAPES** M.DesR founder/coordinator

2007 - 2009

SCI-Arc: Graduate Vertical studios + seminars

01.04 - 2009

FIU: Paul L. Cejas Eminent Scholar Endowed Chair

01.07 - 03.07

Univ. of Pennsylvania: Visiting Faculty, Graduate Arch. & Landscape

09.03 - 12.06

Parsons: Adjunct, Graduate Architecture, seminars

09.02 - 12.06

Bennington: Undergraduate Visual & Performing Arts seminars

03.97 - 05.99

Rensselaer Polytechnic: Adjunct, Undergrad Arch. studios + seminars

08.96 - 05.99

Parsons: MFADT Program - Digital Design studio

09.98 - 12.98

ACADEMIC Administration & Service

Parsons: SCE search committee

12.09 - 03.10

SCI-Arc: MediaSCAPES M.DesR program founder/coordinator

2007 - 2009

curriculum dev; external collabs; admissions; accreditation prep

Columbia Univ. GSAPP:

Admissions, AAD M.Sc program

2000 - 2004

Chair, Curriculum and Infrastructure Committee

1999 - 2002

Acting Director, AAD M.Sc program

2000 - 2001

INVITED ACADEMIC and PROFESSIONAL DESIGN JURIES

Architectural Association London - SCI-Arc - Harvard GSD - Yale - U.Penn - Rice - RISD

GSAPP - Parsons - RPI - Cooper Union - UCLA - Pratt - Bennington - Cornell - FEIDAD

OFFICES as FOUNDER & PRINCIPAL

AUM Studio: co- founder / partner with Carla Leitao

• architecture, interactive + locative media

2003 - present

residential projects in construction in Portugal; Lodi Library NY;

expanded cinema installations; architecture, urban design &

new media competitions

a.CHRONO: founder / principal / creative director of design research practice

• interactive + online media, audio, film, video, architecture

1997 - present

2002-06: *ORNAMENT* MMOG; *Beijing Biennale* 2005; HDV films

VIANT : research fellow, 2000

straylight imaging and design: founder / principal

• architectural design and imaging; CGI; game design

05.92 - 2003

PANELS, CONFERENCES, WORKSHOPS & SYMPOSIA

<i>Home Room Salon: The Future of Knowledge: AUM Studio work</i>	01.10
<i>Parsons SDS: Collective Intelligence symposium organizer/speaker</i>	11.09
<i>Drawing Center: Power of Art symposium</i>	07.09
<i>Cal Poly San Luis Obispo: Research Practice symposium</i>	05.09
<i>SCI-ARC: MediaSCAPES symposium</i>	03.09
<i>CCNY: Ineffable conference</i>	11.07
<i>Columbia GSAPP: Action Cut MicroCut conference</i>	10.07
<i>Cornell: Temporalism conference</i>	03.07
<i>SCI-Arc: MAK REDUX symposium</i>	11.06
<i>GSAPP, SCIArc & Cornell: agentCODE symposia organizer</i>	11.06 - 04.07
<i>New School: Media Space Public Space symposium</i>	05.06
<i>Columbia GSAPP: Water: The Biggest Issue in Global Design moderator</i>	02.06
<i>New Museum NYC: Computing the Future moderator</i>	11.05
<i>La Sapienza Rome: Becoming Architect, XXI Century speaker</i>	01.05
<i>Architectural Association London: Drift Cinema workshop</i>	02.05
<i>Aspen Satellite Conf. NYC: Ambient : Interface co-organizer, speaker</i>	07.04
<i>Columbia GSAPP: State of Architecture C21 panel respondent</i>	03.03
<i>Nomads + Residents: Urban Genetics, Gaming + Networks speaker</i>	01.03
<i>SVA: Beyond Form roundtable for Lusitania Press</i>	02.01
<i>NYU: Art and Architecture in the Space of Media panel</i>	03.00
<i>SVA: Toward an Understanding of Interaction panel</i>	04.97

LECTURES

<i>IIT Chicago: Networked Cinema: the New Last Machine</i>	04.08
<i>FIU: Geometry, Code, Time</i>	01.07
<i>Pratt [undergrad history]: agentCODE & Byzantine Iconoclasms</i>	11.06
<i>Columbia GSAPP: Keller & Diaz Alonso in conversation</i>	08.06
<i>Columbia GSAPP [joint studio lectures]: Cinema and Architecture of Horror</i>	03.05
<i>Architectural Association: Drift Cinema: Rehearsals for the Multitude</i>	02.05
<i>NJIT: Thinking Time: Materialist Digital Practice</i>	11.04
<i>Columbia GSAPP film series: on Leone's 'Once Upon a Time in the West'</i>	06.04
<i>SCI-Arc: Recent Work, a.CHRONO & a Um</i>	02.04
<i>Columbia GSAPP: time, ethics, intelligence</i>	08.03
<i>Universitat Internacional de Catalunya, BCN: time and topology</i>	09.02
<i>Harvard Film & Arch series: Dark City: dream catchers and free will</i>	11.01
<i>Pratt: on endlessness: a reprise</i>	04.01
<i>Princeton, Built lectures: Hypnagogue</i>	04.01
<i>LaSalle Arch. School, Univ. Ramon Llull BCN: complex time</i>	02.01
<i>Columbia GSAPP: complex time, ethics, and invention</i>	07.99
<i>Parsons & Univ. of Pennsylvania: toward an ethology</i>	02.98
<i>Rensselaer Polytechnic: savage practices</i>	02.97
<i>Iowa State & Ohio State Schools of Arch: cinematic thresholds</i>	02.95
<i>Rice School of Architecture: straylight recent work</i>	03.94
<i>Columbia GSAPP: event surfaces, moving sections, timing</i>	11.93

INVITED COMPETITIONS

<i>MAK Center: Vertical Garden Competition [AUM Studio]</i>	2006
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PROFESSIONAL AWARDS

<i>UIA National Award, Portugal: Celebration of Cities Comp. [AUM Studio]</i>	2004
<i>First Prize: A House for Andrei Tarkovsky [AUM Studio]</i>	2003
<i>Honorable Mention: Superstructure Competition [Straylight]</i>	1993

EXHIBITIONS, SCREENINGS and INSTALLATIONS

EXPERIMENTA [Lisbon]: AUM Studio work	09.09
Beyond Media [Firenze]: Nous Gallery, AUM Studio work	09.09
SUTURE at FIU: HDV remix installation [EK shot/cut/sound/edit]	01.07
MAK Center: AUM STUDIO Vertical Garden Comp., L.A. & Vienna	06.06, 11.06
TELIC and SCI-Arc Galleries: AUM STUDIO SUTURE Installation	11.05 - 01.06
iMage Firenze: GSAPP student workshop installation	11.05
Crossing Disciplines, Pratt: AUM STUDIO recent work	02.05
Beijing Biennale NY Hotspot: Time Flow Control installation	09.04
Pixel Gallery ESC Toronto: ORNAMENT project	02.03
The Kitchen, NYC: HYPNAGOGUE screening	07.99
iMage architettura in movimento Firenze: HYPNAGOGUE	12.97
ISEA 97 , Art Institute of Chicago: HYPNAGOGUE	09.97
Bennington & Rensselaer Polytechnic: Faculty shows	1997

BOOKS

___as author/editor

<u>Kino-Mind: networks, cinema & architecture</u>	[forthcoming]
<u>CHRONOMORPHOLOGY, Columbia Books on Architecture</u>	2004

___as contributor

<u>Pulsation, ...We Found More Than One...</u> essay co-authored with B. Bratton	[forthcoming]
<u>Ineffable,</u> conference publication, <i>Speaking with the Alien</i> paper	2010
<u>Research Practice,</u> symposium publication, <i>By the Bootstraps</i> paper	2009
<u>Autogenic Structures,</u> Routledge, <i>Topological Ethics</i> essay	2008
<u>4 Lines,</u> merz & solitude, <i>Form Thought Manifolds</i> essay	2006
<u>Beyond Form,</u> Lusitania, conference proceedings and essay	2004
<u>The State of Architecture...21st Century,</u> CBA, GSAPP conference	2003
<u>Encyclopedia of Postmodernism,</u> Routledge, bio entry on B. Tschumi	2000
<u>Transarchitectures,</u> Ed Keller + atelier CHRONOTOPE- recent work	1998
<u>Cutting Edge Web Design,</u> Hypnagogue - featured website	1998
<u>Reversible Destiny: Arakawa and Gins,</u> Guggenheim, 4 Architects	1997

JOURNALS and PUBLICATIONS

A+U 2010:05 #476: AUM Studio MAK competition	2010
PRAXIS #10: <i>Fugitives in the Atemporal Present</i>	2008
AD Collective Intelligence in Design: <i>Agent Intellectuals</i>	2006
ZAPP: GONZO, <i>A Panegyric for Hunter S. Thompson</i>	2005
RAM [Reapproaching New Media]: <i>Architecture, Time, Geological Drift</i>	2003
ZAPP: <i>Complex Time, Ethics, and Invention</i>	2003
OTTAGONO PLAY: <i>Ludic Visions of Virtual Architecture</i>	2002
AD Versioning: <i>versioning, time, and design culture</i>	2002
SPACE 0204: a.CHRONO Recent Work	2002
SCROOPE [Cambridge Arch. Journal]: a.BIO+ and k.d.Lab	2001
ARCHITECTURE: GSAPP, <i>Digital Architecture</i> , Ed Keller	2000
PARPAINGS: interview on GSAPP <i>Digital Studios</i>	2000
AD Contemp. Processes in Architecture: atelier CHRONOTOPE	2000
Gendai Shisou, Vol. 24-10: Arakawa and Gins: <i>Why Ethics?</i>	1996
aNY #13: <i>Architecture: Sites of Reversible Destiny</i> , book review	1996
assemblage # 26: <i>Computer Animisms</i> , with Greg Lynn FORM	1995
aNY #5 & #10: <i>Mech in Tech</i> participant, <i>Movement in Climbing</i>	94-95
Metropolis: <i>The Art of Imprisonment</i> prisons project with Jim Casebere	1994
Wired #1.4: <i>Electrotecture</i> with Studio AEM	1993
AD #100: <i>Whether Conditions</i> with Studio AEM	1992

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SELECTED ONLINE PUBLICATIONS

Film Philosophy: The Reinvention of Self and World http://www.film-philosophy.com/vol9-2005/n35keller	06.05
ArchRecord2: Ed Keller, Game Designer http://www.architecturalrecord.com/archrecord2/work/july02/GameDesign.asp	2003
basilisk: founder - editor - contributing writer - designer http://www.basilisk.com	1994 - 2003
PRECIS #14: Toward an Ethics of Material Intelligence	1997
Leonardo Electronic Almanac, Vol. 4 #12, Hypnagogue	1996
Leonardo Electronic Almanac, Vol. 3 #7, Cinematic Thresholds http://leoalmanac.org/journal/index.asp	1995

DESIGN, RESEARCH, COLLABORATIONS, CONSULTING

HYPNAGOGUE : an Ocurix Films production multimedia CDROM / installation, in collaboration with Perry Hall	1995 - 1999
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DESIGN TEAM MEMBER

Greg Lynn Form Cardiff Bay, Yokohama and Cabrini Green competitions Artists Space exhibit @ basilisk : web site design	07.93 - 09.95
Straylight Imaging and Design Superstructure + 'Whether Conditions' (with Sean Daly / AEM) Shinkenjiku School of Arch. competition (with Sean Daly)	08.92, 09.93 06.92
Paola Iacucci Architect Copenhagen library/opera, Berlin Spandau competitions	05.92, 07.93

COMPUTER GRAPHICS as CONSULTANT [selected clients]

Kunio Kudo Architect Hikone town center & House for Erik Satie competitions	1994
Jim Casebere prisons project: CGI merged with photographs of prison typologies	09.93 - 04.94
Eisenman Architects Max Reinhardt Haus, Berlin	11.92
Ed Mills Associates / Perkins & Will Police Building competition, NYC	10.92

ARCHITECTURAL OFFICES

Nikken Sekkei International [NYC] drafting / models / DD models and drawings	08.90 - 06.91
Bernard Tschumi Architects [NYC] drafting, Kyoto Station competition	03.91

EDUCATION

Columbia University GSAPP: M.Arch	05.94
Juilliard School of Music: extension division	1985
Simon's Rock College of Bard: B.A. (music)	05.85

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PROFESSIONAL and AMATEUR PURSUITS

musician, sound designer, screenwriter, digital filmmaker

- rockclimber / boulderer** 1981- present
- 2010: climbing 5.12 sport / V7 & an occasional V8 / 5.13a 2008-10
 - Energizer** [5.13a RP 2009]
 - Jackson Pollack, Illustrious Buddha, Funny Killer** [V8 blocs]
- NY State licensed professional mountain guide 1989 – 94
- U.S. World cup climbing team, ranked 8th in USA 1990
- notable sport & trad one-pitch ascents: 1985-89
 - Journey to Ixtlan** [5.12a trad onsight], **Dreamin'** [5.12a onsight]
 - Pig Pen** [5.12b onsight], **Chain Reaction** [5.12c RP 3rd go],
 - Public Enemy** [5.12d RP], **The Surfer** [5.12d RP first ascent]
 - Acid Crack** [5.12d TR], **Love Muscle** [5.12d TR], **Ecstas** [5.13a RP],
 - Survival** [5.13a TR], **Clairvoyance** [5.13b TR]
 - RuinTime** [5.13c TR first ascent], **Colors** [5.13d TR second ascent]
- many US trad multipitch ascents, including: 1982 - 86
 - Naked Edge** [III, 5.11b, age 17]
 - Chouinard Herbert** [V 5.11c, age 18, led crux pitches]
 - Freeblast** [IV, 5.11b, age 19], **Middle Cathedral North Buttress** [V, 5.10]
 - Astroman** [V, 5.11+, led all pitches], **Rostrum** [IV, 5.12b, led all pitches]
- onsight free solos up to 5.10a [**Little Sheba, Peruvian Flake**] 1980s
- onsight rope solos include **Book of Solemnity** [5.10a] 1984