

# CURRICULUM VITAE

University of Idaho

**NAME:** Gauthier, Jean-Marc

**DATE:** 7/10/2024

**RANK OR TITLE:** Associate Professor

**DEPARTMENT:** Department of Design and Environments

**OFFICE LOCATION AND CAMPUS ZIP:** AAVTD

**OFFICE PHONE:** NA

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**WEB:**

<https://www.uidaho.edu/caa/programs/virtual-technology-and-design/our-people/jean-marc-gauthier>

**DATE OF FIRST EMPLOYMENT AT UI:** 2016

**DATE OF TENURE:** 2019

**DATE OF PRESENT RANK OR TITLE:** 2019

## EDUCATION BEYOND HIGH SCHOOL:

### Degrees:

Master, New York University, New York, NY, 1998, Interactive Telecommunication Program

Architecte DPLG, Ecole Nationale Supérieure d'Architecture, Paris, 1985

## EXPERIENCE:

2016 - present .Associate Professor, Virtual Technology & Design (VTD), College of Arts and Architecture (CAA), University of Idaho, ID

2010-2014. Associate Arts Professor, Animation & Digital Arts MFA program, Tisch Asia, New York University, Singapore

2008-2010. Assistant Arts Professor, Animation and Digital Arts MFA program, Tisch Asia, New York University, Singapore

2001-2007. Assistant Arts Professor, ITP, Tisch School of the Arts, New York University, New York

1998-2000. Adjunct, ITP, Tisch School of the Arts, New York University,

New York, Teacher, Chapin School, NY

### Academic Administrative Appointments:

2020 - present. Director, Virtual Technology and Design, CAA, University of Idaho

2018 - present. Research Lab Supervisor, Virtual Reality Lab (VRLab), VTD, CAA, University of Idaho 2023-2024.

Chair of Faculty Senate, University of Idaho

2010 - 2014. Chair, Animation & Digital Arts MFA program, Tisch Asia, New York University, Singapore,

2008 - 2010. Director Animation and Digital Arts MFA program, Tisch Asia, New York University, Singapore,

### Non-Academic Employment:

2018 - present. Team Partner, *Autobotik* - automotive robotics, virtual reality

2014 - 2018. Managing Director, *Tinkertoo* - interactive design studio, Singapore.

1999 - present. Founder/Principal, *Tinkering* - animation, virtual reality & visualization, New York,

Founder/ 1986 - 1998. Principal, *Jean-Marc Gauthier Architecte, DPLG*, Paris, France.

**Entrepreneurship and Consulting:**

*Autobotik*, Artificial Intelligence, Human Machine Interface and Virtual Reality (Digital Twins) projects, 2019 - present

*Tinkering et al*, Assisted Navigation in Virtual Worlds Using Neural Networks, technology integration, 2017 - 2018

*Dr. Liu, University of Alabama / Tinkering*, Simulation of Eye Gaze, 3D visualization / animation 2017

*M3Robotics Lab*, Washington State University / Tinkering, 3D visualizer/animation, 2017

*Tinkertoo*, Automotive Design, lead designer, 2014 - 2017

*SKOW / Tinkertoo*, Interactive Videos on the Web, web design / animation, 2014

*Tinkertoo*, Interactive Jewelry Toolkit, interactive design, 2014

*Tinkering*, Traffic simulator, technology integration, 2013

*Dr. Liu, University of Alabama, Birmingham / Tinkering*, Crossroads. 3D dynamic simulator of traffic, technology integration / animation, 2012

*Infinite Fields / Tinkering*, Motion capture, motion capture consultant - technology integration, 2008

*M. Stoeckle, Rockefeller University / Tinkering*, Genetic diversity of world's Bird species. 3D interactive tool, 2008

*Harold Clurman Theater / Tinkering*, Stone Cold Dead Serious. Machinima / interactive animations, 2007

*Dr. P. Kelly, Dept. of Neurosurgery, NYU Medical Center*, technology integration, 2006

*MAMAC / Tinkering*, design and construction of crawling and flying, technology integration/animation, 2004

*Sia-TV / Tinkering*, cellular phone interface for virtual worlds, Sia Sistemas, technology integration, 2001

**TEACHING:****Areas of Specialization:**

Digital design, animation, virtual reality, 3D modelling, visual effects, product design, industrial design, storytelling, simulation, technology integration, robotics, user experience, user interface design, human machine interface, design thinking, architecture, film, art history, digital content production.

**Undergraduate Courses Taught at UoI:**

Animation Film Production, VTD 204

Seminar: History and Applications of Virtual Reality, VTD 201

Seminar: Theory and Applications of Virtual Reality, VTD 301

Virtual World Building, VTD 151 & VTD 152

Virtual World Building, VTD 153 & VTD 154

Lighting and Materials, VTD 246

Virtual Design VTD 253

Animation and Visual Effects, VTD 367

Capstone studio, "Entertainment and storytelling" VTD 457 & 458

**Graduate Course Taught at UoI:**

Master's Research and Thesis, ARCH 500

**Students Advised at UoI:**

Undergraduate Students:

Advisement: about 250 students. 2018 - present

Undergraduate Research 14 Research Assistants working on research projects. 2018 - present

**Graduate Students:**

Non-thesis advisor for C. Reitchek, *Keep Your Language in Your Back Pocket:*

*Using Internet Connected and Mobile Technologies for Language Revitalization in Idaho*, 2024

Non-thesis advisor for K. Stenzel, *Developing a Digital Media Curriculum for High School Students*, 2025

Non-thesis advisor for S. Frank, *The Full Potential Utilizing Virtual Reality (VR) Technology for Enhancing Educational Support In Children with Learning Disabilities*, 2024

Non-thesis advisor for Trevor Humble, Advisor for D. Zepeda, and J. Duree. 2024

Developing Standards of Production for the Program:

Virtual Technology and Design Production Standards (VTD-SOP) 2024

Vimeo video channel +100 online video tutorials, +5000 views

Using virtual agents in VR with AI 2024  
 Real-time motion capture of hands and fingers 2024  
 Real-time VR on smartphones, tablets and iPads 2023  
 Real-time motion capture in VR, lab and equipment with Brian Cleveley, 2019 to present  
 Multi-player virtual world for remote communication and teaching, 2018 to present  
 Building virtual instruments in VR 2016  
 Building virtual movie camera rigs in VR

#### **Courses Developed at UoI:**

Animation Film Production, VTD 204  
 Seminar: History and Applications of Virtual Reality, VTD 201  
 Seminar: Theory and Applications of Virtual Reality, VTD 301  
 Virtual World Building, VTD 151 & VTD 152  
 Virtual World Building, VTD 153 & VTD 154  
 Lighting and Materials, VTD 246  
 Virtual Design VTD 253  
 Animation and Visual Effects, VTD 367  
 Capstone class, "Entertainment and storytelling" VTD 457 & 458 Master's  
 Research and Thesis, ARCH 500

#### **Non-credit Classes, Workshops, Seminars, Invited Lectures, etc.:**

Online VTD Lab, student mentoring  
 Online VTD Friday Talks, monthly talks by industry people, 2020 – present  
 Ideation sessions with faculty  
 VTD Workshop, Summer Design Days, 2019- 2022  
 VTD's Innovation Seminar  
 VTD Professional Development Program  
 High school student workshops

**SCHOLARSHIP ACCOMPLISHMENTS:** (Including scholarship of teaching and learning, artistic creativity, discovery, and application/integration)

#### **Publications, Exhibitions, Performances, Recitals:**

##### **Blind Peer Reviewed/Refereed/Adjudicated:**

##### **Books:**

JM Gauthier, *Interactive storytelling*. Book chapter contributor [2012] International Symposium on Diversifying Film and Digital Media, Hongik University

Andrew Graham, *Game Art Complete*. Book chapter contributor [2009] Focal Press, Elsevier

JM Gauthier, *Diseno Animado Interactivo en 3D*. Author [2005] Anaya Multimedia

JM Gauthier, *Building Interactive Worlds in 3D: Virtual Sets and Pre-visualization for Games, Film & the Web*. Author [2005] Focal Press, Elsevier

*Le Corbusier Unite d'Habitation de Marseille*. Contributor [2005] Editions Parentheses

JM Gauthier, *Creating Interactive Actors and their Worlds*. Author [2001] Morgan Kaufman Publishers

*Hospitable Architecture*. Book chapter contributor [1994] Van Nostram Reinhold Publisher

*Hospitable Design for Healthcare and Senior Communities*. Book chapter contributor [1992] Van Nostram Reinhold Publisher

*Lieux de Fin de Vie*. Book chapter contributor [1987] Editions du Moniteur

### Papers:

JM Gauthier, FB Wróblewski. **Augmenting Virtual Lunar Terrain With Procedural And Machine Learning Models In Real-Time**, 54th Lunar and Planetary Conference 2023, Lunar Surface Science Peer Reviewed Workshop, LPI Contribution Number 2806, Houston (TX) (04/2023). Abstract published at <https://www.hou.usra.edu/meetings/lpsc2023/pdf/2916.pdf>

JM Gauthier, **Moments in Nature (MiN)**, SA '22: Proceedings of the SIGGRAPH Asia 2022. Publication May 2023

Real-Time Live! Article No.: 2 <https://doi.org/10.1145/3550453.3570126>. Peer Reviewed

JM Gauthier, *Long Takes, a Way of Narration in Virtual Reality*, Gauthier, JM. Paper accepted in 2021 for peer reviewed publication in Disegno Journal.

JM Gauthier, *Adaptation in Virtual Worlds*, Gauthier, JM. In OPEN ACCESS Publishing Series on PROJECT | Essays & Research, Palermo University Press, Italy, 2020 <https://doi.org/10.19229/978-88-5509-096-4/392020>

JM Gauthier, *The Dynamic Virtual Protein project: Visualization, Interaction and Collaboration in Virtual Reality*, Gauthier, JM., Patel, J., McGrath I. In 25th ACM Symposium on Virtual Reality Software and Technology (VRST'19), November 12-15, 2019, Parramatta, NWS, Australia. ACM, New York, NY, USA. DOI 10.1145/3359996.3365050. ISBN 978-1-4503-7001-1/19/11

JM Gauthier, *3D Modeling and Participatory Sensing - Sensing Cities and Designing New Driving Experiences*, 2014, Geospatial World Forum 2014, Geneva, Switzerland

JM Gauthier, *3D Interactive Stories for the City*, 2013, Asia Geospatial Forum 2013, Kuala Lumpur, Malaysia (Abstract) *Gaming Back to the Basics*, 2008, Siggraph Asia (Paper)

JM Gauthier, *From Motion Capture to Interactive Animation*, 2008, Siggraph Asia (Paper)  
*Entertaining Lessons: Applying Gaming Technology To The Virtual Patient*, 2005, Slice of Life 2005, Portland, OR. (Paper)

JM Gauthier, *Conceptual Design Of Virtual Cameras: How to design self-determined virtual cameras*, 2004, Design Computing and Cognition, MIT, Cambridge, MA. (Paper)

### Animations and Films:

*Fire Danger (2024)*. Public announcement animations created for the Fire Danger group at University of Idaho and the US Forest Service. Distribution nationwide by US Forest Service. Created by Jean-Marc Gauthier in collaboration with Payton Finney and Ciara Bordeaux. On-line at <https://vimeo.com/935642673>

*Be City* (2014) Director and animation, Singapore.

*Carrot Cake* (2012,) Co-Producer, Lucasfilm ILM Singapore and Tisch Asia, Singapore

*From Dust to Dust* (2009) Animation. Director: Melvin Motti, New York

*I Remember Me* (2002) Animation. Director: K. Snyder, New York

*The Diary* (1981) Assistant. Director: David Perlov. Channel Four, 1981, UK / Israel

### **Presentations and Other Creative Activities:**

**Digital Twins for Cislunar and Lunar Surface Ecosystem Workshop.** In collaboration with colleagues from Aerospace Corporation, APL, NVIDIA, and NASA Langley. This 2024 event is an opportunity to validate and disseminate our work in the context of rapidly evolving ideas about virtual technology and artificial intelligence.

**Moments in Nature (MiN)**, collaborative storytelling in virtual reality. (2022-present). The interactive installation was presented in several venues including University of Tampa, Pictoplasma conference (New York). Credits: Gauthier, JM., Finney, Payton. (Peer Reviewed)

**Recent Works in Character Design and Animation**, Gauthier, JM., Pictoplasma conference, School of Visual Arts, New York City, 2023 (Peer Reviewed)

**Moments in Nature**, Gauthier, JM., with Payton Finney and Sydney Tverdy, CAA Research Summit 2023, University of Idaho, 2023

**Augmenting Virtual Lunar Terrain with Procedural and Machine Learning Models in Real-time**, Gauthier, JM., GIS Day Short Talks 2023, University of Idaho, 2023

**Augmenting Virtual Lunar Terrain With Procedural And Machine Learning Models In Real-Time**, Gauthier, JM., Wróblewski, F. B. 54th Lunar and Planetary Conference 2023, Lunar Surface Science Peer Reviewed Workshop. Poster presentation

**Virtual Production Studio Workshop**, Gauthier, JM., Finney, Payton. The workshop took place at the University of Tampa, department of Film Animation, New Media. The Virtual Production Studio, is a collaboration between Virtual Technology and Design, University of Idaho and Film Animation, New Media, University of Tampa (FL), 2023

**Moments in Nature (MiN), Collaborative storytelling in virtual reality.** (2022). MiN was selected with the 10 best virtual reality projects worldwide and presented at Real Time Live! SIGGRAPH Asia 2022, Daegu, South Korea. (2022). Credits: Jean-Marc Gauthier in collaboration with Payton Finney. Narration by Savannah Thomson Music. Sound design by Alex Ho. Thank you to Emma Ferguson, Clayton Christensen and Randall Erickson.

**Virtual Protein Builder**, was selected with the 10 best virtual reality projects worldwide at Real Time Live!, SIGGRAPH Asia 2019, Brisbane, Australia(2019). Credits: Jean-Marc Gauthier in collaboration with Ian McGrath. *Protein Builder* (Best demo Awards). 2019. Virtual Reality Software and Technology '19 conference Sydney Australia *Virtual Protein Builder* (Best demo Awards). 2019. Virtual Reality Software and Technology '19 conference Sydney Australia

*Virtual Proteins*, Palouse Discovery Science Center, demonstration, 2019,  
*Virtual Reality Wildlife*, interactive installation, 2018 at Adobe Creative Jam, Washington State University, Pullman, WA.  
*Virtual Reality Wildlife*, interactive installation, 2018, Palouse Family Fair, Pullman, WA.  
*Virtual Reality Wildlife*, interactive installation, 2017, Pritchard Gallery, University of Idaho, Moscow, ID.  
*Secret Garden*, interactive installation, 2013, ArtScience Museum, Marina Bay Sands, Singapore.  
*Crayons 2.0*, interactive installation, 2013, Affordable Art Fair, Singapore.  
*Interactive Animations*, exhibition at "Elastic Identity, 2011, " IMC Lab + Gallery, New York.  
*From Dust to Dust*, animation, exhibition by Melvin Moti, 2010, Wiels Contemporary Art Center, Brussels, Belgium.  
*Virtual City*, IMC Exposition, 2009, IMC Studio, New York.  
*Virtual Manhattan*, 2008, DaeGu Culture and Art Center, Korea.  
*Nicebots*, 2005, Ars Electronica, Linz, Austria.  
*Homage to Edward Hopper*, Nighthawks, 2005, Urban Screens 05, Amsterdam, Holland.  
*The Lake*, interactive installation, 2005, Villa Arson, Nice, France.  
*Crayons. Homage to Sol Lewitt*, 2005, immersive installation, Chelsea Art Museum, New York.  
*Nighthawks*, urban video game installation, 2005, Festival 1ier Contact, Issy, France.  
*Nighthawks*, web installation, FILE 2004, Electronic Language Festival, San Paolo, Brazil.  
*Nicebots*, robotics installation, 2004, MAMAC, Nice, France.  
*Infinite City*, virtual reality installation, J. Tunick, M. Kirov, 2004, Convergence, Chelsea Art Museum, New York.  
*Aphrodisias*, virtual archeology installation, 2003, Institute of Fine Arts/NYU, New York.  
*Bicycle Rider*, interactive installation, 2002, Villette-Numerique, Paris, France. *Swimmer*,  
 Web3D Conference - VRML Art 2000, Monterey, CA.

**Professional Meeting Papers, Workshops:**

**Research and Development workshop on Mechatronics Technologies for Mobility** (Switzerland) (08/2012)

Autobotik, automotive robotics boutique. Associate: <https://www.autobotik.com/team> Aptiv, future of mobility, 2018

**Grants (currently scheduled or submitted):**

*SIMLung*, National Institutes of Health grant proposal, Holly Witchman PI, Center for Modeling Complex Interactions, Esteban Vargas Co-Lead, Tanya Miura, Co-Lead, Jean-Marc Gauthier, Co-Lead, Yumna Kurdi, Investigator, and University of New Mexico, Health Sciences Center. Not funded. Grant resubmitted in 2024.

*Real-Time 3D Augmentation of Artemis III Candidate Landing Sites with Machine Learning and Procedural Models*. National NASA EPSCoR Pre-proposal. Jean-Marc Gauthier (PI), Frank Wróblewski, (Investigator), Department of Earth and Spatial Sciences, University of Idaho, NASA Contact/Researcher: Eddie Paddock, Virtual Reality Technical Discipline Lead, NASA Engineering Directorate at the Johnson Space Center, Houston (TX). Not funded. Grant resubmitted in 2024.

*Identifying Protein Binding Pockets by Combining Voxels and Deep Learning*. An interdisciplinary grant proposal by Jean-Marc Gauthier, PI, Brenda Rubenstein, Joukowsky Family Assistant Professor of Chemistry (Brown University), Frank Gao, Professor of Mathematics. 2022. Not Funded. *Develop a Multi-Scale Multi-Dimensional Framework to Visualize, Simulate, Identify and Mitigate Threats to Natural Resources from Rapid Population Growth in Idaho*. Idaho EPSCoR RII Track-1 grant proposal including universities across Idaho. Project in collaboration with Lan Li, Ph.D, Associate Professor, Boise State University. 2022. Not Funded.

*A Cross-Cultural Study Informing Women's Engineering Participation in US (CcWEP-US)*, NSF grant proposal Kmec J. (PI) Washington State University, Gauthier, JM. (Co-PI), et al. 2020-2021. Not funded

*Robotics Systems in Virtual Reality*, NASA Artemis Grant. Bernards, M. (PI), Gauthier, JM. (Co-i), Baker, L. (Co- I), Rader, E. Department of Geological Sciences et al.2020. Not funded. *Lunar Dust and Operations Simulation (LDOS)* Gauthier, JM. (PI), Baker, L. (Co-PI), Rader, E. Department of Geological Sciences et al.2020. Not funded.

*Double Crossed*, "Call for projects" funding competition proposal, category virtual reality project, 2019. Annecy International Animation Festival, Annecy, France. PI Jean-Marc Gauthier (VTD), Rayce Bird (VTD), Matthew Sutton, (WSU).

**Grants and Contracts Awarded and Funded:**

***Space And Time-Dependent Response To Viral Infection In The Lung***, Holly Witchman PI, National Institute of Health, Center for Modeling Complex Interactions, Esteban Vargas Co-Lead, Tanya Miura, Co-Lead, Jean-Marc Gauthier, Co-Lead, Yumna Kurdi, Investigator. \$600K. Funded.

***Micron, VR Nodes***, Design production and implementation of a metaverse and virtual framework for the recruitment and training of the workforce for Micron Inc, (46 000 employees) world leader in the- semiconductor industry. Jean-Marc Gauthier (PI). 2024. Budget: \$64K. Funded.

***Wildfire Virtual Sandbox (WVS)***, Forest Service training of firefighters in virtual forest environments. The Wildfire Virtual Sandbox (WVS) is a virtual world created for the training of firefighters using virtual tools in virtual environments. Jean-Marc Gauthier (PI). The Forest Service National Advanced Fire & Resource Institute, US Fire Service. 2024. Budget: \$64K. Funded.

**Virtual Forest VR project** Design and implementation by Jean-Marc Gauthier (PI) in collaboration with S. Wallace (Office of the President), Heather Heward (CNR), C. Goebel (CNR) (2022 to 2024). Budget: \$17K. Funded

**VR Classroom online project, version 1.0** (2021- 22) and **version 2.0** (2022- 23). Interdisciplinary virtual reality project to be part of a new online curriculum. Design and implementation by JM Gauthier (Lead) in collaboration with Brian Cleveley (VTD), Rayce Bird, (VTD) and Ken Udas, Vice-Provost for Digital Learning Initiatives. Budget: \$67 K. Funded.

**Idaho NASA EPSCoR (INE)** Two Collaboration Grants (2023). Jean-Marc Gauthier (PI), Frank Wróblewski, (Investigator), University of Idaho. NASA Engineering Virtual Reality, Johnson Space Center, Houston, TX. \$6K. Funded

**Cross-Cultural Optics (CCO): Connecting Female US Engineers to Workplaces with More Gender Balance via Virtual Reality**, Amazon Catalyst Grant (Funded), Kmec J. (PI) Washington State University, Gauthier, JM. (Uofl Co-PI), Aziz M., Purdue University, et al, 2020-2021. Funded.

**Genome to Phenome: Using Biophysical Protein Models to Map Genetic Variation to Phenotypes**, Prof. Marty Ytreberg (PI) et al, JM Gauthier (Investigator) EPSCOR Track-2 NSF. 08/2017 - 2021, \$6M. Funded.

**Interactive Videos on the Web**. T. Wong (PI), JM Gauthier (Co-PI), K. Lim, (Co-PI), Spring Singapore, 2014, \$70K. Funded.

**Feasibility of Using Virtual Reality to Train Patients with Severely Impaired Vision**, Dr. Liu, (PI), JM Gauthier (Investigator), National Institute of Health / University of Alabama, Birmingham, AL, 2010, > \$600K. Funded.

**Games for Learning Institute, G4LI, Microsoft Research**. JM Gauthier (Faculty partner of the proposal funded), 2007, > \$1M. Funded.

**Dynamic Virtual Patient Simulator**, JM Gauthier (PI), M. Nachbar (Co-PI), CDCF, AES School of Medicine, 2004 > \$20K. Funded.

**Virtual Archeology at Aphrodisias**. C. Ratte, (PI), JM Gauthier (Investigator), CDCF, Institute of Fine Arts, New York. > \$20K. Funded.

**Liquid Map**, JM Gauthier (PI), M. Pillet, (Co-PI), Aménagement du Territoire et de l'Action Regionale (DATAR), 1996, \$80K. Funded.

#### **Honors and Awards:**

**Best Demo Award, 2019, VRST 2019**. 25th ACM Symposium on Virtual Reality Software and Technology, Sydney, Australia

**Delano-Aldrich Fellowship Laureat**, (Architecture), American Institute of Architects, Washington, DC

**Villa Medicis Hors-les-Murs Laureat**, (Architecture) Ministère des Affaires Etrangères, France

**SEPIA, Award for innovation in hospitable design for senior communities**, Ministère de la Santé, France

**End of Life Places**, Award for innovation in hospitable design, Assistance Publique Hopitaux de Paris, France

#### **SERVICE:**

##### **Major Committee Assignments:**

**Faculty Senate Chair**, 2023 - 2024.

**Faculty Senator**, 2021- 2024.

**Artificial Intelligence and Machine Learning Task Force Chair**, 2023- present

**SLATE Strategy Director Search Committee**, Chair (Fall 2023)

**VTD-IMCI search committee**, Fall 2023

**University Curriculum Committee**, 2018-2021

*University Promotion and Tenure Committee, 2021 - 2023*  
*University Advising Committee, 2022 - 2023*  
*CAA Curriculum Committee, 2017 - 2023*  
*CAA Dean Search Committee, 2019 - 2020*  
*CAA Recruitment committee, 2017 - 2019*  
*EPSCoR Track-2 All-Hands Working Group, 2017 - 2019*

*NASA Idaho Space Grant Consortium Review Committee, 2017*

#### **Professional and Scholarly Organizations:**

*PLOS ONE* reviewer (2022- present)  
*Frontiers in Computer Science* reviewer (2024)  
*Consumer Electronic Show CES 2019*, Las Vegas, NV. Conference attendee with VTD Senior students  
*Consumer Electronic Show CES 2018*, Las Vegas, NV. Conference attendee with VTD Senior students  
*Le Cinq*, Montreal, Canada. Review committee, 2011-12  
*Government of Quebec, Canada. Fonds Québécois de la Recherche sur la Societe et la Culture*. Review committee, 2009-10  
*Focal Press, Taylor & Francis*, reviewer, Waltham, MA, 2009 -  
*Designing Interactive Systems 2006, ACM, Design Events Chair / reviewer*. Penn State University, University Park, PE, 2006

#### **Outreach Service:**

***AI + ML Exhibition*** 14 Artificial Intelligence and Machine Learning projects from University of Idaho faculty and students, 2024, Reflections Gallery, University of Idaho,

***Schweitzer Engineering Laboratories*** (SEL), VTD VR Lab, and VTD graduate students. STEAM Nights programs in the Pullman School District. More than 800 middle school students interacted with the demos.

***Rural and Adult Serving Project***, University of Idaho

***Moments in Nature***, video at <https://www.youtube.com/watch?v=-HInWBk7lO0> Produced by University of Idaho, 2023

***VR Classroom***, video segment produced for the presentation at Idaho State Board Of Education, University of Idaho, 2023

***The Virtual Forest project*** A.S. Degree in Wildland Fuel and Fire Technology/Virtual Forest presentation, at the Valley Summit, University of Idaho, McCall. 2023

***The Virtual Forest for Experiential Learning***, Gauthier, JM., VR Classroom project, GIS Day Short Talks 2023, University of Idaho, 2023

***Extension Foundation Impact Collaborative Summit***, 2023

***Mentor for Lakeside High School student***, (11<sup>th</sup> grade), Plummer, ID. Storyboarding and production of a 3D animation (2018- 2019)

***Mentor for Clearwater Valley High school student*** (12<sup>th</sup> grade), Kooskia ID. Storyboarding and production of a 3D animation (2018- 2019)

***Mentor for Moscow High School student*** (12<sup>th</sup> grade), Moscow ID. Developing the code for a video game on the i-Phone platform. (2017)

***Idaho Virtual Reality Council***, blog contributor, 2018

***Adobe Creative Jam***, 2018. Presentation of virtual reality works, Washington State University, Pullman, WA