

ALISON C. DOBBINS

CURRICULUM VITAE

EDUCATION

National University San Diego, CA

2009 M.F.A., Digital Cinema

Oberlin College Oberlin, OH

2000 B.A., Mathematics

CAREER / ACADEMIC APPOINTMENTS

Michigan State University, Department of Theatre, East Lansing, MI

2009-Present Assistant Professor, Integrated Performance Media Design

Stark State College of Technology, North Canton, OH

2004-2009 Instructor, Digital Media & Special Effects

Brigham and Women's Hospital, Boston, MA

2001-2004 Research Assistant, Pain Research Center

ARTISTIC ACHIEVEMENT

Media Design

Ernie the Play, LLC

Ernie, Written and Produced by Mitch Albom, Directed by Tony Caselli,
City Theatre, Detroit, MI

April-August 2011 (**World Premiere*)

April-August 2012 (*remount*)

June-July 2013 (*remount*)

July-August 2014 (*remount*)

Wealthy Theatre, Grand Rapids, MI, September 2012 (*remount*)

Polk Theatre, Lakeland, FL, March 2014 (*remount*)

City Opera House, Traverse City, MI, August 2014 (*upcoming*)

Wharton Center Pasant Theatre, East Lansing, MI, August 2014 (*upcoming*)

Michigan State University, East Lansing, MI

Hair, Directed by Deric McNish, April 2015 (*upcoming*)

Peter Pan, Directed by Rob Roznowski, April 2014

U.P., Directed by Mark Colson, February 2013 (**World Premiere*)

Mother Courage, Directed by Mark Colson, February 2012

Travelling Tales II, Directed by Joni Starr, March 2011

The Wizard of Oz, Directed by Jen Bender, February 2011

Rent, Directed by Scott Burkell, April 2010

Voluble, Choreographed by Jin-Wen Yu, February 2010 (**World Premiere*)

The Rocky Horror Show, Directed by Tommy Gomez, September 2009

Children's Ballet Theatre, Lansing, MI

Alice in Wonderland, Directed by Gregory George, May 2014

Nutcracker, Directed by Gregory George, November 2014 (*upcoming*)

Riverwalk Theatre, Lansing, MI

Advise and Consent, Directed by Michael Hays, October 2012

Farmers Alley Theatre, Kalamazoo, MI

The Extraordinary Ordinary, Written and Directed by Scott Burkell, September 2011 (**Michigan Premiere*)

University of Wisconsin, Department of Dance, Madison, WI

Sunlit Fields, Choreographed by Jin-Wen Yu, March 2011

March into Sunlight, Choreographed by Jin-Wen Yu, November 2011 (**World Premiere*)

Animator

The Wharton Center for Performing Arts, East Lansing, MI

Christmas Cabaret, Directed by Greg Ganakas, December 2010 (**World Premiere*)

Christmas Cabaret, Directed by Greg Ganakas, December 2012 (*remount*)

Jack Sprat Low Fat World Tour, Directed by Dev Janki, January 2010

DeVos Performance Hall, Grand Rapids, MI

Izzy Goes to Broadway, Directed by Greg Ganakas, May 2009

Filmmaker

Technical Consultant, Los Angeles, CA

The Making of "The Descendants," March 2012

Film Producer/Director

Standing Rock Cultural Arts Film Festival, Kent, OH

Fish out of Water, June 2011

Hope College, Holland, MI

Grain of Sand, dANCePROjECt, October 2010

Kent State University, Kent, OH

Yucuninu: The Development of a Dance, July 2009

Yucuninu, Excellence in Motion Dance Concert, November 2008

Installations

Michigan State University Museum, East Lansing, MI

MASK: Secrets and Revelations, Interactive Exhibit Creator, May 2011

Research

Theatre Engine, 2011-Present

Creating a connection between mobile application and performance development to create fully interactive media performances. Collaborators include faculty from the Department of Computer Science, MSU; Computer Animation & Modeling, College of Communication Arts & Sciences, MSU; Sculpture, Department of Art & Art History and Design, MSU; as well as artists and faculty from Brigham Young University, Department of Media, Dance & Film; Kent State University, School of Music and Dance; St. Olaf's, Department of Theatre; Universidade de Brasília, Department of Music Technology.

Productions

Flashmob, Michigan State University, RCAH Auditorium, April 2014

Dancer Toss, Michigan State University, RCAH Auditorium, April 2013

The Digitizer, Riverwalk Theatre, Lansing, MI, June 2011

Media Actor, Inter-actor, 2010-2013

Examining the connection between audience and media, including reaction, interaction and control of the media. Research involved students from the Writing, Rhetoric and American Cultures, Department of Theatre, College of Communication Arts & Sciences and the Honors College.

Public Scholarship in Media/Theatre Design

Media Theatre Performance Laboratory, Creator/Project Leader

A community based initiative to establish new methods of understanding, teaching and developing media/theatre productions. A partnership between Michigan State University and Riverwalk Theatre.

Productions

Paint the Dark, Written and Directed by B. Emil Boulos, Riverwalk Theatre, Lansing, MI, December 2011 (**World Premiere*)

Paint the Dark, Written and Directed by B. Emil Boulos, Riverwalk Theatre, Lansing, MI, June 2012 (*reconstruction*)

Fear, Written and Directed by Genesis Garza, Riverwalk Theatre, Lansing, MI, December 2011

Workshops

Playing Digital Detective: Teaching and Learning with Technology, Riverwalk Theatre, August, 2013

Media Interactions, Riverwalk Theatre, December 2011

Media Magic, Riverwalk Theatre, March 2011

Media on a Budget, Riverwalk Theatre, January 2011

Media on Stage, Riverwalk Theatre, November 2010

PUBLICATIONS

Charles B. Owen, Alison Dobbins, Lisa Rebenitsch, (2014) "Integrating the Audience Into a Theatre Performance Using Mobile Devices," International Journal of Pervasive Computing and Communications, Vol. 10 Iss: 1, pp. 4 – 26. Paper placed second at the International Conference on Advancements in Mobile Computing and Multimedia, Vienna, Austria, December 2013.

PROFESSIONAL PRESENTATIONS

United States Institute for Technical Theatre, Cincinnati, OH, March 2015, PDW Chair
(*session accepted*)

Projection Design

This PDW is a projection design bootcamp covering projection design from concept to delivery. Providing hands-on experience with equipment, materials, software and hardware for a variety of projection performance situations and budgets. March 16, 2015 will be for the beginner who is new to projection design and will cover the following topics: projection design concepts, content options and an overview of equipment and materials. March 17, 2015 will continue to more advanced topics: finding the right cueing system, integrate projection control with other control systems (such as light or sound boards), projection mapping.

United States Institute for Technical Theatre, Cincinnati, OH, March 2015, Panel Chair
Game Design for Theatre

This session covered game design theories as they apply to performer-motivated interaction and manipulation of scenic environments. Examples were presented from research and performance of smartphone applications, virtual reality, motion capture and other interactive techniques integrated into performance.

American Society for Theatre Research, Dallas, TX, November 2013, Documentarian
Ask the Unsleeping Cassandra

Ask the Unsleeping Cassandra explores the connections between the Greek myth of Cassandra and contemporary Post-Traumatic Stress Disorder, examining the notion of a modern-day “curse” of PTSD, for which there is no known “cure.” Due to such symptoms as insomnia and hyper-vigilance, the performer becomes a contemporary oracle, inviting individual audience members for one-on-one consultations in which they may ask for advice or guidance from a live and in-person Dear Abby who is physically compelled to tell them the truth. Have a question? Just curious? Come talk to the Unsleeping Cassandra.

United States Institute for Technical Theatre, Long Beach, CA, March 2013, Co-presenter
Preparing Projections for Live Entertainment

The top ten things you need to know when preparing projections for live entertainment. Most of the problems burgeoning projection designers encounter relate to film and video input, output, compression, and etc. Concepts and processes we were not taught in our traditional theatre training.

United States Institute of Technical Theatre, Long Beach, CA, March 2012, Panel Chair
Arduinos for Theatre

The Arduino is a microprocessor interface device developed for and embraced by the artistic community. The use of this equipment has unlimited potential, from driving scenic units to development of interactive scenic elements. Arduinos are cost-effective and versatile—the building blocks of the computer world.

Digital Humanities Virtualisation and Heritage Symposium, University of York, York, U.K.
February 2012, Poster Presentation

Ernie-A multi-textual Exploration of an American Icon

Ernie is a theatrical docudrama about Ernie Harwell (American Sportscaster of Detroit Tigers Baseball) by internationally renowned and best-selling author and playwright, Mitch Albom. Harwell, famous for his talents in bringing the story of the game to life was one of the longest running sportscasters for baseball. This play uses his life to weave an “Everyman” story about change, aging and America’s favorite pastime. Designers Alison Dobbins (Video/Projection) and Kirk Domer (Scene) created the world of the play by providing an environment where captured archival video and sound would live in harmony with contemporary dialogue.

Michigan State University, East Lansing, MI, October 2011

Depression: A Mask for Normative Interpersonal Relationships, Symposium
Movement in “The Birthday Cake” Session Presenter.

United States Institute for Technical Theatre, Charlotte, NC, March 2011, Panel Presenter
Designer as Animator: Animated Digital Storyboarding

An introduction to the practice of animating design work for presentations to directors and various production team members. Given the relative ease of moving objects, creating simple light cues, and presenting scenery from various locales throughout the playing space, the designer can make a dynamic presentation that shows not only the static look of the production, but the dynamics of change that occur throughout the piece.

World Dance Alliance, New York City, NY, July 2010, Studio Class, Leader
Collaboration of Cinematographer and Choreographer

When the camera captures a dance, who controls the art? Is the camera functioning as audience, participant or choreographer? How can choreographer & cinematographer work together? This class explored the three main issues of dance for the camera: how the frame changes the dance, how the dance dictates to the camera and how the editing process ultimately creates a new dance.

American Theatre in Higher Education, Los Angeles, CA, August 2010, Panel Presenter
Theatre Alive: Theatre, Media and Survival Conference

Teaching Theatre Courses Online: Can It Be Done Successfully?

Can performance, creative and discussion-based courses be translated successfully to an online context while still retaining the rigor and personal connections of their classroom counterparts? This session provided successful examples of online courses for discussion, inspiration and debate.

GRANTS

Honors Seminar Research Award, 2014-15

Theatre Engine (\$3,000) Funding Received

Funding for students in UGS200H: Honors Research Seminar to build and tour *Flashmob* performance to Kent State University, Brigham Young University and St. Olaf's College.

Honors Seminar Research Award, 2013-14

Theatre Engine (\$3,000) Funding Received

Funding for students in UGS200H: Honors Research Seminar to research and explore aspects of human computer interaction to apply to *Flashmob* performance.

College of Arts and Letters Research Award, 2013-14

Theatre Engine (\$3,000) Funding Received

Media and dance performance piece with audience interaction. Exploring the boundary between physical and media interaction and moving an audience from passive observer to active participant.

HARP Production Grant, 2012-13

Theatre Engine (\$6,933) Funding Received

Funding to develop the Theatre Engine research and create a creative work that fully integrates the audience through mobile application with the performance.

Honors Seminar Research Award, 2011-12

Media Theatre Project (\$2950) Funding Received

Funding for students in UGS200H: Honors Research Seminar to research and explore methods of audience interaction with media in a performance setting.

College of Arts and Letters Undergraduate Research Initiative, 2011-12

Theatre Engine--Audience Control of Media in Theatre (\$1000) Funding Received

Mairin Chesney, Sophomore, BA in Theatre

Designed iPhone and smart phone interface as part of a larger research project to create audience control of media elements.

College of Arts and Letters Undergraduate Research Initiative, 2011-12

Digital Theatre (\$750) Funding Received

Emily Parker, Senior, BFA in Theatre

Designed graphics, web materials, video and photography elements to gather artists, business owners and the greater Lansing community to take part in media experiments.

College of Arts and Letters Undergraduate Research Initiative, 2010-11

Digital Mediated Theatre (\$1500) Funding Received

Paul Joseph Veltri, Senior BFA in Theatre; Dennis Corsi, Junior BFA in Theatre
Examined methods of displaying, creating and manipulating media for theatre.

College of Arts and Letters Undergraduate Research Initiative, 2010-11

Arts Administration Undergraduate Experience (\$1500) Funding Received

Paul Deckard, Senior, BFA in Theatre; Gina Benninger, Junior, BS in Statistics

Explored methods to create a community-based laboratory for experimenting with theatre and technology.

TEACHING AND LEARNING ENVIRONMENT FUNDING

Teaching and Learning Environment Funding, 2013-14

Project Initiator

On-Camera Sewing/Crafts (\$4,700) Funding Received

Media Touring Projection Lab (\$49,185) Funding Received

Teaching and Learning Environment Funding, 2012-13

Project Initiator

On-Camera Media Classroom (\$43,142) Funding Received

Teaching and Learning Environment Funding, 2011-12

Project Initiator

Theatre Video Doc Lab (\$20,000) Funding Received

Digital Creativity Classroom (\$75,000) Funding Received

INVITED MASTER CLASSES & WORKSHOPS

Brigham Young University, Provo, UT, Department of Theatre & Media Arts, November 2013

Lead a series of workshops and interactive presentations over a two-day period focusing on projection design. Activities were attended by faculty and students from Dance, Media, Theatre and Animation.

Kent State University, Kent, OH, School of Theatre & Dance, April 2011

Media Technology for the Choreographer

Coordinated one-day intensive interactive workshop of media technology taught by graduate students of the Department of Theatre to the undergraduate dance majors at KSU.

Lansing Community College, Lansing, MI, April 2011

Basics of Media Technology & Delivery

Guest lecturer on the elements of media technology that every stage hand should know.

University of Wisconsin, Madison, WI, Department of Dance, November 2010

Integrating Media into Performance

Interactive workshop leader and guest lecturer on methods of interaction between choreographer and designer.

Michigan Educational Theatre Association, Michigan Thespian Festival, East Lansing, MI, December 2009

Digital Animation for Theatre

Bring your concept to life through animation. The principles taught apply to creating media for the stage.

PROFESSIONAL SERVICE

- Michigan Educational Theatre Association, Michigan Thespian Festival,
Judge for Design Competition and Scholarship Competition, Saginaw, MI,
December 2013
Judge for Design Competition and Scholarship Competition, Saginaw, MI,
December 2012
- American College Theatre Festival (Region III), Responder
Bobrauschenbergamerica, Hope College, Holland, MI, February 2013
The Scarlet Pimpernel, Central Michigan University, Mt. Pleasant, MI, October 2012
- United States Institute for Technical Theatre, Charlotte, NC, March 2011
Rendering Media for the Stage Workshop
Technical aspects of media delivery systems and video file preparation.
- American College Theatre Festival (Regional III), East Lansing, MI, January 2011
Media Design, Workshop Coordinator
Interactive media and the interactive design process. Come see how to
incorporate media with lights, sound, set and action.
- Michigan Stage Technician Apprenticeship Program (MSTAP), Co-Coordinator, 2010-
Present
Coordinated with IATSE local to establish MSTAP on-the-job training
opportunities through a partnership between the Wharton Center for the
Performing Arts and the Department of Theatre at MSU.

UNIVERSITY SERVICE

- University Committee of Liberal Learning, Member, 2013-14
- University Undergraduate Research and Arts Forum (UURAF), Judge, April 2012, April
2013
- Grandparents University, June 2012, June 2013
Digital Theatre: Inter-Act with Your Computer
- Member of Search Committee, Director of the Eli Edythe Broad Art Museum, Fall 2010
- MSU Brown Bag Series, Animations for Instruction, October 2010
Animations can be used in face-to-face and online courses to encourage students to
explore new technology in a creative and exciting way. The presentation included
creating instructional animations in Adobe After Effects or Flash.
- Member of the Cultural Engagement Council Communicators (CECC), 2009-10
The CECC promotes the marketing and distribution of information about all
of the cultural activities that take place on and off-campus at MSU.

University Collaborations

- Coordinator of cross-university Audio Recording Arts initiative, 2011-12

Facilitator of discussion to create cross-university specialization in Audio Recording Arts. Members of the planning group included faculty and academic specialists in the College of Arts & Letters, College of Music, Residential College of Arts & Humanities and College of Communication Arts & Science.

Creator of the Michigan Creative Connect website initiative, June 2010

The Michigan Creative Connection website was a project that was created as part of the Creativity Exploratory initiative to decrease the barriers that prevent artists from creating art. The site connects students across the University in order to to create collaborative art. www.micreativeconnect.org

COLLEGE SERVICE

Fintz Teaching Award Committee Member, Center for Integrative Arts and Humanities, 2014

Somers Teaching Award Committee Member, Center for Integrative Arts and Humanities, 2013

Curriculum Development Committee, BA in Film Studies Program, 2012-13

College Curriculum Committee for the College of Arts and Letters, 2011-14

College Technology Committee for the College of Arts and Letters, 2011-12

Creativity Exploratory (Committee Chairperson), College of Arts and Letters, 2009-10

Project leader of an artistic gathering that combines the strength of the diverse faculty and students of the College of Arts and Letters at Michigan State University, with the intent to create unique digital projects. The exploratory aims to be a model for collaboration and participatory learning enhancing the student experience.

DEPARTMENT SERVICE

Head of Design & Technology, 2012-present

Coordinate production assignments, graduate and undergraduate recruitment, and curriculum revision for the design area.

Advisor to all Master of Fine Arts in Production Design graduate students, 2012-2014

Advisor to all Bachelor of Fine Arts in Design undergraduate students, 2012-2014

Member of Advisory Committee, 2013-present

Creative Arts Scholarship Committee, 2012-present

Member of the Scene Design Search Committee, 2013-14

Chair of the Lighting Design Search Committee, 2012-13

Member of the Graphic Design Search Committee (Art, Art History & Design), 2012-13

Member of the Media Acting Search Committee, 2010-11

Member of the Technical Direction/Show Control Search Committee, 2010-11

College of Arts and Letters Teaching Graduate Certificate, Mentor, 2009-Present

Program focuses on providing graduate students with the skills necessary to teach online and develop online learning modules.

Coordinator of Archival Performance Photos, 2010-present

Coordinator of Post-Performance Evaluation, 2010-11

Coordinator of Media Shop Employees, 2010-present

Publicity Photo Coordinator, 2010-11

Cinematographer for “Fight Choreography for the Camera” Workshop, 2010

COURSE DEVELOPMENT

Special Effects Cinematography (TC 491), Fall 2014

Developed a course taught in collaboration with THR 304: Media Acting/Acting for the Camera and TC 337: Compositing and Special Effects. Students will learn practical special effects from Theatre MFA students and create footage for a short science-fiction film written by students in the ENG 334: Screenwriting.

Theatre in a Global Context (THR 330), Summer 2014

Coordinated course development and online delivery through the Desire2Learn integrated learning platform for an online global theatre appreciation course. Mentored graduates in developing online content.

Performing Arts & Healthcare (IAH 209), Spring 2014

Developed an Integrative Arts & Humanities course exploring the intersections of arts and healthcare; Collaborators included graduate students in History (History of Medicine), Center for Bioethics, College of Human Medicine (Dr. Smith and Patient Centered Interviewing), Olin Health Center (Rebecca Allen), College of Communication Arts & Sciences, Health Communications (Sandy Smith), and The Center for Simulated Patient Interviewing (Laura Prochnow).

Digital Design for Theatre (THR 419/TC 419), Spring 2014

Developed a course covering control systems and methods of creating interactive media with audience and performer. Collaboration with game design, computer engineering, art and music students to adapt existing technology for theatrical performance.

Theatre and Society in the West (IAH 241D), Summer 2012

Revised curriculum and prepared course for hybrid instruction. Responsible for ANGEL Online Learning Management creation and mentored graduate students in developing online content.

Compositing & Special Effects (TC 337/THR 337), Fall 2011, Spring 2012

Developed a cross-listed course in both the College of Communication Arts & Sciences and the College of Arts and Letters. Focus surrounded the creation of animation and motion graphics for broadcast and performance.

Introduction to Digital Design for Theatre (THR 219), Spring 2011

Developed an introductory course examining basic manipulation of media and how it relates to the stage. Relevant concepts drawn from art, theatre, film and music.

Sound Design for Theatre (THR 216), Fall 2011

Developed a course examining basic sound design and reinforcement technology as it applies to live performance.

MEMBERSHIPS

United States Institute for Technical Theatre (USITT), 2011-Present

World Dance Alliance, 2010-Present

American Theatre in Higher Education (ATHE), 2010