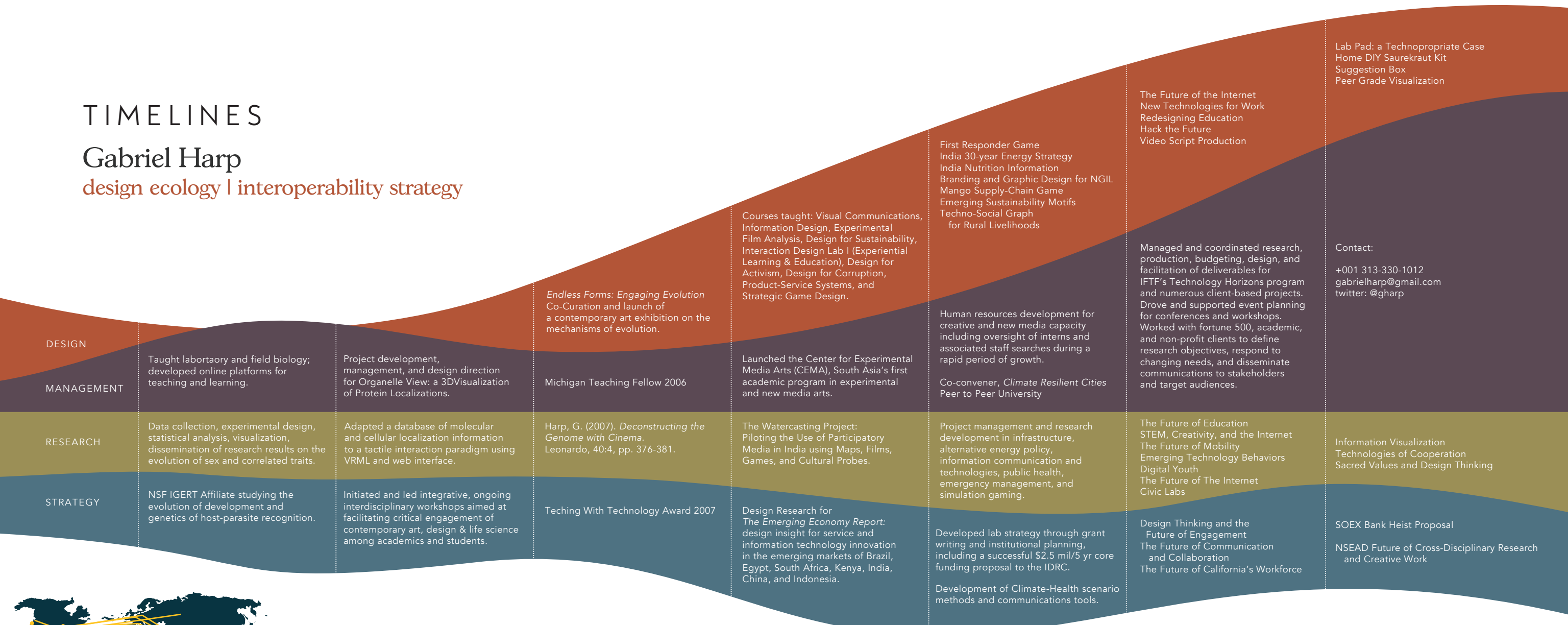


TIMELINES

Gabriel Harp

design ecology | interoperability strategy



Lab Pad: a Technopropriate Case
Home DIY Saurekraut Kit
Suggestion Box
Peer Grade Visualization

The Future of the Internet
New Technologies for Work
Redesigning Education
Hack the Future
Video Script Production

First Responder Game
India 30-year Energy Strategy
India Nutrition Information
Branding and Graphic Design for NGIL
Mango Supply-Chain Game
Emerging Sustainability Motifs
Techno-Social Graph
for Rural Livelihoods

Courses taught: Visual Communications,
Information Design, Experimental
Film Analysis, Design for Sustainability,
Interaction Design Lab I (Experiential
Learning & Education), Design for
Activism, Design for Corruption,
Product-Service Systems, and
Strategic Game Design.

Endless Forms: Engaging Evolution
Co-Curation and launch of
a contemporary art exhibition on the
mechanisms of evolution.

Project development,
management, and design direction
for *Organelle View*: a 3DVisualization
of Protein Localizations.

Taught laboratory and field biology;
developed online platforms for
teaching and learning.

DESIGN

MANAGEMENT

RESEARCH

STRATEGY

Contact:

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gabrielharp@gmail.com
twitter: @gharp

Managed and coordinated research,
production, budgeting, design, and
facilitation of deliverables for
ITF's Technology Horizons program
and numerous client-based projects.
Drove and supported event planning
for conferences and workshops.
Worked with fortune 500, academic,
and non-profit clients to define
research objectives, respond to
changing needs, and disseminate
communications to stakeholders
and target audiences.

Human resources development for
creative and new media capacity
including oversight of interns and
associated staff searches during a
rapid period of growth.

Launched the Center for Experimental
Media Arts (CEMA), South Asia's first
academic program in experimental
and new media arts.

Michigan Teaching Fellow 2006

Adapted a database of molecular
and cellular localization information
to a tactile interaction paradigm using
VRML and web interface.

Data collection, experimental design,
statistical analysis, visualization,
dissemination of research results on the
evolution of sex and correlated traits.

Information Visualization
Technologies of Cooperation
Sacred Values and Design Thinking

The Future of Education
STEM, Creativity, and the Internet
The Future of Mobility
Emerging Technology Behaviors
Digital Youth
The Future of The Internet
Civic Labs

Project management and research
development in infrastructure,
alternative energy policy,
information communication and
technologies, public health,
emergency management, and
simulation gaming.

The Watercasting Project:
Piloting the Use of Participatory
Media in India using Maps, Films,
Games, and Cultural Probes.

Harp, G. (2007). *Deconstructing the
Genome with Cinema*.
Leonardo, 40:4, pp. 376-381.

Initiated and led integrative, ongoing
interdisciplinary workshops aimed at
facilitating critical engagement of
contemporary art, design & life science
among academics and students.

NSF IGERT Affiliate studying the
evolution of development and
genetics of host-parasite recognition.

SOEX Bank Heist Proposal
NSEAD Future of Cross-Disciplinary Research
and Creative Work

Design Thinking and the
Future of Engagement
The Future of Communication
and Collaboration
The Future of California's Workforce

Developed lab strategy through grant
writing and institutional planning,
including a successful \$2.5 mil/5 yr core
funding proposal to the IDRC.

Development of Climate-Health scenario
methods and communications tools.

Design Research for
The Emerging Economy Report:
design insight for service and
information technology innovation
in the emerging markets of Brazil,
Egypt, South Africa, Kenya, India,
China, and Indonesia.

Teching With Technology Award 2007

Associations and Collaborations



Born: Detroit, Michigan

Delph-Lively Lab

Indiana University, Bloomington

University of Michigan, Ann Arbor

Srishti School of Art, Design and Technology

Center for Study of Science, Technology and Public Policy

Institute for the Future

Adianta School of Leadership and Innovation

Chris Landau, Jamie Cope

Zack Denfeld

Alison Byrnes

Smriti Mehra

Joy Guillemot

Center for Genomic Gastronomy

CKS

Namrata Mehta

Aditya Dev Sood

Cat Kramer

Zack Denfeld

Fictilis

Andrea Steves

Tim Furstnau

Key Themes

-2001-2003

Evolutionary Genetics
Community Ecology
Complex Systems

2003-2005

Contemporary Art
Critical Theory
Graphic Design
Cognitive Psychology

2005-2007

Film Analysis
Public Engagement with Science
Narrative Suspense
Social Studies of Science

2007-2009

Design Research
Service Design
Community Engagement
Network Science
Information Visualization

2009-2011

Science and Technology Public Policy
Infrastructure Studies
Climate and Public Health
Scenarios and Simulation Gaming

2011-2012

Strategic Foresight
Emerging Technology Behaviors
Organizational Design

2013

Technologies of Cooperation
Interoperability Strategy
Tactical Art

Milestones

M.A. 2003
Ecology, Evolution & Behavior
*Sex-biased Infection, Ploidy, and
Sexual Activity Costs in a
Host-Parasite Relationship*

GROCS Research Grant, 2005
Office of the Provost, IBM, & Apple
Computer; For a dynamic visualization
of organelle proteins: *Organelle View*.

M.F.A. 2007, Art & Design
*Strategies for Creative Research at
the Interface of Contemporary Art
and Life Science*

The Center for Experimental Media Arts
is launched in Bangalore, India; accepts
its first cohort of graduate students.
Awarded an International Engagement
grant from the Wellcome Trust, UK.

Next-Generation Infrastructure Lab
blends social science research with
computer-based simulations, mapping,
and gaming; expands methodologies
for integrating policy, complex
systems, and civic engagement in India.

Moved to San Francisco; joined
ITF's Technology Horizons Program.

Personal Strengths:
Recognizing Others' Skills
Pinpointing Core Issues
Organizing Flexibility
Connecting and Synthesis
Galvanizing Enthusiasm