

October 30, 2012

Tenure & Promotion Committee  
Gallaudet University  
800 Florida Avenue NE  
Washington, DC 20002

To Whom It May Concern, Tenure & Promotion Committee, Robert Harrison: Chair of the newly formed Art Communications and Theater Department, Dean Agboola, Gallaudet President and Provost,

It is my pleasure to request tenure for Assistant Professor Max Kazemzadeh, who presently teaches art and media design with an emphasis on digital media to Gallaudet University students both in GSR and the Art Department. Kazemzadeh is an engaging professor and a very active artist and designer, that is skilled in many areas of fine art, 2D & 3D animation, film and special effects, and interactive and web-based media, including robotics. Kazemzadeh is also presently pursuing a PhD in Art, Technology & Consciousness from the Planetary Collegium at the University of Plymouth, in which he is officially ABD (All But Dissertation) status, has completed all of his logistic requirements and coursework, and is in his dissertation-writing phase which he will finish in a little more than a year.

During the last three years, Kazemzadeh has completed every entry on the list of the Art Department tenure criteria sheet every year, while serving as an engaging figure in the classroom and being able to get his students to produce outstanding work. A selection of a few things that come to mind from his list of activities over the past three years are as follows: 1. Creating and exhibiting "The Ecolab Project" at the *LABoral* Centro de Arte y Creación Industrial at Laboral" in Gijon, Spain, 2. Exhibiting Interactive Installation Artwork in Beijing three times over the past three years, 3. Being invited to teach Art Workshops focused on hardware/software development at the Central Academy of Fine Art in Beijing (China), at Medialab-Prado in Madrid and at Laboral in Gijon (Spain), and at the Ionian Center for Art & Culture in Kefalonia (Greece), 4. Being very involved in retooling the Gallaudet Art Department curriculum to more completely integrate interactive media, software/hardware development, and special effects, 5. Maintaining monthly Skinny Tuesday presentation/discussions in the Gatehouse/Funcolab at Gallaudet, 6. Offering Artist Talks in Dublin, Gijon, Madrid, Beijing, and at Dorkbot in DC, 7. Presenting and publishing 6 Papers and 1 Poster at International Conferences on Art, Technology and/or Consciousness Research, 8. Creating and teaching 4 new art & technology based courses that are now requirements within the art program, 9. Creating and teaching one Robotics course as a General Studies Requirement course with Physics Professor Dr. Snyder, 10. Having 9 International Group exhibitions, and 6 solo exhibitions overall.

Within the last year, Kazemzadeh: 1. Represented Refarmthecity.org by presenting an open source project in the Open Hardware Summit September 27<sup>th</sup> 2012, in NYC, 2. Developed a few new social networking installations exhibiting in the faculty exhibition (computer vision and hardware, that automatically post to/download and display from twitter), 3. Preparing the FUNCOLAB/Gallaudet Gatehouse for the GSR Robotics course as well as working towards a grant to support it in the future, 4. Wired and exhibited in a

cave/lake in Kefalonia, Greece summer 2012 hosted by the Ionian Art Center, 5. Exhibited interactive installation artwork in Dublin, Ireland summer 2012, 6. published two papers in international publications this year, 7. Curated a regional electronic media exhibition sponsored by Washington Project for at Artisphere in Rosslyn, which I named "the DOLL Show: DIWO, OPNSRC, LHOOQ, LMFAO" (DOLL refers to Duchamp's LHOOQ piece where he defaced a Mona Lisa postcard with a moustache, hence becoming a culture hacker]. I invited a friend and Professor at Parsons in NYC, Jonah Brucker-Cohen to cocurate the exhibition with me, 8. Juried a video art collection that resulted in a screening at Artisphere in Rosslyn, VA and a screening at the Philips Collection in Dupont Circle, DC. also sponsored by Washington Project for the Arts, 9. Passed my PhD's RDC2 requirement, which is the equivalent of becoming ABD, 10. Was invited to have an upcoming solo exhibition at the Gezera Art Center, Ministry of Culture of Cairo, Egypt in March 2013, 11. Was an honorary member of the Cultural Program of the National Academy of the Sciences DASERs (DC Art Science Evening Rendezvous) for the past two years, where the director budgeted for sign language interpreters for every monthly DASERs lecture series so that Gallaudet community and beyond could attend and participate, 12. Chaired a DASER (DC Art Science Evening Rendezvous) at the National Academy of the Sciences, 13. Gave an artist talk at DASERs and served as one of the panelists, at the National Academy of the Sciences, 14. Gave an artist talk to a Graduate class of Professor Victoria Vesna at Parsons School of Design in NYC, 15. Gave an artist talk at the LASERs (Leonardo Art Science Evening Rendezvous) event in NYC, 16. Gave an artist talk to Professor Jason Sloan's Interactive Art and Design BFA class at MICA (Maryland Institute College of Art).

Kazemzadeh's activity and productivity reflects on the excitement, interests, and abilities of each student he teaches. Kazemzadeh seems to be always learning and seeking new technologies and techniques for both improving his practice and helping students improve their skill-set for a broad range of applications and finding jobs in the digital and creative marketplace.

Kazemzadeh also urges students to publish their work online and collaborate constantly, which will continue their learning. He teaches students how to be independent with resolving problems and finding solutions for their complex projects themselves so necessary in today's competitive job market, and art world. Kazemzadeh's 3D Modeling and Animation Course one semester collaborated with a Game Programming Course from Texas, where Gallaudet Art students designed the characters and animations for the game, and the Texas Programming students put it all into a 3D immersive game environment. The Texas students were all hearing, and students communicated and collaborated via online chat.

Founding the FUNCOLAB ([www.funcolab.com](http://www.funcolab.com)) with physics professor Dr. Snyder and theater professor Ethan Sinnott, as well as starting up the Skinny Tuesday's lecture series, provide students a connection to professional artists, designers, and creative scientists that are bridging the gap between art, design, science and engineering in a workspace where professionals can really share ideas and techniques to inspire the students, and students can follow up in the same place working to envision their inspiration.

I also see that many of Kazemzadeh's projects, ideas, and educational efforts serve as perfect grant opportunities. In Kazemzadeh's dealings with students and other professors here, it is clear that he is devoted to Gallaudet's community and future, and

would be a wonderful and much needed addition to Gallaudet as the permanent tenured faculty.

Sincerely,

Tracey Salaway  
Art Department Program Director