MARC DAVIS: CURRICULUM VITAE

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EDUCATION

1990 - 1995 **Ph.D. Media Arts and Sciences**
Massachusetts Institute of Technology, Cambridge, MA
MIT Media Laboratory, Machine Understanding Group

1984 - 1987 **M.A. Literary Science and Philosophy (with highest honors)**
University of Konstanz, Konstanz, Germany
Literary Science Department and Philosophy Department

1980 - 1984 **B.A. College of Letters (with high honors)**
Wesleyan University, Middletown, CT
College of Letters

Apple Inc. v. Smith Interface Techs., LLC
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AWARDS

2024 — **"GET IT" Award & Accolade**
Awarded by Kirkus Reviews for *Vincent on Mars*

2005 — **Best Demonstration Video Award**
Awarded by ACM Multimedia 2005 for MMM2: Mobile Media Metadata for Media Sharing

1984 - 1986 — **German Academic Exchange Service (DAAD) Fellowship**
University of Konstanz, Konstanz, Germany
Also awarded seldom-given, second year renewal of fellowship.

PROFESSIONAL EXPERIENCE

2023 - Present — **Founder, Author, and Illustrator**
Artists on Planets, Los Angeles, CA

Over the past decade, Marc has been looking 50 years ahead at the future of humanity and our unsustainable civilization. Through detailed research and applied futurism, he has identified the causes of, and potential solutions for, our broken relationships with Nature and each other. After first identifying the key drivers of change in the climate crisis and the Anthropocene extinction, the advent of Artificial Intelligence and automation, and the decline of democracy and the rise of authoritarianism, Marc focused on developing books that hybridize science fiction and nonfiction to tell stories that can help us learn how to better relate to "the aliens among us", i.e., the natural world and our fellow human beings. Marc's debut series of books are picture books that use generative AI to create amazing paintings of alien landscapes combined with human-authored verses as seen in the first of the Artists on Planets series, the award-winning *Vincent on Mars*.

2013 - Present — **Founder and Maven**
MarcDavis.Me, Los Angeles, CA

Marc has worked to create the technical, legal, and business foundations for our digital society and digital economy, so we can all benefit from having the right and ability to control the uses of our

personal data. He helped shape the global dialogue on what it means to be a person in our digital societies and digital economies and inventing the technologies and informing the intellectual, policy, and business frameworks that will enable a new “person-centered” personal data ecosystem to emerge that better balances the interests of the private sector, the public sector, and the people. Providing a historically and philosophically informed view of today’s internet, Marc has articulated that in terms of political economy we live in an age of “digital feudalism” that needs to be transformed by a “digital enlightenment” brought about by people reclaiming in the online world the human rights, property rights, speech rights, civil society, and democratic governance we achieved in the physical world. Key to this effort is Marc’s work as a founding member of the World Economic Forum Rethinking Personal Data Project and as a member of the World Economic Forum Global Agenda Council for Data-Driven Development. Marc was featured in the World Economic Forum *Global Agenda Outlook 2013* report in a dialogue with Robert Madelin moderated by Rod Beckstrom, which articulated the “Thriving in a Hyperconnected World” theme, and Marc was also selected by the European Commission to respond to their “Onlife Manifesto: Being human in a hyperconnected world” which is part of the EU’s Digital Agenda for Europe.

Based on his own experience as an inventor on over 240 issued patents and as a leader of product and technology innovation in academia and industry, Marc also consults with clients on Intellectual Property and Product Development to integrate product and technology innovation with patent strategy and invention.

2010 - 2013 **Partner Architect**

Applications and Services Group, Microsoft, San Francisco, CA and Bellevue, WA

At Microsoft, Marc was a Partner Architect who worked on the vision and technology strategy for Microsoft’s Online Services Division, especially in the areas of online identity, personal data, privacy, and social computing. Marc and his Early Stage Products (ESP) team developed prototypes to help realize his vision of a “Web of the World” that empowers people by putting them at the center of their digital lives and delivers trusted, personalized services that connect people, the web, and the world in new ways. For example, Marc and

his team worked on transforming social search by moving Bing from the “Web of Pages” to the “Web of People” so that searching for almost any topic or interest would return friends and other people specifically relevant to the person doing the query. Based on initial prototypes from Marc’s team, the Bing Sidebar connected searchers to friends and other people relevant to their searches and enabled them to communicate with these relevant people to help them get things done. Another social search prototype conceived and developed by Marc and his team, “Bing Linked Pages” enabled people to easily link web pages that are by or about them to their Facebook identity and have these Linked Pages appear in Bing when people searched for them. Bing Linked Pages was described by ReadWrite as “what Google+ should have been.” Klout adopted Bing Linked Pages as Klout Tags. Marc and his team were also instrumental at Microsoft in the conception, architecture, prototyping, and development of the platforms underlying Microsoft’s latest efforts to deliver highly personalized information services that use personal and social data with user permission and control.

2009 - 2010 **Chief Scientist**
Invention Arts, San Francisco, CA

Marc Davis was Chief Scientist at Invention Arts, where he focused on new approaches to how people can better control, share, and benefit from their personal data as well as new methods of strategic intellectual property development. At Invention Arts, Marc consulted to the World Economic Forum and the innovation agency of a European government on the future of personal data banking and exchange.

2006 - 2009 **Chief Scientist and VP of ESP**
Yahoo! Connected Life, Yahoo! Inc., Sunnyvale, CA

As Chief Scientist of Yahoo! Mobile, Marc Davis focused on inventing and realizing the key technologies, platforms, and applications that will shape the future of mobile for billions of people around the world. His research encompassed the theory, design, and development of sociotechnical systems that leverage contextual metadata and the power of community to enable people around the

world to produce, describe, share, and remix media, and to connect to each other in new ways.

As VP of ESP (Early Stage Products) in Yahoo! Mobile, Marc and his team invented and helped realize the future of mobile, social, media, monetization, and platforms. ESP focused on strategy, intellectual property, and early stage prototypes. ESP was involved in innovative products from Yahoo! Mobile such as oneConnect, which reinvented mobile communications by aggregating a user's social networks and communications tools into a socially connected address book.

Marc and his Early Stage Products (ESP) team practiced applied futurism to proactively and strategically invent technologies and applications out ahead of Yahoo!'s product development pipeline. As a result, the ESP team (working together with important strategic IP collaborators) generated hundreds of issued patents that created extraordinary value for Yahoo! and are licensed to many significant internet and consumer services companies today.

2006 - 2009 **Social Media Guru**
Yahoo!, Sunnyvale, CA

As Social Media Guru at Yahoo!, Marc's work focused on creating the technology and applications that will enable daily media consumers to become daily media producers. Marc connected various groups at Yahoo! to formulate strategy and to take action to invent and realize the future of social media and mobile media. Marc was a key contributor to the Yahoo! Open Strategy (Y!OS) and the vision demo for the future of Yahoo! shown at CES 2008.

2005 - 2006 **Founding Director**
Yahoo! Research Berkeley, Yahoo! Inc. and University of California at Berkeley, Berkeley, CA

Yahoo! Research Berkeley was a research partnership between Yahoo! Inc. and the University of California at Berkeley to explore and invent social media and mobile media technology and applications that will enable people to create, describe, find, share, and remix media on the web. Yahoo! Research Berkeley combined

world-class media technology and design research with the scale and impact of the world's leading internet media company. We brought together world-renowned experts in the fields of media technology, social software, context-aware computing, mobile computing, and user and design research who will shape the future of internet media. In support of these goals, Yahoo! and the University of California at Berkeley created an innovative corporate-academic collaboration for research and development.

2002 - 2006 **Assistant Professor and Director of Garage Cinema Research**
School of Information Management and Systems (SIMS), University of California at Berkeley, Berkeley, CA

Prof. Marc Davis' work focused on creating the technology and applications that will enable daily media consumers to become daily media producers. His research and teaching encompass the theory, design, and development of digital media systems for creating and using media metadata to automate media production, sharing, and reuse. Prof. Davis and his students in Garage Cinema Research are working on: Mobile Media Metadata (context-aware mobile media technology and applications that leverage contextual metadata-spatial, temporal and social-to infer media content and support media sharing and reuse); the Social Uses of Personal Media (social science and design research to learn how and why people use digital imaging in order to support the design of next generation mobile media applications); Media Streams Metadata Exchange (media metadata framework for annotating, retrieving, sharing, and remixing media on the Web); Active Capture (interactive cameras that use signal processing and computer-human interaction to capture high quality, reusable, annotated media assets); and Adaptive Media (Adaptive Media Templates and automatic editing functions to mass customize and personalize media). Working together, these research projects and their related technologies will radically simplify, decentralize, and personalize media production, sharing, and reuse, bringing about a "Garage Cinema" revolution in which people use computational media to communicate with each other every day.

1999 - 2002 **Chief Technology Officer, Chairman, and Co-Founder**
Amova, San Francisco, CA

Responsible for the technical and creative vision of Amova based on a decade of research and development in media annotation and retrieval, automation of media production, and the personalization and reuse of media. Amova developed patented and proprietary technologies for media automation and personalization.

Conceived and managed product and technology strategy, design, user testing, and demonstrations. Product prototypes included: automated video capture systems; automatically edited and personalized videos; and personalized media web site and services.

Managed external relations including investor relations, strategic relations, corporate identity, and patent counsel.

Co-developed business strategy, product strategy, business plan, business model, technology white papers, and company presentations. Presenter of company vision, technology, and business to prospective investors and partners.

Responsible for recruiting and team development. Hired VP of Business Development, Director of Interaction Technology, User Testing Manager, and Production Assistants.

Co-author of eight utility patents covering the technologies invented and developed at Amova.

1993 - 1998 **Project Coordinator and Member of Research Staff**
Interval Research Corporation, Palo Alto, CA

Project Coordinator of multiyear, multimillion-dollar research project in automatic media production technology. Provided technical, creative, and managerial leadership of project through research and advanced development phases. Project included technical, production, and business development teams working on systems and prototypes including: media annotation and retrieval tools; media automation and personalization tools and applications; visual language programming tools; and participatory media interfaces and systems.

Responsible for research plans, technical reports, patent applications, external publications, project plans, budgets, detailed annual and quarterly progress reports, project presentations, team building and hiring, employee reviews, design and management of user studies, and business development research, modeling, planning, and presentations.

Researcher on other projects in: home entertainment appliances and applications; interactive video applications using PC-based digital cameras; interactive video database of consumer use of portable objects; home consumer (especially teen) media behavior studies; computer games for pre-teen girls; interfaces for web-based content delivery; and psychological studies of media perception and interaction. Research advisor to many other projects as well.

Initiated and advised Interval's sponsorship of the MIT Media Laboratory ($2.4 million over 5 years).

Initiated and advised Interval Fellows Program for sponsoring MIT Media Laboratory students' research.

1992 **Research Intern**
Mitsubishi Electric Research Laboratories (MERL), Cambridge, MA

One of MERL's first two summer research interns. Designed and developed the Animated Icon Editor for the Media Streams system and presented research to MERL research staff.

1992 **Interactive Media Design Consultant**
BMW Museum, Munich, Germany

Co-developed proposal for redesign of BMW Museum in Munich, Germany. Proposal suggested using historic BMW automobiles as an interface to an immersive, networked virtual environment simulating the history of Munich and BMW. BMW Museum also recommended me as an interactive media design consultant to General Motors for the redesign of their corporate automotive museum.

At the request of BMW, co-designed and co-lead museum design

workshop based on BMW Museum Proposal in conjunction with *Expedition '92: Launching to New Worlds of Learning* conference.

1990 - 1995 **Research Assistant**
Massachusetts Institute of Technology, Cambridge, MA
MIT Media Laboratory, Machine Understanding Group

Conceived of, researched, and developed Media Streams, a semantic visual language system for annotating, retrieving, and repurposing digital video. Project was supported by the Television of Tomorrow and News in the Future consortia as well as by a directed research grant from British Telecom.

Managed three-person team of Undergraduate Research Opportunity Program students to design and develop Media Streams over several years. Responsible for hiring, budgeting, and employee training.

Conducted numerous (many per week) demonstrations and presentations of Media Streams technology and concepts to visiting delegations from sponsor companies.

Co-developed with other researchers: prototype system for using narrative, character, and storyboards for program debugging interface; prototype system for automatic editing of movie trailers; and conceptual framework for user interaction design (especially as applied to virtual environments).

1988 - 1989 **Technology and Strategy Consultant**
San Francisco Bay Area, CA

Goodman Group: identified industry leaders in innovation, ergonomics, and technology in the Macintosh hardware and software markets.

Gateway Pacific Foundation: helped develop presentations to "Creating Our Future" and the Rockefeller Foundation at Apple Computer's Multimedia Lab in San Francisco.

Vividata: conducted market, ergonomic, and design research for

color handheld scanner project and developed product proposals, specifications, and marketing materials for high-end graphics workstation project.

Dragonfly Software: helped establish European distribution channels at international computer show (CEBIT '88) in Hanover, Germany. Conducted demonstrations, coordinated production of marketing materials, and participated in international press conference.

1987 - 1988 **Vice President of Marketing and Sales**
ColorTech, Inc., Berkeley, CA

Managed sales, marketing, and operations of mail-order computer and printer supplies company allied with software maker Unisom World (maker of PrintMaster). Redesigned company sales and marketing materials and corporate identity, developed sales projections and budgets, hired and trained customer service staff, and achieved most profitable quarters in company history.

1985 - 1987 **Research Coordinator, Instructor, and Translator**
University of Konstanz, Konstanz, Germany
Intertextuality Research Project, Literary Science Department

Initiated and managed computerization of multimillion dollar, multiyear Intertextuality Research Project. Developed project computerization proposal and budgets, obtained funding, purchased, installed, and maintained systems, wrote German language documentation, and trained and managed project staff.

Co-translated book length collection of literary theory articles by Professor Renate Lachmann.

WORKING GROUPS

2010 - 2013 **Rethinking Personal Data Project**
Project Lead: William Hoffman
World Economic Forum, New York, NY, USA

Based on my Invited Talk at the Privacy 2.0 conference in 2010, William Hoffman from the World Economic Forum recruited me to help him with the intellectual and technological foundations for the World Economic Forum's "Rethinking Personal Data" Project. I developed a detailed pre-read for project members, participated in numerous meetings, helped lead workshops (including at the World Economic Forum Annual Meeting Davos, Switzerland and at the World Economic Forum Summit of the Global Agenda in Abu Dhabi, UAE), and was interviewed for the World Economic Forum's *Global Agenda Outlook 2013* on "Thriving in a Hyperconnected World."

2002 - 2006 **Berkeley Center for New Media**
Founding Project Leads: Prof. Marc Davis and Prof. Yehuda Kalay
University of California at Berkeley, Berkeley, CA, USA

As an Assistant Professor at the University of California at Berkeley School of Information, I collaborated with over twenty faculty members from a wide range of departments to propose and win funding for a new interdisciplinary program in New Media, which lead to the creation of the Berkeley Center for New Media.

1990 - 1996 **Narrative Intelligence Reading Group**
Co-Founders: Marc Davis and Michael Travers
MIT Media Laboratory, Cambridge, MA, USA

In this weekly reading group (and mailing list) we brought together students and faculty from both inside and outside the MIT Media Laboratory to explore issues at the intersection of artificial intelligence, literary theory, interaction design, and media studies. The influence of the Narrative Intelligence Reading Group was widespread and profound. Its combination of interdisciplinary theory and practice led to the creation of a conference on Narrative Intelligence, a subsequent book, and recognition by the National Academies of Science as one of their "promising areas for transdisciplinary work."

PUBLICATIONS

Refereed Articles

Chitra Madhwacharyula, Marc Davis, Philippe Mulhem, and Mohan S. Kankanhalli. "Metadata Handling: A Video Perspective." *ACM*

Transactions on Multimedia Computing, Communications, and Applications. 2, 4 (Nov. 2006), 358-388.

Marc Davis. "Editing Out Video Editing." *IEEE MultiMedia*, 10 (2). April-June 2003. 54-64.

Marc Davis. "From Pirates to Patriots: Fair Use for Digital Media." *IEEE MultiMedia*, 9 (4). October-December 2002. 4-7.

Marc Davis. "Garage Cinema and the Future of Media Technology." *Communications of the ACM ("The Next 50 Years" Special Edition Invited Article)* 40 (2 1997): 42-48.

Marc Davis. "Media Streams: An Iconic Visual Language for Video Annotation." *Telektronikk 4.93* (1993): 59-71.

Refereed Conference and Workshop Papers

Shane Ahern, Marc Davis, Simon King, Mor Naaman, and Rahul Nair. "Reliable, User-Contributed GSM Cell-Tower Positioning Using Context-Aware Photos." In: *Adjunct Proceedings of the Eighth International Conference on Ubiquitous Computing (UbiComp 2006) in Irvine, California,* 2006.

Alexander Jaffe, Mor Naaman, Tamir Tassa, and Marc Davis. "Generating Summaries and Visualization for Large Collections of Geo-Referenced Photographs." In: *Proceedings of the 8th ACM International Workshop on Multimedia Information Retrieval (MIR '06) in Santa Barbara, California,* ACM Press, 89-98, 2006.

Shane Ahern, Marc Davis, Dean Eckles, Simon King, Mor Naaman, Rahul Nair, Mirjana Spasojevic, and Jeannie Hui-I Yang. "ZoneTag: Designing Context-Aware Mobile Media Capture to Increase Participation." In: *Proceedings of the Pervasive Image Capture and Sharing: New Social Practices and Implications for Technology Workshop (PICS 2006) at the Eighth International Conference on Ubiquitous Computing (UbiComp 2006) in Irvine, California,* 2006.

Cameron Marlow, Mor Naaman, danah boyd, and Marc Davis. "HT06, tagging paper, taxonomy, Flickr, academic article, to read." In: *Proceedings of the Seventeenth Conference on Hypertext and Hypermedia (HYPERTEXT '06) in Odense, Denmark,* ACM Press,

31-40, 2006.

Alexander Jaffe, Mor Naaman, Tamir Tassa, and Marc Davis. "Generating Summaries for Large Collections of Geo-Referenced Photographs." In: *Proceedings of the 15th International Conference on World Wide Web (WWW '06) in Edinburgh, Scotland,* ACM Press, 853-854, 2006.

George W. Furnas, Caterina Fake, Luis von Ahn, Joshua Schachter, Scott Golder, Kevin Fox, Marc Davis, Cameron Marlow, and Mor Naaman. "Why Do Tagging Systems Work?" In: *Extended Abstracts of the Conference on Human Factors in Computing Systems (CHI 2006) in Montréal, Québec, Canada,* ACM Press, 36-39, 2006.

Marc Davis, Michael Smith, Fred Stentiford, Adetokunbo Bambidele, John Canny, Nathan Good, Simon King, and Rajkumar Janakiraman. "Using Context and Similarity for Face and Location Identification." In: *Proceedings of the IS&T/SPIE 18th Annual Symposium on Electronic Imaging Science and Technology Internet Imaging VII in San Jose, California*, IS&T/SPIE Press, 2006.

Ryan Shaw and Marc Davis. "Toward Emergent Representations for Video." In: *Proceedings of 13th ACM International Conference on Multimedia (MM 2005) in Singapore*, ACM Press, 431-434, 2005.

Marc Davis, Michael Smith, John Canny, Nathan Good, Simon King, and Rajkumar Janakiraman. "Towards Context-Aware Face Recognition." In: *Proceedings of 13th Annual ACM International Conference on Multimedia (MM 2005) in Singapore*, ACM Press, 483-486, 2005.

Ana Ramirez Chang and Marc Davis. "Active Capture Design Case Study: SIMS Faces." In: *Proceedings of Conference on Designing for User eXperience (DUX 2005) in San Francisco, California*, 2005.

Rahul Nair and Marc Davis. “Bluetooth Pooling to Enrich Co-Presence Information.” In: *Adjunct Proceedings of the Seventh International Conference on Ubiquitous Computing (UbiComp 2005) in Tokyo, Japan*, 2005.

Nancy A. Van House and Marc Davis. “The Social Life of Cameraphone Images.” In: *Proceedings of the Pervasive Image Capture and Sharing: New Social Practices and Implications for Technology Workshop (PICS 2005) at the Seventh International Conference on Ubiquitous Computing (UbiComp 2005) in Tokyo, Japan*, 2005.

Ana Chang and Marc Davis. "Designing Systems That Direct Human Action." In: *Extended Abstracts of the Conference on Human Factors in Computing Systems (CHI 2005) in Portland, Oregon,* ACM Press, 1260-1263, 2005.

Nancy Van House, Marc Davis, Morgan Ames, Megan Finn, Vijay Viswanathan. "The Uses of Personal Networked Digital Imaging: An Empirical Study of Cameraphone Photos and Sharing." In: *Extended Abstracts of the Conference on Human Factors in Computing Systems (CHI 2005) in Portland, Oregon,* ACM Press, 1853-1856, 2005.

Marc Davis, Nancy Van House, Jeff Towle, Simon King, Shane Ahern, Carrie Burgener, Dan Perkel, Megan Finn, Vijay Viswanathan, and Matthew Rothenberg. "MMM2: Mobile Media Metadata for Media Sharing." In: *Extended Abstracts of the Conference on Human Factors in Computing Systems (CHI 2005) in Portland, Oregon,* ACM Press, 1335-1338, 2005.

Marc Davis, Simon King, Nathan Good, and Risto Sarvas. "From Context to Content: Leveraging Context to Infer Media Metadata." In: *Proceedings of 12th Annual ACM International Conference on Multimedia (MM 2004) Brave New Topics Session on "From Context to Content: Leveraging Contextual Metadata to Infer Multimedia Content" in New York, New York*, ACM Press, 188-195, 2004.

Marc Davis and Risto Sarvas. “Mobile Media Metadata for Mobile Imaging.” In: *Proceedings of IEEE International Conference on Multimedia and Expo (ICME 2004) Special Session on Mobile Imaging in Taipei, Taiwan*, IEEE Computer Society Press, 2004.

Ana Ramirez and Marc Davis. “Active Capture and Folk Computing.” In: *Proceedings of IEEE International Conference on Multimedia*

and Expo (ICME 2004) Special Session on Folk Information Access Through Media in Taipei, Taiwan, IEEE Computer Society Press, 2004.

Marc Davis, Nathan Good, and Risto Sarvas. "From Context to Content: Leveraging Context for Mobile Media Metadata (Workshop Paper)." Presented At: *MobiSys 2004 Workshop on Context Awareness at the Second International Conference on Mobile Systems, Applications, and Services in Boston, Massachusetts*, 2004.

Risto Sarvas, Erick Herrarte, Anita Wilhelm, and Marc Davis. "Metadata Creation System for Mobile Images." In: *Proceedings of the Second International Conference on Mobile Systems, Applications, and Services (MobiSys2004) in Boston, Massachusetts*. ACM Press, 36-48, 2004.

Anita Wilhelm, Yuri Takhteyev, Risto Sarvas, Nancy Van House, and Marc Davis. "Photo Annotation on a Camera Phone." In: *Extended Abstracts of the Conference on Human Factors in Computing Systems (CHI 2004) in Vienna, Austria.* ACM Press, 1403-1406, 2004.

Jeffrey Heer, Nathaniel S. Good, Ana Ramirez, Marc Davis, and Jennifer Mankoff. "Presiding Over Accidents: System Direction of Human Action." In: *Proceedings of the Conference on Human Factors in Computing Systems (CHI 2004) in Vienna, Austria*. ACM Press, 463-470, 2004.

Marc Davis. "Theoretical Foundations for Experiential Systems Design." In: *Proceedings of the ACM SIGMM 2003 Workshop on Experiential Telepresence (ETP 2003) at the 11th Annual ACM International Conference on Multimedia in Berkeley, California*, ACM Press, 45-52, 2003.

Marc Davis. "Active Capture: Integrating Human-Computer Interaction and Computer Vision/Audition to Automate Media Capture." In: *Proceedings of IEEE International Conference on Multimedia and Expo (ICME 2003) Special Session on Moving from Features to Semantics using Computational Media Aesthetics in*

Baltimore, Maryland, IEEE Computer Society Press, Vol. II, 185-188, 2003.

Marc Davis and Michael Travers. "A Brief Overview of the Narrative Intelligence Reading Group." Invited Paper In: *Papers from AAAI 1999 Fall Symposium on Narrative Intelligence in North Falmouth, Massachusetts (Technical Report FS-99-01)*, AAAI Press, 11-16, 1999.

Marc Davis and Warren Sack. "IDIC: Assembling Video Sequences from Story Plans and Content Annotations." In: *Proceedings of IEEE International Conference on Multimedia Computing and Systems in Boston, Massachusetts*, IEEE Computer Society Press, 30-36, 1994.

Marc Davis, Daniel Russell, Catherine Baudin, and Smadar Kedar. "No Multimedia Without Representation." In: *Proceedings of Second ACM International Conference on Multimedia in San Francisco, California*, ACM Press, 181-182, 1994.

Marc Davis. "Knowledge Representation for Video." In: *Proceedings of Twelfth National Conference on Artificial Intelligence (AAAI-94) in Seattle, Washington*, AAAI Press, 120-127, 1994.

Marc Davis. "Media Streams: An Iconic Visual Language for Video Annotation." In: *Proceedings of 1993 IEEE Symposium on Visual Languages in Bergen, Norway*, IEEE Computer Society Press, 196-202, 1993.

Marc Davis, Kevin McGee, and Edith Ackermann. "Design and Evaluation of Virtual Realities (Tutorial Notes)." In: *Proceedings of INTERCHI'93 in Amsterdam, The Netherlands*, ACM Press, 1993.

Marc Davis and Michael Travers. "Programming with Characters." Short Paper In: *Conference Companion for CHI '92 in Monterey, California*, ACM Press, 1992.

Marc Davis and Michael Travers. "Programming with Characters." In: *Proceedings of the First International Conference on Intelligent User Interfaces in Orlando, Florida*, ed. Wayne D. Gray, et al., ACM

Press, 269-272, 1993.

Marc Davis and Kevin McGee. "Virtual Reality as Mass Medium." In: *Proceedings of Electronic Imaging International '91 in Boston, Massachusetts*, Miller Freeman Expositions, 281-289, 1991.

Marc Davis. "Virtual Camcorders and Cyberstyles." Abbreviated Abstract In: *Collected Abstracts of The Second International Conference on Cyberspace, University of California, Santa Cruz, CA*, 47, 1991.

Marc Davis. "Director's Workshop: Semantic Video Logging with Intelligent Icons." In: *Proceedings of AAAI-91 Workshop on Intelligent Multimedia Interfaces in Anaheim, California*, ed. Mark Maybury, AAAI Press, 122-132, 1991.

Refereed Conference Demonstrations and Videos

Marc Davis, John Canny, Nancy Van House, Nathan Good, Simon King, Rahul Nair, Carrie Burgener, Bruce Rinehart, Rachel Strickland, Guy Campbell, Scott Fisher, and Nick Reid. "MMM2: Mobile Media Metadata for Media Sharing (Video)." In: *Proceedings of 13th Annual ACM International Conference on Multimedia (MM 2005) in Singapore*, ACM Press, 2005.

Shane Ahern, Simon King, and Marc Davis. "MMM2: Mobile Media Metadata for Photo Sharing (Demonstration Description)." In: *Proceedings of 13th Annual ACM International Conference on Multimedia (MM 2005) in Singapore*, ACM Press, 2005.

Rahul Nair, Nick Reid, and Marc Davis. "Photo LOI: Browsing Multi-User Photo Collections (Demonstration Description)." In: *Proceedings of 13th Annual ACM International Conference on Multimedia (MM 2005) in Singapore*, ACM Press, 2005.

Marc Davis, John Canny, Nancy Van House, Nathan Good, Simon King, Rahul Nair, Carrie Burgener, Bruce Rinehart, Rachel Strickland, Guy Campbell, Scott Fisher, and Nick Reid. "MMM2: Mobile Media Metadata for Media Sharing (Video Description)." In: *Proceedings of 13th Annual ACM International Conference on Multimedia (MM 2005) in Singapore*, ACM Press, 2005.

Shane Ahern, Simon King, and Marc Davis. "PhotoRouter: Destination-Centric Mobile Media Messaging (Demonstration Description)." In: *Proceedings of 13th Annual ACM International Conference on Multimedia (MM 2005) in Singapore*, ACM Press, 2005.

Marc Davis. "Mobile Media Metadata: Metadata Creation System for Mobile Images (Video)." In: *Video Proceedings of 12th Annual ACM International Conference on Multimedia (MM 2004) in New York, New York*, ACM Press, 2004.

Marc Davis. "Mobile Media Metadata: Metadata Creation System for Mobile Images (Video Description)." In: *Proceedings of 12th Annual ACM International Conference on Multimedia (MM 2004) in New York, New York*, ACM Press, 936-937, 2004.

Marc Davis. "Mobile Media Metadata (Video)." Presented At: *Second International Conference on Mobile Systems, Applications, and Services (MobiSys 2004) in Boston, Massachusetts*, 2004.

Marc Davis. "Active Capture: Automatic Direction for Automatic Movies (Video)." In: *Video Proceedings of 11th Annual ACM International Conference on Multimedia in Berkeley, California*, ACM Press, 2003.

Marc Davis, Jeffrey Heer, and Ana Ramirez. "Active Capture: Automatic Direction for Automatic Movies (Demonstration Description)." In: *Proceedings of 11th Annual ACM International Conference on Multimedia in Berkeley, California*, ACM Press, 88-89, 2003.

Marc Davis. "Active Capture: Automatic Direction for Automatic Movies (Video Description)." In: *Proceedings of 11th Annual ACM International Conference on Multimedia in Berkeley, California*, ACM Press, 602-603, 2003.

Marc Davis. "Media Streams: Representing Video for Retrieval and Repurposing (Video)." In: *Video Proceedings of Second ACM International Conference on Multimedia in San Francisco, California*, ACM Press, 1994.

Marc Davis. "Media Streams: Representing Video for Retrieval and Repurposing (Video Description)." In: *Proceedings of Second ACM International Conference on Multimedia in San Francisco, California*, ACM Press, 478-479, 1994.

Marc Davis. "Media Streams: Representing Video for Retrieval and Repurposing (Demonstration Description)." In: *Proceedings of Second ACM International Conference on Multimedia in San Francisco, California*, ACM Press, 464-465, 1994.

Books

Marc Eliot Davis. *Vincent on Mars*. Los Angeles: Artists on Planets, 2024.

Marc Eliot Davis. *Vincent on Mars: Illustrated Glossary*. Los Angeles: Artists on Planets, 2024.

Marc Eliot Davis. *Vincent on Mars + Illustrated Glossary*. Los Angeles: Artists on Planets, 2024.

Book Chapters

Marc Davis. "Context, Content, and Community: Inventing the Future of Mobile Media." In: *Mobile Nation: Creating Methodologies for Mobile Platforms*, eds. Martha Ladly and Philip Beesley. 125-132. Cambridge, Ontario, Canada: Riverside Architectural Press, 2008.

Marc Davis. "Narrative Intelligence." In: *The Routledge Encyclopedia of Narrative Theory*, eds. David Herman, Manfred Jahn, and Marie-Laure Ryan. London: Routledge, 2005.

Marc Davis and Michael Travers. "A Brief Overview of the Narrative Intelligence Reading Group." In: *Narrative Intelligence*, eds. Michael Mateas and Phoebe Sengers. 27-38. Amsterdam: John Benjamins Company, 2003.

Marc Davis. "Media Streams: An Iconic Visual Language for Video Representation." In: *Readings in Human-Computer Interaction: Toward the Year 2000*, eds. Ronald M. Baecker, Jonathan Grudin, William A. S. Buxton, and Saul Greenberg. 854-866. 2nd ed., San Francisco: Morgan Kaufmann Publishers, Inc., 1995.

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“Location Tracking Based On Proximity-Based Ad Hoc Network.” Patent Number: CN 101940055. Filed: February 2, 2009. Issued: July 10, 2013.

“Event Communication Platform For Mobile Device Users.” Patent Number: KR 101274335. Filed: January 27, 2009. Issued: June 19, 2013.

“Modification Of Content Representation By A Brand Engine In A Social Network.” Patent Number: TW I398820. Filed: April 23, 2009.

Issued: June 11, 2013.

“System And Method For Delivering Sponsored Landmark And Location Labels.” Patent Number: AU 2010218372. Filed: January 29, 2010. Issued: May 30, 2013.

“System And Method For Presentation Of Media Related To A Context.” Patent Number: US 8452855. Filed: June 27, 2008. Issued: May 28, 2013.

“Device, Method, System, And Processor Readable Medium For Event Communication Platform For Mobile Device Users.” Patent Number: TW I393064. Filed: February 12, 2009. Issued: April 11, 2013.

“Identifying And Employing Social Network Relationships.” Patent Number: TW I393013. Filed: December 29, 2008. Issued: April 11, 2013.

“Location Tracking Based On Proximity-Based Ad Hoc Network.” Patent Number: KR 101251861. Filed: February 2, 2009. Issued: April 10, 2013.

“Methods, Systems And Apparatus For Delivery Of Media.” Patent Number: US 8402356. Filed: November 22, 2006. Issued: March 19, 2013.

“Identifying And Employing Social Network Relationships.” Patent Number: KR 101244989. Filed: December 15, 2008. Issued: March 18, 2013.

“System And Method For Contextual Advertising Based On Status Messages.” Patent Number: AU 2010221389. Filed: March 3, 2010. Issued: March 14, 2013.

“Method And Apparatus For Social Network Marketing With Advocate Referral.” Patent Number: KR 101240122. Filed: February 19, 2009. Issued: March 11, 2013.

“System And Method For Modeling Relationships Between Entities.” Patent Number: US 8386499. Filed: August 20, 2012. Issued:

February 26, 2013.

“System And Method For Context Enhanced Messaging.” Patent Number: US 8386506. Filed: August 21, 2008. Issued: February 26, 2013.

“System And Method For Precaching Information On A Mobile Device.” Patent Number: US 8364611. Filed: August 13, 2009. Issued: January 29, 2013.

“Social Aspects Of Content Aggregation, Syndication, Sharing, And Updating.” Patent Number: KR 101214688. Filed: February 24, 2009. Issued: January 21, 2013.

“System And Method For Conditional Delivery Of Messages.” Patent Number: US 8307029. Filed: December 10, 2007. Issued: November 6, 2012.

“Methods, Systems And Apparatus For Delivery Of Media.” Patent Number: CN 101542923. Filed: November 15, 2007. Issued: October 3, 2012.

“System And Method For Distributing Media Related To A Location.” Patent Number: US 8281027. Filed: September 19, 2008. Issued: October 2, 2012.

“Targeted Distribution Of Electronic Coupons.” Patent Number: US 8280766. Filed: August 26, 2011. Issued: October 2, 2012.

“Location Tracking Based On Proximity-Based Ad Hoc Network.” Patent Number: KR 101185672. Filed: February 2, 2009. Issued: September 24, 2012.

“System And Method For Modeling Relationships Between Entities.” Patent Number: US 8271506. Filed: March 31, 2008. Issued: September 18, 2012.

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“System And Method For Determination And Display Of Personalized Distance.” Patent Number: KR 101177233. Filed: June 4, 2009. Issued: August 24, 2012.

“Distributed Live Multimedia Capture, Feedback Mechanism, And Network.” Patent Number: US 8250616. Filed: September 28, 2007. Issued: August 21, 2012.

“System And Method For Word-Of-Mouth Advertising.” Patent Number: KR 101163324. Filed: January 8, 2009. Issued: July 13, 2012.

“Techniques For Visual Representation Of User Activity Associated With An Information Resource.” Patent Number: US 8219916. Filed: July 25, 2008. Issued: July 10, 2012.

“System And Method For Delivery Of Augmented Messages.” Patent Number: US 8166124. Filed: April 4, 2011. Issued: April 24, 2012.

“System And Method For Automated Service Recommendations.” Patent Number: US 8166016. Filed: December 19, 2008. Issued: April 24, 2012.

“System And Method For Disambiguating Non-Unique Identifiers Using Information Obtained From Disparate Communication Channels.” Patent Number: US 8166168. Filed: December 17, 2007. Issued: April 24, 2012.

“Methods, Systems And Apparatus For Delivery Of Media.” Patent Number: KR 101136686. Filed: November 15, 2007. Issued: April 23, 2012.

“System And Method For Verified Presence Tracking.” Patent Number: US 8150967. Filed: March 24, 2009. Issued: April 3, 2012.

“Open Framework For Integrating, Associating, And Interacting With Content Objects Including Automatic Feed Creation.” Patent Number: US 8140566. Filed: February 17, 2009. Issued: March 20, 2012.

“Community Caching Networks.” Patent Number: US 8108481. Filed: Sep 29, 2008. Issued: January 31, 2012.

“System And Method For Context Enhanced Mapping Within A User Interface.” Patent Number: US 8108778. Filed: September 30, 2008. Issued: January 31, 2012.

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“Methods, Systems And Apparatus For Delivery Of Media.” Patent Number: KR 101097693. Filed: November 15, 2007. Issued: December 22, 2011.

“System And Method For Synchronizing Data On A Network.” Patent Number: US 8069142. Filed: December 6, 2007. Issued: November 29, 2011.

“System And Method For Generation Of URL Based Context Queries.” Patent Number: US 8060492. Filed: November 18, 2008. Issued: November 15, 2011.

“Data Sharing Based On Proximity-Based Ad Hoc Network.”. Patent Number: US 8060018. Filed: February 8, 2008. Issued: November 15, 2011.

“System And Method For Context Based Query Augmentation”. Patent Number: US 8055675. Filed: December 5, 2008. Issued: November 8, 2011.

“System For Determining Active Copresence Of Users During Interactions.” Patent Number: US 8045695. Filed: September 29, 2008. Issued: October 25, 2011.

“Location Tracking Based On Proximity-Based Ad Hoc Network.” Patent Number: US 8045482. Filed: February 8, 2008. Issued: October 25, 2011.

“Social Aspects Of Content Aggregation, Syndication, Sharing, And Updating.” Patent Number: US 8032510. Filed: July 30, 2008.

Issued: October 4, 2011.

“System And Method For URL Based Query For Retrieving Data Related To A Context.” Patent Number: US 8032508. Filed: November 18, 2008. Issued: October 4, 2011.

“System And Method For Deriving Income From URL Based Context Queries.” Patent Number: US 8024317. Filed: November 18, 2008. Issued: September 20, 2011.

“Mobile Device Tracking And Location Awareness.” Patent Number: US 7973655. Filed: November 27, 2007. Issued: July 5, 2011.

“Attention Manager For Occupying The Peripheral Attention Of A Person In The Vicinity Of A Display Device.” Patent Number: JP 4685200. Filed: March 21, 1997. Issued: May 18, 2011.

“Method And System For Verifying A Recipient Of A Communication.” Patent Number: US 7945630. Filed: September 30, 2008. Issued: May 17, 2011.

“System And Method For Delivery Of Augmented Messages.” Patent Number: US 7925708. Filed: June 2, 2008. Issued: April 12, 2011.

“Dynamic Representation Of Group Activity Through Reactive Personas.” Patent Number: US 7895049. Filed: November 30, 2007. Issued: February 22, 2011.

“User-Generated Activity Maps.” Patent Number: US 7865308. Filed: December 28, 2007. Issued: January 4, 2011.

“Power Management For Proximity-Based Ad Hoc Networks.” Patent Number: US 7822564. Filed: February 8, 2008. Issued: October 26, 2010.

“Comment Filters For Real-Time Multimedia Broadcast Sessions.” Patent Number: US 7809773. Filed: December 21, 2007. Issued: October 5, 2010.

“Bandwidth And Cost Management For Ad Hoc Networks.” Patent

Number: US 7792040. Filed: July 30, 2008. Issued: September 7, 2010.

“Visualizing Location-Based Datasets Using “Tag Maps.” Patent Number: US 7769745. Filed: December 15, 2006. Issued: August 3, 2010.

“Systems And Methods Of Ranking Attention.” Patent Number: US 7769740. Filed: December 21, 2007. Issued: August 3, 2010.

“Context-Based Community-Driven Suggestions For Media Annotation.” Patent: US 7739304. Filed: February 8, 2007. Issued: June 15, 2010.

“Attention Manager For Occupying The Peripheral Attention Of A Person In The Vicinity Of A Display Device.” Patent Number: US 7348935. Filed: May 5, 2004. Issued: March 25, 2008.

“Time-Based Media Processing System.” Patent Number: JP 3955099. Filed: July 28, 1997. Issued: August 8, 2007.

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“Attention Manager For Occupying The Peripheral Attention Of A Person In The Vicinity Of A Display Device.” Patent Number: US 6750880. Filed: May 20, 2002. Issued: June 15, 2004.

“Secure Uniform Resource Locator System.” Patent Number: TW 544615. Filed: January 16, 2001. Issued: August 1, 2003.

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0917715. Filed: July 28, 1997. Issued: January 22, 2003.

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“Automatic Personalized Media Creation System.” Patent Number: TW 487887. Filed: January 16, 2001. Issued: May 21, 2002.

“Automatic User Performance Capture System.” Patent Number: TW 484108. Filed: January 16, 2001. Issued: April 21, 2002.

“Automatic Personalized Media Identification System.” Patent Number: TW 482986. Filed: January 16, 2001. Issued: April 11, 2002.

“Automatic Media Editing System.” Patent Number: TW 482987. Filed: January 3, 2001. Issued: April 11, 2002.

“Automatic Media And Advertising System.” Patent Number: TW 482985. Filed: January 3, 2001. Issued: April 11, 2002.

“Time-Based Media Processing System.” Patent Number: US 6320598. Filed: March 28, 2001. Issued: November 20, 2001.

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“Attention Manager For Occupying The Peripheral Attention Of A Person In The Vicinity Of A Display Device.” Patent Number: US 6034652. Filed: March 22, 1996. Issued: March 7, 2000.

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Eric Shonfeld. “Yahoo’s oneConnect: One Mobile App to Rule Them All.” *TechCrunch*. February 12, 2008.

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Ajit Jaokar. "Mobile Web 2.0: A Service Blueprint." *Open Gardens*. January 15, 2006.

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Charlie Schick. “Yahoo cements UC partnership / Research lab to be established near Berkeley campus.” *Lifeblog*. Helsinki, Finland, July 17, 2005.

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Ellen Lee. "Yahoo, Cal plan joint lab." *Contra Costa Times*. Walnut Creek, California, July 16, 2005.

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Susan Kuchinskas. "Internet Media Meets Media Eggheads." *internetnews.com*. Berkeley, California, July 15, 2005.

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Matthew Magee. "DIY will bring innovative direction for home cinema." *The Sunday Tribune*. Dublin, Ireland, December 1, 2002.

Matthew Clark. "Scientist puts Hollywood in a handheld." *ElectricNews.Net.* Dublin, Ireland, November 26, 2002.

Niamh Lyons. "Radical Changes in Consumer Patterns Predicted to Revolutionise Broadcast Media." *Media Lab Europe Press Release*. Dublin, Ireland, November 25, 2002.

David C. Cobb. "Happiness is a Warm Gadget", *Behind the Themes (No. 7)*, Themed Entertainment Association, Fall 2001, 12-13.

Chris Okon. "Media Streams: Toward a Common Video Database Retrieval Language." *Advanced Imaging*, January 1995, 30-34.

Marc Davis. "Media Streams Tools Mentor HyperCard Stack." In:

The Macintosh Development Tools Advisor (Developer CD-ROM February 1992), Apple Computer, Inc., Cupertino, California, 1992.

INVITED TALKS

2024

"Movies as a Mother Tongue: The Provocative Past and Future of Generative Media." Invited Talk At: *BayCHI Monthly Program Meeting*, BayCHI, May 14, 2024. Invited By: Ted Selker.

2013

Inaugural Reaction to the Manifesto. *The Onlife Manifesto: Being human in a hyperconnected world*, European Commission Online Initiative, Brussels, Belgium, February 8, 2013. Invited By: Robert Madelin.

2011

"Introduction to the Personal Data Ecosystem." Invited Talk At: *Rethinking Personal Data: New Value Through User Control, Transparency and Trust*, World Economic Forum Rethinking Personal Data Project Session, World Economic Forum, Davos, Switzerland, January 28, 2011.

2010

"Rethinking Personal Data in the 'Web of the World'." Invited Talk At: *Telco 2.0™ 10th Executive Brainstorm*, Santa Monica, CA, USA, October 28, 2010.

"Understanding Mobile: Connecting People, the Web, and the World." Invited Keynote Talk At: *MobiCASE: 2nd International ICST Conference on Mobile Computing, Applications and Services*, Santa Clara, CA, USA, October 26, 2010. Invited by: Prof. Martin Gris.

"Privacy, Identity, and Innovation in the 'The Web of the World'." Invited Keynote Talk At: *Privacy, Identity, and Innovation 2010 (pii2010)*, Seattle, WA, USA, August 18, 2010.

"Supporting the 'Currency' of the Information Economy." Invited Talk At: *The 1st Privacy 2.0 International Summit, A Telco 2.0 Executive Brainstorm*, Boston, MA, USA, February 4, 2010.

2009

Invited Talk At: *The Future of the Forum: Internet Communities and the Public Interest*, Berkeley Center for New Media, University of

California at Berkeley, Berkeley, CA, USA, December 5, 2009.

Invited Keynote Talk At: *Orange Institute Foundation Session*, Orange Labs SF, San Francisco, CA, USA, November 16, 2009.

"Connecting People, the Web, and the World: Inventing the Future of Mobile, Art, and Code." Invited Keynote Talk At: *Mobile Art && Code*, Art && Code, STUDIO for Creative Inquiry, Carnegie Mellon University, Pittsburgh, PA, USA, November 11, 2009. Invited by: Prof. Golan Levin.

Invited Talk At: *The NewNet: What Comes Next For The Net, GigaOm Bunker Sessions*, San Francisco, CA, USA, October, 19, 2009.

"The 'Mobile First' User Experience," Invited Talk At: *Web 2.0 Expo*, San Francisco, CA, USA, April 2, 2009.

"Connecting People, the Web, and the World: The Future of Digital Content," Invited Talk At: *Taiwan Digital Publishing Forum*, National Central Library, Taipei, Taiwan, March 25, 2009.

"Speaking to the Web, the World, and Each Other: The Future of Voice and the Mobile Internet." Invited Keynote Talk At: *Voice Search Conference*, San Diego, CA, USA, March 3, 2009.

2008

"Yahoo!: Open, Social, Mobile." Invited Talk At: *HUT Software Business Class*, Helsinki University of Technology, Tampere, Finland, October 7, 2008.

"ACM MindTrek Social Media Workshop." Invited Talk At: *ACM MindTrek Social Media Workshop, ACM MindTrek 2008*, Tampere, Finland, October 7, 2008.

"Understanding Mobile Social Media: From Web 2.0 to World 2.0." Invited Keynote Talk At: *ACM MindTrek 2008*, Tampere, Finland, October 7, 2008.

Invited Talk At: *Mobile Monday Helsinki: Social and Mobile*, Mobile Monday Helsinki, Helsinki, Finland, October 6, 2008.

"Understanding Mobile Social Media: From Web 2.0 to World 2.0." Invited Talk At: *Individuation, Control, and Social Networks New Industrial World Forum: Social Networks: Cultures, Politics, and Engineering*, Centre Pompidou, Paris, France, October 4, 2008.

Foo Camp 2008, O'Reilly Media, Sebastopol, CA, USA, July 11-13, 2008. Invited By: Tim O'Reilly.

"The Future of Mobile: Connecting People, the Web, and the World." Invited Talk At: *2008 World Wireless Congress Global 4G Technology Summit*, San Jose, CA, USA, May 14, 2008.

Views of Innovator Invited Talk At: *Next Generation Mobile Networks (NGMN) Workshop*, Juniper Networks, Sunnyvale, CA, USA, April 16, 2008.

Judge for *Nokia Mobile Rules! Competition*, Nokia, Mountain View, CA, USA, March 18, 2008.

Social Graph Foo Camp 2008, O'Reilly Media, Sebastopol, CA, USA, February 1-3, 2008. Invited By: Tim O'Reilly.

2007

Judge of Group Projects from "*CS147: Introduction to Human-Computer Interaction Design*", Stanford HCI Group, Stanford University, Palo Alto, CA, USA, December 13, 2007. Invited By: Prof. Scott Klemmer.

"The Impact of Established PC-Based Communities on the Mobile Industry." Invited Talk At: *Mobile Communities & User Generated Content '07*, London, UK, November 7, 2007.

"Envisioning Digital Life." Invited Talk At: *CTM Executive Round Table: "Creating "WOW" experiences in Digital Life"*, Palo Alto, CA, USA, October 18, 2007. Invited By: Prof. Morley Winograd.

US Patent Office TC 2100 Tech Fair, Alexandria, VA, USA, August 16, 2007. Invited By: Joe Siino.

Foo Camp 2007, O'Reilly Media, Sebastopol, CA, USA, June 22-

24, 2007. Invited By: Tim O'Reilly.

"Context, Content, and Community: The Future of Mobile Media." Invited Talk At: *L.A. Global Mobility Roundtable*, Marina Del Rey, CA, USA, June 2, 2007. Invited By: Prof. Morley Winograd.

"Context, Content, and Community: Mobile Social Media and the Future of the Internet." Invited Talk At: *IS246: Multimedia Information*, School of Information, University of California at Berkeley, Berkeley, CA, USA, April 26, 2007. Invited By: Dr. Michael Smith.

"Context, Content, and Community: Inventing the Future of Mobile Media." Invited Talk At: *Mobile Nation Conference*, Ontario College of Art & Design, Toronto, Ontario, Canada, March 24, 2007. Invited By: Martha Ladly.

"From Text to Web: Mobile Social Media and the Reinvention of Writing." Talk At: *Text & Image: From Book History to "The Book is History"*. UC Irvine, Irvine, CA, USA, February 2, 2007.

"FinNode Grand Opening Keynote Speech." At: *FinNode Grand Opening*, FinNode, Santa Clara, CA, USA, January 24, 2007. Invited By: Pekka Parnanen.

"Web-2-Mobile Business Plan Competition Finalist Presentations." Invited Talk At: *Web-2-Mobile Business Plan Competition*, Yahoo! Inc., Santa Clara, CA, USA, January 24, 2007.

2006

"The Future of Mobile Media: Connecting Content, Context, and Community." Keynote At: *MUM 2006: The Fifth International Conference on Mobile and Ubiquitous Multimedia*, Stanford University, Palo Alto, CA, USA, December 15, 2006. Invited By: Vidya Setlur.

"Mobile Media: Connecting Context, Content, and Community." Invited Talk At: *Stanford - Nokia Mobile Computing Seminar*, Stanford Computer Science Department, Stanford University, Palo Alto, CA, USA, October 31, 2006. Invited By: Prof. Scott Klemmer.

"Inventing the Future of Internet Media." Invited Talk At: University of Tokyo, Tokyo, Japan, June 23, 2006. Invited By: Prof. Masaru Kitsuregawa.

"Yahoo! Research Berkeley: Designing the Future of Social Media." Invited Talk At: *Berkeley Institute of Design (BiD) Seminar*, Berkeley Institute of Design (BiD), University of California at Berkeley, Berkeley, CA, USA, April 11, 2006. Invited By: Prof. John Canny.

"Cameraphones: Phenomenology, Technology, and Politics." Invited Talk At: *New Media Colloquium (CNM 201)*, Center for New Media, University of California at Berkeley, Berkeley, CA, USA, March 15, 2006. Invited By: Prof. Greg Niemeyer.

"The Future of Mobile Applications." Invited Talk At: *Berkeley EECS Annual Research Symposium (BEARS 2006)*, Electrical Engineering and Computer Sciences, University of California at Berkeley, Berkeley, CA, USA, February 23, 2006. Invited By: Prof. Jitendra Malik.

"Yahoo! Research Berkeley: Designing the Future of Social Media." Invited Talk At: *IS 296A-1 Information Access Seminar*, School of Information, University of California at Berkeley, Berkeley, CA, USA, February 3, 2006. Invited By: Prof. Michael Buckland.

"Yahoo! Research Berkeley Overview." Invited Talk At: *Mobile Prototyping Workshop*, Yahoo! Research Berkeley, Berkeley, CA, USA, January 10, 2006. Invited By: Shane Ahern.

2005

"Yahoo! Research Berkeley: Designing the Future of Internet Media." Invited Talk At: *EECS Joint Colloquium Distinguished Lecture Series*, Department of Electrical Engineering and Computer Sciences (EECS), University of California at Berkeley, Berkeley, CA, USA, September 21, 2005. Invited By: Prof. Jitendra Malik.

"Yahoo! Research Berkeley: Designing the Future of Internet Media." Invited Talk At: Intel Research Berkeley, Berkeley, CA, USA, September 6, 2005. Invited By: Prof. Eric Brewer.

"Sharing a Billion Pictures: Towards New Paradigms for

Cameraphone Photo Sharing." Invited Talk At: *Human Computer Interaction Workshop 2005 on "The Future of Mobile Interaction"*, Stanford University Department of Computer Science Annual Affiliates Meeting, Stanford University, Palo Alto, CA, USA, May 17, 2005. Invited By: Prof. Scott Klemmer.

"SIMS and the Future of Digital Media: An Overview of Garage Cinema Research." Invited Talk At: *SIMS Annual Open House for the Public*, Cal Day 2005, University of California at Berkeley School of Information Management and Systems, Berkeley, CA, USA, April 16, 2005. Invited By: Phil Walz.

"Mobile Media Metadata: The Future of Mobile Imaging." Invited Talk At: *IS 296A-1 Information Access Seminar, School of Information Management and Systems (SIMS)*, University of California at Berkeley, Berkeley, CA, USA, March 18, 2005. Invited By: Prof. Michael Buckland.

"Bridging the Sensory Gap Working Group Presentation." Invited Talk At: *Dagstuhl Seminar 05091 Perspectives Workshop: Multimedia Research - where do we need to go tomorrow*, Schloss Dagstuhl International Conference and Research Center for Computer Science, Wadern, Germany, March 3, 2005. Invited By: Prof. Susanne Boll.

"Reclaiming the World for Multimedia." Invited Talk At: *Dagstuhl Seminar 05091 Perspectives Workshop: Multimedia Research - where do we need to go tomorrow*, Schloss Dagstuhl International Conference and Research Center for Computer Science, Wadern, Germany, March 2, 2005. Invited By: Prof. Susanne Boll.

"Mobile Media Metadata: The Future of Mobile Imaging." Invited Talk At: *Multimedia and Human-Computer Interaction INS2*, National Research Institute for Mathematics and Computer Science (CWI), Amsterdam, The Netherlands, February 28, 2005. Invited By: Prof. Lynda Hardman.

"Mobile Media Metadata: The Future of Mobile Imaging." Invited Talk At: *Mobile Monday Meeting on "Mobile Media"*, Microsoft Silicon Valley Campus, Mountain View, CA, USA, February 7, 2005.

Invited By: Anita Wilhelm.

"Garage Cinema Research and the Future of Media Technology." Invited Talk At: *Search and Marketplace Group Deep Dive Speaker Series*, Yahoo! Inc., Sunnyvale, CA, USA, January 28, 2005. Invited By: Bradley Horowitz.

2004

"Mobile Media Metadata: The Future of Mobile Imaging." Invited Talk At: *BayCHI Mobile Applications BOF Event*, BayCHI, San Francisco, CA, USA, October 28, 2004. Invited By: Blake Engel.

"Mobile Media Metadata: The Future of Mobile Imaging." Invited Talk At: Nokia Research Center, Helsinki, Finland, August 24, 2004. Invited By: Henry Tirri.

"Mobile Media Metadata: The Future of Mobile Imaging." Invited Talk At: *Mobile Media Workshop*, Helsinki Institute for Information Technology (HIIT), Helsinki, Finland, August 23, 2004. Invited By: Marko Turpeinen.

"Garage Cinema Research and the Future of Media Technology." Invited Talk At: Ricoh Innovations, Inc., Palo Alto, CA, USA, August 2, 2004. Invited By: Greg Wolff.

"Mobile Media Metadata: The Future of Mobile Imaging." Invited Talk At: *User Experience and Design Group Speaker Series*, Yahoo! Inc., Sunnyvale, CA, USA, July 28, 2004. Invited By: Vam Makam.

"Garage Cinema Research and the Future of Media Technology." Invited Talk At: Hewlett-Packard Labs, Palo Alto, CA, USA, July 27, 2004. Invited By: Steven Rosenberg.

"From Context to Content: Leveraging Contextual Metadata to Infer Media Content." Invited Talk At: *Multimedia Workshop at Columbia University*, New York, NY, USA, June 18, 2004. Invited By: Prof. Shih-Fu Chang.

"Mobile Media Metadata: The Future of Mobile Imaging." Invited Talk At: Palo Alto Research Center (PARC), Palo Alto, CA, USA, June 16, 2004. Invited By: Victoria Belotti.

"Mobile Media Metadata: The Future of Mobile Imaging." Invited Talk At: *MIT Media Lab Colloquium Series*, MIT Media Lab, Cambridge, MA, USA, June 9, 2004. Invited By: Henry Lieberman.

"Mobile Media Metadata: From Personal to Planetary Media Creation, Sharing, and Reuse." Invited Talk At: *HP/CITRIS 2004 Workshop on Planetary-Scale Applications*, Center for Information Technology Research in the Interest of Society (CITRIS), Berkeley, CA, USA, May 26, 2004. Invited By: Dr. Rick McGeer.

"Garage Cinema Research Overview." Invited Talk At: *Introduction & Research Overviews, BiD Kick-Off Meeting*, Berkeley Institute of Design (BiD), Berkeley, CA, USA, May 14, 2004. Invited By: Prof. John Canny.

"Can The Telco Differentiate Itself Via User-Created Content?" Invited Talk At: *Monetizing Digital Content Across Networks Workshop*, France Telecom R&D San Francisco, South San Francisco, CA, USA, May 12, 2004. Invited By: Michael Smith.

"Garage Cinema Research and the Future of Digital Media." Invited Talk At: *SIMS Annual Open House for the Public*, Cal Day 2004, University of California at Berkeley School of Information Management and Systems, Berkeley, CA, USA, April 17, 2004. Invited By: Phil Walz.

"Where, When, and Who: Leveraging Space, Time, and Community for Mobile Media." Invited Talk At: *Plasmatica 040404: A Colloquium on New Media and the Unfolding of New Structures in Old Spaces*, Department of Art Practice, University of California at Berkeley, Berkeley, CA, USA, April 4, 2004. Invited By: Prof. Greg Niemeyer.

"Mobile Media Metadata: The Future of Mobile Imaging." Invited Talk At: *Seminar on People, Computers, and Design*, Stanford University Program in Human-Computer Interaction, Stanford University, Palo Alto, CA, USA, April 2, 2004. Invited By: Prof. Terry Winograd.

2003 "UC Berkeley Center for New Media: Humanities, Technology, Arts

and Design for the 21st Century." Invited Talk At: *IS 296A-1 Information Access Seminar*, School of Information Management and Systems (SIMS), University of California at Berkeley, Berkeley, CA, USA, November 21, 2003. Invited By: Prof. Michael Buckland.

"Garage Cinema Research and Mobile Content Communities." Invited Talk At: *SIMS-BCIS-HIIT Seminar on Information Society Research*, School of Information Management and Systems, University of California at Berkeley, Berkeley, CA, USA, October 23, 2003. Invited By: Marko Turpeinen.

"The Coming Media Revolution." Invited Talk At: *Cal Homecoming & Parents Weekend 2003 Faculty Seminars*, School of Information Management and Systems, University of California at Berkeley, Berkeley, CA, USA, October 4, 2003. Invited By: Kristi Mitchell.

"Garage Cinema Research Overview." Invited Talk At: *IS 295 SIMS Doctoral Colloquium*, School of Information Management and Systems (SIMS), University of California at Berkeley, Berkeley, CA, USA, September 22, 2003. Invited By: Prof. Yale Braunstein.

"Garage Cinema and the Future of Media Technology." Invited Talk At: Film Studies and Digital Media, Department of Rhetoric, University of California at Berkeley, Berkeley, CA, USA, August 26, 2003. Invited By: Prof. Linda Williams.

"Garage Cinema and the Future of Media Technology." Invited Talk At: *Design|Media Arts Winter 2003 Events*, UCLA Department of Design | Media Arts, Los Angeles, CA, USA, June 4, 2003. Invited By: Prof. Victoria Vesna.

"Garage Cinema and the Future of Media Technology." Invited Talk At: *Information Studies Seminar*, UCLA Department of Information Studies, Los Angeles, CA, USA, April 24, 2003. Invited By: Prof. Elizabeth Cohen.

"Garage Cinema and the Future of Media Technology." Invited Talk At: *SIMS Annual Open House for the Public*, Cal Day 2003, School of Information Management and Systems, Berkeley, CA, USA, April 12, 2003. Invited By: Phil Walz.

"Metadata for Media Automation and Mass Customization." Invited Talk At: Virage, Inc., San Mateo, CA, USA, March 18, 2003. Invited By: Bradley Horowitz.

"TVLand: Popular Culture as Media Playspace." Invited Talk At: *030303: Collective Play*, Intel Research Laboratory at Berkeley, Berkeley, CA, USA, March 3, 2003. Invited By: Prof. Greg Niemeyer.

2002

"Media Automation and Personalization for Consumers." Invited Talk At: Philips Research Eindhoven, Eindhoven, The Netherlands, December 10, 2002. Invited By: Dr. Nevenka Dimitrova.

"Towards Computational Media: Metadata for Media Automation and Reuse." Invited Talk At: *Multimedia and Human-Computer Interaction*, Information Systems, CWI (National Research Institute for Mathematics and Computer Science), Amsterdam, The Netherlands, December 9, 2002. Invited By: Dr. Frank Nack.

"Towards Computational Media: Metadata for Media Automation and Reuse." Invited Talk At: *SIMS Affiliates Workshop: Current Research at SIMS: A Sampler, School of Information Management and Systems (SIMS)*, University of California at Berkeley, Berkeley, CA, USA, November 15, 2002. Invited By: Dean Hal Varian.

"Towards Computational Media: Metadata for Media Automation and Reuse." Invited Talk At: *Seminar on People, Computers, and Design*, Stanford University Program in Human-Computer Interaction, Stanford University, Stanford, CA, USA, November 1, 2002. Invited By: Prof. Terry Winograd.

"Towards Computational Media: Metadata for Media Automation and Reuse." Invited Talk At: *Video and Image Processing Group Seminar*, Department of Electrical Engineering and Computer Science, University of California at Berkeley, Berkeley, CA, USA, October 25, 2002. Invited By: Prof. Avideh Zakhor.

"Understanding the Future of Digital Media." Invited Talk At: *BA 294.8 Technology Topics and Trends Seminar*, Haas Technology Club, University of California at Berkeley, Berkeley, CA, USA,

October 22, 2002. Invited By: Manuel Bronstein.

"Towards Computational Media: Metadata for Media Automation and Reuse." Invited Talk At: *Group for User Interface Research (GUIR)*, University of California at Berkeley, Berkeley, CA, USA, October 21, 2002. Invited By: Prof. James Landay.

"Multimedia for Strategic Computing." Invited Talk At: *IS C224 Strategic Computing and Communications Technology*, School of Information Management and Systems (SIMS), University of California at Berkeley, Berkeley, CA, USA, October 1, 2002. Invited By: Prof. Hal Varian.

"Towards Computational Media: Metadata for Media Automation and Reuse." Invited Talk At: *IS 296A-1 Information Access Seminar*, School of Information Management and Systems (SIMS), University of California at Berkeley, Berkeley, CA, USA, September 6, 2002. Invited By: Prof. Michael Buckland.

"Metadata for Media: Revising Video Capture, Annotation, Editing and Reuse." Invited Talk At: *UC Berkeley Computer Vision Group Seminar*, Department of Electrical Engineering and Computer Science, University of California at Berkeley, Berkeley, CA, USA, September 3, 2002. Invited By: Professor Jitendra Malik.

1999 Marc Davis and Mike Travers. "A Brief Overview of the Narrative Intelligence Reading Group." Invited Talk At: *AAAI 1999 Fall Symposium on Narrative Intelligence*, North Falmouth, MA, November 5, 1999. Invited By: Michael Mateas and Phoebe Sengers (Workshop Chairs).

1998 "Media Streams and MPEG-7: Issues and Solutions for Video Representation." Invited Talk At: *2nd MPEG-7 Seminar*, San Jose MPEG Meeting, San Jose, CA, February 4, 1998. Invited By: MPEG-7 Committee.

1995 "Media Streams: Representing Video for the 50,000,000 Channel Future." Invited Talk At: *New Paradigms for Using Computers Workshop*, IBM Almaden Research Center, San Jose, CA, July 27, 1995. Invited By: Ted Selker.

1994 "Media Streams: Representing Video for Retrieval and Repurposing." Invited Talk At: Microsoft Corporation, Redmond, WA, August 4, 1994. Invited By: Bob Powell.

1992 "Design for a Temporal, Interactive, Multisensory, Computational World." Invited Talk At: Columbus Society for the Communicating Arts, Columbus, OH, October 15, 1992. Invited By: Brenda Laurel.

"Repositioning for Content Management in New Media." Invited Talk At: *Color Connections 4*, Cambridge, MA, August 1, 1992. Invited By: John Clippinger.

"Making Media Assets Fluid." Invited Talk At: *Movies of the Future and Television of Tomorrow Symposium*, MIT Media Laboratory, Cambridge, MA, May 1, 1992. Invited By: Prof. Andrew Lippman.

Panel Presentations

2019 "Narrative Intelligence – A conversation with Marina Warner, Shezad Dawood and Marc Davis." The fourth in a series of talks organized by ArtReview and Modern Forms, London, UK. February 6, 2019. Invited by: Nick Hackworth.

2012 Panel on "How Mobile Disrupts and Opens Up Social as We Know It." *Silicon Vikings*, Stanford University, Stanford, CA, USA, October 10. 2012.

2011 Panel on "What Will Change in A MultiScreen World? Native App vs Web?" *Mobile 2.0 Conference*, San Francisco, CA, USA, September 1, 2011.

Panel on "Demystifying Online Privacy and Empowering the Digital Self." *South by Southwest (SXSW)*, Austin, TX, USA, March 12, 2011.

2010 Panel on "The Personal Data Locker." *SemTech 2010*, San Francisco, CA, USA, June 24, 2010.

Panel on "True Semantic Reasoning: Self-Constructing

Ontologies." *SemTech 2010*, San Francisco, CA, USA, June 23, 2010.

2009

Panel on "Customer Data 2.0: Telco goldmine?" *Telco 2.0™ 8th Executive Brainstorm*, Orlando, FL, USA, December 9, 2009.

Panel on "Geo-Location Services: Pinpointing Opportunities." *EconSM: Social Meets Mobile*, UCSF Mission Bay Conference Center, San Francisco, CA, USA, May 14, 2009.

Panel on "Opportunities for Growth: Understanding what customers want and what 'the market' (the digital economy) needs." *TM Forum Management World 2009*, Nice, France, May 7, 2009.

Digital Publishing Forum Panel. *Taiwan Digital Publishing Forum*, National Central Library, Taipei, Taiwan, March 25, 2009.

Panel on "Advertising NEXT: Social Networks, User Generated Video, Blogs, IMs, Podcasts, Broadband and Mobile, - It's the Breakthrough Year!" *Reinventing Advertising, Digital Hollywood Events at CES 2009, CES 2009*, Las Vegas, NV, USA, January 7, 2009.

2008

Fireside Chat: "Mobility: How Can We Capitalize On It," *Mobile 2.0 Conference*, San Francisco, CA, USA, November 3, 2008.

"Signals From the Near Future: The Mobile Guru Panel." At: *Mobilize 08: GigaOM's Next-Generation Mobile Conference*, San Francisco, CA, USA, September 18, 2008. Invited By: Surj Patel.

"SuperSession Discussion: Internet Giants talk Mobile – Mobile Giants talk Internet." At: *Mobile Web Strategies 2008. CTIA Wireless 2008*, San Francisco, CA, USA, September 9, 2008.

"TechCrunch Mobile Web Wars Roundtable," Menlo Park, CA, USA, July 25, 2008.

Panel on "The Future of Online Social Interactions: What to Expect in 2020." Panel Presentation At: *World Wide Web Conference 2008 (WWW 2008)*, Beijing, China, April 23, 2008.

Panel on “DIY Tools and Platforms.” Panel Presentation At: *24/7 — A DIY Video Summit*, Institute for Multimedia Literacy, School of Cinematic Arts, University of Southern California, Los Angeles, CA, USA, February 9, 2008. Invited By: Prof. Mimi Ito.

2007

Panel on "Mobile Media." Panel Presentation At: *Futures of Entertainment 2 Conference*, MIT Comparative Media Studies (CMS) Program, Cambridge, MA, USA, November 16, 2007. Invited By: Prof. Henry Jenkins.

“Emerging Technologies Panel.” Panel Presentation At: *Mobile 2.0 Conference*, San Francisco, CA, USA, October 15, 2007. Invited By: Mike Rowehl.

Panel on “Web 3.0: Changing the Ways We Interact.” Panel Presentation At: *Red Herring East*, Boston, MA, USA, June 27, 2007. Invited By: Joel Dreyfuss.

"Panel #2: Bridging the Translational Research Gap – Mechanisms and Goals." Panel Presentation At: *Doing Business with the University of California’s Southern Campuses*, University of California Los Angeles (UCLA), Los Angeles, CA, USA, February 20, 2007. Invited By: Kathryn Atchison.

"Web-2-Mobile Business Plan Competition Finalist Presentations." Panel Presentation At: *Web-2-Mobile Business Plan Competition*, Yahoo! Inc., Santa Clara, CA, USA, January 24, 2007. Invited By: Riku Mäkelä.

2006

"Foundations and Directions of Multimedia Research." Panel Presentation At: *ACM Multimedia 2006*, Santa Barbara, CA, USA, October 26, 2006. Invited By: Prof. Matthew Turk.

"Multimedia and Web 2.0 - Hype, Challenge, Synergy." Panel Presentation At: *ACM Multimedia 2006*, Santa Barbara, CA, USA, October 25, 2006. Invited By: Prof. Susanne Boll.

"Why Do Tagging Systems Work?" Panel Presentation At: *Conference on Human Factors in Computing Systems (CHI 2006)*,

Montréal, Québec, Canada, April 26, 2006.

2005 "Foundations of Multimedia Computing, Communication, and Interaction." Panel Presentation At: *ACM Multimedia 2005*, Singapore, Singapore, November 10, 2005. Invited By: Prof. Mohan Kankanhalli.

"Life in Context Expert Panel." Panel Presentation At: *Technology Horizons Program Fall Research Exchange: Life in Context, Institute for the Future*, Palo Alto, CA, USA, October 25, 2005. Invited By: Michael Liebhold.

"From Media to Code: Towards Participatory Media." Panel Presentation At: *New Models and Technology for Sharing, Access and Delivery - I, Getting Ready for Prime Time: Online Video and the Future of Television, Archival TV and Intelligent Television*, Berkeley, CA, USA, September 30, 2005. Invited By: Jeff Ubois.

"Retracing Social Space." Panel Presentation At: *Panel 2 > Zoning Out, 050505 ZONING AND GRINDING*, UC Berkeley Center for New Media, Berkeley, CA, USA, May 5, 2005. Invited By: Prof. Greg Niemeyer.

2005 "Sociable Media and Tagging Roundtable." Panel Presentation At: *Search and Marketplace Group Deep Dive Speaker Series*, Yahoo! Inc., Sunnyvale, CA, USA, April 1, 2005. Invited By: Bradley Horowitz.

2004 "Between Context-Aware Media Capture and Multimedia Content Analysis -- Where do We Find the Promised Land?" Panel Presentation At: *ACM Multimedia 2004*, New York, NY, USA, October 14, 2004. Invited By: Susanne Boll.

"Mobile Media Metadata Overview." Panel Presentation At: *Panel on Context and Location-Aware Systems*, *BiD Kick-Off Meeting*, Berkeley Institute of Design (BiD), Berkeley, CA, USA, May 14, 2004. Invited By: Professor John Canny.

"What Are The Appropriate Business Models For Digital Content Delivery?" Panel Presentation At: *Monetizing Digital Content Across*

Networks Workshop, France Telecom R&D San Francisco, South San Francisco, CA, USA, May 12, 2004. Invited By: Michael Smith.

2003 "Panel on Experiential Systems." Panel Presentation At: *International Conference on Image and Video Retrieval (CIVR 2003)*, Beckman Institute, University of Illinois at Urbana-Champaign, Urbana, IL, USA, July 25, 2003. Invited By: Prof. Hari Sundaram.

2002 "From Static Assets to Recombinable Components: The Future of Moving Image Archives." Panel Presentation At: *Discovery Digital Images Panel, 2002 Annual AMIA Conference*, Boston, MA, USA, November 22, 2002. Invited By: John Tariot.

1996 "NPUC '95 Speaker's Round Table." Panel Presentation At: *New Paradigms for Using Computers Workshop*, IBM Almaden Research Center, San Jose, CA, August 22, 1996. Invited By: Ted Selker.

1995 "Garage Cinema: Multimedia Research and Repurposing Popular Media." Panel Presentation At: *Panel on Personal Narrative Spaces, Third ACM International ACM Conference on Multimedia (MM 1995)*, San Francisco, CA, USA, November 8, 1995. Invited By: Sha Xin Wei.

1994 "Image and Video Semantics: Advanced Tools for Multimedia Indexing and Presentation." Panel Presentation At: *Panel on Multimedia Databases and Information Systems, Second ACM International Conference on Multimedia (MM 1994)*, San Francisco, CA, USA, October 18, 1994. Invited By: Prof. Sandy Pentland.

1992 "MTV Video Music Awards Conference Panel on the Line Between Truth and Fiction." New York, New York, USA, June 22, 1992.

1991 "MIT Media Lab Colloquium on the Relationship Between Education and Research." Cambridge, MA, USA, October 17, 1991. Invited By: Prof. Stephen Benton.

TEACHING EXPERIENCE

2005 Co-Instructor with Professor Peter Lyman and doctoral student danah boyd. *IS146: Foundations of New Media*. School of Information Management and Systems (SIMS), University of California at Berkeley, Berkeley, CA.

2004 - 2005 *IS290: Digital Media Design Studio*. School of Information Management and Systems (SIMS), University of California at Berkeley, Berkeley, CA.

2003 - 2004 *IS246: Multimedia Information*. School of Information Management and Systems (SIMS), University of California at Berkeley, Berkeley, CA.

2002 - 2004 Co-Instructor with Professor Ray Larson. *IS202: Information Organization and Retrieval*. School of Information Management and Systems (SIMS), University of California at Berkeley, Berkeley, CA.

1994 - 1995 Co-Instructor with Professor Terry Winograd. *CS378: Phenomenological Foundations of Language, Cognition, and Computation*. Computer Science Department, Stanford University, Palo Alto, CA.

1992 - 1993 Teaching Assistant for Professor Seymour Papert. *Media Laboratory Doctoral Seminar* (Required Graduate Course). MIT Media Laboratory, Cambridge, MA.

1990 Teaching Assistant for Professor Kenneth Haase. *The Art of Artificial Intelligence Programming* (Graduate Course). MIT Media Laboratory, Cambridge, MA.

1989 - 1990 University Lecturer. *ENG 1711: Honors English for Engineers*. Northeastern University, Boston, MA.

1989 - 1990 University Lecturer. *ENG 1275: Grammar for Journalists*. Northeastern University, Boston, MA.

OTHER TEACHING EXPERIENCE

2002 Guest Professor At: *CS378: Phenomenological Foundations of Language, Cognition, and Computation*. Computer Science Department, Stanford University, Palo Alto, CA, April 25, 2002. Instructor: Professor Terry Winograd.

2001 Guest Lecture: "Representing Video for Retrieval and Repurposing." At: *SIMS 202: Information Organization and Retrieval*, School of Information Management and Systems (SIMS), University of California Berkeley, Berkeley, CA, October 18, 2001. Instructors: Professor Warren Sack and Professor Ray Larson

2000 Thesis Reader for Golan Levin. *Painterly Interfaces for Audiovisual Performance*. MS Thesis. MIT Media Laboratory, Cambridge, MA, 2000.

1997 - 1998 Supervisor for Interval Fellow and Summer Intern Warren Sack. Interval Research Corporation, Palo Alto, CA.

1997 Thesis Reader for Zhonghui Xu. *Kuafu: Annotate and Search for Images on the Web*. MS Thesis. MIT Media Laboratory, Cambridge, MA, 1997.

1996 - 1997 Guest Lecturer and Advisor At: *Interval University Workshop*. Interval Research Corporation, Palo Alto, CA. Workshop Organizer: Joy Mountford.

1996 Supervisor for Interval Fall Intern Nuno Correia. Interval Research Corporation, Palo Alto, CA.

1996 Guest Professor At: CS378: *Phenomenological Foundations of Language, Cognition, and Computation*. Computer Science Department, Stanford University, Palo Alto, CA, February 15, 1996. Instructor: Professor Terry Winograd.

1994 Supervisor for Interval Summer Intern Anil Chakravarthy. Interval Research Corporation, Palo Alto, CA.

1994 Guest Lecture: "Media Streams: Representing Video for Retrieval

and Repurposing." At: CS547: *Human-Computer Interaction Seminar (Seminar on People, Computers, and Design)*, Stanford University, Palo Alto, CA, May 27, 1994. Instructor: Professor Terry Winograd.

1993 Guest Lecture: "Media Streams: Representing Video for Retrieval and Repurposing." At: *EAL 299: Graduate Research Course*. UC Davis Livermore Labs, Livermore, CA, November 17, 1993. Instructor: Professor Meera Blattner.

1992 Guest Lecture: "Media Streams: Interfaces and Representations for Reusable Media." At: *CS547. Human-Computer Interaction Seminar (Seminar on People, Computers, and Design)*, Stanford University, Palo Alto, CA. December 2, 1992. Instructor: Professor Terry Winograd.

1986 - 1987 Instructor and Workshop Creator for Computerized Methods for Literary Research. Literary Science Department. University of Konstanz, Konstanz, Germany.

1985 Instructor and Workshop Creator for Improvisational Dance Workshop. Center for Holistic Living, Konstanz, Germany.

1983 Teaching Assistant for *Introduction to Philosophy* and Instructor for Improvisational Dance. Massachusetts Advanced Studies Program, Milton Academy, Milton, MA.

TUTORIALS, WORKSHOPS, AND PANELS ORGANIZED

Tutorials

Marc Davis, Kevin McGee, and Edith Ackermann. "Design and Evaluation of Virtual Realities." Tutorial Taught At: *INTERCHI'93. Amsterdam, The Netherlands*, April 1993.

Marc Davis and Kevin McGee. "BMW Museum: New Models of Learning." Invited Tutorial Taught At: *Expedition '92: Launching to New Worlds of Learning, Munich, Germany*, September 1992.

Marc Davis, Kevin McGee, and Edith Ackermann. "Virtual Exploratoria for New Learning." Tutorial Taught At: *Expedition '92: Launching to New Worlds of Learning, Munich, Germany*,

September 1992.

Workshops

Marc Davis, Daniel Russell, Catherine Baudin, and Smadar Kedar. "Workshop on Indexing and Reuse in Multimedia Systems." *Twelfth National Conference on Artificial Intelligence (AAAI-94), Seattle, WA*, August 1994.

Panels

Marc Davis, Daniel Russell, Catherine Baudin, and Smadar Kedar. "No Multimedia Without Representation." *Second ACM International Conference on Multimedia, San Francisco, CA,* October 1994.

Marc Davis and Kevin McGee. "Virtual Reality for Two Year Olds." *The Tenth International Conference on Technology and Education, Cambridge, MA*, March 1993.

REVIEW EXPERIENCE

2001 - 2005

Reviewer for the Journal *The New Review of Hypermedia and Multimedia* (Previously *Hypermedia 1989-1994*). eds. Douglas Tudhope and Daniel Cunliffe. University of Glamorgan, United Kingdom.

2001

Program Committee Member and Reviewer for *Multimedia 2001*: *Proceedings of the Eurographics Workshop in Manchester, United Kingdom, September 8-9, 2001*, eds. Nuno Correia, Joaquim Jorge, Huw Jones, and Meera Blattner Kamegai. New York: Springer Computer Science, 2001.

1999

Program Committee Member and Reviewer for *Multimedia '99: Proceedings of the Eurographics Workshop in Milano, Italy, September 7-8, 1999*, eds. Nuno Correia, Glorianna Davenport, and Teresa Chambel. New York: Springer Computer Science, 1999.

1996 - 1997

Project Reviewer for various Interval Research Corporation Projects: on video databases and interactive exhibits for designing portable effects; on new interfaces and instruments for enhancing musical expression; on psychological studies of perception and interaction; on networked digital home media appliances; on distributed intelligence and sensing for lifelike animal robots; on

real-time computer graphics, behavior animation, and virtual reality; and on constraint-based animation rendering and authoring.

1994 - 1997 Employee Performance Reviewer for numerous Interval Research Corporation employees at various levels in the organization.

1994 - 1995 Reviewer for Professor Kenneth Haase's Promotion Case. MIT Media Laboratory, Cambridge, MA.

1993 Reviewer for *UIST '93: Proceedings of the Sixth ACM Symposium on User Interface Software and Technology, November 3-5, 1993 in Atlanta, GA*, ACM Press, 1993.

1992 Graduate Student Representative to MIT Media Lab Architectural Redesign Review Commission. MIT Media Laboratory, Cambridge, MA.

BUSINESS PRESENTATIONS

1990 - Present Numerous presentations and demonstrations to industry executives from: Microsoft, Yahoo!, Nokia, Orange, Vodafone, Procter & Gamble, Samsung, Ogilvy, Publicis, HP, Sony, Kodak, Apple Computer, Intel, IBM, EDS, Dentsu, Disney, Warner Bros., Universal Studios, Major League Baseball, BMW, Daimler-Chrysler, Simon Property Group, Showtime Networks, Monitor Television, WGBH, British Telecom, and many others.

SYSTEMS BUILT

2012 - 2013 **Bing Preferred Sources**

During my time at Microsoft, I worked to make Microsoft services, especially Bing Search, more social and more personal. My ESP team and I developed an internal working prototype called “Bing Preferred Sources”, which leveraged a user’s Facebook Likes as well as explicit source preferences to re-rank web results, prioritizing content from the user’s Preferred Sources. For example, when searching for topics in the news, one user might prefer stories from the *New York Times* and *MSNBC*, while another might prefer

the *Wall Street Journal* and *Fox News*. We applied this insight into source preference across various aspects of a Bing user's information seeking and prioritization to create a prototype that offered a highly personalized and relevant Bing Search experience.

2011 - 2013 **Bing Linked Pages (aka Bing Tags)**

My ESP team and I worked closely with the Microsoft Bing Social team based in Microsoft Silicon Valley, which was tasked with the partnership with Facebook. We helped design and prototype Bing Linked Pages, which enabled Bing users to log in to Bing with their Facebook account and tag webpages. By creating this connection between Bing and Facebook, we enabled Bing users to tag and link webpages to their Facebook identity (for example, their LinkedIn profile, their Twitter profile, as well as webpages created by and about the Bing Linked Pages user). Bing Linked Pages also allowed users to tag webpages with their Facebook friends' identities (with permission) and to optionally generate tagging events in their Facebook social feed.

2011 - 2013 **Microsoft Personal Data Dashboard**

When I began work at Microsoft as a Partner Architect in the Online Services Division and running am Early Stage Products (ESP) team as well, Microsoft Search (Bing) had an exceptionally low signed in rate, the entire company's personal data backend was siloed and not really interoperable, there were hardly any common data schemas and no unified way for users to manage their personal data across all of Microsoft products and services. Part of my work at Microsoft was to address each of these problems (as well as to work on connecting Facebook's social services to Bing's Search experience). I worked closely with teams at Microsoft Israel and Microsoft Silicon Valley as well as various teams at headquarters to unify the personal data schemas across Microsoft and design and release a Personal Data Dashboard for Microsoft users to control and permission the collection and use of their personal data. The Microsoft Israel team headed by Hadas Bitran developed and deployed the Microsoft Personal Data Dashboard with my deep involvement.

2008 **“Yahoo! Life”**

As Chief Scientist and VP of Early Stage Products (ESP) for Yahoo! Mobile, and Yahoo!’s Social Media Guru, I was tasked by Yahoo! Founder and CEO Jerry Yang to help him create a vision demonstration of Yahoo!’s future, based in part on Y!OS. Together with my team and Luke Wroblewski, we designed and prototyped a demonstration that embodied the Y!OS vision as well as the work of ESP (including TagMaps and oneConnect). Jerry showcased this future vision during his keynote at CES 2008, where it received tremendously positive press. The name “Yahoo! Life” was not the official name for the prototype but was adopted by the press in their calls for Yahoo! to immediately implement our future vision that Jerry demonstrated. My work on the CES 2008 vision demo also resulted in numerous successful patent filings.

2008 - 2009 **Y!OS**

Yahoo! was one of the pioneers of internet companies, and as such it had accrued substantial technical debt by 2008. In that year, Yahoo! management tasked a set of thought leaders and subject matter experts around the company to work together to formulate the “Yahoo! Open Strategy” (Y!OS), an effort to transform the various siloed parts of Yahoo! (its data, services, and users) into an open platform with APIs for internal and external developers. Special focus was also made on identity, personal data, social networking, communications services, and unified user experience.

2006 - 2009 **oneConnect**

As the Chief Scientist of Yahoo! Mobile, I was not only involved in intellectual property creation and prototype development to help chart the future of Yahoo! Mobile and of Yahoo!. I also worked closely with certain product teams to help them in designing and developing cutting edge mobile and social products. The product team I worked most closely with produced Yahoo! Mobile’s breakthrough social address book product Yahoo! “oneConnect”. My work on oneConnect did generate a number of patents, but also

helped inform the data models, mobile, social, and user experience design of the product.

2007 - 2009 **TagMaps Ads Dashboard**

My Early Stage Products (ESP) Team and I applied the TagMaps technology to advertising by developing a prototype system that used the TagMaps data to enable advertisers to explore and discover optimal keywords for advertising based on their spatiotemporal distribution.

2005 - 2009 **TagMaps**

With the popularity of ZoneTag and the scale of the growing corpus of Flickr's GPS-encoded and metadata tagged photos, my research team had access to a corpus of millions of mobile photographs with geocodes and content tags. Applying a novel spatiotemporal version of the information indexing method of TFIDF (Term Frequency Inverse Document Frequency) we could identify which mobile metadata was most representative of a given place and time within the corpus (tagged spatiotemporal regions were our "documents"). Then applying the varying size representations of a tag cloud visualization, with TagMaps we represented on a map which tags were the most defining of a given place at a given time. These innovative techniques were fantastic for mobile media visualization and discovery. TagMaps formed an integral part of the vision demo Yahoo! CEO and Co-Founder Jerry Yang showed at CES 2008.

2005 - 2008 **ZoneTag**

Based on our original Mobile Media Metadata (MMM) research as well as doctoral research by Mor Naaman (whom I recruited from Stanford to join the lab I founded, Yahoo! Research Berkeley), ZoneTag enabled context-aware mobile media tagging with a deep integration with Yahoo!'s Flickr photo service.

2003 - 2004 **Mobile Media Metadata 2 (MMM2)**

The following year after the original Mobile Media Metadata (MMM) project, the second Mobile Media Metadata (MMM2) project also utilized corporate sponsorship, the work of student and faculty researchers, and the participation of students from the IS202 Information Organization and Retrieval course of that year. While the first MMM project focused on context-aware suggested tagging of mobile media content, MMM2 developed and studied context-aware suggestion of sharing recipients for mobile media. Utilizing contextual metadata about the time, location, photographer, co-present persons, and prior recipients of similar mobile media, MMM2 would suggest a list of sharing recipients for a mobile photograph and then send the photograph to the selected recipients. Numerous publications, demonstrations, and videos were produced for both the MMM and MMM2 projects. The video for MMM2 won the best demonstration video award at the 2005 ACM Multimedia conference.

2002 - 2003 **Mobile Media Metadata (MMM)**

Researchers from Marc's "Garage Cinema Research" group at the University of California School of Information developed software for context-aware media tagging that ran on the first cameraphone introduced in the United States, the Nokia 3650, along with Bluetooth-enabled GPS devices. The Mobile Media Metadata (MMM) software was used by students in the IS202 Information Organization and Retrieval course to capture and annotate tens of thousands of mobile photographs, before most people had even heard of a cameraphone let alone used one. With a host of sponsors including Nokia, HP, British Telecom, Orange, and others, as well as faculty collaborators from the School of Information and the Department of Computer Science, the MMM project demonstrated the feasibility of context-aware, suggested mobile media tagging using metadata about the time, location, photographer, and co-present persons of media capture. The project produced breakthroughs in qualitative social science studies of mobile photography as well as in context-aware facial recognition that significantly outperformed purely vision-based approaches.

1996 - 2006 **Amova Media Automation and Personalization Engines**

Amova's patented and proprietary technologies revolutionize the media production process by transforming it from a tedious, difficult, manual process to an easy to use, automated process for capturing, annotating, editing, sharing, and reusing personalized media assets.

Amova Automated Capture Engine

Amova software and interaction design automate the capture of stills and video for, and of, users. Using real-time and non-real-time media analysis in an interactive control loop, Amova software structures the user's interaction with a capture device to record reusable, annotated media assets.

Amova Adaptive Media Engine

Amova has developed patented and proprietary technology for the mass customization and personalization of media by structuring media assets into Adaptive Media Templates. Adaptive Media Templates encode media assets in such a way that they can co-adapt input media assets and compute a unique customized and/or personalized result.

Amova has systematically automated the main functions of cinematic editing, including: reframing and repositioning of images and video (especially of people); audio-video synchronization; cutting on motion; 1-shot/2-shot/cutaway editing; audio Foley; a variety of parametric special effects; and basic editing operations such as keying, compositing, and sequencing. Amova's automatic editing functions enable the Adaptive Media Engine to render professional quality personalized and customized media in seconds on consumer level platforms that would take skilled operators on expensive hardware hours to produce.

Personalized Media Delivery Engine and Flash Authoring Plug-In

Amova's Delivery Engine works with the Adaptive Media Engine to

deliver personalized and customized media in a variety of formats for a range of distribution channels. The Delivery Engine can render personalized and customized stills, animations, and video for Web delivery via HTML email, progressive download video, streaming video, as well as output to fixed media (DVD, CD-ROM). Amova has integrated the Amova Delivery Engine as a plug-in into Macromedia's Flash Generator software to enable Flash authors to leverage Amova's proprietary technology. With Macromedia's Flash Generator and Amova's Delivery Engine, Web users can view Flash content featuring personalized stills, animations, and Flash movies.

Applications:

Amova Personalized Media Web Site
The Amova Personalized Media Web Site prototype utilizes Amova technology to create a media appliance-like Web interface for navigating, appearing in, rating, and sharing a wide variety of automatic personalized media.

DV Camera and Laptop Capture System
At Amova, we reduced the Interval Research MovieBooth down to a mini-DV camera and a laptop. Eventually we see our automatic movie technology embedded in capture devices to proactively guide users in capturing annotated reusable media assets.

Adaptive Media Templates
At Amova, we have developed a variety of Adaptive Media Templates which used the Automated Capture engine and Adaptive Media Engine to automatically capture and edit users into movie trailers (T2, Blair Witch), movie scenes (Godzilla), commercials (MCI, 7Up, Gap), and even a Karaoke Elvis music video. We also developed Adaptive Media Templates that leverage Amova's Personalized Delivery Engine to automatically insert users into banner ads and a variety of Web-delivered Flash animations.

1990 - 2005 **Media Streams**

Media Streams is a system for media analysis, annotation, retrieval, and repurposing according to semantic descriptions of media content. In Media Streams, annotators use an iconic visual

language designed for video representation to create stream-based annotations of video content. Media Streams utilizes a hierarchically structured semantic space of iconic primitives which are combined to form compound descriptors which are then used to create multi-layered, temporally indexed annotations of video content. Media Streams' iconic semantic descriptors (6000) can be used to form millions of unique descriptions. The annotation language is designed to support the representation of the consensual aspects of video content—what one sees and hears, rather than what one infers from context—in order to facilitate the convergence of annotations and to enhance the repurposability of the content described by these annotations.

Media Streams supports query of annotated video according to its temporal, semantic, and relational structure. Media Streams' retrieval mechanisms are specifically designed to support the repurposing of video content. A query for a video sequence will not only search the annotated video streams for a matching sequence but will compose a video sequence out of various annotated segments in order to satisfy the query. Media Streams' key features are:

- Stream-Based Representation (better segmentation and reuse)
- Semantic Indexing (what things are similar to)
- Relational Indexing (who is doing what to whom)
- Temporal Indexing (when things happen)
- Iconic Interface (designed visual language for global use)
- Universal Annotation (standardized markup of consensual features
- Retrieval-By-Composition (system can assemble video sequences from partial query results)

In recognition of the technological superiority of our approach, the MPEG-7 committee, which is setting the global standard for media content description, has drawn heavily from the published work on Media Streams.

1994 - 1998 **PFXStreams**

We developed a customized version of Media Streams designed to represent the domain and the interpretive activity of Rachel Strickland's Portable Effects (PFX) project that was compiling a database of video portraits of people talking about the things they carry and wear. PFXStreams required us to represent the domain of containers and objects in extreme detail, to develop representations for abstract ideas expressed by the subjects of the documentary footage, and to create a clear framework for delineating the various interpretations of annotators of the video and audio content.

1995 - 1997 **MediaCalc**

MediaCalc was a prototype media authoring system combining media analysis, content representation, and functional dependency to enable the computation of new media from media inputs. By combining the capabilities of modern media editing systems with an insight from spreadsheets, MediaCalc embodied a new model for multimedia authoring in which content annotations of time-based media could be operated on by functional dependencies in order to compute new media.

Functions in MediaCalc are applied to media by means of a visual programming language in which function icons are dragged from a palette onto media handles and thereby connected into a network of dependencies. Constraints among media streams, and among abstract streams of different types describing the "contents" of other streams, form a language for prototyping and creating media and software artifacts.

Demos:

AutoBuddy
Demonstrating a host of automatic editing techniques, in AutoBuddy two players are asked to cooperate in a multi-player video game, each situated in front of separate cameras and microphones - potentially at different sites. Shortly afterward their entire play experience has automatically been turned into a movie starring them—with L-cut dialogue editing, 1-shot/2-shot/cutaway video editing, enhanced visual effects, and music—all edited according to

the rhythm of their own dialogue and game play.

Numb Celery
Demonstrating the automation of music and video synchronization, Numb Celery automatically synchronizes video of celery chopping to the guitar lead in U2's song "Numb" from the Zooropa CD.

Kung Fu Foley
Demonstrating the automation of Foley editing, sounds in a fight scene from a Kung Fu movie are automatically replaced by sounds similar in length from a database of body noises.

Doritos Music Video
Demonstrating the automation of music and video synchronization, this Media Calc demo resynchronizes the durations of the shots in a Doritos commercial to a variety of MIDI soundtracks.

Ping Pong 2 Bach
Demonstrating the automation of music and video synchronization, Ping Pong 2 Bach automatically synchronizes video of a ping pong game to a MIDI score of Bach prelude and vice versa.

AutoRumbler
Demonstrating an example of an automatic parametric special effect, in AutoRumbler the video image is shaken (moved and scaled) as a function of instantaneous audio levels using a simple MediaCalc functional dependency.

1996 **Bots**

Using computer technology to make the television viewing experience more participatory, social, and enjoyable, we built a prototype system inspired by the "bots" of *Mystery Science Theater 3000*. As we watch live television, several animated characters "Bots" join us and react in character to activity on the programs--often cued invisibly by closed-caption text strings they know how to react to, by television audio, and by each other. The animation layer allows the Bots to share the video screen with the television video. The Bots prototype had a Rush Limbaugh Bot, a Jesse Jackson Bot, a Dog Bot, and a Fly Bot.

1993 **IDIC: Assembling Video Sequences from Story Plans and Content Annotations**

The IDIC prototype generated a video sequence according to a story plan by selecting appropriate segments from an archive of annotated video. IDIC used a simple planner to generate its stories. The domain was that of promotional television trailers for "Star Trek: The Next Generation." By critically examining the strengths and weaknesses of the representation and algorithm employed in the planner, we were able to describe some interesting similarities and differences between planning and video story generation. We used our analysis of IDIC to investigate the representation and processing issues involved in the development of video generation systems.

1992 **Nose Goblins: Programming with Characters**

Programs are hard to build, and even harder to understand after they are built. We lack intuitive interfaces for visualizing and manipulating many parts of programs and the ways in which these parts interact. Constraint systems have addressed these problems. In Nose Goblins, we generalized some of the notions inherent in constraint systems to agent-based systems and explored the use of animated characters (the cartoon characters "Ren and Stimpy") as interface representations of agents. In particular, conflict detection and resolution are dramatized by the use of these characters and their emotions The history of their interactions is presented as a narrative using video and storyboard techniques. Building programs out of agents and enabling users to manipulate program parts by interacting with simple animated characters can aid relatively unskilled users in understanding and modifying complex systems.

PROFESSIONAL MEMBERSHIPS

2002 - 2013 Institute of Electrical and Electronics Engineers Computer Society (IEEE)

1990 - 2013 Association for Computing Machinery (ACM)

1990 - 2013	American Association for Artificial Intelligence (AAAI)

VOLUNTEER WORK

1996 - 2002	Steering Committee Member Beyt Tikkun Synagogue, San Francisco, CA Rabbi: Rabbi Michael Lerner

SPECIAL SKILLS

Languages	Fluent German, revivable reading knowledge of French and Latin, dormant rudimentary Japanese, basic biblical Hebrew, and dormant programming knowledge of LISP and HTML.
Software Applications	Power User of: MS Word, MS Excel, MS PowerPoint, Adobe Photoshop, Adobe Premiere.
Media Production	Digital video production and post-production, voice impersonations and singing, music composition on piano and guitar.

REFERENCES

LinkedIn Recommendations

Additional References Available Upon Request.