Raphael Arar

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Profile

I work at the nexus of complex systems, transdisciplinary design, and arts-based research. My work highlights the social, political, and economic implications of technological acceleration and human-to-machine interaction.

Professional Experience

HEAD OF DESIGN, ONE PROJECT. REMOTE. 2021—PRESENT

Stewarding the design, monitoring, and readjustment efforts of infrastructure for a new economy where resources serve people and planet, not profit.

MENTOR, NEW INC. REMOTE. 2025—PRESENT

Advising creative entrepreneurs on design systems, AI/ML applications, and interdisciplinary practice within the New Museum's cultural incubator.

EXECUTIVE BOARD MEMBER, LEONARDO/ISAST. REMOTE. 2025—PRESENT

Advising on strategic decisions for creative programming, branding, and publications.

GOVERNING BOARD MEMBER, LEONARDO/ISAST. REMOTE. 2018—PRESENT

Led the brand redesign effort of a 50+-year-old art, science, and technology institution. Serving on the creative programming working group and assisting in curatorial endeavors.

SENIOR DESIGN MANAGER, KHAN ACADEMY. MOUNTAIN VIEW, CA / REMOTE. 2019-2021

Serving as manager and principal designer of the learning platform team focusing on the future of student experiences both in and out of classrooms; led the design of a new product feature that received an NPS > 95% and a microsite that drove a 2x increase in the number of active teachers and learners to the platform

PRINCIPAL PRODUCT DESIGNER, KHAN ACADEMY. MOUNTAIN VIEW, CA / REMOTE. 2018-2019

Led the end-to-end design effort of Khan Academy's first paid enterprise classroom products for K-12 differentiated learning, MAP Accelerator & Khan for Districts; shipped work exceeded our 22% user activation targets

DESIGNER & RESEARCHER, IBM RESEARCH. SAN JOSE, CA. 2016–2018

Pioneered design-driven processes and led UI/UX, data visualization, and tangible user interface design for R&D projects spanning new ML/AI systems; filed and was issued patents and published over a dozen papers on the intersection of design, art, and ML/AI

USER EXPERIENCE DESIGN LEAD, APPLE + IBM. CUPERTINO, CA. 2014–2016

Created an accelerated design thinking methodology to scale the design and production of over 100 enterprise iOS/watchOS applications as part of the Apple+IBM partnership; facilitated design workshops with Fortune 100 clients; led and oversaw the UI/UX effort of teams globally

LEAD CREATIVE DESIGNER, KADENZE. SANTA CLARITA, CA. 2013–2014.

Crafted the identity and design language, managed a team of designers and instilled design processes for an arts-based EdTech startup

DESIGNER (FREELANCE), GOOGLE (AGENCY TEAM). VENICE, CA. 2012–2013

Designed and implemented an internal data-driven web app to manage creative assets

DESIGN TECHNOLOGIST (FREELANCE). SMITHSONIAN INSTITUTE. BOSTON, MA. 2012–2013

Designed and built the web-based exhibits Stories From Main Street and Stories of World Heritage

SENIOR CREATIVE TECHNOLOGIST. HILL HOLLIDAY. BOSTON, MA. 2011–2012

Led creative development of immersive ad campaigns for Dunkin' Donuts, Liberty Mutual, and more

INTERACTION DESIGNER. IBM IX. CAMBRIDGE, MA. 2009–2011

Founding member of Accelerated Visioning group—the first rapid prototyping service design group in the consulting division of IBM; led interaction design for award-winning B2B and B2C engagements

INTERACTIVE DESIGNER & DEVELOPER. MODERNISTA! BOSTON, MA. 2009

Collaboratively devised bleeding-edge digital ad campaigns involving motion graphics and gaming

INTERACTIVE DESIGNER & DEVELOPER. PAID INC. BOSTON, MA. 2007–2008

Led the design and implementation of data-driven web experiences for artists including Aerosmith, Run-DMC, and others

Teaching Experience

VISITING FACULTY. CALIFORNIA INSTITUTE OF THE ARTS (CALARTS). VALENCIA, CA. 2022—PRESENT

Teaching a self-authored course in the theory and practice of systems art oriented around Jack Burnham's essay 'Systems Esthetics' featured in Art Forum in 1968; advising Integrated Media (IM) MFA projects

VISITING FACULTY. PACIFIC NORTHWEST COLLEGE OF ART (PNCA). PORTLAND, OR. 2022-2025

Teaching a self-authored course on advanced interaction design specifically focusing on postcapitalist projects. Advising theses of MFA & MA students in the Collaborative Design / Design Systems program.

ADJUNCT FACULTY. UNIVERSITY OF NEVADA, RENO. RENO, NV. 2021

Taught a self-authored course in the Digital Media art program on tangible media/physical computing that discusses the intersection of interaction design and new media art

ADJUNCT FACULTY. SAN JOSE STATE UNIVERSITY. SAN JOSE, CA. 2016-2019

Created courses for and taught MFA/BFA students in SJSU's Digital Media Art program; taught courses and workshops in critical theory, speculative design, and art & technology

ADJUNCT FACULTY. UNIVERSITY OF SOUTHERN CALIFORNIA (USC). LOS ANGELES, CA. 2014-2016

Lecturer in USC's Media Art + Practice Division and taught a self-authored course on bridging user experience fundamentals with critical theory

ART & TECHNOLOGY FELLOW. CALIFORNIA INSTITUTE OF THE ARTS (CALARTS). VALENCIA, CA. 2014-2015

Taught skills-based workshops to MFA and BFA students in physical computing, digital fabrication and video art. Provided advisory assistance on MFA thesis projects.

Education

MFA, INTEGRATED MEDIA. CALIFORNIA INSTITUTE OF THE ARTS (CALARTS). VALENCIA, CA. 2014

SELECTED COURSEWORK. CALIFORNIA INSTITUTE OF TECHNOLOGY (CALTECH). PASADENA, CA. 2013

BA, ECONOMICS; BA, MUSIC. BOSTON UNIVERSITY. BOSTON, MA. 2012. GRADUATED SUMMA CUM LAUDE.

Exhibitions

—2026—

Oregon Biennial, Oregon Contemporary; Benevolent Dictator, Chance Operation; Group exhibition, Portland, Oregon.

Future Histories LAB, Tanzquartier Wien; Group installation & performance; Vienna, Austria.

DISTRACTION, Science Gallery - Melbourne; Capitalist Clock; Group exhibition; Melbourne, Australia.

Attention Shoppers, Minimall; Keynesian Clock; Group exhibition; Portland, Oregon.

—2025—

DISTRACTION, Science Gallery - Melbourne; Capitalist Clock; Group exhibition; Melbourne, Australia.

Planning, Carnation Contemporary; Solo exhibition; Portland, Oregon.

We Don’t Need This Fascist Groove Thing, Center on Contemporary Art; Rosa’s Plinko; Group exhibition; Seattle, Washington.

SPAM New Media Festival, Georgetown Steam Plant; Intimate Commons; Group exhibition; Seattle, Washington.

Afterglow, Gales Gallery - York University; Dual Power; Group exhibition; Toronto, Canada.

Spiraling Upwards, The Leonardo Museum; Life Force; Group exhibition; Salt Lake City, Utah.

—2024—

Spiraling Upwards, The Leonardo Museum; Life Force; Group exhibition; Salt Lake City, Utah.

Workers Rise Together, One Grand Gallery; Varied works; Group exhibition; Portland, Oregon.

Consciousness Reframed, Roy Ascott Studio; Intimate Commons; Group exhibition; Shanghai, China / Online.

ALL POWER ON EARTH COMES FROM THE SUN, Bolivar Gallery - University of Kentucky; Dual Power, YOUR MONEY IS NO GOOD HERE; Group exhibition; Lexington, Kentucky.

Composition/Decomposition, SOIL; Leilight; Group exhibition; Seattle, Washington.

Value(s), Carnation Contemporary; Solo exhibition; Portland, Oregon.

—2023—

Opening night, imperfecta.; Dual Power; Group exhibition; Oregon City, Oregon.

Feedback Loop 3 (C/Change), Gray Area / Goethe Institut; Online exhibition.

Feedback Loop 2 (C/Change), Gray Area / Goethe Institut; Online exhibition.

CONTRACAP, Joan Truckenbrod Gallery; Corvallis, Oregon.

—2022—

1.5° C, Science Gallery Detroit; An Ecological Oracle; Group exhibition; Detroit, Michigan.

The Quick Brown Fox, Moscow Museum of Applied Art, DM MEME. Group exhibition. Moscow, Russia.

Participatory Design Conference (PDC), Mirrors. Group exhibition. Newcastle, UK / Remote.

Invisible Labor, Carnation Contemporary. Varied works. Portland, Oregon.

Blind Date - Carnation Contemporary. Pandemic Performance. Group exhibition. Portland, OR.

Feedback Loop 1 (C/Change), Gray Area / Goethe Institut; Online exhibition.

—2021—

the wrong biennale no 5, Vibes. Group online exhibition (co-curator in partnership with Leonardo/ISAST).

The Holland Project - University of Nevada, Reno. Motor Studies. Solo exhibition. Reno, NV.

PostSENSORIUM RIXC Art Science Festival - RIXC. Food Carbon Footprint Index (FCFI). Group Exhibition. Riga, Latvia / Remote.

—2020—

Prosthetic Memories, Writing Machines - Noema Magazine. Noema AI Poet. Commissioned net art accompanying an essay on AI.

Emerge Festival - Arizona State University, Mesa Arts Center. Food Carbon Footprint Index. Group exhibition. Mesa, AZ.

Participatory Design Conference (PDC), Food Carbon Footprint Index (FCFI). Group exhibition. Manizales, Colombia / Remote.

—2019—

Dreaming in silicon, a design fiction workshop - Backyard San Jose/ WeWork. Participant-driven design fiction workshop on the future of Silicon Valley. San Jose, CA.

Crash Override 04 - The Lucky Horseshoe/Resident Advisor. Sound art performance with custom electronics. San Francisco, CA.

Human Design: Shaping ideas - Aurum/Ideas Factory. Fail Engine. Group exhibition. Pescara, Italy.

—2018—

A Life/Art/Science/Tech (LAST) Festival presented by Stanford University-SLAC National Accelerator Laboratory. Nostalgia. Group exhibition. Menlo Park, California.

—2017—

International Symposium on Electronic Art - Centro Cultural Universitario Rogelio Salmona. Wayfinding. Group exhibition. Manizales, Colombia.

CHI 2017 - Colorado Convention Center. Wayfinding. Group exhibition. Denver, CO.

Art of Science/Science of Art - El Camino College Planetarium. Solo exhibition. Collaboration with Chris Weisbart. Torrance, CA.

—2016—

30 years of research - Almaden Research Center (IBM Research). Wayfinding. Group exhibition. San Jose, CA.

Changemakers - Santa Cruz Museum of Art & History. Wayfinding. Group exhibition. Santa Cruz, CA.

Old ways won’t open new doors - Doc’s Lab. Wayfinding. Group exhibition. San Francisco, CA.

Crashing into walls we’ve built - The Night Light. Wayfinding. Group exhibition. Oakland, CA.

Sleep is not for those who dream - Lock & Key. Wayfinding. Group exhibition. Los Angeles, CA.

—2015—

The Imaginary 20th Century - ZKM Centre for Art & Media. Sound art for an archival art platform. Group exhibition. Karlsruhe, Germany.

Forbidden Planet Night - El Camino College Planetarium. Forbidden Pixel. Solo exhibition. Collaboration with Chris Weisbart. Torrance, CA.

—2014—

The Entrance - Machine Inspired Art Gallery. Echo echo bot. Solo exhibition. Los Angeles, CA.

International Symposium on Electronic Art - Zayed University. (+/-) Pendulum. Group exhibition. Dubai, UAE.

The Machine Project Field Guide to the Gamble House - The Gamble House Museum. Projected shadows. Group exhibition. Collaboration with Chris Weisbart. Pasadena, CA.

Gemini Heart - Center for Integrated Media. Solo exhibition. California Institute of the Arts. Valencia, CA.

cutLog - The Clemente. Horizon. Group exhibition. New York, NY.

Improvised Sound Ping Pong Tournament - Machine Project. Curation and live sound art performance. Group exhibition. Los Angeles, CA.

Pre-Glo - Centre for the Living Arts. Untitled Video Collage. Group exhibition. Mobile, AL.

—2013—

Chance Meeting in a Storefront - Machine Project. Ping pong sound installation. Solo exhibition. Los Angeles, CA.

Perform Chinatown - KesselsKramer Gallery. SYNTH-A-SKETCH. Solo exhibition. Los Angeles, CA.

Dimanche Rouge - Espoo Museum of Modern Art. BITPHONE. Group exhibition. Espoo, Finland.

Dublab 14th Anniversary Celebration - Maker City LA. Experimental Raver Table Tennis. Group exhibition. Los Angeles, CA.

NOW13 - Dark Horse Experiment. Parasitke. Group exhibition. Melbourne, Australia.

Engineered Art - CalTech Community Art Gallery. Metal Hearts. Group exhibition. Pasadena, CA.

Ambiguities & Illusions - Spaces Gallery. Attic. Group exhibition. Hardwick, MA.

—2012—

COLLISION18:present - Cyberarts Gallery. Pathways. Group exhibition. Boston, MA.

SIMULTAN Festival - Facultatea De Arte / Mansarda. Finding Comfort in Claustrophobia. Group exhibition. Timisoara, Romania.

Ignition 5.0 - The Fuse Factory. SYNTH-A-SKETCH. Group exhibition. Columbus, OH.

SQUARE - Teatro San Giorgio. Pathways. Group exhibition. Udine, Italy.

iDEAS_12 - New World School of the Arts. Attic. Group exhibition. Miami, FL.

Athens Video Art Festival - Ayias Irinis Square. Finding Comfort in Claustrophobia. Group exhibition. Athens, Greece.

Together Festival - MACHINE. SYNTH-A-SKETCH. Group exhibition. Boston, MA.

BEAM Festival - Beldam Gallery. SYNTH-A-SKETCH. Group exhibition. London, United Kingdom.

—2011—

GamePlay - The Brick Theater. SYNTH-A-SKETCH. Solo exhibition. Brooklyn, NY.

Patents

Providing force input to an application, US10318144B2

Managing consumer energy demand, US10742037B2

Method and system for displaying automated agent comprehension, US10936823B2

Method and system for correcting speech-to-text auto-transcription using local context of talk, US10832679B2

Suggesting a destination folder for a file to be saved, US11093447B2

Cognitive visual and ontological mapping of tabular data based on a distribution of a measure of interest, US10977294B2

Context aware user interface, US10901758B2

Cognitive role-based policy assignment and user interface modification for mobile electronic devices (pending), US20200007411A1

Automated Assignment of Tasks Based on User Profile Data for Improved Efficiency (pending), US20200364646A1

Dynamic modification of placeholder text in conversational interfaces (pending), US20200134017A1

Analyzing temporal classes in user feedback (pending), US20200372516A1

Minimizing Risk Using Machine Learning Techniques (pending), US20200372397A1

Optimized transportation selection (pending), US20200372590A1

Using artificial intelligence to iteratively design a user interface through progressive feedback (pending), US20210011592A1

Customization and recommendation of tree-structured templates (pending), US20210011896A1

Method and system for detecting hearing impairment (pending),US20210015404A1

Topic Mining based on Interactionally Defined Activity Sequences (pending), US20210027783A1

Counterbalancing bias of user reviews (pending), US20210065257A1

Stabilizing consumer energy demand (pending), US20200059096A1

Matching users by leveraging indoor proximity and availability (pending), US20210124787A1

Speech-to-text transcription with multiple languages (pending), US20210210098A

Books

—2025—

Routledge International Handbook of Contemporary Participatory Design. Chapter 8: Participatory Design Beyond Academic. Daria Loi, Penny Hagen, Raphael Arar. Routledge. 2024.

—2019—

Conversational UX Design: A Practitioner's Guide. Robert J. Moore, Raphael Arar. ACM Press. 2019.

—2018—

Studies in Conversational UX Design. Robert J. Moore, Margaret H. Szymanski, Raphael Arar, and Guang-Jie Ren. Springer International Publishing. 2018.

Publications

—2026—

Monetary Commons: A New Public Institution for Reframing Basic Income as a Personal Dividend. Raphael Arar, Iza Romanowska, Yanis Varoufakis. SASE 2026.

—2025—

Monetary Commons. Yanis Varoufakis, Raphael Arar, Iza Romanowska, Hirad Sab. Center for Open Science.

—2024—

Participation, Beyond. Raphael Arar, Daria Loi. 2024. ACM Interaction Magazine.

C/Change Playbook. Editor. Goethe Institute, Gray Area with support from the Foreign Office of the Federal Republic of Germany

Flight Diagrams. Forecast, Issue 11

—2023—

An Ecological Oracle. Raphael Arar. Leonardo. MIT Press, Cambridge, MA, USA

—2022—

Mirrors: Reflecting the PDC Community. Raphael Arar, Daria Loi. 2022. Mirrors. In Proceedings of the 17th Participatory Design Conference (PDC). ACM, New York, NY, USA

Cybernetics of the Poor, Diedrich Diederichsen and Oier Etxeberria (eds) (2021). Book Review in Virtual Creativity, Volume 11, Issue 2. 2022. DOI: https://doi.org/10.1386/vcr_00051_5

Feedback loop(s) for mutual learning. Commissioned article in Signals jointly run by Gray Area and The Goethe Institut

—2020—

PRIMER19, Futures for All, Parsons School of Design, New York City, USA, 13-15 June 2019. Conference Review in Virtual Creativity, Volume 10, Issue 1. 2020. DOI: https://doi.org/10.1386/vcr_00027_5

Food Carbon Footprint Index (FCFI). Raphael Arar, Olivia Arar. 2020. In Proceedings of the 16th Participatory Design Conference (PDC). ACM, New York, NY, USA

—2019—

Co-designing AI Futures: Integrating AI Ethics, Social Computing, and Design. Daria Loi, Christine T Wolf, Jeanette L Blomberg, Raphael Arar, Margot Brereton. 2019. In Proceedings of the 2019 on Designing Interactive Systems Conference 2019. ACM, New York, NY, USA. DOI: https://doi.org/10.1145/3301019.3320000

—2018—

PD Manifesto for AI Futures. Daria Loi, Thomas Lodato, Christine T. Wolf, Raphael Arar, Jeanette Blomberg. 2018.In Proceedings of the 15th Participatory Design Conference(PDC). ACM, New York, NY, USA. DOI: https://doi.org/10.1145/3210604.3210614

Nostalgia: a human-machine transliteration. Raphael Arar. 2018. In Proceedings of the 2018 IEE VisArts Conference. IEEE, New York, NY, USA.

Applying User-Centered Design to Business Modeling: CBM.next as a Case Study. Raphael Arar, Guang-Jie Ren, Shun Jiang, Valeria Becker, Lei Huang, Eric Young Liu. 2018. In Proceedings of the 2018 IEEE 20th

Conference on Business Informatics (CBI). IEEE, New York, NY, USA. DOI: https://doi.org/10.1109/CBI.2018.10065

Using Energy Storage to Modify the Shape of Internally Generated Demand to Fit a Prescribed Shape for Externally Presented Demand. Ray Strong, Shubhi Asthana, Eric Butler, Kevin Roche, Raphael Arar, Cheryl Kieliszewski, Pawan Chowdhary, Sandeep Gopisetty. 2018. In Proceedings of the 2018 IEEE International Conference on Services Computing (SCC). IEEE, New York, NY, USA. DOI: https://doi.org/10.1109/SCC.2018.00046

—2017—

Wayfinding. Raphael Arar. 2017. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17). ACM, New York, NY, USA 1378-1381. DOI: https://doi.org/10.1145/3027063.3052543

Early Future Technology: Using Artificial Intelligence to Manage Design-Driven Intellectual Property. Raphael Arar, Ray Strong. 2017. In Proceedings of the Portland International Conference on Management of Engineering and Technology (PICMET). IEEE, New York, NY, USA. DOI: https://doi.org/10.23919/PICMET.2017.8125332

Artificial Intelligence: Ethics, Innovation and Integration with Enterprise Practices. Raphael Arar, Jeanette Blomberg. 2017. IBM Internal White Paper. San Jose, CA

Conversational UX Design. Robert J. Moore, Raphael Arar, Guang-Jie Ren, and Margaret H. Szymanski. 2017. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17). ACM, New York, NY, USA, 492-497. DOI: https://doi.org/10.1145/3027063.3027077

—2016—

Emerging User Experience Design for Industry Solutions. Raphael Arar. 2016. IBM Internal White Paper. San Jose, CA

—2014—

(+/-) Pendulum: Location in the Information Age. Raphael Arar. 2014. In Proceedings of the of the 20th International Symposium on Electronic Art (ISEA 2014). Dubai, UAE

Participatory Data-driven Art Objects: Vessels for Kinetic Information. Raphael Arar. 2014. In Proceedings of the Conference on Computation, Communication, Aesthetics and X (xCoAx 2014). Porto, Portugal

Anatomical Analogies: the Evolution of Harmony and Noise in relation to the Self and Society. Raphael Arar. 2014. California Institute of the Arts Master of Fine Arts Thesis. Valencia, California

—2013—

A History of Sequencers: Interfaces for Organizing Pattern-Based Music. Raphael Arar, Ajay Kapur. 2013. In Proceedings of the Stockholm Music Acoustics Conference and Sound and Music Computing Conference (SMAC/SMC-13). Stockholm, Sweden

Talks & Workshops

–2026–

What is Democratic Planning? Roundtable and workshop. The New Centre. Berlin, DE & Remote. April-May, 2026.

Yanis Varoufakis and Raphael Arar on the Monetary Commons. Future Histories Podcast. January 31, 2026.

–2025–

Interface as Ideology: Dark Patterns and Class Politics in Contemporary Design Practices. Invited talk for Historical Materialism. London, UK. November 2025.

Mapping the Democratic Economic Planning Ecosystem. Workshop for The Society for the Advancement of Socio-Economics (SASE) 2025 Conference. Montreal, Canada / Remote. July 9, 2025.

The Build & Fight Formula: Social Digital Infrastructure. Invited interview for Cooperation Jackson's Build & Fight Lecture series. Remote. July 8, 2025.

How to Plan an Economy: Speculative Tools for Democratic Economic Planning. Invited talk for The Society for the Advancement of Socio-Economics (SASE) 2025 Conference. Montreal, Canada / Remote. July 3, 2025.

Architectures of reduction. Invited talk for the Afterglow exhibition at York University. Toronto, Canada. February 6, 2025.

–2024–

Subverting Cybernetics for a Socialist Future. Invited talk for Historical Materialism. London, UK. November 2024.

Works Well with Others: Cooperative Businesses in the City. Panel discussion. Blackfish Gallery. Portland, Oregon. September 19, 2024

Infrastructures to support alternatives to capitalism. Invited talk for the International Network for Democratic Economic Planning. Remote. August 7, 2024.

The Economic Organ. Invited talk for Telluride Arts & Sciences: The Nature of Information. Remote. August 5, 2024.

Intimate Commons. Artist talk for Consciousness Reframed at the Roy Ascott Studio. Remote. July 7, 2024.

Plural Practices. Invited talk for the Art & Technology Graduate Seminar Series at the California Institute of the Arts. Remote. October 29, 2023

—2023—

Feedback Loop(s) of Transdisciplinary Practice. Invited talk for The American Society of Cybernetics - Distinguished Speaker Salon Series. Remote. October 29, 2023

Towards a pluriversal infrastructure. Invited talk for The Gray Area Festival. San Francisco, CA. October 21, 2023

C/Change – Conversations on the Future of Techno-Cultural Exchange. Panel moderator at The Gray Area Festival. San Francisco, CA. October 21, 2023

The E3 Stack: A technology-assisted vision for post-capitalism and a strategy for how to get there. Invited talk for The Great Transition conference at Concordia University. Montreal, Canada. May 20, 2023

Modular political economy. Guest lecture for The Politics and Ethics of the Smart City class at Arizona State University. Tempe, AZ (remote). February 28, 2023

One Project: Economic Vision, Theory, and Design Approach. Invited talk for Antikythera. Los Angeles, California. February 17, 2023

—2022—

Capitalist Contradictions / Postcapitalist Possibilities. Invited talk for Leonardo Art Science Evening Rendezvous (LASER) at Rochester Institute of Technology. Rochester, NY (remote). November 28, 2022

An Ecological Oracle. Talk and panel participation on social justice & art. Splintered Realities - RIXC Art Science Festival 2022. Riga, Latvia (Remote). October 7, 2022

Co-chair, Participatory Design Conference (PDC). Led panels in the Beyond Academia category and organized key activities in remote hubs. Newcastle upon Tyne, UK & Remote. August 19–September 1, 2022

Feedback Loop(s) of Transdisciplinary Practice. Invited guest lecture at the Illinois Institute of Design, Critical Contexts. Chicago, Illinois (Remote). April 22, 2022

Feedback Loop(s) of Transdisciplinary Practice. Invited guest lecture at the Tecnológico de Monterrey. Monterrey, Mexico (Remote). April 19, 2022

—2021—

Speculating on Alternative Models to Capitalism. Invited guest lecture at Pacific Northwest College of Art. Portland, OR. October 18, 2021

Food Carbon Footprint Index (FCFI). PostSENSORIUM - RIXC Art Science Festival 2021. Riga, Latvia (Remote). September 25, 2021

Dreams of justice through discursive design. Interaction '21. Montreal, Canada (Remote). February 5, 2021

—2020—

Understanding nuance and bias in emotional AI technologies through art. Invited talk at Intel Labs Israel. December 9, 2020

Deconstructing the attention economy through art. Invited remote talk at the University of Nevada - Reno (UNR). Reno, NV. April 10, 2020

An aesthetic approach to untangling systems. Invited talk at Rochester Institute of Technology (RIT). Rochester, NY. February 25, 2020

—2019—

Designing for the classroom & beyond. Invited talk for SF Design Week. San Francisco, CA. June 27, 2019

5 things designers can learn from teachers. Invited talk for Layers Design Conference. San Jose, CA. June 5, 2019

An aesthetic lens to machine intelligence. Keynote speaker for the Oscar Pomilio Forum. Pescara, Italy. March 7, 2019

—2018—

Interactions. Keynote speaker for a Marketing Town Hall to IBM's Chief Marketing Officer. San Francisco, CA. August 13, 2018

The sight reminds me of our stupid fights. I miss them so much! Nostalgia and other things AI can't replace. Leonardo/ISAST Panel Discussion for CODAME ART+TECH Festival at The Midway. San Francisco, CA. June 6, 2018

—2017—

Why Artificial Intelligence Research Needs Art. Invited talk for TED@IBM at SF Jazz Center. San Francisco, CA. December 6, 2017

Exploring the Human-Machine Feedback Loop Through Art. Invited talk for Leonardo Art Science Evening Rendezvous (LASER) at San Jose State University. San Jose, CA. November 9, 2017

The Evolution of the Moving Image: Exploring the Role of Film Schools in the Age of Extended Reality and Immersive Media. Panel discussion with Eric Darnell (Pixar) and Karen Dufilho (Google) moderated by Leighton Pierce (CalArts Film School Dean) at Draper University. San Mateo, CA. November 5, 2017

How Art Shapes User Experience. Invited talk at the Computer History Museum. Mountain View, CA. October 6, 2017

WORKSHOP#2: What Now? The world Post-Automation…Panel discussion with Jim Spohrer (IBM), Ron Poznansky (IBM), and Phil Balagtas (McKinsey) as part of the Speculative Futures/PRIMER Conference Series hosted at IBM Studios. San Francisco, CA. July 6, 2017

The Intersection of Aesthetic Practices and Bleeding-edge Design. Invited talk at IBM Watson West as part of the 50th Anniversary of the Turing Award. San Francisco, CA. June 22, 2017

Conversational User Experience Design. Workshop lead at ACM CHI 2017 at the Colorado Convention Center. Denver, CO. May 6, 2017

Art/Science and the Art of Illusion. Invited artist talk at the El Camino College Planetarium. Torrance, CA. April 29, 2017

Conversational UI Best Practices. Invited talk as part of the LAUNCH Festival at the Palace of Fine Arts. San Francisco, CA. April 6, 2017

Applying Science to Conversational UX Design. Invited talk with Robert J. Moore for SXSW 2017 at JW Marriott Ballroom. Austin, TX. March 13, 2017

Cultivating Cognitive Experiences. Invited talk as part of Nerd Nite Silicon Valley at The Tech Museum. San Jose, CA. February 2, 2017

—2016—

Design for the Aging Population: UX Considerations. Invited talk for the IBM Academy of Technology Outthink Virtual Conference. May 12, 2016

Trends and Impressions from SXSW. Invited talk for IBM Research Staff at Almaden Research Center. San Jose, CA. May 26, 2016

Intro to Arduino: Output. Workshop lead at Idea Fab Labs. Santa Cruz, CA. May 26, 2016

—2015—

DIY Projection Mapping. Invited artist talk at the El Camino College Planetarium. Torrance, CA. October 10, 2015

Designing for Remote Collaboration. Invited talk at the School of Cinematic Arts at the University of Southern California. Los Angeles, CA. April 14, 2015

Using Keynote to Prototype Interactions. Workshop lead as part of the Apple+IBM Partnership. Cupertino, CA. April 3, 2015

Video Projection Mapping: Aesthetic Considerations. Workshop lead at the California Institute of the Arts. Valencia, CA. April 3, 2015

—2014—

(+/-) Pendulum. Invited artist talk at Zayed University as part of ISEA. Dubai, UAE. November 8, 2014

PhoneGap 101: Utilizing Web Technologies for Mobile Applications. Workshop lead at Machine Project Gallery. Los Angeles, CA. June 10 & 12, 2014

Web Fundamentals for Mobile Design. Workshop lead at Machine Project Gallery. Los Angeles, CA. June 3 & 5, 2014

Design Thinking for Interactive Literary Art & Digital Storytelling. Invited lecture at Art Center College of Design. Pasadena, CA. May 15, 2014

Artist Portfolio Best Practices. Invited lecture at the California Institute of the Arts. Valencia, CA. May 3, 2014

Intro to Arduino. Workshop lead at Machine Project Gallery. Los Angeles, CA. February 9, 2014

Historical & Contemporary Precedents for Media Arts & Design. MFA Thesis Defense at the California Institute of the Arts. Valencia, CA. January 31, 2014

—2013—

Advanced Processing: Programming Generative Art. Workshop lead at Machine Project Gallery. Los Angeles, CA. December 10 & 11, 2013

Intro to Processing: Programming Fundamentals. Workshop lead at Machine Project Gallery. Los Angeles, CA. December 3 & 4, 2013

Musical Soldering. Workshop lead at 1450 Ocean Gallery. Santa Monica, CA. October 12, 2013

Light-sensitive Oscillators: Learn to Make Sound Circuits. Workshop lead at Machine Project Gallery. Santa Monica, CA. June 16, 2013

—2012—

Amalgamation & Displacement: Art that Spans Time & Media. Invited artist talk at the University of Nevada, Reno as part of Prospectives International Festival of Digital Art. Reno, NV. October 8, 2012

—2011—

Interaction Design for Digital Experiences. Invited talk at the IBM Center for Social Software. Cambridge, MA. September 3, 2011

Selected Press

—2026—

The Price of the Ticket is Cost-Conscious. Portland Mercury. https://www.portlandmercury.com/visual-art/the-price-of-the-ticket-is-cost-conscious/

—2023—

Artist's profile: Raphael Arar. Virtual Creativity, Volume 12, Issue 2. https://intellectdiscover.com/content/journals/10.1386/vcr_00070_7

—2022—

Glitching Time and Time-Based Media. The Brooklyn Rail. https://brooklynrail.org/2022/10/art-technology/Glitching-Time-and-Time-Based-Media

AI in Design and Art. Startup Funding Event. https://www.startupfundingevent.com

—2021—

“Why Design?” A Conversation Series. Modernist Studio. https://www.modernistst udio.com/featured/future-of-education-why-design/

How Cognitive Virtual Agents Can Revolutionize The Customer Support Industry. Forbes. https://www.forbes.com/sites/forbestechcouncil/2021/03/04/how-cognitive-virtual-agents-can-revolutionize-the-customer-support-industry/

—2019—

SF Design Week: Designing for classrooms and beyond. Clever. https://blog.clever.com/2019/10/sf-design-week-designing-for-classrooms-and-beyond/

—2018—

At IBM, Researchers Are Working To Make Robots Engaging Conversationalists. Inc. Magazine. https://www.inc.com/greg-satell/at-ibm-researchers-are-working-to-make-robots-engaging-conversationalists.html?cid=sf01001

Conversational UX design: What it is and who's paving the way. TechTarget. https://searchcio.techtarget.com/feature/Conversational-UX-design-What-it-is-and-whos-paving-the-way

How to make AI agents better conversationalists: Context is key. TechTarget. https://searchcio.techtarget.com/feature/How-to-make-AI-agents-better-conversationalists-Context-is-key

Tackling the 'ask me anything' challenge of a conversational interface. TechTarget. https://searchcio.techtarget.com/feature/Tackling-the-ask-me-anything-challenge-of-a-conversational-interface

—2017—

30 Under 30. Forbes Magazine. https://www.forbes.com/sites/kathleenchaykowski/2017/01/03/30-under-30-2017-the-young-innovators-transforming-enterprise-tech/#322b4769335b

This IBM researcher integrates science, math and art in his work. Silicon Valley Business Journal. https://www.bizjournals.com/sanjose/news/2017/02/09/this-ibm-researcher-integrates-science-math-and.html

Why Today’s Designers Are Different. Inc. Magazine. https://www.inc.com/yazin-akkawi/how-technology-has-given-design-a-new-meaning.html

Why not? Pushing and prodding the possible, at TED@IBM. TED Institute. https://blog.ted.com/why-not-pushing-and-prodding-the-possible-at-tedibm/

10 ways that IT pros and developers can keep their tech skills up to date. TechRepublic. https://www.techrepublic.com/article/10-ways-that-it-pros-and-developers-can-keep-their-tech-skills-up-to-date/

Music, Integrated Media Alumnus Raphael Arar Makes Forbes' '30 Under 30' List. 24700: News from California Institute of the Arts. http://blog.calarts.edu/2017/01/05/music-and-integrated-media-alumnus-raphael-arar-makes-forbes-30-under-30-list/

Five Alums, BU Academy Graduate on Forbes "30 Under 30" Lists. BU Today. https://www.bu.edu/today/2017/alums-forbes-30-under-30/

Top 30 Under 30 in Cloud. Computer Business Review. https://www.cbronline.com/news/cloud/top-30-under-30-in-cloud/

—2016—

Thinking Design in the Lab. IBM.com. https://www.ibm.com/blogs/research/2016/08/design-thinking-ibm-research/

The Imaginary 20th Century. Entropy. https://entropymag.org/the-imaginary-20th-century/

—2014—

Machine Project Takes Over the Gamble House. KCET. https://www.kcet.org/shows/artbound/machine-project-takes-over-the-gamble-house

AxS Festival: Sights, Sounds, and Science Collide in Pasadena. KCET. https://www.kcet.org/shows/artbound/axs-festival-sights-sounds-and-science-collide-in-pasadena

Jewish art culture: Movin' on up to the East side. Jewish Journal. http://jewishjournal.com/culture/arts/129325/

—2013—

Forty Artists Aboard a Mobile Art Lab Want to Collaborate With You. GOOD. https://www.good.is/articles/forty-artists-aboard-a-mobile-art-lab-want-to-collaborate-with-you

Catch the Bus. Rise Art. https://www.riseart.com/article/2013-06-03-catch-the-bus

Digital art exhibit pioneering new movement. ninemsn.com

Aluminum Heartbeat. CNET. https://www.cnet.com/uk/pictures/future-tech-expo-sci-fi-saxes-3d-printed-human-hearts-pictures/7/

—2012—

Preview: Cyberarts. DigBoston. http://collisioncollective.org/show/collision-18

GAME PLAY Artist Interview: Raphael Arar (“Synth-a-Sketch”). B(RICK)LOG. http://bricktheater.blogspot.com/2012/07/game-play-artist-interview-raphael-arar.html

WHIRL: Build It Up to Boogie Down. DigBoston

Awards

—2024—

Grant Recipient. Regional Arts & Culture Council Arts C3 Program

—2022—

Awardee. Project Anywhere - Global Art Exhibition Program

Co-chair, Beyond Academia. Participatory Design Conference (PDC)

—2021—

Apple’s App of the Day. Scribble Together. August 9, 2021

—2020—

Apple’s App of the Day. Khan Academy. January 22, 2020

—2018—

Lumen Prize Short List - Artificial Intelligence Art. Nostalgia

TED Talk of the Day. TED.com. April 2, 2018

—2017—

Awardee. Forbes 30 Under 30, Enterprise Technology

IBM Academy of Technology, A-Level Accomplishment. IBM Travel Manager

—2016—

C3 (Creative Community Committee), Elected Member, Santa Cruz Museum of Art & History

IBM First Patent Filing Award. Cognitive UX

—2015—

C3 (Creative Community Committee), Elected Member, Santa Cruz Museum of Art & History

—2013—

MITX Visionary Award. OPENPediatrics

Webby Award. Liberty Mutual Responsibility Project

National Science Foundation Grant Researcher (California Institute of the Arts). Physical Computing

—2012—

National Science Foundation Grant Researcher (California Institute of the Arts). Computer Science

Communication Arts Webpick of the Day. John F. Kennedy Presidential Library & Museum

Dope Awards, 1st Place Web Winner. John F. Kennedy Presidential Library & Museum

—2010—

IBM Service Excellence Award

—2009—

Webby Award Nominee. Modernista!

Skills

DESIGN

Discursive Design, Systemic Design, User Experience Design, Service Design, Interface Design (including mobile, web, and software applications), Tangible Interaction Design (including physical computing), Information Design (including data visualization), Discursive/Speculative/Critical Design, Graphic Design, Rapid Prototyping, Information Architecture, Creative Direction, Art Direction, Digital Strategy, Branding, Usability Testing

PROGRAMMING

Javascript (Node.js, React), Arduino, Python, Java, C++, C, HTML, CSS, SQL, document databases, Unix

FABRICATION

Industrial Design, 3D Printing, Laser cutting, CNC Machining, Metalworking, Carpentry