Joshua A. Fisher

Muncie, IN | jafisherportfolio.com

Associate Professor and XR innovator with a Ph.D. from Georgia Tech, bridging industry and academia to create impactful emerging media experiences. Expertise in applied AI, interactive narrative, and XR design, demonstrated through over 40 peer-reviewed publications, successful funding acquisition, multiple product launches, and leadership in connecting academic and industry to drive XR design knowledge and development. Proven ability to translate cutting-edge research into practical applications and engaging pedagogy through the development of two different XR programs.

EDUCATION:

2019	**Ph.D. in Digital Media**
	Minor in Technology, Society, and Policy
	Georgia Institute of Technology | Atlanta, GA
	Dissertation: *Interactive Non-fiction with Reality Media: Rhetorical Affordances*

2015	**Master of Arts in Writing & Publishing, with Distinction**
	DePaul University | Chicago, IL
	Thesis: *Unplugged: An Augmented Reality Party of Poetry, Prose, and Music*

2009	**Bachelor of Arts, English Studies**
	Minor in Political Science
	Illinois State University | Normal, IL

CERTIFICATIONS:

2018	**Science, Technology, and Society**
	Georgia Institute of Technology | Atlanta, GA

2012	**Teaching English as a Foreign Language**
	TEFL Institute | Chicago, IL

SKILLS:

XR Dev & Design
- Unity (C#) & XR Mechanics
- WebXR (A-frame, 8th Wall)
- Mobile AR (ARKit/Core, Lens Studio, Effect House)
- Photogrammetry, Volumetric Capture)
- XR Interaction & UI Design

AI in XR & Systems
- NLP & Computer Vision for XR
- Google Cloud, Vertex AI, Dialogflow
- AI-Enhanced User Experiences
- Data and document annotation for training

Full-Stack Development
- JavaScript Frameworks (React.js, Three.js) & HTML/CSS
- Back-End Development (PHP, MySQL, Firebase)
- Native & Cross-Platform Mobile Apps
- CMS Customization

UX & Human-Centered Design
- UX/UI Design & Prototyping (Figma, Basalmiq, ShapesXR)
- Participatory & Research-

Entrepreneurship & Leadership
- Tech Entrepreneurship
- Product Management
- Agile Methodologies &

Pedagogy, Curriculum Dev & Research
- Immersive Media Curriculum Design (University Level)
- Studio-Based & Project-

Driven Design
- Ethical & Inclusive XR Design
- Interactive Storytelling & Narrative Design

Collaborative Workflows (GitHub, Trello)
- Grant Writing & Strategic Industry Partnerships

Based Teaching
- Agile Methodologies & Collaborative Workflows (GitHub, Trello)

BOOKS:

- **Fisher, J. A.**, Reyes, M. C., & Barbara, J. (2025). *An educator's guide to interactive digital narrative: Syllabi and resources from around the world*. Carnegie Mellon University. https://doi.org/10.1184/R1/28923917.v2

- **Fisher, J. A.** (Ed.). (2021). *Augmented and mixed reality for communities*. CRC Press. https://doi.org/10.1201/9781003052838

JOURNAL ARTICLES:

- **Fisher, J. A.**, & Palilonis, J. (2024). Assessment of journalism principles in media: An evaluative instrument. *Journalism Practice,* 1-25. https://doi.org/10.1080/17512786.2024.2394551

- **Fisher, J. A.**, & Samuels, J. T. (2024). Teaching virtual reality interactive digital narratives: A curriculum and case study. *Journal of Interactive Narrative*, *1*(1). Article 5. https://doi.org/10.62937/JIN.2024.GYAP6587

- Koenitz, H., **Fisher, J. A.**, Sullivan, A., Eladhari, M. P., & Cook, M. (2024). The importance of representative likeness: Why we should represent interactive digital narrative with interaction. *Journal of Interactive Narrative*, *1*(1). Article 2. https://doi.org/10.62937/JIN.2024.TWME9651

- **Fisher, J. A.** (2023). Teaching creatives to be A.I. provocateurs: Establishing a digital humanist approach for generative A.I. in the classroom. *Tradition Innovations in Arts, Design, and Media Higher Education, 1*(1), Article 5. https://doi.org/10.9741/2996-4873.1002

- **Fisher, J. A.**, & Castells, A. G. (2022). The ethics of realism as a new media language in immersive media. *Revista FAMECOS*, *29*(1), e43375-e43375. https://doi.org/10.15448/1980-3729.2022.1.43375

- **Fisher, J. A.** (2022). Epistemic rhetoric in virtual reality interactive factual narratives. *Frontiers in Virtual Reality*, *3*, Article 845489. https://doi.org/10.3389/frvir.2022.845489

- **Fisher, J. A.** (2018). Bauhaus scenography for virtual reality. *Virtual Creativity*, *8*(1), 39–57. https://doi.org/10.1386/vcr.8.1.39_1

BOOK CHAPTERS:

- **Fisher, J. A.** (in press). Location-based mixed reality interactive narratives and the complexity of spatial justice. In H. Koenitz, P. Lankoski, M. P. Eladhari, & J. Murray (Eds.), *Interactive narrative design*. ETC Press.

- **Fisher, J. A.**, & Gifreu Castells, A. (in press). In defense of dirt: Media literacy for ethical augmented reality representations. In E. García de Torres, C. Lago, & T. Nicolás Gavilán (Eds.), *Journalism: critical issues in media ethics*. McGraw Hill.

- **Fisher, J. A.** (2023). Building capacity for an immersive media course at a small liberal arts college. In M. Brown (Ed.), *The ethics of virtual reality education in the classroom* (pp. 98-117). Routledge.

- **Fisher, J. A.**, & Liss, L. (2022). Scales of inclusion in a vertically integrated program for community focused interactive experiences. In L. Daniela (Ed.), *Inclusive digital education* (pp. 175-185). Cham: Springer International Publishing.

- Blumenthal, H., & **Fisher, J. A.** (2021). Augmented reality, aura, and the design of cultural spaces. In J. A. Fisher (Ed.), *Augmented and Mixed Reality for Communities* (pp. 199-212). CRC Press.

- **Fisher, J. A.** (2020). Mixed Reality applied theatre at universities. In *New Perspectives on Virtual and Augmented Reality* (pp. 49-63). Routledge.

REFEREED CONFERENCE PROCEEDINGS:

- Li, T., **Fisher, J. A.**, & Youn, H. (2025). Promoting culturally responsive teaching via educational game design –Teachers as educational game designers. In *Proceedings of the International Conference of the Learning Sciences (ICLS) 2025*. International Society of the Learning Sciences.

- **Fisher, J. A.**, Reyes, M. C., & Barbara, J. (2024). Interactive digital narrative syllabi from around the world: A preliminary analysis. In J. T. Murray & M. C. Reyes (Eds.), *Interactive Digital Storytelling* (LNCS 15467, pp. 19–38). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-78453-8_2

- Gonzales, I., **Fisher, J.A.** (2025). Overlapping Expectations: Studying the Genre Relationship of Open-World and Ecocritical Genres. In: Murray, J.T., Reyes, M.C. (eds) Interactive Storytelling. ICIDS 2024. Lecture Notes in Computer Science, vol 15467. Springer, Cham. https://doi.org/10.1007/978-3-031-78453-8_16

- Silva, R. M. L., Cardenas Gasca, A. M., **Fisher, J. A.**, Principe Cruz, E., Jauregui, C., Lueck, A., Liu, F., Monroy-Hernández, A., & Lukoff, K. (2024). With or without permission: Site-specific augmented reality for social justice. In *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '24)* (Article 497). Association for Computing Machinery. https://doi.org/10.1145/3613905.3636283

- **Fisher, J. A.**, & Rochaix, F. (2024). *The Clarkston AR gateways project: Anchoring refugee presence and narratives in a small town* (arXiv:2404.08179). arXiv. https://doi.org/10.48550/arXiv.2404.08179

- **Fisher, J. A.** (2023). Centering the human: Digital humanism and the practice of using generative AI in the authoring of interactive digital narratives. In L. Holloway-Attaway & J. T. Murray (Eds.), *Interactive Storytelling* (Lecture Notes in Computer Science, Vol. 14383). Springer. https://doi.org/10.1007/978-3-031-47655-6_5

- Antognoli, D., & **Fisher, J. A.** (2023). A proposed taxonomy for the design qualities of video game loading interfaces and processes. *Proceedings of the Digital Games Research Association Conference (DiGRA 2023)*. Digital Games Research Association. https://dl.digra.org/index.php/dl/article/view/1928

- **Fisher, J. A.**, Vosmeer, M., & Barbara, J. (2022). A new research agenda: Writing for virtual reality interactive narratives. In D. Lamas, J. Martins, L. Nacke, & M. C. N. Roque (Eds.), *Interactive Digital Storytelling* (pp. 673–683). Springer International Publishing. https://doi.org/10.1007/978-3-031-22298-6_43

- Reyes, Z., & **Fisher, J. A.** (2022). The impacts of virtual reality avatar creation and embodiment on transgender and genderqueer individuals in games. *Proceedings of the 17th International Conference on the Foundations of Digital Games (FDG '22)*, Article 1, 1–10. ACM. https://doi.org/10.1145/3472538.3472540

- **Fisher, J. A.**, & Samuels, J. T. (2021). A proposed curriculum for an introductory course on interactive digital narratives in virtual reality. In A. Mitchell & M. Vosmeer (Eds.), *Interactive Storytelling: ICIDS 2021* (Lecture Notes in Computer Science, Vol. 13138). Springer. https://doi.org/10.1007/978-3-030-92300-6_47

- **Fisher, J. A.** (2021). The ontology of mixed reality agents memorializing the dead and dying. In M. Rauterberg (Ed.), *Culture and computing: Design thinking and cultural computing. HCII 2021* (Lecture Notes in Computer Science, Vol. 12795). Springer. https://doi.org/10.1007/978-3-030-77431-8_11

- Antognoli, D., & **Fisher, J.A.** (2021). The purposes and meanings of video game bathrooms. In *Proceedings of the 2021 IEEE Conference on Games (CoG)* (pp. 1–8). IEEE. https://doi.org/10.1109/CoG52621.2021.9619132

- **Fisher, J. A.**, & Schoemann, S. (2018). Toward an ethics of interactive storytelling at dark tourism sites in virtual reality. In R. Rouse, H. Koenitz, & M. Haahr (Eds.), *Interactive storytelling: ICIDS 2018* (Lecture Notes in Computer Science, Vol. 11318). Springer. https://doi.org/10.1007/978-3-030-04028-4_68

- **Fisher, J. A.**, & Bolter, J. D. (2018). Ethical considerations for AR experiences at dark tourism sites. In *Proceedings of the 2018 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)* (pp. 365–369). IEEE. https://doi.org/10.1109/ISMAR-Adjunct.2018.00106

- **Fisher, J. A.**, Shangguan, L., & Crisp, J. S. (2018). Developing a platform for community-curated mixed reality play spaces. In *Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts* (CHI PLAY '18 Extended Abstracts, pp. 423–429). Association for Computing Machinery. https://doi.org/10.1145/3270316.3271513

- **Fisher, J. A.** (2017). Empathic actualities: Toward a taxonomy of empathy in virtual reality. In N. Nunes, I. Oakley, & V. Nisi (Eds.), *Interactive Storytelling: ICIDS 2017* (Lecture Notes in Computer Science, Vol. 10690). Springer. https://doi.org/10.1007/978-3-319-71027-3_19

- **Fisher, J. A.**, Garg, A., Wang, W., & Singh, K. P. (2017). Bauhaus scenography for virtual environments. In *Proceedings of the 2017 23rd International Conference on Virtual System & Multimedia (VSMM)* (pp. 1–4). IEEE. https://doi.org/10.1109/VSMM.2017.8346300

- Garg, A., **Fisher, J. A.**, Wang, W., & Singh, K. P. (2017). Ares: An application of impossible spaces for natural locomotion in VR. In *Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '17, pp. 218–221). Association for Computing Machinery. https://doi.org/10.1145/3027063.3048416

- **Fisher, J. A.**, Garg, A., Singh, K. P., & Wang, W. (2017). Designing intentional impossible spaces in virtual reality narratives: A case study. In *Proceedings of the 2017 IEEE Virtual Reality (VR)* (pp. 379–380). IEEE. https://doi.org/10.1109/VR.2017.7892335

- **Fisher, J. A.** (2016). Strong concepts for designing non-verbal interactions in mixed reality narratives. In F. Nack & A. Gordon (Eds.), *Interactive storytelling: ICIDS 2016* (Lecture Notes in Computer Science, Vol. 10045). Springer. https://doi.org/10.1007/978-3-319-48279-8_26

- **Fisher, J. A.** (2016). Utilizing the mixed reality cube taxonomy for interactive documentary research. In *Proceedings of the 1st International Workshop on Multimedia Alternate Realities* (AltMM '16, pp. 9–14). Association for Computing Machinery. https://doi.org/10.1145/2983298.2983299

- **Fisher, J. A.** (2016). Researching the affordances of gaze-activated mixed reality mobile media browsing for immersive 360° VR videos. Paper presented at the ACM TVX 2016 Doctoral Consortium, Chicago, IL, USA.

PATENTS:

- **Fisher, J. A.**, & Applebaum, J. (2017). Media device that uses geolocated hotspots to deliver content data on a hyper-local basis (U.S. Patent No. 9,813,861). U.S. Patent and Trademark Office.

KEYNOTE TALKS:

- **Fisher, J. A.** (2020, October 20). *Current trends in XR research* [Keynote address]. Association for Research of Interactive Digital Narrative (ARDIN) Monthly Meeting, Online.
- **Fisher, J. A.** (2020, July 13). *XR and fashion* [Keynote address]. Chicago Merchandising Association Meeting, Chicago, IL, United States.
- **Fisher, J. A.** (2019, April 24). *Horizons: Art and technology* [Keynote address]. Georgia Institute of Technology, Atlanta, GA, United States.

INVITED TALKS:

- **Fisher, J. A.**, & Samuels, J. T. (2022, February 10). *National youth art movement and immersive media for youth empowerment* [Invited presentation]. Collective Impact Series, Online (Chicago, IL).
- **Fisher, J. A.** (2021, December 11). *Applied theater with mixed reality for participatory futures* [Invited talk]. University of Skövde, Online (Skövde, Sweden based).
- **Fisher, J. A.**, & Shangguan, L. (2018, October 4-6). *Designing XR games* [Invited talk]. SIEGE: The Southern Interactive Entertainment and Game Expo, Atlanta, GA, United States.

GOVERNMENT TESTIMONY:

- **Fisher, J. A.** (2023, October 25). *AI in higher education* [Testimony]. The Interim Study Committee for Commerce and Economic Development, Indiana General Assembly, Indianapolis, IN, United States.

CONFERENCE PRESENTATIONS:

- **Fisher, J. A.**, Reyes, M. C., & Barbara, J. (2024, December 2-6). *Interactive digital narrative syllabi from around the world: A preliminary analysis* [Conference presentation]. International Conference on Interactive Digital Storytelling (ICIDS 2024), Barranquilla, Colombia.
- **Fisher, J. A.**, & Rochaix, F. (2024, May 11-16). *The Clarkston AR gateways project: Anchoring refugee presence and narratives in a small town* [Workshop presentation]. With or Without Permission Workshop at the ACM Conference on Human Factors in Computing Systems (CHI 2024), Honolulu, HI, United States.
- **Fisher, J. A.** (2023, November 11-15). *Centering the human: Digital humanism and the practice of using generative AI in the authoring of interactive digital narratives* [Conference presentation]. International Conference on Interactive Digital Storytelling (ICIDS 2023), Kobe, Japan.
- Samuels, J. T., & **Fisher, J. A.** (2023, March 9-11). *Preventative measures: A conflict resolution and project-based curriculum for developing student-led*

compassionate school systems to mitigate gun violence [Conference presentation]. Lake County Safety Conference, Lake County, IL, United States.

- **Fisher, J. A.**, Vosmeer, M., & Barbara, J. (2022, December 4-7). *A new research agenda: Writing for virtual reality interactive narratives* [Conference presentation]. International Conference on Interactive Digital Storytelling (ICIDS 2022), Santa Cruz, CA, United States.

- **Fisher, J. A.**, & Samuels, J. T. (2021, December 7-10). *A proposed curriculum for an introductory course on interactive digital narratives in virtual reality* [Conference presentation]. International Conference on Interactive Digital Storytelling (ICIDS 2021), Tallinn, Estonia / Online.

- **Fisher, J. A.** (2021, November 20). *Teaching VR interaction design through interactive storytelling* [Event presentation]. 5th Annual Virtual Reality Day, Online.

- **Fisher, J. A.** (2021, July 24-29). *The ontology of mixed reality agents memorializing the dead and dying* [Conference presentation]. International Conference on Human-Computer Interaction (HCII 2021), Washington D.C., United States / Online.

- **Fisher, J. A.** (2021, September 20-22). *Serious games and simulations with community partners* [Conference presentation]. 7th Annual Global Academy of Liberal Arts (GALA) Conference, Online.

- **Fisher, J. A.** (2020, April 24-25). *Extended reality agents memorializing the dead and dying* [Symposium presentation]. The Documentary in the Digital Symposium, Bayreuth University, Bayreuth, Germany.

- **Fisher, J. A.**, & Schoemann, S. (2018, December 5-8). *Toward an ethics of interactive storytelling at dark tourism sites in virtual reality* [Conference presentation]. International Conference on Interactive Digital Storytelling (ICIDS 2018), Dublin, Ireland.

- **Fisher, J. A.** (2017, November 14-17). *Empathic actualities: Toward a taxonomy of empathy in virtual reality* [Conference presentation]. International Conference on Interactive Digital Storytelling (ICIDS 2017), Funchal, Madeira, Portugal.

- Kozubaev, S., & **Fisher, J. A.** (2017, November 9-12). *Utopian objects: Vannevar Bush's Memex and speculating with things* [Conference presentation]. 42nd Meeting of the Society for Utopian Studies, Memphis, TN, United States.

- **Fisher, J. A.**, Garg, A., Wang, W., & Singh, K. P. (2017, October 30 - November 4). *Bauhaus scenography for virtual environments* [Conference presentation]. 23rd International Conference on Virtual Systems and Multimedia (VSMM 2017), Dublin, Ireland.

- **Fisher, J. A.** (2016, November 15-18). *Strong concepts for designing non-verbal interactions in mixed reality narratives* [Conference presentation]. International Conference on Interactive Digital Storytelling (ICIDS 2016), Los Angeles, CA, United States.

- **Fisher, J. A.** (2016, October 16). *Utilizing the mixed reality cube taxonomy for interactive documentary research* [Workshop presentation]. 1st International Workshop on Multimedia Alternate Realities (AltMM '16) at ACM Multimedia 2016, Amsterdam, The Netherlands.

- **Fisher, J. A.** (2016, June 22-24). *Researching the affordances of gaze-activated mixed reality mobile media Browse for immersive 360° VR videos* [Doctoral consortium presentation]. ACM International Conference on Interactive Experiences for TV and Online Video (ACM TVX 2016), Chicago, IL, United States.

- **Fisher, J. A.** (2014, April 25). *Handheld time machine: Mobile augmented reality and historical narratives* [Conference presentation]. Visualizing the Past / Imagining the Future Conference, University of St. Thomas, Minneapolis, MN, United States.

- **Fisher, J. A.** (2014, February 5). *Infused & localized education* [Seminar presentation]. Digital Seminar Talk Series, Obermann Center for Advanced Studies, University of Iowa, Iowa City, IA, United States.

PANEL PRESENTATIONS:

- **Fisher, J. A.**, Seo, J. H., & Keyes, O. (2024, January 8). *Teaching art, design, and media in the age of AI* [Panel presentation]. a2ru Panel, Online.

- **Fisher, J. A.**, Tailleur, T., Bivins, T., Wallace, A., & Baumann, S. (2023, May 23). *When ethics and technology collide—Chat GPT what every media educator needs to know* [Panel moderator]. AEJMC PF&R Panel, Online.

- **Fisher, J. A.**, O'Connell, S., Kilker, J., & Boisvert, H. (2023, October 5). *AI provocateurs* [Panel presentation]. a2ru Journal Launch Event, Online.

- **Fisher, J. A.**, Begum, M., Kalota, F., & Tanksale, V. (2023, September 19). *Generative AI and academia: Implications for teaching and research* [Panel presentation]. Ball State University Graduate School, Muncie, IN, United States.

- **Fisher, J. A.** (2018, August 4). *Panel on what is virtual reality and how it intersects with film* [Panel presentation]. FilmHubATL at the SAE Institute, Atlanta, GA, United States.

- **Fisher, J. A.**, Kane, M., & Martin, B. (2018, March 13). *Art + tech panel* [Panel presentation]. Computer Science for Good Organization, Georgia Institute of Technology, Atlanta, GA, United States.

- **Fisher, J. A.**, Garg, A., Huber, A., Lin, T. (M.-H.), & Ghosh, S. (2017, February 27). *Panel on AR/VR* [Panel discussion]. World IA Day 2017, Atlanta, GA, United States.

- **Fisher, J. A.** (2014, December 10). Digital publishing mobile literature applications. In *Digital publishing trends* [Panel presentation]. Chicago Women in Publishing, Chicago, IL, United States.

WORKSHOPS:

- **Fisher, J. A.,** & Rochaix, F. (2024, May 11-16). *The Clarkston AR gateways project: Anchoring refugee presence and narratives in a small town* [Workshop presentation]. With or Without Permission Workshop at the ACM Conference

on Human Factors in Computing Systems (CHI 2024), Honolulu, HI, United States.

- Fisher, J. A. (2023, August 8-11). *The state of teaching interactive digital narrative* [Workshop presentation]. INDCOR Training School, EU COST Action INDCOR (Interactive Narrative Design for Complexity Representations), Las Palmas, Gran Canaria, Spain.

- **Fisher, J. A.** (2020, July 6-10). *Applied theater for developing participatory design fictions in virtual reality* [Workshop presentation]. CCC through Design Fiction in VR Workshop at the ACM Conference on Designing Interactive Systems (DIS 2020), Online.

- **Fisher, J. A.** (2014, June 19-21). *Hold the light workshop on programming electronic literature with Kwiksher* [Workshop conducted]. Electronic Literature Conference 2014, Milwaukee, WI, United States.

POSTERS & DEMOS:

- **Fisher, J. A.** *Utilizing AI to expand access to Unity workflows for journalism and strategic communication students to develop interactive storytelling in virtual reality* [Conference presentation]. The Association for Education in Journalism and Mass Communication Annual Conference, San Francisco, CA, United States. (Anticipated Publication in August)

- **Fisher, J. A.**, Foulger, M., & Edwards, J. (2019, November 19-22). *Practical insights for XR devised performances* [Poster session]. International Conference on Interactive Digital Storytelling (ICIDS 2019), Salt Lake City, UT, United States.

- **Fisher, J. A.**, Garg, A. P., Singh, K. P., & Wang, W. (2017, March 18-22). *Designing intentional impossible spaces to increase presence in virtual reality narratives* [Poster session]. IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR 2017), Los Angeles, CA, United States.

- **Fisher, J. A.** (2014). *Infused geo-locative storytelling* [Colloquium presentation]. Digital Humanities Colloquium, DePaul University, Chicago, IL, United States.

INSTALLATIONS:

- **Fisher, J. A.** (November 2020 – February 2021). *Your Voice || Our Voice* [Mixed Reality Installation]. Museum of Contemporary Photography, Chicago, IL, United States.
- **Fisher, J. A., & Foulger, M.** (2019, February). *The Safety Show* [Augmented Reality Performance]. DramaTech Theater, Ferst Center of the Arts, Atlanta, GA, United States.
- Engberg, M., Linder, P., Bolter, J. D**.**, **Fisher, J. A.**, & Freeman, C. (March 2017 – August 2017). *Larmgränd* [Augmented Reality Installation]. Teknikens och Sjöfartens hus, Malmö, Sweden.

- **Fisher, J. A.**, Moore, J., & Glazebrook, H. (May 2017). *Flint Speaks* [Mixed Reality Installation]. EyeDrum Gallery, Atlanta, GA, United States.

COMMERCIAL PROJECTS:

- Fisher, J. A. (2025). *360-WebVR training application for electrical workers* [VR training software]. PIKE Electric, Indianapolis, IN.
- Fisher, J. A. (2024). *VR training application for fleet safety* [VR training software]. Waste Connections, Chicago, IL.
- **Fisher, J. A.** (2022). *USAA Army vs. Navy augmented reality magic mirror* [Augmented reality application]. USAA, Philadelphia, PA.
- **Fisher, J. A.** (2021). *ESSENCE cultural heritage augmented reality application* [Augmented reality application]. Immersive Path, New Orleans, LA.
- **Fisher, J. A.**, & Applebaum, J. (2015). *Arlo the Whale* [Mobile app]. Appoet.org, Chicago, IL.
- **Fisher, J. A.** (2014). *Custom Medical Stock Photo Live Media* [Mobile app]. Appoet.org, Chicago, IL.
- **Fisher, J. A.**, & Applebaum, J. (2013). *Festival of Lights* [Mobile app]. Appoet.org, Chicago, IL.
- **Fisher, J. A.**, & Applebaum, J. (2013). *Infused* [Mobile app]. Appoet.org, Chicago, IL.
- **Fisher, J. A.**, & Applebaum, J. (2013). *The Poet's Almanac* [Mobile app]. Appoet.org, Chicago, IL.
- **Fisher, J. A.**, & Applebaum, J. (2013). *O, Miami* [Mobile app]. Appoet.org, Chicago, IL.
- **Fisher, J. A.** (2012). *What We Mean* [Mobile app]. Appoet.org, Chicago, IL.

OPEN SOURCE SOFTWARE AND PROJECTS:

- Shiffman, D. (2021, January 1). *Nature of code for Unity* (**J. A. Fisher**, Ed. & Trans.). Nature of Code Unity. https://natureofcodeunity.com/
- **Fisher, J. A.** (2021, December 1). *Resources for teaching interactive digital narratives in virtual reality* [Online educational resources and code repository]. GitHub. https://github.com/jadlerfisher/IDNin-VR-Resources

GUEST LECTURES:

- **Fisher, J. A.** (2024, June 23). *Creating public AR* [Guest lecture]. Department of Fine Arts, Georgia State University—Perimeter College, Atlanta, GA, United States.

- **Fisher, J. A.** (2023, April 25). *Immersive journalism* [Guest lecture]. College of Architecture, Ball State University, Muncie, IN, United States.

- **Fisher, J. A.** (2022, November 10). *XR experiences for education* [Guest lecture]. Burris Laboratory School, Muncie, IN, United States.

- **Fisher, J. A.** (2021, March 4). *Immersive journalism* [Guest lecture]. Department of Journalism, Columbia College Chicago, Online.

- **Fisher, J. A.** (2021, February 13). *Immersive storytelling and ethics* [Guest lecture]. Johnny Carson Center for Emerging Media Arts, University of Nebraska, Online.

- **Fisher, J. A.** (2019, October 14). *Interactive storytelling in cinema* [Guest lecture]. Department of Cinema, Columbia College Chicago, Online.

- **Fisher, J. A. (**2018, November 16). *Augmented reality in art education* [Guest lecture]. College of Art, Georgia State University, Atlanta, GA, United States.

- **Fisher, J. A.** (2018, January 20). *Documentary, design, and reality media* [Guest lecture]. Department of Games and Simulation Arts and Sciences Rensselaer Polytechnic Institute, Online.

- **Fisher, J. A.** (2017, March 23). *Toward the social construction of augmented realities* [Invited lecture]. Special Lecture Series, Malmö University, Malmö, Sweden.

- **Fisher, J. A.** (2013, October 10). *How to build electronic literature* [Guest lecture]. Electronic Literature course (Instructor: S. Moulthrop), University of Wisconsin-Milwaukee, Milwaukee, WI, United States.

MEDIA APPEARENCES:

- (2023, October 25). Interview/Mention. Indiana lawmakers considering future AI rules and regulations citing privacy concerns. *WXIN-TV Fox 59 News* (Indianapolis). [State]. https://fox59.com/news/politics/indiana-lawmakers-considering-future-ai-rules-and-regulations-citing-privacy-concerns/

- (2023, October 16). Interview/Quoted. Embodying Einstein in VR could make you more confident on IQ tests: The 'Proteus effect' explains why. *Popular Mechanics*. [International]. https://www.popularmechanics.com/science/health/a45522065/what-is-the-proteus-effect/

- (2023, June 20). Interview. Here's What's New with ChatGPT. *WXIN-TV Fox 59 News* (Indianapolis). [Regional]. https://fox59.com/morning-news/heres-whats-new-with-chatgpt/

- (2023, March 28). Interview. Students Can Get Real Experience at FREE AR (Augmented Reality) Workshop. *Muncie Journal*. [Regional].

https://www.munciejournal.com/2023/03/students-can-get-real-experience-at-free-ar-augmented-reality-workshop/

- (2023, March 8). Interview. Segment/Article on ChatGPT and teaching. *WTHR-TV 13 News* (Indianapolis). [State].

- (2021, March 14). Interview. Episode on social engagement and emerging media. *Wisdom Wednesdays Podcast*. [International].

ACADEMIC EMPLOYMENT:

2025 - Current 2022 – 2025	**Associate Professor of Emerging Media Design and Development** **Assistant Professor of Emerging Media Design and Development** Center for Emerging Media Design and Development, College of Communication, Information, and Media, Ball State University | Muncie, IN Researching and teaching UX, design, interactive narrative, non-fiction immersive media, and more through the Center for Emerging Media Design and Development. Runs a VR storytelling and usability lab for the College of Communication, Information, and Media. Serves as the Co-chair for the XR Certificate Program. Chairs the Inclusive Excellence Committee for the School of Journalism and Strategic Communication. Developed XR workshops for low-income and small-town communities as part of a workforce development program to build equitable access to the emerging immersive media economy. Chairs multiple thesis and creative projects for graduate students each year.
2022 – 2024	**Program Leader - Professional Certificate of AR/VR Development** New York University's Tandon School of Engineering, Emeritus Inc. | Remote Through Emeritus, I was a Program Leader for New York University's Professional Certificate in AR/VR Development and 3D Graphics. I supplemented the XR design and development curriculum with individual project coaching. I met with students one-on-one to help them complete their coursework and develop compelling capstone projects.
2019 – 2022	**Assistant Professor of Immersive Media** Interactive Media and Arts, Columbia College Chicago | Chicago, IL Developed a top-ranked Immersive Media minor and BA program. Ran two separate XR labs for the development of simulations, immersive experiences, and volumetric content. Taught courses on interaction design, user experiences, serious games and simulations, AI, and immersive media. Involved in growing and developing curriculum goals to meet the needs of the emerging media industry. Coordinated the interaction design program which included syllabi review, lecturer management, and course development. Contributed to the development and management of the School of Media Arts' Design Lab. Coordinated undergraduate and faculty engagement with community groups, such as the Economic Awareness Council and the National Youth Arts Movement, to produce research and public-

facing interactive media. Focused on producing inclusive material to prepare the next generation of immersive media practitioners.

2017 – 2019	**Research Assistant**
	Augmented Environments Lab, Georgia Institute of Technology	Atlanta, GA

Contributed to the research and development of templates for augmented and mixed reality experiences. Researched and published on experience design with XR technologies. Developed room-scale VR experiences for WebVR and the HTC Vive. Led the development of platforms for socially engaged augmented reality storytelling by training and leading two groups of undergraduate student researchers. Developed partnerships across campus to collaborate on novel community-based augmented and virtual reality.

2015 – 2017	**Instructor**
	School of Literature, Media, and Communication, Ivan Allen College, Georgia Institute of Technology	Atlanta, GA

Taught three separate courses within the Ivan Allen College of Liberal Arts. These courses were Communication and Culture, a media theory and cultural studies course; Principles of Visual Design, a graphic design course; and Video Production, a traditional course on film with a focus on 360 VR video and emerging practices. Actively sought out opportunities to connect classroom projects to the greater Georgia Tech and Atlanta community. This led to partnerships with local homeless shelters, the office of the Arts, and various student business accelerators.

GRADUATE STUDENT THESIS SUPERVISION:

- **Gasque, T.** (Doctoral Committee Member). (2025, March). *Queering Interactive Digital Narrative*. Ph.D. in Digital Media, Georgia Institute of Technology. (Supervision period: August 2020 - March 2025).

- **Gonzalez Morales, A.** (Master's Thesis Committee Chair/Advisor). (May, 2025). *Correctional Officers' Perceptions of Mental Health Resources*. M.A. in Emerging Media Design and Development (EMDD), Ball State University. (Supervision period: August 2024 - Present).

- **Chapman, B.** (Master's Thesis Committee Chair/Advisor). (May, 2025). *Gaming News Consumption Habits and Disconnects*. M.A. in Emerging Media Design and Development (EMDD), Ball State University. (Supervision period: August 2024 - Present).

- **Ogunsola, O.** (Master's Thesis Committee Chair/Advisor). (May, 2025). *Beyond Likes: How Personality Traits Predict Saving Behavior on Instagram*. M.A. in Emerging Media Design and Development (EMDD), Ball State University. (Supervision period: August 2024 - March 2025).

- **Gonzalez, I.** (Master's Thesis Committee Chair/Advisor). (2024, November). *The Galaxy is at Peace: A Genre-level Analysis of Metroidvanias*. M.A. in

Emerging Media Design and Development (EMDD), Ball State University. (Supervision period: January 2024 - November 2024).

- **Jamil Pour, A.** (Creative Project Chair). (2024, June). *Designing a VR Application to Reduce Public Speaking Fears by Incorporating Personalized Scenarios and Virtual Audiences*. M.A. in Emerging Media Design and Development (EMDD), Ball State University. (Supervision period: August 2023 - June 2024).

- **Weinzapfel, O.** (Creative Project Chair). (2024, March). *Virtual Reality for Language Learning Classrooms*. M.A. in Emerging Media Design and Development (EMDD), Ball State University. (Supervision period: August 2023 - March 2024).

- **Aamir, Z.** (Master's Thesis Committee Chair/Advisor). (2023, May). *User Privacy Considerations in Virtual Reality*. M.A. in Emerging Media Design and Development (EMDD), Ball State University. (Supervision period: August 2022 - May 2023).

- **Reyes, Z.** (Master's Thesis Committee Chair/Advisor). (2022, December). *The Impacts of Virtual Reality Avatar Creation and Embodiment on Transgender and Genderqueer Individuals in Games*. M.A. in Interactive Arts and Media, Columbia College Chicago. (Supervision period: January 2021 - December 2022).

HONORS & ACHIEVEMENTS:

2022, 2025	The Marilyn Weaver Faculty Fellowship, Ball State University
2024	Best Paper at ICIDS 2024, Universidad del Norte (Colombia)
2023	High Technology Recognition, College of Communication, Information and Media Ball State University
2022	Diversity Fellowship, Ball State University
2021	Best Paper at ICIDS 2021, University of Tallinn
2021	Immersive Media BA ranked in Top 50 Programs Nationally and Top 25 for Private Colleges, Animation Career Review
2021	Nominated for Best Paper at IEEE-CoG 2021, IT University of Copenhagen
2019	James Dean Young Award, Georgia Institute of Technology
2019	Excellence in Teaching Award, Georgia Institute of Technology
2018	Georgia Tech Arts@Tech Art Fellow, Georgia Institute of Technology
2017	Excellence in Teaching Award, Georgia Institute of Technology
2017	Georgia Tech Leadership Fellow, Georgia Institute of Technology
2017	2nd Place at the CHI Student Game Competition 2017, CHI-Play
2016	Nominated for Best Paper at ICIDS 2016, USC-Creative Institute of Technology

2014	Graduated with Distinction, DePaul University
2013	Top 10 iOS Apps for *What We Mean* in January, The Guardian
2013	Honorable mention for *What We Mean*, Corona SDK

JOURNAL & EDITORIAL BOARD ROLES:

2022 - Current	Managing Editor, Journal for Interactive Narrative Research, ETC Press
2022 - 2023	Special Issue Editor, Virtual Reality Storytelling, Frontiers in Virtual Reality, Frontiers
2022	Special Issue Editor, Immersive Media: Emerging Approaches to the Experience Economy, Journalism and Media, MDPI

AFFILIATIONS:

2021	Youth Leadership & Gun Violence Prevention (YLGVP) Curriculum Project Leader, National Youth Arts Movement
2020	Board Member, VRAR Association Chicago Chapter
2019	Board Member, Association for Research in Digital Interactive Narratives
2018	Arts Fellow, The Office of the Arts, Georgia Institute of Technology
2017	Advisor on the Board of Advisors, Fanboard Inc.
2017	Fellow, Leading Edge Leadership Program, Georgia Institute of Technology
2017	Community Needs Liaison, Ivan Allen College Graduate Student Advisory Board
2017	Member, VRAR Association of Atlanta
2016	Member, The Design Lab, Georgia Institute of Technology
2016	Member, Leading Edge Leadership Program, Georgia Institute of Technology
2015	Mentor, Augmented Environments Lab, Georgia Institute of Technology
2013	Vice President, English Student Association, DePaul University

GRANTS & FUNDING:

2025	$30K Production Funding from Waste Connections for Immersive Training Project
2024	$150K Production Funding from PIKE for Immersive Training Project
2024	$2000 Teaching Grant for AI, Ball State University Teaching Grants
2023	$3000 Travel Grant, EU COST Action INDCOR
2023	$2000 Development Grant, Ball State University Research Grants

2022	$2000 Travel Grant, Ball State University Research Grants
2021	$1500 Travel Grant, Columbia College Chicago Research Grants
2020	$1500 Research Grant, Columbia College Chicago Research Grants
2019	$1200 Travel Grant, Columbia College Chicago Research Grants
2018	$1500 Travel Grant, Georgia Institute of Technology
2018	$6,000 Creative Curriculum Initiative Grant, Arts@Tech, Georgia Institute of Technology
2018	$10K Production Grant, Arthur M. Blank Foundation
2018	$750 Fellowship, Arts@Tech Arts Fellow, Georgia Institute of Technology
2017	$3,000 Fellowship, Leading Edge Program, Georgia Institute of Technology
2017	$400 Travel Grant, International Conference on Interactive Digital Storytelling
2017	$2,000 Research Grant, Wesley Foundation
2017	$6,000 Research Grant, Georgia Institute of Technology
2017	$2000 Travel Grant, Georgia Institute of Technology
2016	$1500 Travel Grant, Georgia Institute of Technology
2013	$20,000 Investment, Elmspring Startup Accelerator, 1871 Co-working space
2012	$8,000 Investment, Kickstarter Campaign for Localized AR Storytelling, Kickstarter

ACADEMIC & COLLEGE SERVICE:

- **Service to the Profession (International/National)**
  - Expert Reviewer for XR, European Union's Cooperation in Science and Technology (COST), 2024 - Current
  - Reviewer for Frontiers of Virtual Reality (2021-2024)
  - Reviewer for Journal Studies in Documentary Film (2023)
  - Track Chair for Applications and Case Studies, ICIDS 2023
  - Track Chair for Applications and Case Studies, ICIDS 2022
  - Program Committee, International Conference on Interactive and Digital Storytelling (ICIDS), 2016 - 2025
  - Virtual Conference Co-chair, International Conference on Interactive and Digital Storytelling (ICIDS) 2021
  - Reviewer, Foundations of Digital Games (FDG), 2021
  - Reviewer, IEEE Conference on Games (COG), 2021
  - XR Board member, Association for Research in Digital Interactive Narratives (2020 - Current)
  - Reviewer, Journal of Multimedia Tools and Applications (2019 - Current)
  - Reviewer, Computer Human Interaction (CHI), 2016 - 2021
  - Reviewer, Tangible, Embedded, and Embodied Interactions (TEI), 2019
  - Associate Chair for Impacting Culture and Society, ICIDS 2019

- o Senior Program Chair for Impacting Culture and Society, ICIDS 2018
- o Associate Chair for Works-in-Progress, CHI Play 2018
- o Reviewer, Designing Interactive Systems 2018
- o Reviewer, International Conference on Interactive Experiences for Television and Online Video, 2016

- **University Service**
  - o *Ball State University:*
    - Co-chair of the XR Certificate, College of Communication, Information, and Media (2023 - Current)
    - Chair DEI Committee, School of Journalism and Strategic Communication (2024 - Current)
    - Vice chair DEI Committee, School of Journalism and Strategic Communication (2023 - 2024)
  - o *Columbia College Chicago:*
    - Provosts Strategic Planning Steering Committee (2021 - 2022)
    - Co-chair of Academic Affairs - Faculty Senate (2021 - 2022)
    - Program Coordinator of Interaction Design (2020 - 2022)
  - o *Georgia Institute of Technology:*
    - Search Committee for a Director of the Arts (2019)
    - CCI Grant Reviewer, Office of the Arts (2018)

INDUSTRY EXPERIENCE:

2024 – Current

Principal Digital Director
Pageless Studios | Muncie, Indiana
As the principal consultant on all digital projects related to Augmented, Mixed, and Virtual Reality. Manages a team of independent developers and designers to deliver experiences in an agile and iterative process.
- Developed a series of WebVR training experiences for PIKE an electrical utility that integrated into their existing training materials.
- Developed Unity VR training experiences for Waste Connections Garbage Truck drivers to increase safety and fleet efficiency.

2022 – 2024

Program Consultant
Emeritus Inc. | Mumbai, India
Consults on the Augmented, Mixed, and Virtual Reality curriculum delivered through Emeritus for New York University's Tandon School of Engineering Augmented and Virtual Reality program.

2020 – 2023

CTO
The Immersive Path | Chicago, IL
Consults, designs, develops, and manages all Augmented, Mixed, and Virtual Reality experiences for a small consultancy.

- Developed a series of WebAR facial filters for Essence Magazine for their Essence Festival of Culture.

- Developed an interactive XR cultural heritage experience for the 2022 Army vs. Navy Football game for USAA.

2016 – 2019   **CEO & Consultant**
Fisher Digital Media | Atlanta, GA
Started an independent consultancy to help small businesses and organizations achieve their digital media goals. I have worked with clients in Chicago, Atlanta, Boston, and Boulder to develop mobile applications, AR experiences, media strategies, data analytics, social media content, 360 VR cinema, and digital media collateral.

- Developed a series of 360-VR Videos and traditional spots for the Atlanta Bicycle Coalition through a grant provided by the Arthur M. Blank Foundation.

- Led the upgrade and development of a hyperlocal cultural heritage mobile application through a grant facilitated by Georgia State University's Honor's College.

- Designed, developed, and implemented webpages for a diverse range of clients including historical preservation and cultural organizations, tech consultancies, and faith-based homeless services.

- Provided technical, business, design, and software engineering support to an Augmented Reality Sports Marketing start-up and a Virtual Reality Fan Entertainment business.

- Developed a homeless services directory and mobile web app for faith-based community groups to coach their outreach teams and local business owners on engagement and aid.

- Developed a Virtual Reality fan experience that included physical computing for the Atlanta United MLS team to use at festivals to increase engagement

- Developed an Augmented Reality fashion app for the Atlanta United MLS team to sell merchandise

- Redesigned and developed a website for the Wren's Nest Museum in Atlanta, Georgia.

2012 – 2015   **CEO & Founder**
Appoet Inc. | Chicago, IL
Founded a start-up to research and develop mobile applications for literature, the arts, and entertainment. Within three years, grew the organization from a team of two to eight and developed seven applications for small businesses and large companies. Managed and led all aspects of business development, marketing, finance, mobile and web development. Represented the business as an innovator in digital humanities and publishing to local writing groups, literature organizations, and start-up accelerators.

- Two applications went on to win awards internationally. Others were recognized by Fast Company, The Guardian, and O the Oprah Magazine.

- Completed a successful Kickstarter campaign in October of 2013, received venture capital as well as office space at an accelerator within 1871 in 2014, and closed the business in 2015.

- Received a patent for a technology that increases the efficiency of deploying locative media in mass.