

THE UNIVERSITY OF BRITISH COLUMBIA
Curriculum Vitae for Faculty Members

Date: 2023-July 1st

Initials: PPP

1. **SURNAME:** Parra Pennefather **FIRST NAME:** Patrick
MIDDLE NAME(S):
2. **DEPARTMENT/SCHOOL:** Theatre & Film
3. **FACULTY:** Arts
4. **PRESENT RANK:** Assistant Professor **SINCE:** 2018-July-01
5. **POST-SECONDARY EDUCATION**

University or Institution	Degree	Subject Area	Dates
Simon Fraser University	PhD	Educational Technology and Learning Design	2013- 2016
Simon Fraser University	MFA	Interdisciplinary Studies	1993 - 1995
York University	BFA	Music Performance & Composition	1989 - 1992

Title of Dissertation and Name of Supervisor

Mentoring strategies in a project-based learning environment: A focus on self-regulation, Dr. Cheryl Amundsen

Special Professional Qualifications

2008 CELTA Certification (Cambridge English Language Teacher Accreditation)
 2015 SCRUM Project Management Certification

(other) Professional Development

Aug. 22nd 2017	MDM Program Equity Diversity and Sensitivity Training, SFU FCAT.
Sept. 23rd 2017	MDM Program Managing Unconscious Bias Workshop, SFU FCAT.
July 13th 2018	MDM Program Crisis Communication Workshop, SFU FCAT.
January 21 st 2019	TCPS 2, Course on Research Ethics, Government of Canada.
January 27th 2022	Decolonizing Practices, Nahanee Creative, CeDAR Research Cluster, UBC.

6. EMPLOYMENT RECORD*(a) Prior to coming to UBC (see publication record for more detail)*

University, Company or Organization	Rank or Title	Dates
(See Sound Research Creation for entire list.)	Sound Design & Composition Dance, Theatre, Television & immersive media.	Feb. 1987 – July 2018
Master of Digital Media Program (UBC, ECUAD, BCIT, SFU) appointment with Simon Fraser University	Continuing Senior Lecturer	Sept. 2009- July 2018
Small Stage	Technology Producer (Mixed Reality, Sound Designer, Composer in Residence)	February 2015 – July 2018
UBC Extended Learning	Guest Instructor	July 2017 - August 2017
Ryerson University	Guest Instructor	April 2012-May 2012
Cossette Communications Palmer Jarvis DDB	Ringmaster Clown Performance Trainer Content Producer	June 1998- January 2007

(b) At UBC

Rank or Title	Dates
Assistant Professor (Dept. of Theatre & Film)	July 1 st 2018 - present
Adjunct (Sauder School of Business): Strategic Design	January 2015 - April 2015
Adjunct (Theatre & Film, Design & Production): Sound Design	September 2006 – April 2008

7. LEAVES OF ABSENCE**8. TEACHING***(a) Areas of special interest and accomplishments*

Facilitating learning within experiential courses with team-based project assignments. Courses have included:

- Sound design for live dance and theatre as well as podcast, vidcast, animation and games;
- Immersive technology development (virtual reality, augmented reality, mixed reality);
- Improvisation for digital media graduate students to improve collaboration, creativity and management.

Outcomes include the development of capacities aligned with 21st Century competencies (collaboration, problem-solving, self-regulation, creativity).

(b) Courses Taught at UBC:

Notes: In 399S and 499S (sound design) practica courses students interchange roles including sound operation, assistant sound designing and lead sound designing. Students are mentored regarding research, sound sourcing, production meetings, designing a speaker plot, meetings with the director, technical rehearsals, weekly status updates, in-person tutorials on how to use specialized equipment and software, and remote mentoring through social channels. 399E students are also practica courses where students are taught to develop emerging technologies in small teams and with research faculty as partners. Quantified hours shown are the total hours spent mentoring students for W1 and W2 rather than a weekly 'average'.

THTR399E: Upper year Collaborative Prototyping

THTR308: Sound Design for Live and Virtual Media

THTR399s/499s (sound design): upper year 3 and 6 credit sound design mentoring on live and virtual productions.

DMED502: Interdisciplinary Improvisation course in the Master of Digital Media Program

Session	Course Number	Weekly Scheduled Hours	Class Size	Hours Taught Weekly	Avg. Total hours taught (399S, 499S)
					Labs (Project Supervision & Mentoring)
2022 W2	THTR399E	3	18	3	60
2022 W1	THTR399E	3	20	3	60
2022W1 + 2 Sept-April	THTR399S	NSM NSM	8	varies varies	120
2022W1	THFL100		51	16 hours total	27
2021W1 + 2 Sept-April	THTR399S THTR499S	NSM NSM	8 3	varies varies	115 100
2021W1 Sept-Dec.	THTR308 DMED 502	3 6	43 48	3 6	
2020 W2	THTR399E	3	17	varies	50
2020 W1 +2	THTR499S	NSM	4	varies	55
2020W1 Sept-Dec	THTR308 DMED502	3 6	31 46	3 3	
2019 W1+2 Sept-April	THTR399s THTR499s	NSM NSM	9 5	Varies Varies	90 75
2019W1 Sept-Dec.	THTR 308 DMED502	3 6	25 52	3 6	
2018 W1+2 Sept.-April	THTR399s THTR499s	NSM NSM	6 2	Varies varies	18 13
2018W1 Sept-Dec.	DMED 502 THTR 308	6 3	49 17	6 3	

(c) Graduate Students Supervised: PhD

Student Name	Program Type	Year		Supervisory Role (Supervisor, co-supervisor, committee member)
		Start	Finish	
Caroline Running Wolf	PhD Interdisciplinary Studies	2022		Supervisor
Leena Alkhamash	PhD Medicine	2021		Co-supervisor
Katerina Stepanova	PhD SIAT	2018		Committee member
John Desnoyers	PhD SIAT	2018		Committee member
Denise Quesnel	PhD SIAT	2017		Committee member

Graduate Students Supervised: Master of Digital Media (MDM) Program
Total 205 students from 2007-2021. (36 projects).

Note: Students in the Master of Digital Media program complete a 12-credit thesis project in DMED521 & DMED522. involving a client-proposed research creation project in digital media. Students work in teams to create the final product.

Student Name	Program Type	Year		Supervisory Role (12 credit research creation projects)
		Start	Finish	
Austin Kvaale, Elmira Azizi Liam Fisher, Parastou Heidari, Vithoon Mehra, Ye Lan, Yu Han	Master of Digital Media	April 2021	August 2021	Supervisor. Improvised Conversations with A.I. Agents with The H.I.V.E.
Janette Li, Lucas Romanini Luisa Martinez Riano, Rosa Cebolla, Valentina Forte-Hernandez, Vikrant Rajan	Master of Digital Media	2020 January	2020 April	Co-supervisor. RealWheels Theatre. Participatory Technology Website with Realwheels Theatre
Riya Chak, Zehra Khan Gabriel Ries, Lujia Yang Li Yi, Alex Castelan, Grace Chang, Elene Wanner	Master of Digital Media	2019 May	2019 August	Supervisor. xR Prototyping Lab . Fun Palace with ASC Cybernetics Conference, in addition to VanVR Anatomy & Pathology Application . With Dr. Claudia Krebs UBC Medicine.
Andy Yao, Manni Zhang Nicholas Kubash, Samantha Yueh, Sean Conroy, Thalita Karina, Viet Phan	Master of Digital Media	2018 May	2018 August	Supervisor. xR Prototyping Lab , with Small Stage, Virtro VR, UBC Film & Theatre, SIAT, and in partnership with Occipital.
John Bondoc, Junsong Zhang, Lauren Carlton Rongliang Sun, Xinpei Zhang Xiangpeng Hao	Master of Digital Media	2018 January	2018 April	Supervisor. HoloCopter , BCIT Aerospace Engineering, UBC. Porting as 3D model of a helicopter rotor from a 2D screen to Microsoft Hololens.
Andrea Del Rio, Kewei Li Ling Su, Marco Cermusoni Yang Zhang, Youhan Guan Timothy Jou	Master of Digital Media	2017 January	2017 April	Supervisor. AR Force , Finger Foods. Mixed-reality experience to train basketball plays for athletes and coaches.
Camila Sieben, Jonathan Loewen, Krishna Maclang Lien Nguyen, Steffen Herping-Hansen	Master of Digital Media	2017 January	2017 April	Supervisor. Content Innovation for Lottery Players . British Columbia Lottery Corporation. (NDA)
Jun Zhang, Maria Herrera Marina Roselli, Milagro Lang Rahul Kukreja, William Yao	Master of Digital Media	2017 May	2017 August	Supervisor. AWE VR . VR experience emulating the Overview Effect (out of body experience in space by astronauts). iSpace Lab at SIAT collaboration.
Frederik Nielsen, Jun Zhang Mateo Cano, Parmida Zarrinkamar, Robyn Choi	Master of Digital Media	2017 May	2017 August	Supervisor. O:N Studios . Developed an integrated Mixed Reality Theatrical experience using VR, live voice over acting and moving set pieces. LFE Systems.
Alex Blanchette, Maryna Zarud, Mingxin Yue, Shahla Sayeed, Steven Eng	Master of Digital Media	2016 January	2016 April	Supervisor. Business Simulation Training . Conquer Mobile/JTE Management

Al Idian,Alex Blanchette,Lian Shou,Sarah Third	Master of Digital Media	2016 January	2016 April	Supervisor. CyberPatient . Virtual diagnostic training for third year UBC Medical Students. UBC and CanHealth International .
Diptoman Mukherjee,Leanne Tong,Zoey Zhou,Ruo Jin Yan	Master of Digital Media	2016 May	2016 August	Supervisor. CODEstruction . A 2D game to teach kids about coding.
Apeksha Darbari,Jiang Wang Jianing Li,Neil Connatty Nicolas Ayerbe Barona	Master of Digital Media	2016 May	2016 August	Supervisor. Labyrinth . A Mixed Reality iPad and VR game for older adults. SFU and Age-Well.
Arushi Nagar,Camila Burbano,Ling Wu,Tian Jia	Master of Digital Media	2015 May	2015 August	Supervisor. Alternative Reality Driving Game . An adver-game to increase test drives of new Toyota vehicles. Elevator Strategy and Toyota.
Alex Blanes,Zihan Gao Valerie Ma,Guanchen Zhao Billy Ngo	Master of Digital Media	2014 January	2014 April	Supervisor. Driving Game Prototype . A proof of concept mini-game for HomeWorld by Blackbird Interactive .
Ligia Brosch,Russell Kentish Henrique Arrais,Hsin-Ning Lo Michael Nielsen,Bettsina Walkinson	Master of Digital Media	2013 January	2013 April	Supervisor. Balance . iPad game, mechanics informed by indigenous principles. Roadhouse Interactive and First Nation Technology Council.
Aasem Alabdullatief,David Acuna,David Lin,Emil Stephansen,Isabelle Alles Kareem Negm	Master of Digital Media	2013 January	2013 April	Supervisor. Interactive Decision Making Process for multiple stakeholders. Integrative Data-Enabled Approaches to Sustainability across Scales (IDEASS) project. Housed at the Centre for Interactive Research on Sustainability.
Jessie Gao,James DeWitt Lin Cao,Xiang Jia	Master of Digital Media	2013 January	2013 April	Supervisor. Kindamals . Educational kids' game on iOS to teach English. V7 Entertainment.
Yangyue Hu, Stefan Finseth Neshat Piroozan, Alana Thorburn – Watt, Patrick Truman,Melissa Wong	Master of Digital Media	2013 May	2013 August	Supervisor. Timbre . An award-winning website to promote awareness of illegal tree-cutting. UBC Journalism.
Tzeyi Pang,Patrick Daggit, Loren Beyerstein,Alyosha Sønju, Derick Groves,Mu-Chian Jiang	Master of Digital Media	2012 January	2012 April	Supervisor. Community Pulse . Interactive Website for youth. UBC Learning Exchange and Sage.
Loren Beyerstein, Jodi Gregg, Steve Pastro, Yu Sun, Benjamin Swee, Ryan Wong	Master of Digital Media	2012 January	2012 April	Supervisor. Crate Expectations . iPad game for Exploding Barrel Games.

(d) Continuing Education Activities (Teaching)

Designed to empower individuals by facilitating the understanding and application of new technologies tailored to their specific needs and professional contexts.

Post-Appointment

Feb 2022-Sept. 2022 UBC Extended Learning EdX micro-credential course: Audio Production for Virtual Media Creators. (Micro-credential course to support those with no audio experience and offered free to UBC students)

Jan 2021- April 2023	UBC Extended Learning/UBC Medicine. Biomedical Visualization Certification Course. Teaching a course called Managing Creativity to health care professionals to transition into Biomedical Visualization. Supervising weekly status updates, and team consultation, project management mentoring and workshops with client projects in healthcare.
Dec. 7 th 2020	Increasing Engagement at a Distance. Taught representatives from each province of the French Consulate of Canada. Strategies to improve presentation via Zoom.
Aug. 2020-present	UBC Extended Learning EdX Certificate Course: Reimagine Work: Strategies During Covid-19 & Beyond (A MOOC course free to UBC students and a certificate course helping people reinvent their work from home). Since 2020 this course has had over 20,000 people enrol.
March 2019	Greater Vancouver Professional Theatre Alliance/Associated Designers of Canada. Identifying and Filling the Gaps in Sound Design. Co-facilitated with Mishelle Cutler Oct. 24 th , 2019. This co-facilitated workshop (50%)
May 2019	UBC Extended Learning Future Global Leaders: Virtual Production Course in 360 video for VR. production. This course targeted talented secondary students internationally who were considering transitioning into post-secondary institutions.

Pre-Appointment

May 2018	UBC Extended Learning Future Global Leaders: Virtual Production Course in VR. This course targeted talented secondary students internationally who were considering transitioning into post-secondary institutions.
Feb. 23 rd 2018	Developing an adaptive xR prototyping pipeline in educational contexts Emerging Media Community of Practice, Vancouver, BC. Targeting educators who want to integrate the development of immersive technologies in their courses. National.
May 6 th 2017	Learning Day. Designer and Moderator for the Consumer VR Conference in Vancouver. Communicating Ideas with Google's Tiltl Brush; Viro VR App Creation; Instant VR Creation for Gear VR; Navigation Interfaces for VR and Gaming; Pitching your VR App; Beyond the Teleport: Customized controls for flying in VR; Why VR? A Retail Solution for a Baby Store; Future of Mixed Reality. The one day event brought together experts in the field of Virtual and Mixed Reality development to teach mini-workshops to conference attendees. These included developers from HTC, Viro, Google and Microsoft.
June 23 rd -24 th 2017	PocketTV, Design, Direction, Technical streaming workshop, Vancouver, BC. Lighting, sound and content 2-day intensive workshop for streamers on a specific social platform.
Sept. 19 th 2017	IndieCade/IndieXchange, Exercising Improv Ability in Game Pipelines, LA, USA. A workshop for indie game developers from around the world. International.
Oct 5 th -8 th 2017	Teacher training for industry projects, CDM Vancouver, BC. Design of a 3-day workshop to train industry experts to supervise and mentor graduate students on project-based courses at the MDM Program based on a published typology of mentoring.
Sept. 26 th 2016	BC Museum Association Design Jam @ CDM, Museum curators across BC workshop, Vancouver, BC. How to integrate digital experiences into mixed reality audience experiences.
Sept. 26 th 2015	IndieCade/IndieXchange, Rapid Paper Prototyping Game Mechanics, LA, USA. A workshop for indie game developers from around the world. International.
Feb. 14 th 2014	Microsoft Big Park, The Voice in Pitch, Vancouver, BC. Strategies to improve communication through voice work and bel canto singing practices.
March 9 th 2014	Disrupting the Classroom: An Innovative Approach to Teaching and Learning. SXSW EDU, Austin, TX. A large workshop oriented event integrating play and disruption as a teaching strategy for a group of international educators from post-secondary institutions. International.
March 22 nd 2014	Fujitsu, CDM, Strategic Vision and Design for Fujitsu Future Technology, Vancouver, BC. NDA one-day workshop to support Fujitsu Japan in the development of a future technology strategy.
March 10 th 2013	Collaborative Design in the Classroom. SXSW Edu, Austin, TX. A hands on workshop providing skills for international educators and policy makers in post-secondary to

	increase collaboration between learners and between learners and instructors. International.
January 30 th 2012	IERG Annual Conference, Disruptive Teaching & Learning, Vancouver, BC. Workshop for educators to integrate play and disruption within the design of learning. International.
April 5 th -8 th 2012	Procon Mining/D.Sign, Rapid Game Prototyping. Vancouver, BC. Workshop to uncover priority areas to gamify for the world's leading mining safety oriented company.
January 18 th 2011	Clean Air Champions, Ottawa, ON, Facilitating Brainstorming sessions for company to develop Canadian Olympic athlete-sponsored iOS applications that support carbon footprint reduction.
February 24 th 2010	EA Canada, Ice-Breakers for Recruiters Session, Vancouver, BC. One-day workshop to break the ice using improvising techniques for EA employee recruiters.

(e) Visiting Lecturer/Scholar

Lectures focus on hands-on learning experiences, aimed at enriching technological comprehension within the post-secondary context.

Post-Appointment

Feb. 15 th 2022	UBC, UX Club. Designing Experiences for Humans. A workshop integrating an inclusive use of personas and storyboarding to define audience/users/customers.
Nov. 23 rd 2021	UBC, Theatre and Film, THFL 100. Considerations when designing sound for live theatre.
Oct. 15 th 2020	UBC, The HIVE Lab, Cellular and Physiological Science, Human Centered Design Workshop
Jan-April 2019	SFU, Semester in Alternate Realities, School for Interactive Arts & Technology, in collaboration with the Center for Dialogue. A 12-credit course co-taught at SIAT resulting in 6 VR for Good installations. http://ispace.iat.sfu.ca/riecke/teaching/siar/ (the course took a year of development prior to launch as a separate contract so is also listed in (f) instructional design section)
October 24 th 2019	Peter Wall Institute International Research Roundtable. Visual Literacy: Seeing, Making, and Reading Images across the Disciplines. Presentation on research creation related to spatial audio. International.

Pre-Appointment

March 3 rd -10 th 2018	North Chinese University of Technology, Rapid Prototyping for VR in the workplace, Beijing, China. International.
March 14 th 2018	SFU, Publishing Program, Presenting Publically, Vancouver, BC. Using remote technologies to communicate effectively.
March 21 st 2017	SFU, Publishing Program, Presenting Publically, Vancouver, BC. Using technologies to increase resonance.
March 16 th 2016	SFU, Publishing Program, Presenting Publically, Vancouver, BC. Increasing presentational power through theatre and singing techniques.
Oct. 11 th 2016	SFU, Educational Technology Program, Vancouver, BC. Workshop on the integration of immersive technologies in the classroom for teaching and research.
March 14 th 2016	UBC Continuing Studies, Portfolio Building for international students, Vancouver, BC. Workshop and tools to improve how a portfolio can be designed.
Feb. 19 th 2015	UBC Peter A. Allard School of Law, Video Game Law, Vancouver, Canada. Using improvisation to practice scenario-based argumentation.
June 4 th – 29 th 2014	Chinese University of Communication, Game & Animation Dept., Beijing, China. Dalian University of Technology, Software Engineering, Dalian, China. Xi'an Jiaotong University, Engineering and Technology, Xi'an, China. Shenzhen University, Software Engineering, Shenzhen, China. Lecture/workshops on applying agile project management methodology to existing immersive technology projects with Top 100 Chinese Universities sponsored by Crystal CG. International.

July 7 th 2013	Minzu University, Software Engineering, Guest Lecturer, Beijing, China. Lecture on indigenous digital media projects and collaborators in Vancouver. International.
May 7 th -21 st 2012	Ryerson University, Digital Media Zone, Strategic Design for Biz Dev, Toronto, ON. Structured strategic design workshops for the first cohort of the Master of Digital Media Program at Ryerson University. National.
July 4 th -23 rd 2012	Wuhan University, Software Engineering, Strategic Design, Wuhan, China. 3-week ideation workshop leading to interactive prototypes. International.
March 4 th -6 th 2011	Langara College, Studio 58, Sound Design, Vancouver, BC. Sound design workshops.
March 4 th -11 th 2004	University of California Long Beach, Theatre Department, Sound Design, USA
May 17 th 2003	York University, Department of Music, Toronto, ON. Workshop on using improvisation to develop ideas. International.
November 13 th 1996	Simon Fraser University, School for the Contemporary Arts, Vancouver, BC. Improv techniques from physical theatre approaches for 3 rd year undergraduate dancer/choreographers.

(f) Other: Design and development of courses for initial piloting, followed by a handover to the designated program and department for further execution.

April- Dec. 2018	Semester in Alternate Realities, SIAT @ SFU, Surrey, BC in collaboration with the Center for Dialogue. Collaborated on the design and teaching of a 12-credit project-based course focused on students creating Virtual Reality “for good” projects over a period of one year including meetings with multiple stakeholders, three pre-launch workshops, survey and its design, and consultation. (50% contribution, 120 hours)
July-August 2015	UBC, Sauder School of Business, Strategic Design @ d.studio, Vancouver, BC . Designed a course structure that integrated real-world clients to develop new business models with specific initiatives. Target were upper year business students. (I also taught the course and supervised five digital projects including Vancouver Canucks, Small Stage). The design structure was used by future instructors. (also listed under UBC Courses Taught)
March-Feb 2015	Designed and facilitated a rapid prototyping series of workshops for Small Stage with Ballet BC & independent choreographers as participants. Workshops culminated in research creation projects made public at the Shadbolt Centre for the Arts, Burnaby BC.
March 2008-09	IDEA-X, ESL Digital Media Program. Iterative design of an ESL 4-month program as a pathway into the MDM Program for international students who needed to pass IELTS. The design was used by future instructors who brought the IDEA-X back in 2014-2023.
March-April 2008	Tomorrow’s Master of Digital Media (teen boot camp) at the CDM, Vancouver, BC. The 6-week boot camp was designed to provide teens with a condensed version of the larger MDM Program. (75%) (also listed under Visiting Lecturer/Scholar)

9. **SCHOLARLY AND PROFESSIONAL ACTIVITIES**

(a) Areas of special interest and accomplishments

Interdisciplinary research creations and collaborative research interventions, disseminated orally, in written form and across different media and contexts.

Scholarly activities span over 25 years consisting of:

- Competitive commissions of sound research creations integrated with design and composition that experiments with spatialization of sound for live and virtual productions.
- Funded and competitive investigations of collaborative mixed reality productions.
- Peer-reviewed journal publications disseminating the results of research.
- Book focused on the mentoring and design of project-based courses with emerging technology.
- Book focused on a creative and critical approach to prototyping using generative AI

Dissemination has occurred as part of local, national, and international conferences and events that are vital to the continued sharing and passing of both knowledge and knowing in design and technology communities of practice.

(b) Research or equivalent grants (C) Competitively

[illegible]

UBC: Bridge Funding Program	Mixed Reality Multi-Player Experiences of the Scholarly	C	5000	2020-21	Pennefather	
100% funding went towards RAs to continue to develop a virtual environment.						
UBC: FRPF	Partnership in Mixed Reality Development: Workshop	C	3500	2019	Pennefather	Sawmill Motion Capture Studio
100% funding went to organize a workshop and event with faculty and graduate students to brainstorm how they might use motion capture in their work						
Canada Council (Digital Strategy)	Immersive Web Platform for remote rehearsals	C	180,000	2019-2020	Rena Cohen, Patrick Pennefather	Real Wheels Theatre
30% donated back to the company to hire graduate interns to continue development of an interactive website used to facilitate Realwheels production processes for a year.						
UBC: Emerging Media Lab Faculty Project	Scholars in VR	C	3500	2019	Pennefather	
100% used to hire an RA and UAA to prototype a VR environment.						
UBC: Hampton	Spatial Audio in Mixed Reality Environments	C	10,000	2018	Pennefather	
100% funds towards orienting my research and preparing for SSHRC application.						
Canada Council (Digital Strategy)	Digital Toolkit for Dance Creators	C	150,000	2018-2019	Saroyan, Julie-anne	Pennefather
20% of funding used to design, investigate and document an online toolkit for Canadian dance creators.						

(c) Research or equivalent contracts (indicate under COMP whether grants were obtained competitively (C) or non-competitively (NC)).

The sound design and composition contracts listed below resulted in artistic work included in the “publications” section of this document. All the artistic commissions listed were competitively obtained through various combinations of proposing a sound design vision, interviews with artistic director and director, providing samples of previous work, peer review, budget proposals, licensing agreements across different media, and previous work published with SOCAN (Society of Composers and Authors). The “amount” shown for each commission since my co-appointment (July 2018), indicates the approximate expenditure for sound design which I supervised, including equipment, materials, sub-contracts to musicians and labour.

Granting Agency/Producer	Production	Role	Commission	Year	Principal Investigator
Kreis Immersive	VR Theatre: SIGGRAPH	Composer	\$4000	August 6 th -11 th 2023	Pennefather
Vancouver Art Gallery	Imitation Game	Sound Designer & Composer	\$9200	March-Oct. 2022	Pennefather
Kreis Immersive	Shakespeare Folio	Composer	\$3500	Jan-March 2022	Pennefather

Kreis Immersive	Cannes Film Festival VR Theatre	Composer	\$7200	May 17 th -28 th 2022	Pennefather
Roscosmos/NASA	SIRIUS	Composer	\$2500	Nov. 2021-July 2022	Pennefather
Small Stage	Love Bubble Project	Composer	\$7500	Nov-Dec 2021	Pennefather
Alliance Francaise	V-Unframed	Sound Design	\$2500	Oct.3-5 th 2021	Pennefather
Small Stage	Drone Dances (Vimeo)	Composer	\$3200	March 2021	Pennefather
SIGGRAPH 2020	Promotional Videos for all Sigs	Composer	\$2500	Nov 2019-Feb 2020	Pennefather
RectoVRso	Body RemiXer	Composer	\$3400	Oct 2 nd -4 th 2020	Pennefather
Small Stage	Winter Dance	Composer	\$3000	Nov-Dec 2019	Pennefather
Small Stage	Winter Dance	Composer	\$3500	Nov-Dec 2018	Pennefather
Arts Club Theatre	The Piano Teacher	Sound Design Composition	\$5000	April-Nov 2018	Pennefather
Arts Club Theatre	The Curious Incident of the Dog in the Night	Composer	\$8000	July-Sept 2018	Pennefather
SIGGRAPH 2018	Opening Showcase Electronic Theatre	Composer & Musician	\$20,000	August 13 th 2018	Pennefather

(d) Invited Presentations (International/National/Local)

Presentations have focused on scholarly research regarding the integration of research in human performance, mixed reality installation, and education.

- Feb. 23rd, 2023 Pennefather, P., Dyanatkar, S. Industry connections with the Emerging Media Lab. Awe Nites, Vancouver Chapter Meetup. **Local.**
- Oct. 26th, 2022 Pennefather, P. Mixed Reality Experiments in Performative Settings. Shingua University, China, **International.**
- Feb. 18th 2022 Pennefather, P. Shakespeare Folio AR Initiatives. A presentation and live tour of the technology used during the Folio Exhibition at the Vancouver Art Gallery January 13th-March 7th 2022. **International.**
- Dec. 17th 2021 Pennefather, P., Dastur, F., Wong, D. Disrupting established traditions with xR. Emerging Media Community of Practice. Panel discussion on the potential for immersive technologies to disrupt education, opera performance, and research. **Local.**
- May 7th 2021 Pennefather, P. Fear of Mixing Out: Adventures in Mixed Reality Productions, KPU VR Lab Meetups. Presentation at Kwantlen University on my past and current mixed reality research. **Local.**
- Oct. 6th 2020 Krebs, C., Pennefather, P. Developing Virtual Anatomy experiences in Extended Reality. i4 Health Conference, Virtual/Alberta. Lecture on designing immersive experiences in virtual environments for medical students targeting educational leaders nationally and internationally. **International.** 50%.
- Feb. 21st 2021 Pennefather, P., Rizzotti, R., Riecke, B., Ng-Chan, T. (2020). Panel on Space and Infrastructure, The Mixed Reality Performance Symposium, UBC, February. A live streamed panel discussion on the importance of highlighting infrastructure needed to support mixed reality installations. **National.**
- Nov. 25th 2019 Pennefather, P. Staging Mixed Reality Experiences in Public Spaces. Arts, Culture and Digital Transformation Summit. AR, VR, MR and the Fluidity of Reality in the Arts, Banff, Alberta. A

presentation reinforcing the importance of designing reality for national and international theatre and dance producers. **International.**

- Oct. 21st 2019 Pennefather, P. Theatre & Accessibility in a Digital World. Idea Exchange, Arts Club Theatre. A needed and facilitated session to gather ideas to increase accessibility in theatre. **International.**
- Oct. 22nd 2019 Entz, R., Pennefather, P. Theatre & Accessibility in a Digital World, Arts club Theatre. Technology in Reach. Co-facilitated session for participants to share resources for how different types of accessible technologies are used in theatre. **International.** 50%
- Aug. 3rd , 2019 Pennefather, P. Emerging Media BC Community of Practice. Improving the Audience Experience at Mixed Reality Events, Vancouver Canada. Local. A typology of aspects recommended when designing audience experiences for mixed reality installations and events for industry and educational producers. **National.**
- July 23rd 2019 Pennefather, P. Extended Learning UBC. Lessons learned teaching a VR course for teenagers, Vancouver, Canada. Local. Presentation on improving the design of learning for teenagers with emerging technology. **Local.**
- June 26th 2019 Pennefather, P., Rieke, B. Acting Cybernetically, ASC Cybernetics Conference. The Feedback Loop: Staging a Mixed Reality Event Vancouver, Canada. A co-presented lecture to support the design of feedback loops in interactive mixed reality experiences. **International.** 50%.
- July 29th 2018 Pennefather, P. SIGGRAPH, Business Symposium. Industry and Research Partnerships, Vancouver, Canada. First of its kind at SIGGRAPH featuring a facilitated workshop to bridge needs of both University researchers and industry representatives. **International.**
- July 17th 2016 Pennefather, P. (2016, July). The state of VR education in North America, China Joy, Shanghai, China. A prepared report on the state of VR education in North America with a team of leading Canadian game companies (Roadhouse Interactive, EA, East Coast Games, Hothead) and VR producers at China's largest immersive technology conference. **International.**
- Feb. 27th 2015 Pennefather, P. Disrupting Teaching & Learning through Play, Press Start: Japanese Culture and Gaming, Vancouver, Canada. An interactive presentation designed to inspired educators to collaborate with game designers in creating more engaging educational experiences. **International.**
- Aug. 7th 2014 Pennefather, P., Bafia, L. Prototyping Using Unity 3D, SIGGRAPH, Vancouver, Canada. Co-presentation on the use of a game engine to rapidly prototype presented to educators internationally. **International.** 50%.
- May 3rd 2012 Smith R., Pennefather P. Measuring Collaboration Across Industrial Sectors. Vancouver, Canada, Vancouver, Canada. A key part of a summit to support collaboration between resource and entertainment sectors. **International.** 50%
- April 18th 2011 Pennefather, P. & Buchanan, J. Fukuoka as Japan's New Gaming Centre: International Summit. Fukuoka, Japan. A facilitated summit with government, industry and educational representatives in the City of Fukuoka by myself and established producer Buchanan on requirements to create a game-centre modelled after Vancouver. **International.** 50%.
- Sept. 18th 2010 Gibson J., Pennefather P., Nagal Jose P. The Future of Game Education in North America. Panel Presented at Penny Arcade Expo (PAX), IGDA Summit, Seattle, USA. Report on game design activities at the MDM Program to support game educators. **International.** 30%.

(e) *Other Presentations*

- June 29th 2023 Pennefather, P. Virtual Reality as a Tool to Study Cognition, Behaviour and Health. Memory and Imagination Laboratory. **Local.**
- May 4th 2022 Coulthard, L., Mitchell, T., Berry, E., Thomkinson, M., Jackson, B. Sound Symposium. **Local.**

(f) *Other (Chaired and moderated panels)*

Facilitated discussions at industry events, featuring thought leaders from diverse domains within the digital media sphere.

Post-Appointment

- March 4th 2021 Spark FX. Real-Time Summit. Moderated panel with Chief Technology Officer's from Baobab and DNEG. Moderation of two of the top producers of interactive and award winning animated VR experiences internationally. **International.**
- Dec. 13th 2020 Moderated Panel Discussion. Delivering Value at a Distance: Teaching and Learning Strategies, Challenges, and Solutions with Farhad Dastur (Kwantlen University) and Renee Franzwa (Unity 3D). EMBC Community of Practice hosted by Kwantlen University. Bridging partnerships with Senior Product Manager at Live Learning Unity with a community of educators across Canada. **International.**
- Dec. 5th 2019 Emerging Media BC Community of Practice. Debunking Myths: Emerging Technology Development, Centre for Digital Media, Vancouver Canada. Live and streamed discussion with Larry Bafia CDM associate director and animation industry veteran. **Local.**

Pre-appointment

- May 15th 2018 Bridging the Gap: Relevant Educational Initiatives in Tech. Presented at BC Tech Summit, Vancouver, Canada. Moderated Panel of International experts in immersive technology including Stew McTavish (Cambridge University), Valerie Fox (DMZ Ryerson). **International.**
- July 23rd 2017 Enterprising Culture, French Consulate, CDM, Vancouver. Moderated discussion with Dr. Richard Smith and with French VR researchers and producers on pathways to create funded collaboration with Canadian institutions. **International.**
- May 4th 2017 Using Research in VR to Increase your ROI. Moderated Elizabeth Baron (Ford VR Labs), Brian Roth (Immersv) and Tony Belivaqua (Cognitive VR) at the Consumer VR Conference, Vancouver, Canada. A panel highlighting the advantages of VR research within and outside of educational contexts. An important bridge for educators and industry partners present at the event. **International.**
- April 23rd 2016 Brains and Computers, Chaired the event at the CDM with the French Consulate, Vancouver. French scientist Dr. Fabien Lotte expert in Brain-Computer Interfaces (BCI), Dr. Kimberly Voll, cognitive scientist, programmer and game developer at Riot Games, Dr. Ian Hand, Executive Director of VentureLabs®, and Kharis O'Connell, CEO of IsHuman (VR/AR). **International.**
- Feb. 26th 2015 East Meets West: Virtual Collaboration between Remote teams, Press Start: Japanese Culture and Gaming, Vancouver. Moderated a panel with executive producers from Japanese game companies Bandai Namco, Capcom, and Sega gathered for the first time in Canada. **International.**
- Aug 10th 2011 Pennefather P. SIGGRAPH: Birds of a Feather. Game Education & The State of Digital Media in China. Vancouver. Moderated a panel of experts representing TenCent, Crystal CG and WeChat to discuss China's plan to increase investment in game education and in seeking partnerships in Vancouver. **International.**
- May 11th 2011 BCNET Digital Media Challenge, Chaired an Undergraduate and Graduate Competition, Vancouver, BC. **Local.**
- May 9th 2012 BCNET Digital Media Challenge, Chaired an Undergraduate and Graduate Competition, Vancouver, BC. **Local.**

(g) Conference Participation (Organizer, Keynote Speaker, etc.)

Engagement in conferences to foster connections between academic institutions and digital media practitioner communities.

Post-Appointment

- Aug. 9th 2023 SIGGRAPH, Birds of a Feather. Augmenting Workflows with Generative AI, Career Futureproofing, Los Angeles, USA. **International.**
- May 24th 2023 Dawydiak, Y., Patterson, R., Pennefather, P., Trass, W., Fronwald, E. (2023). Inclusive Makers Summit. ChatGPT and the Future of Education: Opportunities and Challenges. **National.**
- Sept. 8th 2022 Pennefather, P. Building a Mentoring Culture Roundtable. External Development Summit (XDS). **International.**

- Aug. 11th 2022 Pennefather, P., Dyanatkar, S. Future Proofing Emerging Technology Development in Post-Secondary. SIGGRAPH, **International**. 50%.
- Sept. 16th 2021 Pennefather, P. (2021). Integrating Emerging Technologies within Live Production Processes, Our Hybrid Future Symposium, Crimson Coast Dance. **National**.
- Feb. 21st 2020 Pennefather, P. (2020). Sweeping Remarks About Staging A Mixed Reality Event, The Mixed Reality Performance Symposium, UBC, February. Keynote streamed nationally to present a typology of considerations when staging mixed reality events. **National**.
- Aug. 11th 2019 SIGGRAPH, Birds of a Feather. Staging Mixed Reality Events, Los Angeles, USA. **International**.
- June 25th 2019 Fun Palace: Carnival of Mixed Reality, Curator, Artistic Director, Researcher. Centre for Digital Media, ASC Cybernetics Conference. Vancouver, Canada. The Fun Palace consisted of commissioning 11 interactive mixed reality installations to an international audience and was also the subject of research that was disseminated over a 3-year period at the ASC Cybernetics Conference, SIGGRAPH 2020 and ISEA 2022. **International**.

Pre-appointment

- June 23rd 2017 What Tool When: Developing Visual Heuristics, Sketch in Practice Conference, Vancouver, BC. A keynote for educators who use sketching, visual modeling and drawing in their teaching. **International**.
- Feb. 1st 2015 Disrupting Continuing Legal Education: Tools, Strategies, and Frameworks to Engage Learners Persistently, Association of Continuing Legal Educators, San Diego, USA. Keynote. **International**.
- Nov. 17th 2015 Prototyping Remote Collaboration. External Developer's Summit, EA, Vancouver. Speaker, highlighting the importance of an iterative approach to building relationships with teams at a distance. **International**.
- March 7th 2014 Building Sound from the Ground Up. South by South West Interactive, Austin, TX. Co-presentation with a game designer showcasing the differences between the two processes for an audience of game audio producers. **International**.
- Aug 2nd 2013 Designing Balance: Integrating First Nation Methodologies in a Video Game. Summit of Technologies Resources Opportunities and Growth. First Nations Technology Council Vancouver, BC., April. Co-presented with graduate student team developing one of the first video games that integrated indigenous methodologies in collaboration with indigenous designers and artists. **National**.
- July 27th 2008 Improvisation and Iterative Curriculum Development, BC Educators Conference, Vancouver. Speaker proposing strategies to develop curriculum iteratively. **National**.

10. SERVICE TO THE UNIVERSITY

(a) Areas of special interest and accomplishments

Service to UBC communities of practice have focused on: 1) service to the department of theatre and film on various committees including EDI, Merit, Head of Department Advisory in addition to securing and negotiating monies to the department from extended learning summer programs; 2) transdisciplinary collaboration with faculty in residence and program development with staff at the Emerging Media Lab; 3) wider service to the university community on adapting courses to at-a-distance models of teaching and learning during Covid-19 ; 4) forging connections with local and international industry partners in theatre and immersive technologies.

(b) Memberships on committees, including offices held and dates

- March 31st 2023 Bachelor of Media Studies Steering Committee. 3 hours.
- January-April 2023 Curriculum and Program Review Committee. Chair: Tom Scholte. 4 hours.
- July 7th-Sept 1st 2021 Department of Theatre and Film Faculty Retreat Committee. Planning, regular meetings, securing facilitator, co-designing the three day event. 25 hours.
- May 12th 2021 Equity, Diversity and Inclusion committee first phase session.

June 3 rd -Aug 7 th 2021	PFF- Beyond COVID - Learning Technology tools: affordances, limitations and requirements committee. 20 hours.
June 23 rd 2021	Equity, Diversity and Inclusion committee second phase session.
Sept 2020-March 2021	Weekly supervision of person with Down Syndrome for THTR308 and THTR399E, and coordination, reporting and meetings with Steps-Forward BC's Initiative for Inclusive Post-Secondary Education. 12 hours.
April-June 2020	PFF-Work Group-Large Classes Reimagining Assessments. 16 hours. https://wiki.ubc.ca/Reimagining_Assessments
April-June 2020	PFF-Large Classes. Guiding Principles for Fall 2020 Course Adaptations. 16 hours
Jan 2021-April 2021	399E project integration for a Theatre at UBC production of Digital Dream Play, including interaction/exposure with theatre department staff, students and faculty. Tom Scholte, client partner. 6 hours (technology team retrospectives)
Oct 10 th 2019	Advisory Committee for the selection of a head of the department of Theatre and Film.
August 2019	Secured funding to the department through a percentage of course enrolment at a course taught with Extended Learning. (\$8250)
July 8 th 2019	THFL 100 advisory member to support and provide feedback to course design decisions.
April 24 th , 2019	Department of Theatre & Film Merit Committee.
August 2018	Secured funding to the department through a percentage of course enrolment at a course taught with Extended Learning. (\$15,000)

Master of Digital Media Program

March 15 th 2023	Venture Pitch Panel. Selection of projects to move forward with internal MDM funding. 5 hours.
November 18 th 2021	Industry Project Selection Committee. Recruitment, review, interviews, and selection of 11 industry projects from a roster of 30. 8 hours.
April 17 th 2021	Graduate student review Committee. Review of 180 applicants and selection of 45 potential graduate students including interviews. 50 hours.
November 12 th 2020	Industry Project Selection Committee. Recruitment, review, interviews, and selection of 10 industry projects from a roster of 25. 8 hours.
April 23 rd 2020	Graduate student review Committee. Review of 205 applicants and selection of 42 potential grad students including interviews. 53 hours.
November 27 th 2019	Industry Project Selection Committee. Review, interviews, and selection of 9 industry projects from a roster of 21. 8 hours.
March 30 th 2019	Graduate student review Committee. Review of 164 applicants and selection of 39 potential grad students including interviews. 26 hours.
April 3 rd -June 26 th 2019	Self-Study Committee and Documentation. 25 hours.
July 7 th , 2018	Faculty Retreat Committee. 12 hours.
July 25 th 2018	Program Committee to align policy and procedure with the Faculty of Communication, Arts and Technology at Simon Fraser University. 15 hours.

(c) Other service, including dates

April 1 st 2018-present	Emerging Media Lab Faculty in Residence, Pipeline and Course Development, (course integration, workshop facilitation, vision committee, national and international connection with like labs at University of Michigan and work/learn hiring committee, student onboarding, industry liaison, PI orientation and consultation). http://eml.ubc.ca/people/bios/#patrick . 100 hours yearly.
April-Oct. 2020	UBC Library Rare Books and Special Collections. Fundraising campaign including digital marketing package to secure donors for the acquisition of Shakespeare's First Folio at Christie's Auction. Total money raised 5.3 million. 120 hours.
Nov. 2020-July 2023	Secured mentoring partnerships acting as faculty liaison representing UBC and the Emerging Media Lab for Microsoft Canada (Hololens Vancouver team), Unity 3D Education, Sawmill Motion Capture Studio, Departure Lounge and Kreis Immersive. 50 hours.

11. SERVICE TO THE COMMUNITY

Service to various communities of practice have consisted of support and allyship in the development of workshops, projects, and initiatives for people with disabilities focused on career development within theatre and performance; 2) persistent bridging of university and industry partners in teaching and research, and; 3) supporting programs that focus on emerging technology development within post-secondary.

(a) Memberships on scholarly societies, including offices held and dates

2018-2023	Emerging Media Community of Practice. Responsibilities include planning, designing, moderating, network managing of internationally recognized industry speakers (Unity 3D, Unreal, EA, Microsoft, in addition to educators and graduate students exploring technological research at BCIT, ECUAD, SFU, Kwantlen University, Capilano University, University of Victoria, University of the Fraser Valley, Northeastern University, Vancouver Film School, Ottawa University and Michigan State University. International. (Bi-monthly strategy meetings, quarterly 2-3 hour meetups, approximately 60 hours yearly.
Sept 2021-2023	CeDAR Research Cluster. Roles including supporting indigenous researchers in technology development, finding integration points with external community partners, integration of existing curriculum, workshops and allyship. 45 hours.

(b) Memberships on other societies, including offices held and dates

Jan 2021- Sept. 2022	Real Wheels Theatre Board Member. Duties include fund raising, grant writing, signatory, securing funding for technology-enhanced theatre rehearsals and productions.
June 2023-present	Association of Computer Machinery member.

(c) Memberships on scholarly committees, including offices held and dates

(d) Memberships on other committees, including offices held and dates

Nov.2021-Feb. 2023	Teachers Advisory Committee, Arts Club Theatre. A committee to support secondary theatre productions with the integration of technology to create new experiences.
May-Oct. 2019	Arts Club/Bard on the Beach. Planning Committee. Theatre and Accessibility in a Digital World Conference. https://www.theatresymposium.com/ . 40 hours.

(e) Editorships (list journal and dates)

(f) Reviewer (journal, agency, etc. including dates)

Reviewer at Association for Computing Machinery's (ACM) Special Interest Group on Computer Graphics (SIGGRAPH), the largest and oldest computer graphics conference internationally since 2018. Committees including Art Papers review, juried VR and immersive installations from independent artists, established animation schools from France, Germany, China and the USA, animation companies (Disney, Baobab, Pixar).

Feb 14 th -March 19 th 2023	General submissions for emerging technology, sound and artificial intelligence submissions (papers, installations) for in-person acceptance. 20 hours.
Feb 15 th -March 3 rd 2022	VR Theatre. Judge for competitive triage of VR animations to make it into the VR Theatre. General submissions for uncategorized submissions to be considered for both in-person (Vancouver) and remote acceptance. 26 hours.
Nov. 13 th 2021-Feb. 2022	World Stage Design, Immersive Technology and Performance co-chair choosing 10 mixed reality and immersive technology works internationally for performance, panel and installation events at World Stage Design 2022. 25 hours.
Jan 20 th -Feb. 13 th 2021	SIGGRAPH VR Theatre, committee member. Review of submissions and recommendations to jury. 23 hours.

March 16 th -18 th 2021	Foundations of Digital Games 2021. Program Committee Member. Review of papers. 16 hours.
Dec. 6 th -Feb 2 nd . 2020	SIGGRAPH Creative Development Committee, committee member. Curation, floorplan design, project management, post-deadline juried selection, sound design, composition for videos of 12 separate tracks. 60 hours.
Dec. 15 th -Jan. 15 th 2020	SIGGRAPH Art Papers, jury member. Review of Twelve Art papers for SIGGRAPH 2020 and recommendations to MIT Leonardo Journal recommendation. 40 hours.
Nov. 23 rd -January 20 th 2019	SIGGRAPH VR Theatre jury member. Curation and final content selections for triage judging. 25 hours.
Dec. 5 th -January 30 th 2018	SIGGRAPH VR Theatre jury member. Curation and final content selections for triage judging. 24 hours.

(g) *External examiner (indicate universities and dates)*

- Global Game Jam Ukraine (2023). Panel Judge for 12 games. February 12th-28th. 6 hours.
- University of Victoria (2023). Degree Programs Review Committee for DIMA and TESO. Chair. Feb. 27th-28th. 4 days.
- Northeastern University (2023). Degree Program Review Panel for Master of Professional Studies in Digital Media. Feb. 3rd. 3 days.
- Zhang D. (2021). *Improvisation and pedagogy for the Yangstin* (Doctoral dissertation, York University). May 8th, 2021. 8 hours.
- Heaton, N. T. (2020). *Narrative presence in virtual reality experiences* (Doctoral dissertation, Lethbridge, Alta.: University of Lethbridge, Dept. of New Media). May 17th, 2020. 8 hours.
- Schnitman, J. (2018). *Ways* (Graduate MFA Thesis, Vancouver, BC, SFU. School for the Contemporary Arts). Aug. 21st 2018. 6 hours.

(h) *Consultant (indicate organization and dates)*

May-August 2020	Bard on the Beach, Consultant: Digital Strategy and Digital Content specialist recruitment. 30 hours.
Aug 2019-Nov. 2021	Rogers, L. (2020). 3D Metabolism [Computer software]. Vancouver, Emerging Media Lab. 45 hours.
April 2019-April 2020.	Girard, J. (2019). Virtual Orchestra [Computer software]. Vancouver, Emerging Media Lab. Jan.-Dec. 2019. 20 hours.

(i) *Other service to the community*

April-May 2023	Secured work integrated learning summer contracts for four UBC students at Sawmill Motion Capture Studios, Co-operative Education and Work-Integrated Learning Canada. Local .
May 2023	Secured a one-month work-integrated learning contract for one UBC student at Departure Lounge Metaverse company. Local .
June 12 th , 2023	Feature in UBC Magazine, Thandi Fletcher. Local . https://magazine.alumni.ubc.ca/2023/humanities-technology/how-ubc-instructors-are-using-artificial-intelligence-teaching-tool
June 8 th 2023	CTV News interview and article with Thamina Aziz, Vancouver voice actors concerned about AI cloning voices without consent. June 8 th , 2023. Local . https://beta.ctvnews.ca/local/british-columbia/2023/6/7/1_6432234.amp.html
May 31 st 2023	The Early Edition with Stephen Quinn - May 31, 2023: Generative AI in the classroom, National . https://www.cbc.ca/listen/live-radio/1-91/clip/15988199 Daybreak North with Carolina de Ryk - May 31, 2023: Generative AI in post-secondary (clip starts at 1 hour 40 minute mark), Local . https://www.cbc.ca/listen/live-radio/1-109/clip/15988182 Daybreak Kamloops with Shelley Joyce - May 31, 2023: Generative AI in post-secondary (clip starts at 1 hour 55 minute mark), Local . https://www.cbc.ca/listen/live-radio/1-108/clip/15988179

- Daybreak South with Chris Walker - May 31, 2023: Generative AI in post-secondary (clip starts at 59 minute mark), **Local**.
<https://www.cbc.ca/listen/live-radio/1-110/clip/15988153>
- Mar. 24th 2023 Featured educator in Canadian Press report on AI in the classroom.
<https://www.hopstandard.com/news/why-some-canadian-teachers-and-professors-are-inviting-chatgpt-into-the-classroom/> , re-printed in CTV News, Globe and Mail, CBC. **National**.
- Nov. 2021 Smackdown for the United Way. A fundraising debate for the United Way at SFU. **Local**.
- June 25th 2019 Indian Summer Festival. Donated a portable VR rig, set up and employed a grad student to facilitate a VR experience at the Indian Summer Festival featuring the work of indigenous artists Paisley Smith, and Yuxweluptin. **International**.

12. AWARDS AND DISTINCTIONS

(a) *Awards for Teaching (indicate name of award, awarding organizations, date)*

Awards shared with graduate students on projects that I supervised and contributed to.

- June 2023 CUCCIO Award. Collaboration Category shared with the Emerging Media Lab on a Collaborative Prototyping course. These awards "recognize the outstanding contributions made by Canadian universities and their IT departments in fostering collaboration, driving innovation, and building strong community bonds". **National**.
- 2020 Award of Excellence and Innovation in the Integration of Technology in a Partnership or Collaboration, from the Canadian Network for Innovation in Education. MDM Program and BCIT. Holocopter (a Mixed Reality Teaching Tool for Helicopter Engineers), **National**.
- 2013 Gold for Best Use of Video/Multimedia in the Canadian Online Publishing Awards (COPA). [Timber](#) was a multimedia platform to create awareness about the effects of illegal logging that I supervised with 5 MDM program students. **National**.
- 2011 MEDEA Awards. "Highly Commended". Digital Decisions: An interactive tutorial to increase digital literacy on the web for high school students I supervised with 6 MDM Program students.
<https://medea-awards.com/past-awards/2011> **National**.
- 2010 For The Web (FTW) national coding competition (Best Student App & Second Place Overall). Taxi City. An open-source game using data from the City of Vancouver I supervised with 7 MDM Program students. **National**.
- 2010 Live Positively Award presented by Coca-Cola for MDM Project Blue Sky in partnership with Olympic & Paralympic athletes. **International**.

(b) *Awards for Scholarship (indicate name of award, awarding organizations, date)*

- 2014-15 Teaching and Learning Grant, Simon Fraser University, Virtual Classroom
- 2013 Graduate Scholarship, Simon Fraser University, PhD Ed Tech & Learning Design
- 1993-95 C.D. Nelson Memorial Full Scholarship for MFA Interdisciplinary Studies, SFU.

(c) *Awards for Service*

(d) *Other Awards (Sound Design and Composition)*

- 2017 Outstanding Sound Design, Jessie Richardson Nomination, Vancouver, BC
- 2014 Outstanding Sound Design, Jessie Richardson Nomination, Vancouver, BC
- 2013 Outstanding Composition, Jessie Richardson Nomination, Vancouver, BC
- 2011 Outstanding Composition, Jessie Richardson Nomination, Vancouver, BC.
- 2010 Outstanding Composition, Jessie Richardson Nomination, Vancouver, BC.
- 2009 Outstanding Composition, Betty Mitchell **Award**, Calgary, AB.
- 2007 Outstanding Composition, Jessie Richardson **Award**, Vancouver, BC.
- 2006 Outstanding Composition, Jessie Richardson **Award**, Vancouver, BC.
- 2005 Outstanding Composition, Jessie Richardson Nomination, Vancouver, BC.

- 2004 Outstanding Innovation, Jessie Richardson **Award**, Vancouver, BC.
- 2004 Outstanding Composition, Jessie Richardson Nomination, Vancouver, BC.
- 2003 Outstanding Composition, Jessie Richardson **Award**, Vancouver, BC.
- 2002 Best Original Music, Grand Prix Video Festival **Award**, Paris, France.
- 2002 Outstanding Composition, Jessie Richardson Nomination, Vancouver, BC.
- Outstanding Interdisciplinary Collaboration, Jessie Richardson Nomination, Vancouver, BC.
- 2001 Outstanding Composition, Jessie Richardson Nomination, Vancouver, BC.
- Outstanding Composition, Jessie Richardson Nomination, Vancouver, BC.
- 1997 Best Original Music, Moving Pictures Festival of Dance on Film **Award**, Canada.

13. OTHER RELEVANT INFORMATION (Maximum one Page)

Publications Record

SURNAME: Pennefather

FIRST NAME: Patrick

Initials: PPP

MIDDLE NAME(S): Edgar Michael

Date: Feb. 16th 2022

1. REFEREED PUBLICATIONS

(a) Journals (in print or virtual)

Post-Appointment

- 2021 Pennefather, P. (2021). The Perplexed Colon: A perplexing review of guides for the perplexed. Academia Letters, Academia.edu. **Note:** While most submissions are by authors Academia Letters was a peer-reviewed and competitive process. 100%.
- 2020 Desnoyers-Stewart, J., Stepanova, E. R., Riecke, B. E., & Pennefather, P. (2020). Body RemiXer: extending bodies to stimulate social connection in an immersive installation. *Leonardo*, 53(4), 394-400. One of twelve double blind peer-reviewed papers accepted from an international pool of 110 Art Papers. 25% contribution.
- 2020 Pennefather, P., Rizzotti, P., Desnoyers-Stewart, J., Stepanova, K., Riecke, B., Danenkov, L., & Chak, R. (2020). Thru the Looking Glass of Cybernetics. *Cybernetics and Human Knowing*, 27(2), 61-80. Invited paper with editor looking at the Fun Palace Carnival of Mixed Realities installation through the lens of a cybernetician. 75%.
- 2019 Pennefather P., Krebs C. (2019) Exploring the Role of xR in Visualisations for Use in Medical Education. In: Rea P. (eds) Biomedical Visualisation. Advances in Experimental Medicine and Biology, vol 1171. Springer. Cited article by medical educators and the first paper of its kind in the field. 50%.
- 2018 Quesnel, D., Stepanova, E. R., Aguilar, I. A., Pennefather, P., & Riecke, B. E. (2018, August). Creating AWE: artistic and scientific practices in research-based design for exploring a profound immersive installation. In *2018 IEEE Games, Entertainment, Media Conference (GEM)* (pp. 1-207). IEEE. First paper to investigate the overview effect in VR; a typical experience of awe reported by NASA astronauts looking down on the earth from space. 20%.

Pre-Appointment

- 2017 Pennefather, P., (2017). Mentoring in Project-Based Learning Environments: A Focus on Self-Regulation. PhD Dissertation. SFU Publication, November 2017. Unique offering focused on an Action Research process with MDM faculty to better understand how faculty from industry approach mentoring projects. 100%.
- 2016 Pennefather, P. (2016, September). The Iterative Virtual Self(ie). Keynote paper presented at from Parchment to Screen: Writing the Self in the Digital Age, Ismaili Council of Canada, Burnaby, BC. 100%.
- 2014 Smith, R., & Pennefather, P. (2014). Managing innovation at the centre for Digital Media. *Journal of Innovation Economics & Management*, 13(1), 151-161. 50%.
- 2010 Pennefather P., (2010). The meaning of Avatar: Underlying truths amidst the technological wizardry. The Vancouver Sun. Vancouver, BC, February 2010. 100%.
- 2009 Pennefather P., Espejo, L. (2009). Yoga in an Economic Recession. Vancouver Review. Issue 22. Summer. 50%
- 2004 Pennefather P. (2004). Improvising Sound in Theatre. Transmissions. Volume 1. Vancouver: Rumble, Spring Edition. 100%.

(b) Conference Proceedings

- 2022 Pennefather, P., Stewart, John-Desnoyers [in press]. The Fun Palace: Designing Human Experiences at Mixed Reality Events to Increase Engagement, ISEA 2022: Possibilities, June 10th-16th. 50%.
- 2019 Pennefather, P. (2019, May). Towards the Abolishment of the White Paper: a Green Paper on xR. Poster at HASTAC 2019, Vancouver, Canada.

- 2018 Pennefather, P. (2018, August). A Reflection on Academic and Industry Partnerships in Research. SIGGRAPH Business Symposium, Vancouver, Canada. <https://blog.siggraph.org/tag/business-symposium/>

(c) *Other (Poster)*

- 2021 Krebs, C., Pennefather, P. (2021). Development of a virtual anatomy lab (VanVR App) for implementation during the Covid19 pandemic to ensure 3D learning with scanned dissections. Experimental Biology (April 27th-30th). <https://www.youtube.com/watch?v=T9h62le8sXQ> 50%.
- 2020 Pennefather, P. (2020). *Plotting a VR Intervention in a Project-Based Learning Environment* (Remote via youtube). https://sc.edu/about/offices_and_divisions/cte/symposiums/virtualteaching/ 100%.
- 2020 Pennefather, P. (2020). Scholars VR: [Engaging new Audiences with the Scholarly](#). Virtual Worlds Best Practices Education. VWBPE Spotlight. Second Life. 100%.
- 2017 Pennefather, P. (2017, November). What we can learn observing the observer in public VR settings. Poster presented at Software for Augmented and Virtual Reality Sig. ACM SIGPLAN conference on Systems, Programming, Languages and Applications: Software for Humanity, Vancouver, Canada. 100%.
- 2017 Pennefather, P. (2017, May). VR and the Health Space. Poster presented at the Interface Health Summit, Vancouver, Canada. 100%.
- 2017 Pennefather, P. (2017, April). [Learnin Thru Failr](#). Failure & Learning Seminar, SFU, Vancouver, Canada. 100%.
- 2010 Pennefather P. (2010, March). Innovate or Die: Darwinian theory applied to game education. International Game Developers Conference: Game Education Summit. Los Angeles, USA. 100%.
- 2010 Pennefather, P., Bizocchi, J, Johnson, G. (2010, April). Interactive Narrative and Graduate Student Project-Based Learning. Poster presented at International Digital Media Arts Association Conference, Vancouver, Canada. 30%.
- 2009 Pennefather P. (2009, April). Improvisational Behavior in Scrum: From Rugby to Agile Digital Media Projects. Power Play: Improvisation and Sport, Vancouver, Canada. 100%.

2. NON-REFEREED PUBLICATIONS

- (a) Journals
- (b) Conference Proceedings
- (c) Other

3. BOOKS

(a) *Authored*

- 2022 Pennefather, P. (2022). *Mentoring Digital Media Projects: Project-Based Learning and Teaching for Professional Development*

(b) *Edited*

(c) *Chapters (in print)*

- 2021 Pereira, C. (2021). *Thinking in 3D*. Contribution to 3 chapters in form of edited expert interview.
- 2020 Pennefather, P., Krebs, C., & Saroyan, J. A. (2020). Reimagining the Audience-Dancer Relationship Through Mobile Augmented Reality. In *Multidisciplinary Perspectives on New Media Art* (pp. 119-141). IGI Global. 90%.
- 2020 Ralph, R., Pennefather, P., Code, J., & Petrina, S. (2020). Too Many Apps to Choose From: Using Rubrics to Select Mobile Apps for Preschool. In S. Papadakis, & M. Kalogiannakis (Eds.), *Mobile Learning Applications in Early Childhood Education* (pp. 20-38). Hershey, PA: IGI Global. doi:10.4018/978-1-7998-1486-3.ch002 30%.
- 2020 Ralph, R., & Pennefather, P. (2020). Agile Teams in Digital Media: A 13-Week Retrospective. In G. Jamil, F. Ribeiro, A. Malheiro da Silva, & S. Maravilhas Lopes (Eds.), *Handbook of Research on Emerging*

Technologies for Effective Project Management (pp. 340-359). Hershey, PA: IGI Global. doi:10.4018/978-1-5225-9993-7.ch020. 50%.

4. PATENTS

5. SPECIAL COPYRIGHTS

6. ARTISTIC WORKS, PERFORMANCES, DESIGNS

Note: *Most commissions, grants, and funds have supported the design of sound for live productions. Others have supported research creation with technology created in collaboration with others.*

Post-Appointment

- 2023 Pennefather, P. (2023). Shakespeare xR, Emerging Media Lab and UBC Library. Augmented reality creation of ChatGPT imagined Shakespeare characters, and touch table version of Shakespeare's First Folio. August 15th. [UBC Library Funded Work-Learn]
 Pennefather, P. (2023). VR Theatre. SIGGRAPH, August 6th-10th 2023. [Commissioned Compositions].
 Pennefather, P. (2023). Shakespeare in the Metaverse. Canada Media Fund, Departure Lounge and Kreis Immersive. Spatial audio, composition, and capture. March-August 2023. BCIT Collider space. [Commissioned Compositions].
- 2022 Desnoyers-Stewart, J., Miller, N., Pennefather, P., & Riecke, B. E. (2022, October 1). Synedelica [Curated Virtual Reality Exhibition]. V-Unframed, Center for Digital Media (CDM), Vancouver, BC, Canada. <https://www.alliancefrancaise.ca/v-unframed/>. [Commissioned Composition and Design].
 Pennefather, P. (2022). Kreis Immersive, Cannes Film Festival VR Theatre. Compositions for a VR theatre that will occur in-person and remotely. May 18th-29th 2022. [Commissioned Compositions].
 Pennefather, P. (2022). Imitation Game: Visual Culture in the Age of Artificial Intelligence. Commissioned compositions for event. Vancouver Art Gallery, March 5th - to August 23rd. [Commissioned Compositions].
 Pennefather, P. (2022). SIRIUS: Virtual Earthgazing to Minimize the Effects of Isolation. Roscosmos and NASA. Sound composition is part of a VR installation that investigates its use by 6 people who will be in a special facility modelling a spacecraft from Nov. 4th-July 1st 2022. [Commissioned Compositions].
 Pennefather, P. (2022). Shakespeare First Folio Exhibit. Kreis Immersive at the Vancouver Art Gallery. Composition and Augmented Reality experience triggered by attendees at the VAG from Jan. 11th-March 7th, 2022. [Commissioned Compositions & Computer Software].
- 2021 Pennefather, P. (2021). Small Stage. Love Bubble Project [Invited Composition]. Sheraton Vancouver Wall Centre, Robson Business Association, Tourism Vancouver.
<https://www.smallstage.ca/lovebubbleproject>
 Pennefather, P. (2021). Small Stage Drone Dance #5 [Commissioned Compositions]. Shadbolt Centre for the Arts, Vancouver, Canada. https://vimeo.com/515597581?utm_source=email&utm_medium=vimeo-cliptranscode-201504&utm_campaign=28749 I
 Pennefather, P. (2021). Small Stage Valentine. [Invited Sound Design & Composition]. Robson Street Festival. Vancouver, Canada.
- 2020 Pennefather, P. (2020). Small Stage Drone Dance #1. [Invited Composition]. Shadbolt Centre for the Arts, Vancouver, Canada. <https://vimeo.com/463653150>
 Pennefather, P. (2020). SIGGRAPH 2020 Promotional Videos Music (VR Village, Art Papers, Technology Papers, Emerging Pavillion). [Curated Compositions]. LA, USA.
<https://www.youtube.com/watch?v=fg9BVGAm-L4C>
 Desnoyers-Stewart, J., Stepanova, E. R., Riecke, B. E., & Pennefather, P. (2020, April). Body RemiXer [Curated Virtual Reality Exhibition]. Recto VRso: International Art and Virtual Reality Festival, Laval, France. <https://rectovrso.laval-virtual.com/en/home/>
 Pennefather P., Krebs, C. (2020). 3D Web-Based Multi-player Puzzle Game [Commissioned Computer software]. Vancouver, H.I.V.E and Emerging Media Lab.
- 2019 Pennefather, P. (2019). Small Stage Winter Dance & Santa Claus Parade. [Commissioned Composition]. Vancouver, Canada.

- Pennefather, P. (2019). Fun Palace: Carnival of Mixed Reality, American Society for Cybernetics. [Producer Mixed Reality Exhibition, Sound Design]. Centre for Digital Media Vancouver, Canada. <https://thecdm.ca/events/2019-06-25/the-fun-palace-carnival-mixed-realities>
- Pennefather, P., Alzate, H. (2019). Remote control wireless control of performers for a cabaret. [Invited Computer software]. Fun Palace. CDM Vancouver.
- Desnoyers-Stewart, J., Stepanova, E. R., & Riecke, B. E. (2019, September 30). Body RemiXer [Invited Virtual Reality Exhibition]. Help my Grandma Day Launch, Surrey, BC, Canada.
- Desnoyers-Stewart, J., Stepanova, E. R., & Riecke, B. E. (2019, November 7). Body RemiXer [Curated Virtual Reality Exhibition]. 2019 Provincial Summit on Aging, Richmond, BC, Canada.
- 2018 Pennefather, P. (2018). Winter Dance. [Commissioned Composition]. Robson Square, Small Stage, Vancouver, BC.
- Pennefather, P. (2018). The Piano Teacher. [Commissioned Sound Design & Composition]. Arts Club Theatre BC Tour.
- Pennefather, P. (2018). The Curious Incident of the Dog in the Night. [Commissioned Sound Design & Composition]. Arts Club Theatre, Vancouver, Canada.
- Pennefather, P. (2018). Opening Showcase of Electronic Theatre, SIGGRAPH, [Curated & Commissioned Composition & Performance]. Vancouver, Canada.

Pre-appointment

- 2018 Pennefather, P. (2018). Genesis Car Installation Advert, Thinking Box. [Commissioned Composition]. Pearson International Airport, Toronto, Canada.
- Pennefather, P. (2018). Small Stage 37, Anza Club. [Commissioned Composition & Performance] Vancouver, Canada.
- Pennefather, P. (2018). Ocean Changes, Reach Gallery. [Commissioned Sound Design & Composition] Abbotsford, Canada.
- Pennefather, P. (2018). Small Stage. [Commissioned Sound Design & Composition]. Robson Square, Vancouver.
- 2017 Pennefather, P. (2017). The Piano Teacher, Arts Club Theatre, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2018). Merchant of Venice, Bard on the Beach, Vancouver, BC. [Commissioned Sound Design & Composition]
- 2016 Pennefather, P. (2016). Small Stage Salon 3, small stage, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2016). Sustainability in an Imaginary World, UBC, Vancouver, BC. [Commissioned Sound Design & Composition]
- 2015 Pennefather, P. (2015). Florida State University, Antony Morgan, Tampa Bay, USA. [Commissioned Sound Design & Composition]
- Pennefather, P. (2015). Small Stage, The Anza Club, MovEnt, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2015). 7000, Susan Bozic, Rotterdam Film Festival, SXSW 2016. [Commissioned Sound Design & Composition]
- Pennefather, P. (2015). Small Stage @ the Shadbolt, MovEnt, Burnaby, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2015). Small Stage Previews, MovEnt, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2015). Small Stage Canada, Magnetic North Theatre Festival, NAC, Ottawa, ON. [Commissioned Performance & Composition]
- Pennefather, P. (2015). The Fine Line, Dancers Dancing, BC Tour. [Commissioned Composition]
- Pennefather, P. (2015). Celestial Being, Green Thumb Theatre, Canada tour. [Commissioned Sound Design & Composition]
- Pennefather, P. (2015). Celeste, Theatre La Siezieme, BC tour. [Commissioned Sound Design & Composition]
- 2014 Pennefather, P. (2014). The Fine Line, Dancers Dancing, Vancouver, BC. [Commissioned Composition]
- Pennefather, P. (2014). Celeste, Green Thumb Theatre, Canada tour. [Commissioned Sound Design & Composition]

- Pennefather, P. (2014). Celeste, Theatre La Siezieme, BC tour. [Commissioned Sound Design & Composition]
- 2013 Pennefather, P. (2013). Three Sisters, The Cultch, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2013). Elizabeth Rex, Bard on the Beach, Vancouver, BC. [Commissioned Sound Design & Composition]
- 2012 Pennefather, P. (2012). Gordon, Arts Club Revue Stage, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2012). Gooble, Theatre La Seizieme, Canadian School Tour. [Commissioned Sound Design & Composition]
- Pennefather, P. (2012). The Fine Line, Dancers Dancing, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2012). Taming of the Shrew, Bard on the Beach, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2012). Cruel & Unusual, Virtual Stage, Vancouver Short Film Festival, BC. [Commissioned Composition]
- 2011 Pennefather, P. (2011). Philanderer. Stanley Theatre, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2011). Merchant of Venice. Bard on the Beach, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2011). Henry VI. Bard on the Beach, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2011). The Crucible. Studio 58, Vancouver, BC. [Commissioned Sound Design & Composition]
- 2010 Pennefather, P. (2010). Romeo and Juliette. Theatre at UBC, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2010). At Home with Dick & Jane. Electric Company Theatre, Vancouver, BC. [Commission]
- Pennefather, P. (2010). D.Sign Promo. D.Sign, Vancouver, BC. [Commissioned Sound Design & Composition]
- Pennefather, P. (2010). Design Awards Show 2010. Red Designs, Vancouver, BC. [Commissioned Composition]
- Pennefather, P. (2010). Studies in Motion. Remount. Vancouver Playhouse, Edmonton Citadel, Toronto CANSTAGE, Canadian Tour. [Commissioned Sound Design & Composition]
- 2009 Pennefather, P. (2009). (Saint-Cyr) de (Kandahar). Felix Culpa, Vancouver, Canada
- Pennefather, P. (2009). MK Woyzeck. Theatre @ UBC, Vancouver, BC
- Pennefather, P. (2009). Richard II. Bard on the Beach, Vancouver, BC
- Pennefather, P. (2009). All's Well That Ends Well. Bard on the Beach, Vancouver, BC
- Pennefather, P. (2009). John and Beatrice. Pi Theatre, Persephone Theatre, Saskatoon, SK
- Pennefather, P. (2009). Studies in Motion. Remount. Electric Company Theatre, BC/Yukon Tour
- Pennefather, P. (2009). V-Track Web. In Transit BC, Vancouver, BC
- Pennefather, P. (2009). Secret World of Og. Carousel Theatre, Vancouver, BC
- Pennefather, P. (2009). Ascent. Dancers Dancing, Vancouver, BC
- Pennefather, P. (2009). The Idiots Karamazov. Pi Theatre, Vancouver, BC
- 2008 Pennefather, P. (2008). Doubt. Stanley Theatre, Vancouver, BC
- Pennefather, P. (2008). Telefonica/Student Aid BC. MDM Program/Telefonica, Spain
- Pennefather, P. (2008). Lalo & Patrick Show. NDP YouTube Campaign, Vancouver, BC
- Pennefather, P. (2008). Punctuated Equilibrium. Dance on Camera, New York, USA
- Pennefather, P. (2008). Gormenghast. UBC Theatre, Vancouver, BC
- Pennefather, P. (2008). TMDM/Fisheries. UBC Fisheries, Vancouver, BC
- Pennefather, P. (2008). Cardboard Box Opera. Felix Culpa. Magnetic North Festival, Vancouver, BC
- Pennefather, P. (2008). Rendition. Western Theatre Conspiracy/HIVE. Magnetic North Festival, Vancouver,
- Pennefather, P. (2008). Little Old Man. Vancouver Children's Festival, Vancouver, BC
- Pennefather, P. (2008). A Dybbuk. UBC Theatre, Vancouver, BC
- Pennefather, P. (2008). Rabbit Hole. Stanley Theatre, Vancouver, BC

- Pennefather, P. (2008). View From Above. Ruby Slippers Theatre, Vancouver, BC
- Pennefather, P. (2008). Women Speaking. Power Within Series, Vancouver/Toronto, Canada
- Pennefather, P. (2008). Stories From Our Black Books. Silver Lining Productions, Toronto, ON
- Pennefather, P. (2008). Quicksilver. Dancers Dancing, Western Canadian Tour
- Pennefather, P. (2008). Improvising Music Digitally. Microsoft Channel 10, Web. Redmond, USA
- Pennefather, P. (2008). V-Track. MDM Program/TransLink, Vancouver, BC
- 2007 Pennefather, P. (2008). Swami/Ballerina. Dances for a Small Stage, Vancouver, BC
- Pennefather, P. (2007). A Midsummer Night's Dream. UBC Theatre, Vancouver, BC
- Pennefather, P. (2007). Alap x 7. Clayoquot Sound Theatre, Tofino, BC
- Pennefather, P. (2007). John & Beatrice. Pi Theatre, Vancouver, BC
- Pennefather, P. (2007). Stories from Our Black Books. Silver Lining Productions, Toronto/Vancouver
- Pennefather, P. (2007). Little Old Man. Nanaimo Children's Festival, Nanaimo, BC
- Pennefather, P. (2007). Quasimodo. Boca Del Lupo, Vancouver, BC
- Pennefather, P. (2007). Beggars Would Ride. Conrad Alexandrowicz, Vancouver, BC
- Pennefather, P. (2007). Break. Kelowna Arts Centre, Kelowna, BC
- Pennefather, P. (2007). Quicksilver. Dancers Dancing, Banff, Yellowknife
- Pennefather, P. (2007). Summerfolk. Studio 58, Vancouver, BC
- Pennefather, P. (2007). Trout Stanley. Ruby Slippers, Vancouver/Burnaby, BC
- Pennefather, P. (2007). Big Love. Theatre at UBC, Vancouver, BC
- Pennefather, P. (2007). Production Podcasts. Theatre at UBC, Vancouver, BC
- 2006 Pennefather, P. (2007). Mother Courage And Her Children. Theatre at UBC, Vancouver, BC
- Pennefather, P. (2006). Beautiful Thing. Theatre at UBC, Vancouver, BC
- Pennefather, P. (2006). Peer Gynt. Blackbird Theatre, Vancouver, BC
- Pennefather, P. (2006). Four Winds. Dancers Dancing, Vancouver, BC
- Pennefather, P. (2006). Jest, Satire & Deeper Meaning. Studio 58, Vancouver, BC
- Pennefather, P. (2006). Spank. The Virtual Stage, Vancouver, BC
- Pennefather, P. (2006). Hive. Electric Company Theatre, Vancouver, BC
- Pennefather, P. (2006). The Invalids. Pi Theatre, Vancouver, BC
- Pennefather, P. (2006). xpodradio.com. Sonic MC Production, Web, International
- 2005 Pennefather, P. (2006). Studies in Motion. Electric Company/UBC, Vancouver, BC
- Pennefather, P. (2005). Four Winds. Dancers Dancing, Vancouver, BC
- Pennefather, P. (2005). Elisa's Skin. Pi Theatre, Kamloops, BC
- Pennefather, P. (2005). Migrations. UCLALB, Los Angeles USA
- Pennefather, P. (2005). Go Active Tour. McDonald's Special Events, Canada, England
- Pennefather, P. (2005). Whistler International Snowboard Competition. MSE/Cossette Communications, Whistler, BC
- Pennefather, P. (2005). Frost. Vancouver International Dance Festival, Vancouver, BC
- Pennefather, P. (2005). Chiapas and Other Distractions. CBC Radio, Canada
- 2004 Pennefather, P. (2005). Birthday Song. Ronald McDonald Children's Charities, Canada, USA, Singapore
- Pennefather, P. (2004). The Minstrel. Dancers for a Small Stage VII, Vancouver, BC
- Pennefather, P. (2004). Chiapas & Other Distractions. Amnesty International, Canada, USA
- Pennefather, P. (2004). Say Something. ZED TV, Canada
- Pennefather, P. (2004). Troy: City Of Love. Studio 58, Vancouver, BC
- Pennefather, P. (2004). Live and Interactive. Palmer Jarvis/DDB, Canada/USA.
- Pennefather, P. (2004). Four Winds. Dancers Dancing, Vancouver, BC
- Pennefather, P. (2004). Elisa's Skin. Pi Theatre, Vancouver, BC
- 2003 Pennefather, P. (2003). The Fall. Electric Company Theatre, Vancouver, BC
- Pennefather, P. (2003). Mapless in the Middle East. Firehall Arts Centre, Vancouver, BC
- Pennefather, P. (2003). Frost. Dancers Dancing, Whistler, BC
- Pennefather, P. (2003). Elisa's Skin. Pi Theatre, Vancouver, BC
- Pennefather, P. (2003). Entangled Extensions. Dancers Dancing, Vancouver, BC
- 2002 Pennefather, P. (2003). Violet. Bravo Television, France, Spain
- Pennefather, P. (2002). Creation. Studio 58, Vancouver, BC
- Pennefather, P. (2003). Mister P. Dancers for a Small Stage III, Vancouver, BC
- Pennefather, P. (2003). Proof. Vancouver Playhouse/Sagebrush, Vancouver/Kamloops, BC
- Pennefather, P. (2003). Violet. Bravo Television, Vancouver, BC

- Pennefather, P. (2003). The Wake. Electric Company Theatre, Vancouver, BC
 Pennefather, P. (2003). Sola. International Film Festival of Thessaloniki, Athens
 Pennefather, P. (2003). Quicksilver. Dancers Dancing, Vancouver, BC
 Pennefather, P. (2003). The Vile Cabaret. Felix Culpa, Vancouver, BC
 2001 Pennefather, P. (2001). Unity 1918. Touchstone Theatre, Vancouver, BC
 Pennefather, P. (2001). Und. Felix Culpa, Vancouver, BC
 Pennefather, P. (2001). Pandora's Box. Deborah Dunn, Vancouver, BC
 Pennefather, P. (2001). Punctuated Equilibrium. Zeum Dance Video Festival, San Francisco, USA
 Pennefather, P. (2001). The Vile Cabaret. Felix Culpa, Vancouver, BC
 2000 Pennefather, P. (2000). The Kiss Project. Dance Arts, Vancouver, BC
 Pennefather, P. (2000). Sola. Bravo Television, Canada
 Pennefather, P. (2000). Sand in My Shorts. Canada Council, Vancouver, BC
 Pennefather, P. (2000). Judith. Felix Culpa, Vancouver, BC
 Pennefather, P. (2000). Punctuated Equilibrium. Florida Dance Festival, Miami, USA
 Pennefather, P. (2000). Birth. Bravo Television, Canada
 Pennefather, P. (2000). Desperately Seeking. Jumpstart Productions, Vancouver, BC
 Pennefather, P. (2000). The Vile Cabaret. Felix Culpa, Vancouver, BC
 1999 Pennefather, P. (1999). Running Shoe Point. Jumpstart Productions, Vancouver, BC
 Pennefather, P. (1999). Punctuated Equilibrium. Transmediale Festival, Berlin, Germany
 Pennefather, P. (1999). Om Na Ma Shi Va Ya. Mandala Arts, Vancouver, BC
 Pennefather, P. (1999). Punctuated Equilibrium. Hungary, Croatia, Argentina
 Pennefather, P. (1999). Salman Rushdie & Me. Felix Culpa, Vancouver, BC
 Pennefather, P. (1999). Sola. Erasga Co. Dance, Vancouver, BC
 Pennefather, P. (1999). Punctuated Equilibrium. Bravo Television, Canada

7. **OTHER WORKS (Published Compositions, CD's)**

- 2015 Harry Catz Orchestra, Drink Together Friday, iTunes
 2010 CD Release: Remix in Motion. Sonic MC/Electric Company Theatre, iTunes
 2009 CD Release: Remix in Motion. Sonic MC/Electric Company Theatre, Canadian Tour
 2007 CD Release and Tour: OM. Sonic MC Productions, Canada/USA/Japan
 2006 Studies in Motion (CD Release). Sonic MC/Electric Company, Canada
 2004 Hum (CD Release). Disappearing Music, Canada/USA
 2003 CD Release: Sounding. Sonic MC Productions, Canada, BC

8. **WORK SUBMITTED (publishing date set at August 24th 2023)**

- 2023 *Pennefather, P. (2023). Creative Prototyping with Generative AI: Augmenting Creative Workflows with Generative AI. Springer Nature Apress, New York. (In press: ISBN-13: 9781484295786)*

9. **WORK IN PROGRESS (manuscript 25% complete)**

- 2024 *Developing Emerging Technologies in Project-Based Courses (Springer Nature). (April 2024 tbc)*