

**WILLIAM LOCKETT**  
wjl285@nyu.edu || <http://williamlockett.org/>

## **ACADEMIC CREDENTIALS**

### **Current Academic Appointment**

New York University  
Department of Media, Culture, and Communication  
Adjunct Professor 2022-present

### **Postdoctoral Fellowship**

Massachusetts Institute of Technology  
Center for Art, Science, and Technology  
Andrew W. Mellon Postdoctoral Fellow 2019-2022

### **Doctoral Degree**

New York University  
Department of Media, Culture and Communication  
Ph.D. Media, Culture, and Communication 2013-2019  
“Cybernetic Child Psychology: A Genealogy of the User”

### **Masters Degree**

McGill University  
Department of Art History and Communication Studies  
Master of Arts, Art History 2010-2012  
“The Temporality of Attention and the Pleasures of 3D Gameplay”

### **Bachelors Degree**

University of Western Ontario, 2004-2009  
Department of Philosophy and Department of Modern Languages and Literatures  
Joint Honors Bachelor of Arts, Comparative Literature and Philosophy

### **Doctoral Scholarships and Fellowships**

Social Sciences and Humanities Research Council of Canada 2015-2018  
Doctoral Award [Competitive Federal Competition]

NYU Steinhardt Doctoral Fellowship and Scholarship 2013-2018

## ACADEMIC WORKS — PART 1 — MEDIA HISTORY OF COMPUTING

### Peer-Reviewed Journal Article

Lockett, William. “Autistic Mental Schema and the Graphical User Interface circa 1968,” [Submitted for Review, August 2022].

\_\_\_\_\_. “The Science of Fun and the War of Poverty.” *Grey Room*. No. 74. (Winter 2019): 6-43.

### Computer History Presentations (After Ph.D.)

Lockett, William. ““Here Would Be the Great Educational System on What the Chemistry Exchanges Really Are””: Bucky Fuller on Video Systems Before Personal Computing.” *34th Annual Meeting of the Society for Literature, Science and the Arts*. Online: SLSA. September 30 - October 3, 2021.

\_\_\_\_\_. “Programmed Graphics in the Science of Autistic Mental Imagery.” *Useful Media. Society for Cinema and Media Studies Annual Conference*. Online: SCMS. March 17-21, 2021.

\_\_\_\_\_. “Reintroduction to Cybernetic Primitivism.” *Locating and Timing Matters: Significance and Agency of STS in Emerging Worlds. 4S: Society for Social Studies of Science*. Prague: 4S. 18-21 August 2020.

\_\_\_\_\_. “The Circle Graphics Habitat: Chicago’s Analog Folkways Before Personal Computing.” *New Media and Digital Cultures Working Group. Cultural Studies Association*. Chicago, IL: CSA. 28-30 June 2020.

### Computer History Research Awards and Grants (After Doctoral Candidacy)

Society for the History of Technology 2018  
Special Interest Group on Computers, Information, and Society  
Computer History Travel Award for “Archaeology of the Toposcope”

Society for the History of Technology 2017  
Special Interest Group on Computers, Information, and Society  
Michael S. Mahoney Travel Award for “Race in the Cybernetic Fold”

New York University 2016-2018  
Media, Culture, and Communication  
LeBoff Dissertation Research Grants x2. Archival research in San Francisco, CA; Pittsburgh, PA; Boston, MA; Chicago, IL; College Park, MD; Minneapolis, MN.

## ACADMEMIC WORKS — PART 2 — MEDIA ARTS & SCIENCES

### Published Creative Code

Lockett, William. “8-Fold BEFLIX Circle Dot Cyclops.” *Taper*. No. 8. (Spring 2022): <https://taper.badquar.to/8/cyclops.html>

### MIT Center for Art, Science, and Technology Symposium Series

*Unfolding Intelligence: The Art and Science of Contemporary Computation.*  
Organizing Committee: D. Fox Harrell, Stefan Helmreich, Caroline A. Jones, Leila Kinney, William Lockett, Evan Ziporyn. April 2021.

“Deep Time and Intelligence.” panel convenor and chair, William Lockett.  
Panelists: Gary Tomlinson, Holly Herndon, Markus Buehler, Antonio Torralba. April 2021.

### Peer-Reviewed Conference Proceedings

Lockett, William. “*Memory of a Broken Dimension: A Study in a Politics of Skill for Experimental Art Games.*” *Proceedings of DiGRA 2013: DeFragging Game Studies*. 26-29 August 2013, Georgia Institute of Technology. 2013. Open-access.

### Maker Fair Booth

Lockett, William, Nic Lee, and Sabrina Shen. “Bootstrapping DIY Materials Culture with Mycological Phantasms.” *Making and Doing 2022. Reunion, Recuperation, Reconfiguration. 4S: Society for Social Studies of Science*. Cholula, Mexico: 4S. 7-10 December 2022.

### Contemporary Media Arts & Sciences Presentations (After Ph.D.)

Lockett, William. “Mutualistic Coupling of Speculative AI to Human Biocultural Domains.” *Reunion, Recuperation, Reconfiguration. 4S: Society for Social Studies of Science*. Cholula, Mexico: 4S. 7-10 December 2022.

\_\_\_\_\_. “Cybernetic Model Work: Elegance and Observation Against Brute Force.” *Good Relations: Practices and Methods in Unequal and Uncertain Worlds. 4S: Society for Social Studies of Science*. Toronto: 4S. October 6-9, 2021. (forthcoming).

## PROFESSIONAL SERVICE

### Institute-level DEI Committee

Ad Hoc Committee on Arts and Culture & Diversity, Equity, and Inclusion.  
*Working Group Co-Chair*, with Azra Aksamija.  
April 2021 — December 2021

### Applications Review Committees

MIT & Black Public Media  
Fellowship Applicant Review, *Committee Member*  
Summer — Fall 2021

MIT Center for Art, Science and Technology  
Visiting Artist and Grants Committee, *Committee Member*  
Fall 2019 — Summer 2022

### Peer-review Service

MIT School of Architecture  
*Thresholds* journal, *Peer reviewer*  
Fall 2020 — Spring 2021

## PRACTICAL ACCREDITATIONS

### Programming and Digital Software Archiving Skills

MIT Department of Civil and Environmental Engineering Summer 2020  
MIT Professional Development Certificate  
*Predictive Multiscale Materials Design*  
Introduction to Visual Molecular Dynamics (VMD) simulation and Jupiter  
Notebook workflow for Python ML applications in materials and protein science.

NYU Department of Media, Culture, and Communication Spring 2016  
MCC-GE Independent Study  
*Network and Software Archiving*  
Self-directed learning of SheepShaver, DOSBox, and MAME for obsolete PC and  
Mac operating system emulation, covering 1980s to 1990s software archiving.

NYU Tisch Game Center Fall 2013  
Participant-observer courtesy of the MFA in Game Design  
*Code Lab 0, Introduction to Processing*  
Variables, conditionals, functions, objects, classes, and arrays in Processing.

## TEACHING EXPERIENCE

### Teaching award

Outstanding Teaching Award  
NYU Steinhardt School of Education and Human Development  
Department of Media, Culture, and Communication  
New York, NY  
2019

### Methods lecture

New York University  
*Adjunct Professor*  
Lecture in Media, Culture, and Communication MCC-UE 0014  
“Methods in Media Studies.”  
New York, NY  
Fall-Spring 2022-23

### Auditorium lecture

Massachusetts Institute of Technology  
*Affiliated Faculty* (as Postdoctoral Fellow)  
Lecture in the History of Art and Architecture UG 4.602 / G 4.652 CI-H  
“Modern Art and Mass Culture”  
Cambridge, MA  
Spring 2021

### Seminar

Massachusetts Institute of Technology  
*Affiliated Faculty* (as Postdoctoral Fellow)  
Seminar in the History of Art and Architecture UG 4.608 / G 4.609  
“Architecture as Media Theory”  
Cambridge, MA  
Spring 2020

### Special topics lectures

New York University  
*Adjunct Professor* (as Ph.D. Candidate)  
Lecture in Media, Culture, and Communications MCC-UE 1030  
“Architecture as Media”  
New York, NY  
Spring Semesters  
2017—2019

New York University  
*Adjunct Professor* (as Ph.D. Candidate)  
Lecture in Media, Culture, and Communication MCC-UE 1008  
“Video Games: Culture and Industry”  
New York, NY  
Fall and Spring  
2016—2019