




KARL BAUMANN

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PROFILE

Karl Baumann is a designer, filmmaker and researcher. His work lies at the intersection of mobile media, community art, urbanism and speculative design.

- Fiction/Documentary Film
- AR and VR Design/Research
- UX and Interaction Design
- Workshop Facilitation
- Qualitative Research/Analysis
- Social Media Engagement
- Interviews/Ethnography
- Rapid Prototyping
- Community Collaboration

EDUCATION

Doctorate in Philosophy	2012-2018
University of Southern California	Los Angeles, California
Master in Fine Arts	2008-2010
University of California, Santa Cruz	Santa Cruz, California

RESEARCH LABS

News Lab R&D, Google	2017
<ul style="list-style-type: none">• Research Author	<i>Freelance researcher for study on VR filmmaking</i>
Global Production Lab, Intel	2017
<ul style="list-style-type: none">• Creative Content Editor	<i>Post-production for public creative content</i>
Annenberg Innovation Lab, USC	2012-2017
<ul style="list-style-type: none">• Project Co-Director	<i>Community participatory design and urban planning</i>
World Building Media Lab, USC	2013-2015
<ul style="list-style-type: none">• Research Director• UX Narrative Designer	<i>Entertainment industry crossmedia workflow analysis</i> <i>Augmented reality story experience for consumer tablets</i>
Mobile and Environmental Media Lab, USC	2012-2014
<ul style="list-style-type: none">• UX Designer/Media Director• Media Artist	<i>Speculative designs for office environment technologies</i> <i>Mobile story experience for networked architecture</i>

- **Research Assistant**

Qualitative research, web design, & video production

SELECTED ARTICLES

Google News Lab, "Storyliving: An Ethnographic Study of How Audiences Experience VR and What That Means for Journalists," *Google News Lab*, June 28, 2017.

Baumann, Stokes, Bar & Caldwell, "Infrastructures of the Imagination: Community Design for Speculative Urban Technologies," *Proceedings of 8th International Conference on Communities & Technology*, Troyes, France, June 26-30, 2017

Stokes, Bar, Baumann, & Caldwell, "Payphone Redesign as Neighborhood Planning: Physical Meets Digital City from the Bottom Up," *Journal of Community Informatics*, Vol. 10, No. 3, 2014.

SELECTED EXHIBITIONS

New Urbanist Film Festival	October 9-12, 2016
"DTLA Street Futures" Best Active Transportation Film	Los Angeles, California
IndieCade 2014	October 10-12, 2014
"Sankofa Says" Big Urban History Game	Culver City, California
Guggenheim Museum's "Participatory City"	October 11, 2013 – January 15, 2014
"Collaborative Urban Mapping" Documentary Video	New York, New York
Mexico International Film Festival 2010	May 28-30, 2010
"Lebenverse: Living Video Memory" Golden Palm Student Film	Rosarito, Mexico
Wexner Center for the Arts	September 25, 2007
"Columbus in Focus" Documentary Feature	Columbus, Ohio

SKILLS

Software

Expertise: Adobe Creative Cloud Suite (Premiere, Illustrator, InDesign, After Effects), Final Cut Pro Studio (FCP, Soundtrack, Compressor), and Avid Media Composer (Avid, ProTools)

Intermediate: Unity 3D (C#), Maya, HTML/CSS, iOS Mobile Developer, Processing/Arduino

Languages

Spanish: Conversational, Near fluent in reading and writing