Curriculum Vitae

Brian R. Johnson

Associate Professor, Department of Architecture
Director: University of Washington Design Machine Group
Director: MS in Architecture Program in Design Computing

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Honors & Awards

2012	The UW Dept of Architecture *Faculty Frame* award. Given once annually for service to the department. Presented Oct 10, 2012.
2010	The ACADIA (Association for Computer Aided Design in Architecture) *Society Award* recognizing "extraordinary contributions and service to the ACADIA community." Given once annually. Presented Oct 23, 2010.
2008	*Johnston-Hastings Travel Award* in support of research.
2002	The ACADIA *Award of Excellence in Research* recognizing "innovative research that contributes to the field of digital design in architecture." Given annually.
2002	Attained rank of *Associate Professor with tenure*, Department of Architecture.
2000	*Gerald A. Williams Prize* for excellence in pedagogy, scholarship or administration.
1999	Elected President of ACADIA. Served Oct. 1999 – Oct. 2000.
1981	*American Institute of Architects Certificate of Merit*, membership in *Tau Sigma Delta Honor Society*, College of Architecture and Urban Planning *Graduate Student Award*–University of Washington.
1977	Graduated *summa cum laude* with a B.S. in Physics and Mathematics; elected to *Phi Kappa Phi*, *Mortar Board*, and *Sigma Pi Sigma* honor societies–University of Puget Sound, Tacoma, Washington

Academic Career: *Department of Architecture, University of Washington, Seattle, Washington*

MS(dc) Director
Responsibilities

09/04-present.
Planning & coordinating curriculum for the MS in Architecture program in Design Computing, recruiting, advising and mentoring MS students, preparing administrative documents, etc.

Director: DMG
Responsibilities

09/04-present
Planning & coordinating research, monitoring budgets, setting policy, updating web and print documents, preparing administrative documents (IRB Human Subjects research proposals, etc.), monitoring student projects, etc.

Associate Professor
Responsibilities

09/02-present.
Develop research, courses, design studios and scholarship in the area of design computing. Instruct graduate and undergraduate students in professional studies and MS degree programs, mentor junior faculty in design computing, coordinate and plan design computing curriculum.

Assistant Professor
Responsibilities

9/98-09/02
Develop research, courses, design studios and scholarship in the area of design computing. Instruct graduate and undergraduate students in professional studies and MS degree programs.

| **Lecturer** | **09/80-09/98** (shifted from Instructor to Lecturer in 9/83) |
| *Responsibilities*: | *Develop and teach introductory computing courses, plus courses covering beginning through advanced computer graphics and architectural CAD applications to graduate and under-graduate students, including simulation and analysis programs.* |

Director:	**09/84-12/91** (position carried various titles until 9/86, when this title was
CAD Facilities	established). I left this position to spend more time and energy teaching.
Responsibilities:	*Manage and develop plans and policies for college computer facilities. Develop and maintain software and documentation used in the College; consult with students and faculty concerning computing projects; hire and supervise staff and students providing computer-support services.*

Publications: Books & Chapters

2013-16	Book contract in process: <u>Design Computing: Overview of an emergent discipline</u> (Publisher: Routledge, projected completion, Spring, 2016).
2014	Johnson, Brian R. "One BIM to Rule Them All: Future reality or myth?" in *Building Information Modeling: BIM in current ad future practice*, eds. Kensek & Noble, Hoboken, NJ: Wiley, p.175-186.
2013	Johnson, Brian R. "Afterword" in <u>Parametric Design for Architecture</u>, by Wassim Jabi, Laurence King Publishing.

Selected Publications: *Peer-reviewed Journal & Conference Papers*

2015	Teng Teng and **Brian R Johnson**. *"*Transformable Physical Design Media*"* in *Proceedings of eCAADe'15,* Vienna, Austria*.*
2014	Teng Teng and **Brian R. Johnson**. "InSpire: Integrated Spatial Gesture Based Direct 3D Modeling and Display" in *Proceedings of ACADIA2014.*
2011	Chih-Pin Hsiao and **Brian R. Johnson**. "Combined Digital & Physical Modeling with Vision-Based Tangible User Interfaces: Opportunities and Challenges," in *Proceedings of CAAD Futures, 2011*, Lige, Belgium.
2011	Chih-Pin Hsiao and **Brian R. Johnson**. "TiMBA – Tangible User Interface for Model Building and Analysis", to be presented July 9-14, 2011 at HCI International 2011, Orlando, FL, and published in J.A. Jacko (Ed.): Human-Computer Interaction, Part II, HCII 2011, LNCS 6762, pp. 43-52. Springer, Heidelberg.
2010	"Analyzing a Process of Collaborative Game Design Involving Online Tools," Sandra B. Fan, **Brian R. Johnson**, Yun-En Liu, Tyler S. Robison, Rolfe R. Schmidt, Steven L. Tanimoto, in *Proceedings of IEEE Symposium on Visual Languages and Human-Centric Computing* (VL/HCC) 2010.
2009	"Gizmo and WiiView: Tangible user interfaces supporting architectural presentation" Randolph Fritz, Chih-Pin Hsiao and **Brian R. Johnson**, in Proceedings of ACADIA 2009, pp 278-280.
2008	"MxR: A Physical Model-Based Mixed Reality Interface for Design Collaboration, Simulation, Visualization and Form Generation," Daniel Belcher and **Brian R. Johnson**, in Proceedings of ACADIA 2008, pp 464-471.
2008	"ARchitectureView: An Augmented Reality platform for viewing Building Information Models in 3D" Daniel Belcher and **Brian R. Johnson**. ECAADE 2008, pp 561-568.
2007	"DVIN: A Dual-view Information Navigator" Chien-lin Chen and **Brian R. Johnson**, proceedings of ACADIA 2007, October 4-7, 2007, Halifax Nova-Scotia, pp 104-109.

2006   "Context Aware Paper-Based Review Instrument: A Tangible User Interface for Architecture Design Review". Eunsoo Lee, Sungho Hong, and **Brian R. Johnson**, proceedings of ACADIA 2006, October 12-15, 2006, Louisville, Kentucky, pp 317-327.

2003   "Requirements for an Effective Distributed Design Review", W. Jabi, G. Goldman, and **Brian Johnson**, in <u>ACADIA 2003: Connecting—Crossroads of Digital Discourse</u>, K. Klinger (ed.), Ball State University, Muncie, Indiana, ISBN 1-8880250-12-8, pp 99-105.

2002   "Virtuality and Place", **Brian R. Johnson**, in <u>Thresholds: Design, Research Education and Practice, in the Space Between the Physical and the Virtual</u>, G. Proctor (ed.), ACADIA 2002, October 24-27, 2002, California State Polytechnic University, Pomona, California, ISBN 1-880250-11-X, pp 79-86.