

Michael A. Fox

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Education

Massachusetts Institute of Technology (M.I.T.): SMArchS 1996
University of Oregon (BArch): 1992

Weblinks

Current and past architectural projects can be viewed on the website:

<http://www.foxlin.com>

Current and past teaching and research activities can be viewed on the website:

<http://www.robotecture.com>

Professional Experience

Fox Lin Inc., Principal, Los Angeles, CA 2005-Present

Projects include: Pactrans Headquarters, Mojave Ranch Master Plan, Triton Residence, Reade Street Loft Renovation, and Valentine Residence. Large Scale exhibits are listed below under “exhibitions”

Odesco, Principal, Los Angeles, CA 2003-2005

Roart-KDG, Partner, New York – Los Angeles, CA 2001-2002

Boeing Business Jet Interiors, Consultant on a team for the interior design for the Boeing Business Jet, Redmond WA, 2000-2002

Kitamura Associates, Design Team Leader, Tokyo, Japan 1997-1998

Hoberman Associates, Design Prototyping of large scale kinetic structures, NY, NY 199

Teaching Experience

Cal Poly, Pomona, Assistant Professor, 2005-Present, Design Studios,

Interactive/Experience Design, Space Architecture and Construction and Materials.

SCI_ARC, Design faculty, 2004-2005. Also 2002. Southern California Institute of Architecture, Design and implementation of a class on Interactive/Experience design. Thesis advisor for 8 Masters in Architecture Students.

Art Center College of Design, Design Faculty, 2003-2005. The Design and implementation of design studios dealing specifically with Interactive Design on an Environmental Scale.

Also in charge of the construction and maintenance of the ESTUDO web domain at Art Center.

MIT, Research Fellow and Research Affiliate, 1998-2001. Founder of the MIT Kinetic Design Group. Also, design and implementation of coursework to develop the skills for designing intelligent kinetic solutions in architecture.

International Workshops:

NCKU National Cheng Kung University , Tainan Taiwan 2009, Design and implementation of a *workshop* on Interactive Architecture

HKPU Hong Kong Polytechnic University, Guest Design Faculty, **2001, 2003, 2007, 2008**
Design and implementation of two classes exploring intelligent kinetic solutions in architecture,” Interactive Architecture”

NCTU National Chiao Tung University: 2008, Design and implementation of a *workshop* on Interactive Architecture

Research Activities

Primary: Research activities are centered on interactive architectural systems and spaces, specifically the issues of embedded computational infrastructures, human and environmental interaction, physical control mechanisms and the processes of architects designing such systems.

Kinetic Design Group, Research Fellow/ Research Affiliate 1998-2001, Previous Director and Founder of the Kinetic Design Group, M.I.T. Department of Architecture, Design Technology.

Secondary: Several areas related to Interactive Architecture including, Active Sustainable Systems, Space Architecture and Biomimetic Architecture

Book: Interactive Architecture published by **Princeton Architectural Press** with Miles Kemp and an Introduction by William J. Mitchell.

Committee/ Affiliations

Space Architecture Technical Committee (SATC) committee within the American Institute of Aeronautics and Astronautics (AIAA) 2009-Present

LEED AP 2009 Certified

State of California Contractor (CSLB) Lic# 917638

ACADIA, Awards Committee for ACADIA (Association for Computer Aided Design in Architecture) 2009

ACADIA, Steering Committee Advisor (Association for Computer Aided Design in Architecture) 2009

CSU, Member of the International Studies Advisory Board, 2008

CSU, Member of a Committee to develop an Architecture + Engineering Minor, 2008

CSU, Member and former Chair of Department of Architecture External Communications Committee, 2005-Present

American Institute of Aeronautics and Astronautics (AIAA), Member, 2008-Present

American Solar Energy Society (ASES), Member, 2008-Present

Honors and Awards

USGBC LA Natural Talent Design Competition: 2009: Directed separate groups of Students to win the First, Second and Third prizes.

AIA LA Honor Award, For Bubbles: Interactive Urban Environment, 2007

USGBC LA Natural Talent Design Competition: 2008: Directed separate groups of Students to win both First and Third prize.

Faculty Innovation Award at Cal Poly Pomona, 2007

US Environmental Protection Agency, P3 Competition, Honorable Mention, 2006

Outstanding Faculty Member Award by the Athletic Association at Cal Poly Pomona, 2006

Domus BBJ International Design Competition, Second Prize, 2000

EDCO Grant competition for Research in Education, First Prize, 1999

Outstanding SMArchS Thesis, MIT: "Novel Affordances of Computation to the Design Processes of Kinetic Structures"

Kumamoto ArtPolis Design Award, Kumamoto, Japan

Thesis Design Award: University of Oregon

Funding/ Sponsorship:

RSCA Grant: California State University, 2008

Coachella Valley Music and Arts Festival Grant, 2008

Presidential Travel Grant, 2008, 2006, 2007

Cal Poly Pomona Research Mini-Grant, 2008, 2007, 2006, 2005

US Environmental Protection Agency (EPA), P3 Grant, 2006

Annenberg Foundation, 2006 (based on proposal submitted to Materials and Application Gallery)

Pasadena Art Alliance, 2006 (based on proposal submitted to Materials and Application)

TAPPI Foundation Research Grant, 2000

Graham Foundation Research Grant, 1999

LEGO/DACTA Corporation, 1999
Adobe Systems Inc, 1999
MIT Space Planning and Organization Research Group (SPORG) 1998-2000

Selected Publications

By Michael Fox

Note: If only Michael Fox is listed then he was the principal author and presenter, names of co-authors are not listed here but can be found as credited on the actual publications.

Proceedings: International Conference on Interaction Design (ICID)

“From the Mechanical to the Biological,” Proceedings to the First International Conference on Interaction Design, Tsinghua University, Beijing, 2009

Journal, Zhuangshi, “Interactive Architecture will Change Everything” Published by the Academy of Art and Design, Tsinghua University,

Proceedings: ACADIA Conference Proceedings

“Flockwall: A Full-Scale Spatial Environment with Discrete Collaborative Modules,”

Proceedings to the 2009 Association of Computer Aided Design in Architecture Conference, Chicago, IL. 2009

Proceedings: ARCHIBOTS Conference Proceedings at Ubicomp

“The End of Robotics in Architecture (as we almost got to know it),” Published as a supplemental proceedings to the 11th ACM International Conference on Ubiquitous Computing, Orlando, FL. 2009

Proceedings: CAADRIA Conference Proceedings, “Redesigning the Brick: Creating a New Vocabulary of Basic Architectural Building Blocks with Autonomous Reconfigurable Robotics,” Proceedings to the 14th Conference on Computer-Aided Architectural Design Research in Asia, Yunlin, Taiwan 2009. (Presented by Other)

Proceedings: With Erin Ezell, Lesley Felton, Pablo LaRoche, Presented by Jillian Epp “*The PRIME Evaluation System: a Student Developed Eco Analysis Tool*”. **ASES The American Solar Energy Society**, San Diego, CA, May,8, 2008

Proceedings: With Erin Ezell, Lesley Felton, Pablo LaRoche “Greenkit: A Modular Variable Application Cooling System. *The National Solar Energy Conference*, Cleveland, Ohio, July 7-12, 2007

Proceedings: Starting From The Micro: A Pedagogical Approach to Designing Interactive Architecture, Game Set Match Conference in Delft, the Netherlands on March 29th, 2006

Proceedings: “ACADIA 2005”, Proceedings to Acadia 2005, Savannah, Georgia, September 2005.

Journal: “Flaunt”, Original Drawing and story based on the “12 Cautionary Tales for Christmas by Superstudio”, Summer, 2004

Proceedings: “Starting From the Micro,” Proceedings to CAADRIA 2003, Bangkok, Thailand, Postponed because of SARS until October, 2003

Book: “Mobile Architecture”, Chapter Entitled “KDG” ed. Jennifer Siegal, Princeton Architectural Press. 2002.

Book: “Transportable Environments 2” ed. Robert Kronenburg, Joseph Lim and Wong Yunn Chii. Two Chapters entitled “Sustainable Applications of Intelligent Kinetic Systems” and “Beyond Kinetic”, SPON Press, London ,UK. 2002.

Book: “Meta Media, Hyper Culture”, ed. Lisa Tilder and Beth Blostein. Exercepts from the symposium “Meta Media, Hyper Culture”, held at the Wexner Center Ohio State University, Columbus Ohio, January, 2002. Princeton Architectural Press. Due out Summer, 2002.

Journal: “Ephemerization” OZ, Journal of Architecture, Published by the Kansas State University Department of Architecture, Spring 2001

Journal: “Comparative Assessment of Corrugated Products for Kinetic Architectural Applications” Research Project Overview, TAPPI Journal Online, Spring 2001

Book: Intelligent Kinetic Systems in Architecture”, Chapter in MANSEE: “Managing Interactions for Intelligent Environments”, Dublin, Ireland; December 1999

Proceedings: “Deployable Multi-Story Settlements for Urban Environments”, Proceedings to Megacities 2000, Hong Kong, January 2000.

Selected Publications

About Michael Fox/KDG

C3 Magazine "Bubbles" project by FoxLin and NonDesigns was featured "Bubbles", by Jina Park, Issue 301, Seoul, Korea, September, 2009.

Book: "Media Facades" Interactive Façade project featured, Mathias H Hausler, Media Facades, History, Technology, Content, AVEdition Press, Ludwigsburg, Germany. 2008

Book: "Digital Materiality in Architecture", Contributed Text, Gramazio, Fabio and Kohler, Matthias, Digital Materiality in Architecture: Gramazio & Kohler 1:1", to Q & A, Lars Müller Publishers. Released January 2009

Ad Astra Magazine Work from Topic Design Studio "Viral Structures initiative for Establishing Large Scale Colony on the Moon" McCullough, Edward, June 2008

Surface Magazine, "Automatic Architecture" Issue #69, December 2007.

Book: "Venice, CA: Art and Architecture in a Maverick Community", Entitled "KDG" ed. Michael Webb, Harry N. Abrams, Inc. 2007.

Architectural Record, "Space Invaders: Los Angeles Installation Inflates, Titillates", David Sokol, February, 2007

Architect "No Ice" May 2007

Metropolis, "Shape Shifters", September 2007

Form Magazine "Bubbles, May 2007

LA Architect, "Essential Elements", Jennifer Caterino, January-February 2007

Cool Hunting, Ami Kealoha, January, 2007

LA City Beat, "Effervescent Architecture", Dr. Rebecca Epstein, December 28, 2006

Los Angeles Times, "Designs on Inflation," , September 2006

ReadyMade, "Space Inflators" Jen Trolio, February/March 2007

California Home & Design, Space Invaders, Elaine Santore, December, 2006

CNN, International Newspaper article "Buildings get Wise to the Future" September, 8, 2006.

Architectural Record, "Robo Buildings: featuring the work of Odesco and the KDG", Paradis Press, Paris Summer, 2004.

Architecture&Movement, Chapter Entitled "KDG" ed. Pilar Echavarría, LinksInternational. Due out June, 2003.

Family Handyman, "Kitchen of the Future: Kitchen Talk" Summer 2003

Perspecta, KDG and Odesco are featured. Yale school of Architecture, Summer, 2003

Aircraft Interiors International, First Quarter 2001

DOMUS, "New Visions for Business Jet Interiors" July 2000

LeMonde, "Elastic Architecture", by Odile Fillion, June 2000

D'A, Highlight of the Kinetic Design Group Website, by Odile Fillion, March, 2000

PLAN, Publication of the MIT Department of Architecture, 2000

StudioVoice: "Architecture Beyond Architecture", by Ryusuke Naka, Article on the Kinetic Design Group, Tokyo, Japan, 1999

Technology Review, Deployable Teleconference Station, Installation, 1997

Palimpsests of Stone; Redevelopment and Design for Public Spaces in Piazza Isolo, Book publication of International Competition Proceedings, Livio Dimitriu and Vincenzo Pavan, eds., USA Books 1997

Architecture: Tele-collaboration in Design, Collaborative work from the Kumamoto ArtPolis, Kumamoto, Japan.

Selected Exhibitions

Exhibit, of Interactive Architecture Teaching, at Tsinghua University, School of Interaction Design. 2009

Exhibit, FlockWall: an interactive environment, at Coachella Valley Music and Arts Festival in Coachella, CA. March 2008.

Synthetic Landscapes, in Louisville Kentucky, October, 12, 2006
Exhibit, Bubbles: an interactive spatial pneumatic environment at an urban scale, at Materials and Applications in Silverlake, CA.
Exhibit: A + D Architecture and Design Museum, “Young Blood: Next Gen” LA, CA, 2006
Exhibit: Center for Contemporary Art “People Doing Strange Things with Electricity: NANO-CITY-2. Seattle, WA, 2004
Exhibit: Pasadena Wind Tunnel “Gardenlab Experiment”: NANO-CITY, Part of a group exhibit focused on Ecology and the Environment. Pasadena, CA, September 2004
Exhibit: Japanese American Cultural Museum: Recent work of Design Studios from Art Center College of Design including a full installation of an “Interactive Restaurant”, Los Angeles, CA, September, 2004
Knoxville Museum of Art, Student work and the work of FoxLin on “The Art of Structure, the Structure of Art, Knoxville, Tennessee, April, 2004.
Exhibit: Triennale di Milano, Exhibit of Boeing Business Jet Interior Design, June 2000
Exhibit: Gallery SLO, Los Angeles, CA. Exhibit of "Kinetic Design Group w/ Bryant Yeh: Work in Progress", 1999
Exhibit: MindFest: Festival of Designing, Inventing and Learning, MIT Media Lab, Student work from the course "Intelligent Kinetic Systems" 1999
Exhibit: Lyon Biennale, with Piotr Kowalski, Design and installation of deployable teleconference station, 1996.
Exhibit: Liang Gallery, Exhibit of Drawings and Paintings, Boston, MA. 1996
Exhibit: Gallerie LeLong, Design of Exhibit for/ with Krystof Wodziko, “Xenology: Immigrant Instruments” NY, NY, 1995

Selected Lectures

NCKU National Cheng Kung University , Tainan Taiwan 2009, Design and implementation of a *workshop* on Interactive Architecture
HKPU, Hong Kong, “History of IA”, March 2009.
Clemson University, Clemson, SC, “History of IA and FoxLin”, October, 2008.
University of Buffalo, SUNI, Buffalo, NY, “History of IA”, October, 2008.
NCTU, Taiwan, “Experimenting with Experience”, January, 2008.
Mobius LA, AIA Symposium, Los Angeles, CA, October, 2007.
 Plenary Speaker, ACADIA Conference, Halifax, Nova Scotia, September, 2007.
Hong Kong Polytechnic University (HKPU), Taiwan, “Scale in Design”, January, 2008.
Situated Technologies Symposium in New York, on October 18th, 2006.
Plenary Session, ACADIA 06 Conference entitled "Smart Architecture at Otis College of art and Design entitled "Promises and Pitfalls of IA" September, 6, 2006
MAK Center, LA Forum Lecture Series, “New Horizons” Los Angeles, CA November, 2005
Woodbury University, “The End of Mechanics”, Los Angeles, CA, September, 2005
International Conference on Sustainable Design, Bergamo Italy, Servitec, , September, 2005
Taliesin West “IA”, Near Phoenix, AZ, Spring 2005
University of Utah “Horizons”, Salt Lake City, UT, Spring 2005
MIT “Design and Computation Lecture Series”, “A New Sense of Interactive Architecture”, Cambridge MA, Spring 2005
UST “Building the Impossible: Architecture in Motion Symposium”, St. Louis, Mo, Spring 2005
Harvard University, “A New Sense of Interactive Architecture”, Cambridge MA, Spring 2005
Cal State University Pomona: “Living with Interactive Architecture”, Pomona CA Fall, 2004
University of Bergamo, “Interactive Architecture”, Part of a lecture Series sponsored by Servitec, Bergamo, Italy.

University of Tennessee, School of Art and Architecture: Recent work of OdescO: Beyond Kinetic”, Knoxville, Tennessee, March, 2004

Art Center College of Design, Work of OdescO and the KDG, Pasadena, CA, Fall, 2003.

Guest: Discovery Channel: “Monster Nation” TV Program, Inventor/Builder. Fall, 2004

Guest: Discovery Channel: “Monster House” TV Program, Architect/Builder, screen name “Gadget God” Spring 2003

Hong Kong Polytechnic University, “Recent Work, May, 2002

Chinese University of Hong Kong, “Recent Work, April, 2002

Meta Media, Hyper Culture Symposium, “Teletecture”, Baumer Symposium, Wexner Center, Ohio State University, Columbus Ohio, January, 2002.

TU Delft, GameSetandMatch” Sumposium “Beyond Kinetic”, “at the Faculty of Architecture, Delft, Netherlands.

Singapore National University, “Sustainable Applications of Intelligent Kinetic Systems”, Second International Conference on Transportable Environments. Singapore.

Moderator: ASCA Technology Conference, Session Moderator, Cambridge, MA June 2000

Workshop for Next Phase of Boeing Business Jet Interiors, Athens, Greece, October 2000

Hong Kong Polytechnic University, “Intelligent Kinetic Systems, Live Video Lecture, Hong Kong-MIT, 1999

Waseda University, Lecture on the Evolution of Interactive American Architecture, Tokyo, Japan, 1998