



Amenda Tate

MEDIA PRODUCTION, EMERGING MEDIA, INTERACTION SYSTEMS, EDUCATION

West Des Moines, Iowa
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RESEARCH PROFILE

Media artist, educator, and creative technologist working across moving image, performance for camera, interactive systems, responsive sound, creative coding, physical computing, and digital accessibility. My research examines how bodies, technologies, and environments share creative agency and shape meaning through participation.

Dissertation in Progress

Tate, Amenda. *Interaction as Facilitation: Translating Museum Interpretive Practice into Interactive System Design*. PhD dissertation in progress, Iowa State University.

EDUCATION

PhD Candidate, Human-Computer Interaction

Iowa State University – anticipated December 2026

MFA, Integrated Visual Arts, Research Excellence Award

Iowa State University – 2023

BFA, Jewelry Design & Metalsmithing, magna cum laude

Metropolitan State University of Denver – 2002

MEDIA & RESEARCH AREAS

- Moving Image & Media Production
- Interactive & Emerging Media
- Embodied & Participatory Systems
- Creative Coding & Responsive Media
- Digital Accessibility
- Human-Computer Interaction

ACADEMIC TEACHING & RESEARCH EXPERIENCE

Instructor of Record

College of Design, Art and Visual Culture, Iowa State University • 2021-2023

Designed and taught undergraduate digital media and interdisciplinary foundations studios, including ARTIS 212 Studio Fundamentals: Digital Media and DSNS 102 Design Studies. Taught visual storytelling, storyboarding and shot composition; 2D/time-based media; digital animation/GIFs; Adobe Photoshop and Illustrator; 3D modeling in Rhino; digital fabrication; accessible web portfolio development; critique; and iterative studio practice. Assessed time-based work through concept, creativity, composition, craftsmanship, timing, story, mood, texture, color, and audio.

Graduate Teaching Assistant

HCI 590: Digital Accessibility in HCI, Iowa State University • 2022

Supported graduate-level asynchronous instruction, assessment, feedback, and course administration. Developed a complete instructional module connecting art, accessibility, UX/UI, Disability Studies, WCAG, and accessible digital communication.

Graduate Research Assistant

Digital Accessibility Lab, Iowa State University • 2021-2023

Developed accessibility training and instructional media addressing assistive technologies, accessible gaming, inclusive UX/UI, and WCAG-informed digital practices. Scripted, produced, shot, lit, and edited multi-camera instructional videos on GlassOuse, VR/accessibility in gaming, and adaptive gaming interfaces.

PROFESSIONAL & MUSEUM EDUCATION EXPERIENCE

Tour & Docent Programs Manager, Des Moines Art Center • 2023 – present

Design and lead curriculum, professional development, and evaluation for 70+ volunteer educators using inquiry-based, accessibility-informed, visitor-centered pedagogy. Develop educational scaffolding, training resources, assessment rubrics, and digital tools supporting interpretation, communication, and consistent visitor experience. Design and facilitate Creative Aging and gallery-learning programs using multimodal participation, slow looking, dialogue, and inclusive learning strategies. Contribute to institutional accessibility and strategic-planning work, translating audience needs into practical program, digital, and interpretive solutions.

Studio Arts Instructor, Des Moines Art Center • 2020

Designed and taught a fully online adult studio course emphasizing creative process, observation, experimentation, critique, and reflective making.

COURSES TAUGHT

Iowa State University – College of Design

ARTIS 212 – Studio Fundamentals: Digital Media Instructor of Record. Digital and time-based media, visual storytelling, storyboarding/shot composition, vector/raster workflows, animation/GIFs, 3D modeling, digital fabrication, critique, and accessible portfolio development.

DSNS 102 – Design Studies / Foundations Studio Instructor of Record. Interdisciplinary foundations emphasizing 2D/3D design, visual organization, material exploration, creative process, critique, and collaborative learning.

HCI 590 – Digital Accessibility in Human-Computer Interaction Graduate Teaching Assistant. Supported course design, feedback, and assessment; developed a module on art, accessibility, interaction design, Disability Studies, WCAG, and inclusive UX/UI.

Des Moines Art Center

Docent Training & Continuing Education Lead curriculum development for inquiry-based interpretation, slow looking, accessibility-informed teaching, and visitor-centered engagement.

Creative Aging Programs Designed and facilitated accessible gallery learning for adults using multimodal participation and inclusive design.

The Creative Process (Virtual) Instructor for an online adult course emphasizing observation, iteration, creative experimentation, and critique.

MEDIA PRODUCTION & TECHNICAL SKILLS

Video / Post-Production

Adobe Premiere Pro, After Effects, Photoshop, Character Animator, DaVinci Resolve; Adobe Audition (working knowledge); multi-camera studio/location production; performance for camera; camera placement and creative mounting; basic lighting; color; compositing; visual storytelling; storyboarding; production scripting/outlining

Sound / Real-Time Media

Ableton Live, GarageBand, OSC/WebSocket workflows, adapted MIDI controllers, responsive sound, sound editing/composition

Interactive / Creative Coding

p5.js, Processing (Java), JavaScript, Python, TouchDesigner, Arduino/FastLED; motion tracking, projection, browser-based interactive systems, physical computing

AI / Emerging Production

Adobe Firefly, Runway (introductory); Sora (experimental); Midjourney (limited); Unreal Engine (introductory)

3D / Fabrication & Accessibility

Rhino 3D, SolidWorks, Blender, Make Human, laser cutting, 3D printing; WCAG-informed media/interface design; Universal Design; multisensory interaction

SELECTED CREATIVE RESEARCH & MEDIA WORKS

Future Forest: Digital Echoes · 2025-26

Interactive responsive environment using browser-based systems, sensors, generative visuals, light, sound, movement, proximity, speech recognition, and text-to-speech.

Sapient_2.021 · 2021

Experimental short film / screendance / interactive system. Creator, producer, director, final editor, color, sound/music, and robotic/interactive system design.

Manibus · 2017-present

Embodied robotic drawing system. Original concept, mechanical/industrial design, electronics, coding, sensor/controller mapping, calibration, prototyping, and live operation.

Westbound · 2024

Animated music video for Lily DeTaeye. Direction, production, storyboarding, animation, keyframing, compositing, camera, and editing using Character Animator, Photoshop, After Effects, Premiere Pro.

Movement Manifesto · 2023; revised 2025

Solo-authored browser-based motion-tracking system translating participant movement into projected responsive typography and text-to-speech.

Technoculture Cumulonimbus · 2022

Solo-authored interactive system; documented through multi-camera performance in the ISU media studio.

The Atmosphere · 2021

Solo-authored experimental video; selected for statewide broadcast on Iowa PBS, The Film Lounge, Season 6.

Duplicity · 2020

Solo performance-for-camera work; concept, performance, camera, editing in DaVinci Resolve, original music/sound composition.

SELECTED COLLABORATIVE PERFORMANCES & MEDIA EVENTS

Movement Manifesto · 2025

Diverse by Design | Art + Accessibility, Mainframe Studios — interactive projection / accessibility iteration.

The Body Electric · 2022

FilmScene Science on Screen, Manibus + adapted WAVE MIDI rings / Ableton Live; live tech facilitation with choreographer/dancer L.D. Kidd.

Manifesto · 2022

Iowa Choreography Festival, movement-controlled sound performance with choreographer/dancer Kate Gordon; modified MIDI rings and real-time Ableton Live system.

Ability in Motion · 2022

Momentum Studios & Community Support Advocates, participatory Manibus performance with adults with physical and cognitive disabilities; overhead process-view camera and live projection.

Longing · 2021

TEDx Des Moines, live Manibus performance with choreographer/dancer Eleanor Albaugh; scripted staged-performance with cues for timing, color changes, canvas starts, calibration, and live system operation, overhead process-view camera and live projection.

Sapient · 2020

National Czech & Slovak Museum, outdoor Manibus performance for *A Century of Robots*; live system operation, visual decisions, rehearsal planning, and camera/projection setup.

Screaming Silence Live · 2019

Greater Des Moines Partnership Annual Dinner, scripted staged-performance with cues for timing, color changes, canvas starts, calibration, and live system operation.

Weather Report Live with Ed Wilson · 2019

WHO-TV Channel, live broadcast Manibus collaboration in green-screen weather presentation.

Public participatory Manibus happenings · 2018-19

World Maker Faire / New York Hall of Science; Paul Simon Farewell Tour Party; Des Moines Mini Maker Faire; Science Center of Iowa; Iowa Culture Gala; Des Moines Art Center; Festival of Personal Geographies.

SELECTED PRESENTATIONS & INVITED LECTURES

- 2026** Conference Presenter, Iowa Museum Association Annual Conference, Ames, IA
Best Practices for Art Exhibition Tours, workshop, Drake University, Des Moines, IA
- 2025** Iowa Artist/Mother Panel Discussion, Mainframe Studios, Des Moines, IA
- 2024** Participatory Practices, Iowa Arts Summit, Iowa Arts Council, Ankeny, IA
Best Practices for Art Exhibition Tours, workshop, Drake University, Des Moines, IA
- 2023** Panelist, Spectrum of Innovation, Iowa State University Student Innovation Center, Ames, IA
Artist Panel, PCD.23 Conference, University of Porto, Portugal
- 2021** Artist Talk, FilmScene Science on Screen, Iowa City, IA
- 2019** Visiting Artist Lecture, Drake University, Des Moines, IA
- 2018** Artist Talk and Workshop, Industrial Design, Iowa State University, Ames, IA
Featured Maker Lecture, Science Center of Iowa Maker Faire, Des Moines, IA

FILM & TIME-BASED MEDIA SCREENINGS

Westbound · 2024

Iowa Public Radio online premiere, Lily DeTaeve animated music video.

Sapient_2.021 · 2021-2024

Art Week Des Moines world premiere; Immagi]na Film Festival; Rio de Janeiro World Film Festival (Semifinalist); Berlin Shorts Award (Semifinalist); Austin International Art Festival; LoudSoul Music Dance Festival (Semifinalist); Muscatine Independent Film Festival; Mignolo International Screendance Festival; XWorld International Film Festival; New Media Film Festival; Espoo Digi-Dance International; International Manhattan Film Awards; Oneota Film Festival; Berlin Lift-Off Film Festival; Bronx World Film Cycle; Helsinki Education Film Festival International.

The Atmosphere · 2021

The Film Lounge, Season 6, Iowa PBS statewide broadcast.

AWARDS, GRANTS, & HONORS

Grants & Fellowships

- 2024** Art Project Grant, Iowa Arts Council / National Endowment for the Arts
Field Funds Grant, A Blade of Grass
- 2021** Iowa Arts & Culture Resilience Grant, Iowa Arts Council
Iowa Arts & Culture Recovery Program Grant, Iowa Arts Council
- 2020** Art Project Grant, Iowa Arts Council / National Endowment for the Arts
Iowa Creative Incubator Fellowship, Mainframe Studios
- 2019** Iowa Arts Council Fellowship

Creative Research / Film Awards

- 2023** Best STEAM Film, New Media Film Festival · Sapient_2.021
Best Film: Dance & Technology, Espoo Digi-Dance International · Sapient_2.021
Research Excellence Award, Iowa State University
- 2022** Best Sci-Fi / Experimental Film, Muscatine Independent Film Festival · Sapient_2.021
Best Experimental Mid-Short, XWorld International Film Festival · Sapient_2.021
- 2018** Two Editor's Choice Awards, World Maker Faire
- 2017** Special Recognition Award, International RobotArt Competition

RESIDENCIES

- 2018** New York Mills Regional Cultural Center, New York Mills, MN
- 2017** Area 515 Makerspace, Des Moines, IA
Ballet Des Moines, Des Moines, IA

SERVICE

Des Moines Art Center

Vice Chair / Interim Chair, Inclusion Committee; contributes to accessibility, inclusive language, and equitable visitor engagement.

Strategic Planning Committee, Workgroup Member; Priority: Championing Caretaking and Stewardship

Facilitator, Docent Program Enhancement Council; supports educator development, assessment, shared leadership, and program alignment.

West Des Moines Public Arts Advisory Commission · 2021-present

Vice Chair, 2024-2025; Communications Committee, 2021-25; Events Committee, 2026-present. Contributed to inclusivity language, public-art planning, and equitable jury practices.

Professional Service

Mentor, Iowa Artist Career Accelerator Program, Iowa Arts Council · 2025-26

Curator, *Experimental and Innovative*, Mainframe Studios · 2026

Juror and reviewer for exhibitions, public-art proposals, and arts funding.

Guest lecturer and panelist on interactive art, accessibility, participatory practice, museum interpretation, and design for engagement.

SELECTED PRESS & PUBLICATIONS

Authored Work

Tate, Amenda. *Situational Identities: This and Something Else*. MFA Thesis, Iowa State University / ProQuest, 2023.

Selected Publications & Media Featuring the Work

Moraine, Michael. "State of the Arts." *dsm Magazine*, Nov.-Dec. 2025, pp. 88-95.

Brooke, Paul. *The Cities of the Plains: An Anthology of Iowa Artists and Poets*. Grand View University, 2024, pp. 106-111.

Emergency INDEX Contributors. "Duplicity." *Emergency INDEX*, vol. 10+, Ugly Duckling Presse, 2023, pp. 768-769.

Wilson, Jackie. "Iowa Artists: Amenda Tate - Robots, Dancers Mix to Create Artwork." *Cityview*, Sept. 2021, p. 78.

Burnett, Victoria. "A Multiplicity of Futures." *The New York Times*, 15 June 2020.

Bushwick, Sophie. "Maker Faire 2018 Preview: Eight Amazing Displays to Check Out." *Popular Science*, 17 Sept. 2018.

Crowder, Courtney. "As the Ballerina Moves, This Robot Paints the Dance." *The Des Moines Register*, 5 Apr. 2017.

SELECTED EXHIBITIONS

Selected Solo / Two-Person Exhibitions

- 2026** Ability in Motion, Momentum West Gallery, West Des Moines, IA
2025 Future Forest: Digital Echoes, Gallery 181, Iowa State University, Ames, IA
2023 Embodied Algorithms: Humanness of Dancing with Robots, U of I Hospitals, Iowa City, IA
Situational Identities: This and Something Else, Gallery 181, Iowa State University, Ames, IA
2022 Ability in Motion, Mainframe Studios, Des Moines, IA
2021 Vestiges and (E)Motion, Octagon Arts, Ames, IA
2020 Transcriptions of Tripping the Light Fantastic, Grand View University, Des Moines, IA
When We Could Dance, CSPA Hall, Cedar Rapids, IA
2018 Manibus: Vestiges of Movement, Iowa State Memorial Union, Ames, IA

Selected Group Exhibitions

- 2026** Elusive Balance (Traveling Exhibition), Iowa Artist/Mothers
· Galleries: Pearson Lakes Art Center, Okoboji, IA; Creston Arts Gallery, Creston, IA
2025 State of the Arts, Iowa Artist Fellows, Mainframe Studios, Des Moines, IA
Elusive Balance (Traveling Exhibition), Iowa Artist/Mothers
· Galleries: Octagon Center for the Arts, Ames, IA; PSI, Iowa City, IA
2024 Staff Art Exhibition, Herbert Galleries, Des Moines Art Center, Des Moines, IA
2023 RECODE, PCD.23 Conference, University of Porto, Porto, Portugal
2020 A Century of Robots, National Czech & Slovak Museum, Cedar Rapids, IA

COLLECTIONS

Arrow Electronics Innovation Collection, Centennial, CO
Bankers Trust, Des Moines, IA
The Community Foundation, Des Moines, IA