

Curriculum Vitae

Mark Lindquist

B EnvDes, MLA, PhD, ASLA

School for Environment and Sustainability
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RESEARCH INTERESTS

- 3D visualization; soundscapes and data
- gaming and codesign
- ecosystem services and decision making
- virtual environments and spatial perception

EDUCATION

- 2014 **PhD in Landscape**, University of Sheffield
Thesis: *The Impact of Sound on Virtual Landscape Perception*
An Empirical Evaluation of Aural-Visual Interaction for 3D Visualization
- 2002 **Master of Landscape Architecture**, University of Toronto
Thesis: *Urban Form in Existing Infrastructure: Adaptive Re-use of the Gardiner Expressway*
- 1998 **Bachelor of Environmental Design (Hons)**, University of Manitoba

ACADEMIC EXPERIENCE

- 2015 > **Assistant Professor in Landscape Architecture**
School for Environment and Sustainability, University of Michigan, USA
- 2013-15 **PhD Program Director, Assistant Professor in Landscape Architecture**
Faculty of Environmental Design, University of Calgary, Canada
- 2010-13 **Harry Worthington Research Scholar**
Department of Landscape, University of Sheffield, UK
- 2007-10 **Program Director, Assistant Professor, Landscape Architecture**
Landscape Architecture Program, North Dakota State University, USA
- 2005-07 **Senior Lecturer in Landscape Architecture**
School of Design, Victoria University of Wellington, New Zealand
- 2003-05 **Senior Lecturer in Architecture & Landscape, Director of Digital Media**
School of Architecture and Landscape Architecture, Kingston University, UK
- 2000-03 **Research Associate, Landscape Architecture**
Centre for Landscape Research, University of Toronto, Canada
- 1998-99 **Research Assistant, Ecological Restoration**
The Veins of Life Watershed Society, Canada

PROFESSIONAL EXPERIENCE

- 2002-03 **Landscape Designer**
du Toit Allsopp Hillier, Toronto, Canada
- 2002-03 **GIS Implementation Coordinator**
Facilities & Services Division, University of Toronto, Toronto, Canada
- 2002 **Landscape Designer**
The Olin Partnership, Philadelphia, USA
- 2001 **Urban Visualization Specialist**
The Kirkland Partnership, Urban Design & Planning, Toronto, Canada
- 2000-01 **Landscape Designer**
Belisle/Murray Landscape Architects, Toronto, Canada

RESEARCH

FUNDING (Principle Investigator unless otherwise noted)

- 2019 **\$140 982 USD: McIntire Stennis Cooperative Forestry Research Program, USDA**
Public Engagement with Urban Forest Restoration Through Interactive Landscape Visualizations
- 2019 **\$5600 USD: Case Study Investigation, Landscape Architecture Foundation**
Development of a case study of the performance of Gerstacker Grove, University of Michigan campus
- 2018 **\$10 000 USD: Engagement Grant, Ginsberg Center, University of Michigan**
Intergenerational Engagement and Community Leadership Development
- 2018 **\$10 000 USD: Catalyst Grant, Graham Sustainability Institute, University of Michigan**
The Rustbelt Herbarium collaborative research workshops
- 2018 **\$15 000 USD: MCubed Grant, University of Michigan**
Collective Reality: 3D photovoice for community engagement
- 2018 **\$2500 USD: Fast Track Grant, Graham Sustainability Institute, University of Michigan**
The Rustbelt Herbarium pilot study
- 2018 **\$20 000 USD: Taubman College, University of Michigan**
Prototyping Tomorrow: Augmented Reality for Co-design of Communities (McLain Clutter PI)
- 2017 **\$20 000 USD: Energy Institute, University of Michigan**
Examining the Design and Perceptions of High Performance Landscapes for Carbon Dioxide Removal
- 2016 **\$132 968 USD: McIntire Stennis Cooperative Forestry Research Program, USDA**
Integrating decision making and 3D visualization for urban reforestation in Detroit
- 2016 **\$60 000 USD: MCubed Grant, University of Michigan**
Improving environmental decision-making through multisensory simulation
- 2016 **\$37 000 CAD: SSHRC Insight Development Grant (collaborator, PI Dr. Paul Galpern)**
The Realized Walkshed: Pedestrian Movements in Urban Areas Using Crowdsourced Spatial Data
- 2016 **\$75 000 CAD: University of Calgary VP Research Fund (collaborator)**
Healthy Hoods: Improving health through urban design (Dr. Bev Sandalack PI)
- 2015 **\$18 000 CAD: MakeCalgary Seed Grant, University of Calgary**
Piloting an urban informatics approach to walkability research using Google Android data
- 2014 **\$14 612 CAD: URGC Seed Grant, University of Calgary**
Seed funding to conduct proof of concept research on multisensory environmental simulation
- 2014 **\$1800 CAD: URGC Travel Grant, University of Calgary**
Travel funding for conference presentation
- 2011 **€750 EUR: eCAADe Young Researchers Grant, Ljubljana, Slovenia**
Travel funding to disseminate PhD research at eCAADe 2011 Respecting Fragile Places
- 2010 **£81 600 GBP: Harry Worthington PhD Studentship, University of Sheffield**
Competitive funding to conduct PhD research, based on academic excellence, 3-year duration
- 2009 **\$5500 USD: Visualization Laboratory Funding, North Dakota State University**
Funding to design and implement an affordable immersive visualization laboratory
- 2008 **\$1500 USD: Project funding, Pioneer Park, Valley City, North Dakota**
Funding to develop studio-based student generated design solutions for an unused park
- 2007 **\$25 000 USD: Rural Development Design project grant, Underwood, North Dakota**
Funding to develop design solutions for socio-economic issues relating to rural flight
- 2007 **\$1500 USD: Project funding, Mahnomen Health Center Redesign, Mahnomen, MN**
Funding acquired to provide studio based student generated design solutions for a healthcare oriented courtyard design for an assisted living complex
- 2007 **\$2500 USD: Project funding, Valley City State University Masterplan, Valley City, ND**
Funding to provide studio-based student generated design solutions for a masterplan at Valley City State University, incorporating sustainable stormwater management and open space planning
- 2006 **\$5310 NZD: University Research Grant, Victoria University of Wellington**
Seed money to develop Internet2 software for a collaborative 3d design environment

- 2006 **\$2400 NZD: University Travel Grant, Victoria University of Wellington**
Travel funds to develop research partnerships between New Zealand and Canada
- 2006 **\$2500 NZD: New Researchers Grant, Victoria University of Wellington**
Seed money to develop Internet2 software for a collaborative 3d design environment
- 2005 **\$3140 NZD: International Science & Technology Grant, Royal Society of New Zealand**
Seed funding to evaluate low-cost immersive hardware for landscape visualization
- 2005 **\$1500 NZD: Internet2 Research Grant, Ministry of Research, Science & Technology, NZ**
Funding to develop web based tools for collaboration using the Internet2 network
- 2004 **£110 000 GBP: Teaching Laboratory Funding, Kingston University**
Funding secured to design and implement novel digital teaching infrastructure

REFEREED PUBLICATIONS

- Kwon, S., **Lindquist, M.**, Sylte, S., Gell, G., Awadhiya, A., & Admassu, K. A. (2019). Land.Info: Interactive 3D Visualization for Public Space Design Ideation in Neighborhood Planning. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems - CHI '19* (pp. 1–6). New York, New York, USA: ACM Press. <https://doi.org/10.1145/3290607.3312967>
- Zhang, Z., Meerow, S., Newell, J. P., & **Lindquist, M.** (2019). Enhancing landscape connectivity through multifunctional green infrastructure corridor modeling and design. *Urban Forestry & Urban Greening*, 38, 305–317. <https://doi.org/10.1016/J.UFUG.2018.10.014>
- Adagha, O., Levy, R. M., Carpendale, S., Gates, C., & **Lindquist, M.** (2017). Evaluation of a visual analytics decision support tool for wind farm placement planning in Alberta: Findings from a focus group study. *Technological Forecasting and Social Change*, 117, 70–83. <http://doi.org/10.1016/j.techfore.2017.01.007>
- Lindquist, M.**, & Galpern, P. (2016). Crowdsourcing (in)Voluntary Geographic Information from Google Android Smartphones. *Journal of Digital Landscape Architecture*, 1(1), 263–272.
- Lindquist, M.**, Lange, E., & Kang, J. (2016). From 3D landscape visualization to environmental simulation: The contribution of sound to the perception of virtual environments. *Landscape and Urban Planning*, 148, 216–231. <http://doi.org/10.1016/j.landurbplan.2015.12.017>
- Lindquist, M.**, Lange, E., Kang, J. (2014). Assessing the Potential of Using Visual Abstraction & Sound for Inclusive Geodesign. In P. Fricker, C. Girod, A. Grêt-Regamey & U. Wissen (Eds.), *Digital Design in Landscape Architecture 2014*. Heidelberg: Wichmann Verlag
- Lindquist, M.** (2010). Affordable Immersion Revisited: A Proposal for a Simple Immersive Visualization Environment (SIVE-Lab). In E. Buhmann, M. Pietsch & E. Kretzler (Eds.), *Digital Design in Landscape Architecture 2010*. (pp. 253-260). Heidelberg: Wichmann Verlag.
- Lindquist, M.** (2009). Is this what we are so afraid of? Digital Media and the Loss of Representative Power In K. Terzidis (Ed.) *Proceedings of Who Cares(?): Second International Conference on Critical Digital* (pp. 121-128). Boston, MA: Harvard GSD.
- Lindquist, M.** (2008). Group Work with Wikis: Towards a Cooperative Education Model for the Design Studio. *Digital Design in Landscape Architecture 2008* (pp. 96-104). Heidelberg: Wichmann.
- Lindquist, M.** (2008). Virtual Landscape Presence: Conveying the Experience of Place via the Web. In E. Buhmann, M. Pietsch & M. Heins (Eds.) *Digital Design in Landscape Architecture 2008* (pp. 163-169). Heidelberg: Wichmann.
- Lindquist, M.** (2007). Using Wikis to Enhance Student Collaboration and Information Negotiation. In G. Stewart, M. Ignatieva, J. Bowring, S. Egoz & I. Melnichuk (Eds.) *Globalisation and Landscape Architecture: Issues for Education and Practice* (pp. 124-128). St Petersburg's State Polytechnic University Publishing House.
- Lindquist, M.** (2007). Visualization for Citizen Initiated Public Participation: A Case Study. *Open House International*, 32(2), 17-25.
- Lindquist, M.**, & Danahy, J. W. (2006). Community Initiated Public Participation: Altering the Urban Design Decision Making Process with Real-Time Immersive Visualization In M. Schrenk (Ed.) *Proceedings of CORP 2006 & Geomultimedia06* (pp. 293-298). Vienna: CORP.
- Lindquist, M.** (2006). Web Based Collaboration (for Free): Using Wikis in Design Studios. In G. Luhuan, P. Anzalone, M. Cabrinha & C. Clarke (Eds.) *Synthetic Landscapes. Proceedings of the 25th Annual Conference of the Association for Computer-Aided Design in Architecture*. (pp. 190-199).

REFEREED PAPERS & SYMPOSIA

- Lindquist, M.,** Campbell-Arvai, V.. (2019). Co-Designing Sustainable Urban Landscapes using Video Games. Global Land Programme Open Science Meeting. Bern, Switzerland, April 2019, CA.
- Lindquist, M.,** Campbell-Arvai, V.. (2019). Co-designing Resilience: Engaging residents in the design and application of a video game-based decision support system? *CELA 2019 Engaged Scholarship*. Sacramento, CA.
- Lindquist, M.,** Campbell-Arvai, V., Foster, A., Sylte, S., & Deaton, F. (2018). Supporting Community Directed Green Infrastructure Design with Interactive 3D Visualization. *MUSE Conference*, Ann Arbor, USA.
- Lindquist, M.,** Campbell-Arvai, V., Foster, A., Sylte, S., & Deaton, F. (2017). U3D-DSS: A Novel Decision Support System for Community Directed Green Infrastructure Design. *Visual Resource Stewardship Conference*. Chicago, USA.
- Lindquist, M.** (2016). *Digital methods in design studio teaching: the state of the art*. From Cities to Landscapes: Design for Health and Biodiversity. IFLA-URBIO Conference 2016. Panama City, Panama.
- Lindquist, M.,** Lange, E., & Kang, J. (2015). Sound impact on greenspace ratings: Comparing psychoacoustic and physical characteristics of urban greenspace to user preference data. In *CELA 2015 Incite Change: Change Insight* (p. 149). Manhattan, KS.
- Lindquist, M.** (2013). *Conducting Multisensory Perception Experiments Online: An Assessment of Web-based Tools for Multimodal Environment-Behaviour Research*. Proceedings of the 10th Biennial Conference on Environmental Psychology, Magdeburg, Germany. (pp. 125)
- Lindquist, M.,** Lange, E., & Kang, J. (2013). The Impact of Sound on Environmental Experience: Do Multimodalities Improve Spatiotemporal Landscape Understanding? In M.-H. Li & H. W. Kim (Eds.) *Proceedings of CELA 2013 Space, Time, Place, Duration*. (pp. 23) Austin, TX.
- Lindquist, M.,** Kang, J., & Lange, E. (2013). Spatiotemporal Soundscape Variation of Large Urban Parks: An Analysis of Psychoacoustic and Physical Indicators of St. James's Park, London. In M.-H. Li & H. W. Kim (Eds.) *Proceedings of CELA 2013 Space, Time, Place, Duration*.
- Lindquist, M.** (2012). Soundscape 2.0: Evaluating Empirically-Sourced Soundscape Characteristics of Three Spatial Environments Against the UKSoundMap. In C. Venter, M. Uy & J. Hicks (Eds.) *Proceedings of Hearing Landscape Critically: Sense, Text, Ideology* (pp. 5). Oxford.
- Lindquist, M.** (2012). Refining the evaluation of planned landscape change with acoustic stimuli. In P. Bogensperger & M. Greiner (Eds.) *The Global Composition: Sound, Media and the Environment*. Hochschule Darmstadt, Dieburg, Germany.
- Satterman, K., Forrest, C., & **Lindquist, M.** (2011). Panoramic Visualization vs. Merely 'Large' Screens: Comparing Memory & Recall Between Immersive and Conventional Virtual Environments. In A. Haans, D. A. P. van Gennip, J. Ham, Y. A. W. de Kort & C. J. H. Midden (Eds.) *Proceedings of Environment 2.0: 9th Biennial Conference on Environmental Psychology*, (pp. 337). Eindhoven, The Netherlands.
- Lindquist, M.,** Lange, E., & Kang, J. (2011). Multi-Sensory Design & Engagement: Ethics, Aesthetics and Digital Experience. In C. Dee, K. Gill & A. Jorgensen (Eds.) *Proceedings of ECLAS 2011: Ethics/Aesthetics* (pp. 115-116). Sheffield, UK.
- Lindquist, M.** (2010). Augmenting the Static: Using Dynamic/Immersive Visualization for Design Experimentation and Knowledge Discovery. In G. J. Carsjens (Ed.) *Proceedings of CELA 2010: Landscape Architecture Between Art and Science* (pp. 160). ISOMUL, Wageningen University.
- Lindquist, K. P., & **Lindquist, M.** (2010). Behind From the Start? Issues Concerning First-year Environmental Design Studios. In G. J. Carsjens (Ed.) *Proceedings of CELA 2010: Landscape Architecture Between Art and Science* (pp. 104). ISOMUL, Wageningen University. Maastricht, The Netherlands.
- Lindquist, M.,** & Bigelow, N. (2009). Tipping Point Douglas: Empowering Neighborhood Residents with New Layers of Analysis for Landscape Architects. In R. R. Stoltz, A. Simon & K. R. Brooks (Eds.) *Proceedings of CELA 2008/09: Teaching & Learning Landscape* (pp. 263). CELA. Tempe, AZ.

OTHER PUBLICATIONS, REPORTS & BOOK CHAPTERS

- Lindquist, M., & Lange, E.** (2014). Sensory Aspects of Simulation and Representation In Landscape And Environmental Planning: A Soundscape Perspective. In A. Contin, R. Salerno, P. Paolini & N. Diblas (Eds.), *Innovative Technologies in Urban Mapping*: Springer-Verlag Italia.
- Lindquist, M., & Lange, E.** (2013). Multisensory Experience in Landscape Architecture: From Landscape Visualization to Environmental Simulation. *Chinese Landscape Architecture*, 29(05). 17-21.
- Lange, E., **Lindquist, M.**, (2012). *Verification of Photomontage for Building Proposal, Peak District National Park Authority*. Sheffield, UK, University of Sheffield.
- Lindquist, M.** (2009, May). *Workshop: Immersive Visualization Enhances Sustainability, Community and Participation; so why not use it?* Workshop at the Environmental Design Research Association Conference 40 (EDRA 40): Ethical Design of Places, Kansas City, Missouri.
- Lindquist, M.**, Fink, J., Donohue, K., & Gore, A. (2007). *Imagining A Way Forward: Underwood, North Dakota*. Fargo: Lulu.
- Lindquist, M.** (2002). Urban Form In Existing Infrastructure: Adaptive Re-Use of the Gardiner Expressway in *Theses 2002*. Toronto: University of Toronto.
- Lindquist, M.** (2001). Sonic Space. In *You Are Here*. Toronto: University of Toronto.
- Lindquist, M.** (2001). Planning Congestion. In *Are We There Yet?* Toronto: University of Toronto.

PUBLIC WORKSHOPS, COMMUNITY SERVICE & DESIGN CHARRETTES

- 2016 Warrendale Green Infrastructure Projects, Detroit, Michigan, USA**
Studio project organized with Warrendale Community Association for SNRE Urban Design Studio
- 2015 Ypsilanti Farmers Market, Ypsilanti, Michigan, USA**
Studio project organized with Mayor of Ypsilanti for SNRE Urban Design Studio
- 2014 Alberta Professional Planners Institute Workshop, Panel Discussion on Walkability**
Panel discussion about the importance of walkability in building communities
- 2013 Mayor's Urban Design Awards Juror, Calgary, Canada**
Professional design awards jury member
- 2013 Ontario Association of Landscape Architects Panel Discussion on New Media**
Discussion of the role of new media in the design of landscapes published in GROUND 24: New media
- 2008 Point Douglas Community Design, Winnipeg, Canada**
Neighborhood design for disadvantaged population with landscape architecture students
- 2008 Pioneer Park, Valley City, North Dakota, USA**
Studio project organized with Valley City Parks Department to redesign an underused park
- 2007 Underwood Town Center Design, Underwood, North Dakota, USA**
Lead a student team of 3 in the redesign of the town of 800 people in rural North Dakota
- 2007 Mahnomon Health Center Project, Mahnomon, North Dakota, USA**
Studio project to generate ideas for an assisted living center courtyard
- 2007 Valley City State University Masterplan Workshop, Valley City, North Dakota, USA**
Studio project to reinvision the campus to incorporate social & ecological sustainable initiatives
- 2006 Ngati Kahu Marae Cross-cultural Design Studio, Tauranga, New Zealand**
Co-coordinated a socio-economic based design studio for a Maori Marae
- 2005 Korohiwa Bay Bus Terminal Workshop, Eastbourne, New Zealand**
Project leader, student project for Eastbourne City Council to redesign a derelict bus terminal
- 2004 Streatham Housing Project Design Studio, Borough of Lambeth, London, UK**
Co-coordinated the redesign of a tenement by graduate urban design students
- 2001-3 Fort York Historic Site Workshops & Charrette, Toronto, Canada**
Presented visualizations to policy makers demonstrating the impact of development
- 2001 Toronto City Airport Workshop, Toronto, Canada**
Presented visualizations of flight paths in relation to urban design proposals for the airport

SELECTED INVITED LECTURES & MEDIA

- “Performance, Landscape Design and Evaluation”, Lindquist, M. University of Toronto, March 2019
- Graham, Lester. (Host and Editor). (2018, July 12). *Using Green Infrastructure to Reduce Flooding* {Radio program}. In The Environment Report, NPR. <https://www.michiganradio.org/post/using-green-infrastructure-reduce-flooding>
- “Land.info: Supporting Community Designed Green Infrastructure Using Video Game Technology”. Lindquist, M., Campbell-Arvai, V. 2019 Regional Stormwater Summit, Southfield, MI. Oct 2018.
- Invited panel respondent, Ambiguous Territories Symposium, Taubman College of Architecture and Planning, University of Michigan, October 6, 2017.

AWARDS

- 2010 **Harry Worthington Research Scholarship, University of Sheffield**
Recognition of academic excellence for preparation to conduct PhD research
- 2010 **Best Contribution to Information Technology Education in Landscape Architecture**
Award for '*Affordable Immersion Revisited: A Proposal for a Simple Immersive Visualization Environment (SIVE-Lab)*', one of eight papers receiving 5.0 for scientific excellence.
- 2006 **American Society of Landscape Architects Honor Award** (design team)
Awarded for the redesign of Columbus Circle, New York, USA, Olin Partnership
- 2006 **Canadian Institute of Planners Award of Excellence** (research team, CLR)
Recognizing visualizations prepared for evaluation of Toronto Housing Authority projects
- 2006 **Canadian Society of Landscape Architects Regional Honour** (design team, dTAH)
University of Ontario Institute of Technology, Durham College, masterplan and built work
- 2002 **Canadian Society of Landscape Architects Silver Medal**
Awarded to a graduating student for service and contribution to the profession
- 2001 **Barry Lorne Ardiel Scholarship, University of Toronto**
Awarded annually to a graduate student for high academic standing
- 2001 **Finalist, Universal Design Competition, Design Exchange, Toronto, Canada**
Competition finalist for universally accessible design proposal for Toronto's PATH system
- 2000 **Ontario Association of Landscape Architects Scholarship, University of Toronto**
Awarded annually for design excellence

REVIEWER

- 2017 > **External Reviewer**, Vienna Science and Technology Fund Environmental Systems Research
- 2017 > **External Reviewer**, USC Sea Grant Program
- 2016 > **External Reviewer**, Singapore Ministry of Education Tertiary Education Research Fund
- 2013 > **Reviewer**, Landscape and Urban Planning
- 2012 > **Reviewer**, Journal of Cultural Heritage
- 2012 > **Reviewer**, Environmental Impact Assessment Review
- 2011 > **Reviewer**, Environmental Management Journal
- 2010 > **Reviewer**, Applied Acoustics Journal
- 2010 > **Reviewer**, Environment and Planning B

TEACHING & SERVICE

COURSES TAUGHT (past 10 years)

University of Michigan

- 2018 EAS 750 001 Urban Design Studio
EAS 501 160 Advanced Digital Modeling, Simulation and Visualization
- 2017 EAS 750 001 Urban Design Studio
EAS 587 002 Making Place Studio
- 2016 NRE 501 160 Advanced Digital Modeling, Simulation and Visualization
NRE 750 001 Urban Design Studio
NRE 587 002 Making Place Studio
- 2015 NRE 501 022 Urban Design Studio
NRE 587 002 Making Place Studio

University of Calgary

- 2015 EVDP 637 Community Planning Studio
- 2014 EVDS 618 Urban Design Studio
EVDP 637 Community Planning Studio

University of Sheffield

- 2013 LSC 108 Ecology/Urban Interface Design Studio, Bachelor of Landscape Degree
LSC 5010 Urban Landscape Planning [GIS supplement], Master of Landscape Degree
LSC 6005 Design Thesis, Master of Landscape Degree [Design & Planning option]
- 2012 LSC 108 Ecology/Urban Interface Design Studio, Bachelor of Landscape Degree
LSC 5010 Urban Landscape Planning [GIS supplement], Master of Landscape Degree
LSC 6002 Introductory Graduate Design Studio, Master of Landscape Degree
LSC 6026 Thesis Research Proposal, Master of Landscape Degree [Design & Planning]
- 2011 LSC 108 Ecology/Urban Interface Design Studio, Bachelor of Landscape Degree
LSC 112 Introduction to Landscape Architecture Studio, Bachelor of Landscape Degree
LSC 6002 Introductory Graduate Design Studio, Master of Landscape Degree
- 2010 LSC 6002 Introductory Graduate Design Studio, Master of Landscape Degree

North Dakota State University

- 2010 LA 232 Design Technologies [Intro to Digital Media] (coordinator)
LA 471 Urban Design Studio (coordinator)
LA 572 Landscape Architecture Thesis (coordinator)
LA 590 Seminar [immersive media] (coordinator)
- 2009 LA 232 Design Technologies [Intro to Digital Media] (coordinator)
LA 272 Landscape Architecture Studio [People & Environments] (coordinator)
LA 471 Urban Design Studio (coordinator)
LA 563 Thesis Preparation (co-coordinator)
LA 572 Landscape Architecture Undergraduate Design Thesis (co-coordinator)
LA 590 Seminar [immersive media] (coordinator)
- 2008 LA 232 Design Technologies [Intro to Digital Media] (coordinator)
LA 272 Landscape Architecture Studio [People & Environments] (coordinator)
LA 471 Advanced Landscape Architecture Studio [Urban Design] (coordinator)
LA 572 Landscape Architecture Undergraduate Design Thesis
LA 590 Seminar [GIS & urbanism] (coordinator)
- 2007 LA 232 Design Technologies [Intro to Digital Media] (coordinator)
LA 272 Landscape Architecture Studio [People & Environments] (coordinator)
LA 471 Advanced Landscape Architecture Studio [Urban Design] (coordinator)
LA 572 Landscape Architecture Undergraduate Design Thesis
LA 590 Seminar [advanced GIS & digital media] (coordinator)

SUPERVISED STUDENTS & PROJECTS

Current Research Students

Daniel Phillips, PhD (2022)
Francisco Alaniz Uribe, PhD (2021, University of Calgary)
Evan Gill, MLA (2020)
Jiujia Guo, MES (2019, University of Pennsylvania)

University of Michigan, Masters Project

2019-20 Sarah Peterson, Alison Rauss, Yiren Shen, Chuyi Yin, *Detroit Greenways*
2017-18 Ho Hsieh, Xuehan Li, Shui Wang, and Yifei Wu, *Chicago Riverwalk Post Occupancy Evaluation (co-advising with Victoria Campbell-Arvai and Allen Burton)*
2016-17 Wiles Kase, Robert Kraynak, Melissa Morton, Sean Pavlik, Kavya Vayyasi, *Green Bay Packers' Titletown Development Sustainability Recommendations (co-advised with Joe Arvai)*

University of Michigan, Masters Practicum

2018-19 Shannon Sylte, *Codesign and community engagement with digital technologies*
2016-17 Jamie McArdle & Yun Liu, *Trail Layout and Interpretive Signage based on Visitor Demographics for Valles Caldera National Preserve*

Aalto University, Master of Science, Landscape Architecture

2015-16 Sarkama Sanna, *The Marscape Project: A Study of Adaptable Landscape Architecture on Mars*
2015-16 Lauri Lemmenlehti, *Landscape architecture and video games: Gazing at virtual landscapes*

University of Calgary, PhD

2015 > Francisco Alaniz Uribe, *The Application of Drone Technology in Design and Planning*

University of Calgary, Master of Environmental Design

2014-15 Ryan Meier, *The Influence of Urban Form on Perceived Density*
2013-14 Ian Dixon, *The Transformation of Landfills to Green Spaces: Identifying the Barriers and Benefits in the Greater Toronto Area (GTA)*

University of Sheffield, Master of Arts in Landscape Architecture Design Thesis

2012-13 Angela Green, *21 Century Living @ Orphir, Orkney Islands*
He Zhu, *Shiqian, Tongren Prefecture, Guizhou*
Jing-Jing Xiao, *Etruria Valley. Stoke on Trent*
Xiaohan Shi, *Regeneration of Jiuqu River Corridor*
Yanbing Qi, *Chaddesden Siding. Derby*
Ying Mei, *The Green Heart*
Ziling Zhou, *Regenerating Tottenham*

NDSU, Bachelor of Landscape Architecture Design Thesis

2009-10 Jean Beaupre, *Community Nutrition Improvement Program*
Jim Fink, *Cemetery: Space for Living*
Josh McKinney, *St. Louis/Place*
Kavan Donohue, *The Benton Park Thesis*
Stephanie Falkers, *Community Fabrication*
2008-09 Kyle Finneman, *Shrinking Williston*
2007-08 Nicolas Bigelow, *Tipping Point Douglas*
2006-07 Jason Jonas, *Walkable Bismarck*
Paulo Kneip, *Neenah Creek Regional Park*
Jason Meyer, *Call of the Wild: Sustainable Mountain Development*
Andrew Rasche, *Duck Lake Housing*

EXTERNAL EXAMINER

Philip Belesky, PhD 2019, *Testing Terrain: Exploring the Computational Design of Natural Systems in Landscape Architecture, RMIT, Melbourne, Australia.*
Robert Newell, PhD 2017. Exploring realistic immersive geovisualizations as tools for inclusive approaches to coastal planning and management. University of Victoria, Canada.

TEACHING AND MENTORING RECOGNITION/STUDENT FUNDING (past ten years)

- 2019 **Dow Distinguished Awards Large Grant (awarded to Shannon Sylte, supervised student team)**
\$30 000 *Realizing resilience: Integrating data with 3D visualizations for sustainable decision making*
- 2018 **Dow Distinguished Awards seed funding (awarded to Shannon Sylte, supervised student team)**
\$5000, *Realizing resilience: Integrating data and 3D visualizations for sustainable decision making*
- 2017 **Campus of the Future 1st Place Award (awarded to Shannon Sylte, Shruti Soni and Derrel Griffen)**
\$15 000 Mentored student submission *UM Mobile Learning Labs*
- 2017 **Campus of the Future 2nd Place Award (awarded to Evan Granito)**
\$10 000 Mentored submission *The Virtual Reality Online Campus*
- 2017 **Rackham Sumer Research Award (awarded to Shannon Sylte)**
\$8000 *Evaluating ecosystem service tradeoffs in design, planning, and management of urban forests*
- 2017 **Rackham Sumer Research Award (awarded to Evan Granito)**
\$8000 *Integrating Virtual and Augmented Reality in the design and planning of landscapes*
- 2016 **Dow Distinguished Awards (awarded to Jamie McArdle and Yun Liu, supervised student team)**
\$5000 Seed funding for *Sustainable Park Trail and Interpretive Systems in a High-Tech World*
- 2010 **Best Application of New Media in Landscape Architecture, Poster Award**
Louis Kramvik, Trevor Quick, Adam Bishop and Mark Lindquist for academic poster:
'Cinematic Immersion: Creating a better experience for the audience through the use of video panoramic immersion' as evaluated by online jury
- 2010 **Poster presentation at Digital Landscape Architecture 2010**
Kylie Satterman, Christina Forrest, Ashley Hudson and Mark Lindquist for academic poster:
'A Critical Analysis of Immersive Labs with Today's Technology', one of six posters selected to be presented orally at the conference based on high academic merit by conference committee
- 2010 **Dennis Colliton Award (awarded to Stephanie Falkers, supervised thesis student)**
Awarded to the outstanding design thesis in Landscape Architecture, NDSU, USA
- 2009 **ASLA Central States Award (awarded to Nicholas Bigelow, supervised thesis student)**
Awarded to supervised thesis student Nicholas Bigelow for outstanding design thesis.
- 2009 **Dennis Colliton Award (awarded to Kyle Finneman, supervised thesis student)**
Awarded to the outstanding design thesis in Landscape Architecture, NDSU
- 2008 **ASLA Central States Award (supervised student team)**
Awarded for outstanding student work for un-built design proposal for Underwood, NDSU
- 2008 **Dennis Colliton Award (awarded to Nicholas Bigelow, supervised thesis student)**
Awarded to the outstanding design thesis in Landscape Architecture, NDSU
- 2007 **Dennis Colliton Award (awarded to Andrew Rasche, supervised thesis student)**
Awarded to the outstanding design thesis in Landscape Architecture, NDSU

COMMITTEE AND ADMINISTRATIVE ACTIVITIES

University of Michigan, USA

- 2018-19 **Faculty Search Committee**, School for Environment and Sustainability
- 2017-18 **Faculty Search Committee**, School for Environment and Sustainability
- 2017 > **Augmented/Virtual Reality Committee**, University of Michigan
- 2017 > **Urban Informatics Certificate Committee**, University of Michigan

University of Calgary, Canada

- 2014-15 **PhD Program Director**, Faculty of Environmental Design
- 2013-14 **Landscape Architecture Working Group**, Faculty of Environmental Design

University of Sheffield, UK

- 2010-13 **Member, Faculty Council**, Faculty of Social Sciences
- 2010-13 **Member, Department Council**, Department of Landscape

North Dakota State University, USA

- 2007-10 **Landscape Architecture Program Director**, Landscape Architecture Program
- 2007-10 **Digital Media Coordinator**, Landscape Architecture Program,

Victoria University of Wellington, New Zealand

2005-07 **Professional Practice Coordinator**, School of Design

Kingston University, UK

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