



# BIO

## James Gordon Bennett

James Gordon Bennett has been involved with the combination of design and technology for well over a decade. In 1991 he became associated with the highly experimental "Arts and Technology Lab" at the University of South Florida where he developed screen graphics and computer generated animation during the infancy of the new media explosion.

He is currently the Dean of Instructional Technology at the International Academy of Design and Technology and has held the Chair for the Department of Interactive Media at the Academy in Tampa, Florida and was the Program Coordinator for a new graduate degree that focuses on Design Management. He is also the author of Design Fundamentals for New Media, a textbook that has been widely used at colleges and universities around the world,. He has also authored Exploring Web Technologies for Designers, a college level text written to make an understanding of Web site technologies more accessible to design students.

As an educator he has taught at the University of South Florida and The International Academy of Design and Technology. In addition to full-time teaching, he has also served as a consultant in curriculum development and as a content expert for several other universities and colleges.

As an artist he has participated in a number of group shows across the United States and has been featured in five solo exhibitions to date. His original works of art and commissioned illustrations have appeared in several publications in addition to timely write-ups and interviews associated his exhibitions.

As an author, in addition to his textbooks, James has had articles published in print and on the Web. These articles have ranged over a large variety of topics, including: humor, art, technology, religion, politics and business.

In the area of technology, James is a full partner in 3cg, Inc.. (a Web design firm with a business presence in Tampa and Atlanta, that specializes in sites for the entertainment and professional sports industries.) and has worked as a Department of Defense contractor with British Aerospace in the production of advanced military aircraft simulators.