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CURRICULUM VITAE

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EDUCATION

Doctor of Philosophy in Design

- › User Experience Design emphasis
- › University of Minnesota-Twin Cities, College of Design, 2024
- › Dissertation: "Exploring the experiences of bereaved parents who have created digital memorials"

Master of Fine Arts in Graphic Design

- › Interactive Design emphasis
- › University of Minnesota-Twin Cities, College of Design, 2010
- › Thesis: "Interactive design and digital media for individual expression and community involvement"

Bachelor of Science in Interactive Digital Media Design

University of Minnesota-Twin Cities, College of Continuing Education, 2006

Specialized Associate in Recording Engineering

Full Sail Center for the Recording Arts, 1995

ACADEMIC APPOINTMENTS

University of Wisconsin-Stout

- › Professor, School of Art & Design
- › 7/2020-present
- › Program Director, MFA in Design
- › 5/2025-present
- › Research Fellow
- › 8/2020-12/2020
- › Associate Professor, School of Art & Design
- › 7/2015-7/2020
- › Dahlgren Professor
- › 7/2018-6/2019
- › Program Director, BFA in Graphic Design and Interactive Media
- › 5/2017-5/2018
- › Graduate Faculty Member, Graduate School
- › 1/2012-present
- › Assistant Professor, School of Art & Design
- › 8/2011-7/2015

**ACADEMIC
APPOINTMENTS**

Continued

University of Minnesota-Twin Cities

- › Graduate Instructor, Research Assistant, & Teaching Assistant
- › 9/2007–6/2010

WORK EXPERIENCE

Antidote X, Inc.

- › Interactive Designer & Flash Developer
- › 8/2010–6/2011

Medtronic, Inc.

- › Interactive Designer & Creative Producer
- › 9/2002–9/2007

GT Media

- › Audio Engineer
- › 9/2000–9/2001

Tilting at Windmills Theater

- › Sound Designer
- › 3/2000–9/2000

Premier Cruise Lines

- › Stage Manager
- › 1/1996–3/1997

**TEACHING
EXPERIENCE**

University of Wisconsin-Stout

- › DES-800 Design Seminar II (thesis development)
- › DES-730 Critical Issues in Design Education and Practice
- › DES-496 Visual Language Design
- › DES-456 JavaScript for Aesthetic Experience
- › DES-385 Advanced Interactive Design
- › DES-371 Interactive Media Design
- › DES-370 User Experience Design
- › DES-325 Introduction to Web Design
- › DES-220 Introduction to 2D Digital Imaging

University of Minnesota-Twin Cities

- › DHA2385 Design and Factors of Human Perception
- › DHA1111 Creative Problem Solving, *assistant taught*
- › DHA1101 Introduction to Design Thinking, *assistant taught*

ARTIST RESIDENCIES

International Brazilian Opera Company, Brasília, Brazil,
5/1/2019–5/10/2019

Despina, Rio de Janeiro, Brazil, 4/1/2019–5/1/2019

AGA Lab, Amsterdam, Netherlands, 6/1/2018–6/15/2018

Standard Projects Studio, Hortonville, Wisconsin,
5/28/2016–6/11/2016.

Standard Projects Studio, Hortonville, Wisconsin, 8/8/2015–
8/15/2015.

HONORS & AWARDS

Personal

- › Feature of the Day, CSS Light, 2022
- › Star Award, CSS Winner: Awarding & Showcasing, 2022
- › Honorable Mention, Awwwards, 2020
- › Feature of the Day, CSS Light, 2020
- › Sabbatical, 2019
- › Dahlgren Professorship, 2018
- › Star Award, CSS Winner: Awarding & Showcasing, 2017
- › Projects We Love, Kickstarter, 2017
- › Site of the Day, French Design Index, 2016
- › Star Award, CSS Winner: Awarding & Showcasing, 2016
- › Visiting Professor, German Academic Exchange Service Strategic Partnership Program, 2016
- › French Mention Award, French Design Index, 2014
- › Best Designs Award, Cool Home Pages: Design Inspiration, 2012
- › Outstanding Teaching Award, College of Arts, Humanities and Social Sciences, University of Wisconsin–Stout, 2012
- › First Place Award, SpaceTime Interactive Works Student Competition, Association for Computing Machinery's Special Interest Group on Graphics and Interactive Techniques, 2009
- › Nominee, Mary Hoover Award for Graduate Teaching Excellence, 2009

HONORS & AWARDS

Continued

Student

- › Hannah Kim, Silver Pin, AdFed Minnesota, 2025
- › Niamh Sass, Gold ADDY®, AdFed District 8, 2024
- › Niamh Sass, Silver Pin, AdFed Minnesota, 2024
- › Sara Moen & Madison Skaggs, Feature of the Day, CSS Light, 2024
- › Amanda Piotrowski, Feature of the Day, CSS Light, 2023
- › Amanda Piotrowski, Site of the Day, CSS Nectar, 2023
- › Amanda Piotrowski, Feature, CSS Reel, 2023
- › Brian Happel, Home Page Feature, One Page Love, 2021
- › Brian Happel, Silver Medal, Website Design, Innovation Center for Design Excellence, 2020
- › Asa Giannini, Featured Site, CSS Light, 2019
- › Megan Luedke, Silver Medal, Website Design, Innovation Center for Design Excellence, 2018
- › Asa Giannini, Home Page Feature, One Page Love, 2018
- › Noah Delagardelle, Home Page Feature, One Page Love, 2017
- › Mary Rohl, Nominee, CSS Winner: Awarding & Showcasing, 2015
- › Kat Manor, Nominee, CSS Winner: Awarding & Showcasing, 2014
- › Dennis Sengthong, Nominee, CSS Design Awards, 2014
- › Student Showcase Award, iDEAS_13, International Digital Media and Arts Association, 2013
- › Jacob Ferge, Nominee, Site of the Day, Best Web Design Award: The Best Web Sites in the World, 2013
- › Krista Farrell, Winner, Above the Fold Awards, Student Design Competition, 2012

SCHOLARSHIP & CREATIVE PRODUCTION

The work contained in this section is a collection of exhibited, performed, published, and presented art and design-related research. All work has been refereed. Asterisk () indicates peer-reviewed publication. Underline indicates solo presenter. Scope is indicated where applicable (International, National, etc.).*

Juried Exhibitions

Fraher, R., & Brantmeier, T. (2020). Constant shower video demo. *Exhibition Audiovisual*, Sound, Image and Interaction Design Symposium 2020, 9/4/2020, Madeira, Portugal. *International*

Fraher, R. (2016). The quality without a name.

- › *Cinesonika 5*, Ball State University, 9/30/2016–10/2/2016, Muncie, Indiana. *International*
- › *Celebration & Contemplation: Exposition of the 10th International Conference on Design & Emotion*, The Design & Emotion Society, 9/29/2016–9/30/2016, Amsterdam, Netherlands. *International*

**SCHOLARSHIP
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*Continued: Juried
Exhibitions*

Fraher, R. (2015). Interwebs killed the video star.
› *Fabulous Florals and Fine Art*, Janet Carson Gallery,
1/14/2016–1/17/2016, Eau Claire, Wisconsin. *Regional*
› *iDEAS_15: Breaking Barriers*, International Digital Media
and Arts Association 2015 conference, 10/21/2015–
10/24/2015, Johnson City, Tennessee. *International*

Fraher, R. (2015). Untitled.
› *Art, Science, Innovation: 7th Annual Espacio Enter
Exhibition*, Tenerife Espacio de las Artes, 12/4/2015–
12/13/2015, Santa Cruz de Tenerife, Spain. *International*
› *iDEAS_15: Breaking Barriers*, International Digital Media
and Arts Association 2015 conference, 10/21/2015–
10/24/2015, Johnson City, Tennessee. *International*

Fraher, R. (2015). Graceful form. *iDEAS_15: Breaking
Barriers*, International Digital Media and Arts Association
2015 conference, 10/21/2015–10/24/2015, Johnson City,
Tennessee. *International*

Fraher, R. (2015). Context is king. *Geometry*, Hera Gallery,
9/12/2015–10/10/2015, Wakefield, Rhode Island. *National*

Fraher, R. (2012). The online portfolio of Robert Fraher.
iDEAS_12: A Retrospective, International Digital Media and
Arts Association 2012 conference, 11/8/2012–11/11/2012,
Miami, Florida. *International*

Fraher, R. (2012). An (ec)centric self-portrait.
› *Art, Science, Innovation: 5th Annual Espacio Enter
Exhibition*, Tenerife Espacio de las Artes, 11/29/2013–
12/1/2013, Santa Cruz de Tenerife, Spain. *International*
› *Self Portraits*, The Fine Arts Center of Hot Springs,
10/5/2012–10/27/2012, Hot Springs, Arkansas. *Regional*

Fraher, R. (2009). No horse in particular. *Accessibility 2009:
Cross Currents*, Sumter County Gallery of Art, 10/16/2009–
11/13/2009, Sumter, South Carolina. *Regional*

Hokanson, B., & **Fraher, R.** (2009). + (plus) creativity
system. Design Showcase. Association for Educational
Communications and Technology Annual Conference,
10/27/2009–10/31/2009, Louisville, Kentucky. *International*

**SCHOLARSHIP
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*Continued: Juried
Exhibitions*

Fraher, R. (2009). Typespace v.1.

- › *Typography Art*, Heyde Center for the Arts, 1/4/2016–2/9/2016, Chippewa Falls, Wisconsin. *Regional*
- › *SpaceTime Interactive Works Student Competition*. Association for Computing Machinery's Special Interest Group on Graphics and Interactive Techniques Annual Conference and Exhibition, 8/3/2009–8/7/2009, New Orleans, Louisiana. *International*

Fraher, R. (2009). The sonic locator. *Sound of It*. Garage Art Gallery, 4/10/2009, San Diego, California. *National*

Invited Exhibitions and Performances

Fraher, R., Collins, J., May, I., Powell, N., Vircks, P., & Radle, C. (2025). The heavy deep. The Spirit Room, 8/14/2025, Menomonie, Wisconsin.

Fraher, R. (2019). Feminista de Despina. *Senado Tomado #7*. Despina, 4/26/2019, Rio de Janeiro, Brazil. *International*

Fraher, R. (2018). AGA June 2018. *Sex, Guns, & Motif*. AGA Lab, 6/26/2018, Amsterdam, Netherlands. *International*

Fraher, R. (2015). Cirque d'été réduite. *Black Mountain School Faculty Film Series Screenings*. The Match Factory, 6/8/2016, Hortonville, Wisconsin. *Regional*

Fraher, R. (2015). Untitled. *School of Art & Design Faculty Exhibition*. University of Wisconsin-Stout, 1/26/2015–2/20/2015, Menomonie, Wisconsin. *Regional*

Fraher, R. (2014). An (ec)centric self-portrait. *Illuminative: The Art of Academia*, L.E. Phillips Memorial Public Library, 6/2/2014–9/2/2014, Eau Claire, Wisconsin. *Regional*

Fraher, R. (2014). The online portfolio of Robert Fraher: LITE. *School of Art & Design Faculty Exhibition*. University of Wisconsin-Stout, 1/30/2014–3/10/2014, Menomonie, Wisconsin. *Regional*

Fraher, R. (2013). Cursor dynamics, v.1 & v.2. *School of Art & Design Faculty Exhibition*. University of Wisconsin-Stout, 1/24/2013–2/21/2013, Menomonie, Wisconsin. *Regional*

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*Continued: Invited
Exhibitions and
Performances*

- Fraher, R. (2011). Dynamic iconography, v.1–v.5.1.
- › *School of Art & Design Faculty Exhibition*. University of Wisconsin–Stout, 12/1/2011–2/9/2012, Menomonie, Wisconsin. *Regional*
 - › *School of Art & Design Faculty Exchange Exhibition*. Bowling Green State University, 10/19/2011–11/11/2011, Bowling Green, Ohio. *Regional*

Media Publications

***Fraher, R., & Brantmeier, T.** (2020). Constant shower video demo. *Exhibition Audiovisual*, Sound, Image and Interaction Design Symposium 2020. Retrieved September 4, 2020 from <https://www.youtube.com/watch?v=tbq1HKLttw4>. *International*

Fraher, R., & Peterson, J. (2019). Factors related to opportunities for collaboration in maker spaces. In D. Jones–Davis (Ed.), *Nation of Makers Conference 2019 Agenda*. Retrieved August 13, 2019 from <https://www.youtube.com/watch?v=YOp4hVEbwy4>. *National*

***Fraher, R., & McCarthy, S.** (2010). No horse in particular: Video demo and commentary. *Aspect: The Chronicle of New Media Art*, 15.

*Fraher, R. (2009). A requiem to modernism: The future has arrived: interactive composition. *Multi: The Rochester Institute of Technology Journal of Diversity and Plurality in Design*, 2(2), supplementary files.

Book Chapters

*Hokanson, B., & **Fraher, R.** (2018). Narrative structure, myth and cognition for instructional design. In J. Grimaud, T. Harding, & R. E. West (Eds.), *Narrative in instructional design*. Retrieved April 16, 2018 from <https://idnarrative.pressbooks.com/chapter/chapter-1>.

Journal Articles

***Fraher, R., & DeArmond, A.** (2019). Advancing the curriculum: Logical programming for graphic designers. *The Journal of Applied Instructional Design* 8(1), 14–22.

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Continued: Journal Articles

***Fraher, R.,** Frazier, P., Hokanson, B., & Greer, C. (2013). Toward an interactive digital media-based therapeutic modality. *The International Digital Media and Arts Association Journal* 9(2), 6–13.

***Fraher, R.,** & Martinson, B. (2011). Process and pedagogy in undergraduate graphic design education. *The Design Journal* 14(4), 390–412.

***Fraher, R.,** & Martinson, B. (2009). A requiem to modernism: The future has arrived. *Multi: The Rochester Institute of Technology Journal of Diversity and Plurality in Design*, 2(2), 13–24.

Hokanson, B., & **Fraher, R.** (2008). Narrative structure, myth and cognition for instructional design. *Educational Technology*, 49(1), 27–32.

Conference Papers

***Karbowski, A.** & **Fraher, R.** (2021). Designed epistemology. In L. Cruickshank, R. Galabo, D. Perez, B. Gisclard, S. Bofylatos, M. Mortati, L. Valentine & J. Hwang (Eds.), *14th International Conference of the European Academy of Design, Safe Harbours for Design Research*. Retrieved January 14, 2022 from <https://www.proceedings.blucher.com.br/article-details/designed-epistemology-36938>.
International

***Fraher, R.** (2020). Synchronized multi-channel audio for multi-user augmented reality. In N. Correia, D. Cabral, & R. Masu (Eds.), *Sound, Image and Interaction Design Symposium 2020 Proceedings*. Retrieved September 4, 2020 from <https://siids.arditi.pt/proceedings2020>. *International*

***Fraher, R.** (2016). Community in collaborative maker spaces. In P.M.A. Desmet, S.F. Fokkinga, G.D.S. Ludden, N. Cila, & H. Van Zuthem (Eds.), *Celebration & Contemplation: Proceedings of the 10th International Conference on Design & Emotion* (pp. 657–664). Amsterdam: The Design & Emotion Society. *International*

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*Continued: Conference
Papers*

- *Fraher, R. (2015). The tale of two initiatives: Reflective practice for collegial discourse in design education and the global studio model. In C. Barrett (Ed.), *Proceedings of the 2014 Creating_Making Forum* (pp. 139–143). Norman: University of Oklahoma. *National*
- *Fraher, R. (2013). Production-composition-audience (PCA) analysis methodology and pilot study. In T. Bussey (Ed.), *University & College Designers Association Design Education Summit 2013 Proceedings* (pp. 172–185). Smyrna: University & College Designers Association. *National*
- *Fraher, R. (2012). Cursor dynamics: Aesthetic exploration of the bubble cursor. In S. Gueddana & J. Laaksolahti (Eds.), *Proceedings of the Nordic Conference on Human-Computer Interaction 2012* (pp. 765–766). New York: ACM. *International*
- ***Fraher, R.**, & Boyd-Brent, J. (2010). Gestalt theory, engagement and interaction. In A. Voids & S. Voids (Eds.), *Proceedings of the Association for Computing Machinery's Special Interest Group on Computer-Human Interaction Conference on Human Factors in Computing Systems 2010 Extended Abstracts* (pp. 3211–3216). New York: ACM. *International*
- ***Fraher, R.**, & Hokanson, B. (2008). Dynamic space: A learning tool for creating interactive concept maps. In M. Simonson (Ed.), *Proceedings of the Association of Educational Communications and Technology 2008 Conference* (pp. 250–255). Bloomington: AECT. *International*
- *Fraher, R. (2008). Mythology as metaphor for human-computer interaction. In B. Matthews & J. Buur (Eds.), *Proceedings of the Student Interaction Design Research Conference 2008* (pp. 118–123). Sønderborg: University of Southern Denmark. *International*
- *Fraher, R. (2008). A case study of an experimental online interface. In B. Matthews & J. Buur (Eds.), *Proceedings of the Student Interaction Design Research Conference 2008* (pp. 75–80). Sønderborg: University of Southern Denmark. *International*

**SCHOLARSHIP
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Continued

Conference Abstracts

*Fraher, R. (2022). Seeing the Wonder: A theoretically grounded photo journaling activity. In G. Cox & M. Wakim (Eds.), *International Death, Grief and Bereavement Conference 2022 Agenda*. Retrieved June 8, 2022 from <https://www.uwlax.edu/ex/dgb/agenda>. *International*

***Fraher, R.**, & Peterson, J. (2019). Factors related to opportunities for collaboration in maker spaces. In D. Jones-Davis (Ed.), *Nation of Makers Conference 2019 Agenda*. Retrieved June 17, 2019 from <https://www.nomcon.org/conference-agenda-2019>. *National*

*Fraher, R. (2015). Antithesis, a strategy for developing critical design perspectives and creative solutions. In B. Maher & J. Proctor (Eds.), *International Digital Media and Arts Association Conference 2015 Abstracts*. Retrieved November 30, 2015 from <http://www.idmaajournal.org/2015/05/call-for-papers-2015-annual-conference>. *International*

*Sakellion, Y., & **Fraher, R.** (2015). Reflections on undergraduate student motivation for dissemination. In B. Maher & J. Proctor (Eds.), *International Digital Media and Arts Association Conference 2015 Abstracts*. Retrieved November 30, 2015 from <http://www.idmaajournal.org/2015/05/call-for-papers-2015-annual-conference>. *International*

*Fraher, R. (2014). The tale of two initiatives: Reflective practice for collegial discourse in design education and the global studio model. In C. Barrett (Ed.), *2014 Creating_Making Forum Program* (pp. 48) Norman: University of Oklahoma. *National*

*Fraher, R. (2013). Production-composition-audience (PCA) analysis methodology and pilot study. In T. Bussey (Ed.), *University & College Designers Association Design Education Summit 2013 Abstracts* (pp. 45) Smyrna: University & College Designers Association. *National*

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*Continued: Conference
Abstracts*

***Fraher, R.**, & Hokanson, B. (2008). Dynamic space: A learning tool for creating interactive concept maps. In S. Smaldino & A. Donaldson (Chairs), *Agenda for the Association of Educational Communications and Technology 2008 Conference* (pp. 65). Bloomington: AECT. *International*

Refereed Presentations

Fraher, R., Figueiredo de Lima, L., Nikoo, N., Bassanesi, C., & Brantmeier, T. (2023, November). Web-Based Interactive Art for Equity, Diversity, and Inclusion Activism. *Paper presented at the IV Colóquio de Pesquisa em Design e Arte*, Fortaleza, Brazil. *International*

Fraher, R., Beck, D., Griffey, J., Nelson, & M., Richison, M. (2013, November). Traditional and emerging ideas in interactive media curriculum. *Paper presented at the International Digital Media and Arts Association 2013 conference*, Laguna Beach, California. *International*

Fraher, R., Frazier, P., Hokanson, B., & Greer, C. (2012, November). Therapeutic potential of interactive digital media. *Paper presented at the International Digital Media and Arts Association 2012 conference*, Miami, Florida. *International*

Hokanson, B., **Fraher, R.**, Goncu, G., Helle, K., & Sakaimbo, N. (2009, March). Reflections on pedagogy in creativity training. *Paper presented at the American Creativity Association 2009 conference*, Philadelphia, Pennsylvania. *National*

Fraher, R. (2008, October). A requiem to modernism: The future has arrived. *Photography presented at Outside the Frame: Kendall Colloquium on Art and Design*, Grand Rapids, Michigan. *National*

Exhibition Proceedings

Fraher, R. (2015). Untitled. *Art, Science, Innovation: 7th Annual Espacio Enter Exhibition proceedings*. Retrieved December 4, 2015 from http://www.espacioenter.net/2015/ART_SCIENCE_INNOVATION_netart.htm. Santa Cruz de Tenerife: ARTECHMEDIA.

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*Continued: Exhibition
Proceedings*

*Top four publications listed
for each entry. Additional
publication URLs available
upon request.*

Fraher, R. (2013). An (ec)centric self-portrait. *Art, Science, Innovation: 5th Annual Espacio Enter Exhibition proceedings*. Retrieved January 13, 2014 from http://www.artechmedia.org/espacioenter/2013/Art_Science_Innovation_netart_b.htm. Santa Cruz de Tenerife: ARTECHMEDIA.

Fraher, R. (2009). Typespace v.1. *Association for Computing Machinery's Special Interest Group on Graphics and Interactive Techniques 2009 SpaceTime Student Competition and Exhibition catalog* (pp. 3). New York: ACM.

Industry Publications

Fraher, R., Nikoo, E., Lima, L., & Brantmeier, T. (2020). As Feministas de Despina / The Feminists from Despina.

- › Awwwards. Retrieved 11/17/2022 from <https://www.awwwards.com/sites/as-feministas-de-despina-1>.
- › CSSDesignAwards. Retrieved 11/17/2022 from <https://www.cssdesignawards.com/sites/as-feministas-de-despina/42350>.
- › CSSLight. Retrieved 11/14/2022 from <https://www.csslight.com/website/54588/As-Feministas-de-Despina>.
- › CSSWinner. Retrieved 11/15/2022 from <https://www.csswinner.com/details/as-feministas-de-despina/16707>.

Fraher, R., & Brantmeier, T. (2020). Constant shower.

- › Awwwards. Retrieved 2.21.20 from <https://www.awwwards.com/sites/constant-shower>.
- › CSS Light. Retrieved 2/29/2020 from <https://www.csslight.com/website/32862/Constant-Shower>.
- › *One Page Love: The Ultimate Collection of One Page Websites*. Retrieved 3/2/2020 from <https://onpagelove.com/constant-shower>.
- › *CSS Winner: Awarding & Showcasing*. Retrieved 2/18/2020 from <https://www.csswinner.com/details/constant-shower/14292>.

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*Continued: Industry
Publications*

*Fraher, R. (2016). My fancy new website.

- › *One Page Love: The Ultimate Collection of One Page Websites*. Retrieved 8/14/2017 from <https://onepagelove.com/robert-fraher-2>.
- › *CSS Winner: Awarding & Showcasing*. Retrieved 8/14/2017 from <http://www.csswinner.com/details/my-fancy-new-website/11775>.
- › *CSS Light*. Retrieved 8/14/2017 from <http://www.csslight.com/website/20400/My-Fancy-New-Website>.
- › *CSS Reel*. Retrieved 8/14/2017 from <http://cssreel.com/Website/my-fancy-new-website>.

*Fraher, R. (2016). See me in the wonder.

- › *One Page Love: The Ultimate Collection of One Page Websites*. Retrieved 4/26/2017 from <https://onepagelove.com/see-me-in-the-wonder>.
- › *CSS Winner: Awarding & Showcasing*. Retrieved 4/26/2017 from <http://www.csswinner.com/details/see-me-in-the-wonder/11421>.
- › *CSS Light*. Retrieved 4/26/2017 from <http://www.csslight.com/website/19546/See-Me-in-the-Wonder>.
- › *CSS Mania*. Retrieved 4/26/2017 from <http://www.cssmania.com/galleries/2017/04/10/see-me-in-the-wonder>.

*Fraher, R. (2016). The quality without a name.

- › *French Design Index*. Retrieved 5/23/2016 from <http://www.frenchdesignindex.com/design-index-11261>.
- › *One Page Love: The Ultimate Collection of One Page Websites*. Retrieved 3/17/2016 from <https://onepagelove.com/the-quality-without-a-name>.
- › *CSS Design Awards*. Retrieved 3/17/2016 from <http://www.cssdesignawards.com/sites/the-quality-without-a-name/28025>.
- › *CSS Winner: Awarding & Showcasing*. Retrieved 3/17/2016 from <http://www.csswinner.com/details/the-quality-without-a-name/10297>.

SCHOLARSHIP & CREATIVE PRODUCTION

*Continued: Industry
Publications*

*Fraher, R. (2015). Untitled.

- › *One Page Love: The Ultimate Collection of One Page Websites*. Retrieved 3/1/2015 from <https://onepagelove.com/untitled>.
- › *French Design Index*. Retrieved 3/1/2015 from <http://www.frenchdesignindex.com/design-index-9362>.
- › *CSS Light*. Retrieved 3/1/2015 from <http://www.csslight.com/website/10085/Untitled>.
- › *HTML5 Arena*. Retrieved 3/1/2015 from <http://www.html5arena.com/websites/view/6415/untitled>.

*Fraher, R. (2014). Student web awards.

- › *French Design Index*. Retrieved 7/1/2014 from <http://www.frenchdesignindex.com/design-index-7378>.
- › *CSS Design Yorkshire*. Retrieved 7/1/2014 from <http://www.css-design-yorkshire.com/june2014.html>.
- › *CSS Garden*. Retrieved 7/1/2014 from <http://www.cssgarden.co.uk/profile/13058>.
- › *CSS Based*. Retrieved 7/1/2014 from <http://www.cssbased.com/showcase/11015/student-web-awards>.

*Fraher, R. (2012). The online portfolio of Robert Fraher.

- › *One Page Love: The Ultimate Collection of One Page Websites*. Retrieved 8/8/2012 from <http://www.onepagelove.com/robert-fraher>.
- › *Kreative Showcase*. Retrieved 8/8/2012 from <http://www.kreativeshowcase.com/portfolio/robert-fraher>.
- › *Cool Home Pages: Design Inspiration*. Retrieved 8/8/2012 from <http://www.coolhomepages.com/design-ideas-detail.html?id=11666>.
- › *CSS Winner: Awarding & Showcasing*. Retrieved 8/8/2012 from <http://www.csswinner.com/details/robert-fraher/3047>.

Commercial Applications

Fraher, R., & Fraher, L. (2020). Seeing the wonder [Mobile application software].

- › *Apple App Store*. Retrieved 6/22/2020 from <https://apps.apple.com/us/app/id1517653848>.
- › *Google Play Store*. Retrieved 6/22/2020 from <https://play.google.com/store/apps/details?id=com.happylovestudios.stw>.

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Invited Presentations

Philosophy and Creative Practice presented at Roda de Conversa (Conversation Wheel) as part of the Voa Brasilia Expo Mixmidia (Fly Brazil Multimedia Expo), ArquiBrasilia, Brasília, Brazil, 5/8/2019.

Processes and Technologies of Contemporary Web Design presented at Laboratório do Futuro, Universidade Federal do Rio de Janeiro, Rio de Janeiro, Brazil, 4/12/2019.

Emerging Trends in Interactive Design Practice panel discussion presented at Larsen Design, Minneapolis, Minnesota, 11/20/2013.

Is Print Dead panel discussion presented during the Professional Advisory Board Forum, School of Art & Design, University of Wisconsin-Stout, Menomonie, Wisconsin, 9/24/2012.

First Year Faculty Program Experience panel discussion presented at the New Instructor Workshop, Nakatani Teaching and Learning Center, University of Wisconsin-Stout, Menomonie, Wisconsin, 8/16/2012.

Interface Design presented at Emerging Digerati, Weisman Art Museum, Institute for New Media Studies, University of Minnesota-Twin Cities, Minneapolis, Minnesota, 2/5/2007.

Experimental Interfaces presented at Flash MN User Group meeting, St. Paul, Minnesota, 5/17/2006.

Deliberate Aesthetics in Interactive Design presented at Flash MN User Group meeting, St. Paul, Minnesota, 11/17/2004.

Guest Lectures

Reflective Practice presented in DES-700 Design Seminar I, University of Wisconsin-Stout, Menomonie, Wisconsin, 9/19/2022.

Visual Culture, the Media, and Their Role with Artists, presented in ART-145 The Practice of Art, University of Wisconsin-Stout, Menomonie, Wisconsin, 3/10/2014.

**SCHOLARSHIP
& CREATIVE
PRODUCTION**

Continued: Guest Lectures

Contemporary Art as a Moving Target, presented in ART-145 The Practice of Art, University of Wisconsin-Stout, Menomonie, Wisconsin, 2/27/2013.

Sound and Interaction presented in ARTS5650 Advanced Sound Art, University of Minnesota-Twin Cities, St. Paul, Minnesota, 3/3/2009.

The Butterfly Project: Collaborative Design presented in DHA5341 Interactive Design, University of Minnesota-Twin Cities, St. Paul, Minnesota, 10/24/2005.

GRANTS

Research

(2023) Fraher, R. (PI) University of Wisconsin-Stout Department of Design, for professional development and research activities, \$750.

(2022) Fraher, R. (PI) University of Wisconsin-Stout College of Arts, Communication, Humanities, and Social Sciences, for professional development and research activities, \$1000.

(2020) Fraher, R. (PI) University of Wisconsin-Stout Chancellor's Office, for funding two research assistants, \$1000.

(2019) Fraher, R. (PI) University of Wisconsin-Stout Department of Design, for professional development and research activities, \$1362.

(2018) Fraher, R. (PI) University of Wisconsin-Stout Dahlgren Professorship, in recognition of outstanding ability and promise and to provide support for professional activities, \$8500.

(2018) Fraher, R. (PI) University of Wisconsin-Stout College of Arts, Communication, Humanities, and Social Sciences, and the Department of Design, for professional development and research activities, \$2560.

(2016) Fraher, R. (PI) University of Wisconsin-Stout Office of Research and Sponsored Programs, College of Arts, Humanities, and Social Sciences, and the Department of Design, for professional development and research activities, \$3550.

GRANTS

Continued

(2015) Fraher, R. (PI) University of Wisconsin-Stout College of Arts, Humanities, and Social Sciences, for professional development and research activities, \$1916.

(2015) Fraher, R. (PI) University of Wisconsin-Stout Research Services, for professional development and research activities, \$1000.

(2014) Fraher, R. (PI) University of Wisconsin-Stout Stout Online, for professional development and research activities, \$992.

(2013) Fraher, R. (PI) University of Wisconsin-Stout College of Arts, Humanities, and Social Sciences, for professional development and research activities, \$1200.

(2013) Fraher, R. (Co-PI) & Beck, D. (Co-PI) University of Wisconsin-Stout Research Services, for faculty / student conference co-presentation, \$3000.

(2008) Hokanson, B. (Co-PI) & Fraher, R. (Co-PI) University of Minnesota-Twin Cities, College of Design Technology Committee, for the development of learning exercises for creativity training, \$5000.

Teaching

(2016) Fraher, R. (PI) German Academic Exchange Service and University of Wisconsin-Stout College of Arts, Humanities, and Social Sciences, for participation in the Strategic Partnership Program to review curricula and identify opportunities for collaboration, \$2323.

(2011) Fraher, R. (PI) University of Wisconsin-Stout Curricular Incubation Center, for the revision of two courses required in the Bachelor of Fine Art in Graphic Design and Interactive Media program, \$2638.

PRESS

Ask a Bookseller: 'See Me in the Wonder' is an affirmation of life after loss, MPR News. Retrieved 2/5/2022 from <https://www.mprnews.org/story/2022/02/05/ask-a-bookseller-see-me-in-the-wonder>.

PRESS

Continued

Menomonie couple uses own experience to launch app focused on grieving, WQOW News 18. Retrieved 11/25/2020 from <https://wqow.com/2020/11/25/menomonie-couple-uses-own-experience-to-launch-app-focused-on-grieving>.

Menomonie couple turns their book on grief into an app, WEAU 13 News. Retrieved 11/23/2020 from <https://www.weau.com/2020/11/23/menomonie-couple-turns-their-book-on-grief-into-an-app>.

Menomonie Couple Create App to Help Users Move Through Grief, Volume One. Retrieved 10/2/2020 from <https://volumeone.org/articles/2020/09/29/267028-menomonie-couple-create-app-to-help-users-move>.

Seeing the Wonder, Interactions. Retrieved 9/8/2020 from http://mags.acm.org/interactions/september_october_2020/MobilePagedReplica.action?pm=2&folio=15#pg17.

Featured Artist: Robert Fraher, International Brazilian Opera Company. Retrieved 10/22/2019 from <http://brazilianopera.com/robert-fraher/>.

In-depth: Artist and Professor Robert Fraher reflects on his work in Brazil, The Rio Times. Retrieved 5/18/2019 from <https://riotimesonline.com/brazil-news/rio-entertainment/art-and-culture/in-depth-artist-and-professor-robert-fraher-reflects-on-his-work-in-brazil/>.

Menomonie couple publish picture book for all ages, Chippewa Herald. Retrieved 2/24/2018 from https://chippewa.com/dunnconnect/news/local/menomonie-couple-publish-picture-book-for-all-ages/article_f7593fbb-aa43-5278-8cb5-8acd6213608c.html.

UW-Stout students supply ideas to chamber for perfect days in Menomonie, Leader-Telegram. Retrieved 7/2/2017 from https://www.leadertelegram.com/features/on-campus/uw-stout-students-supply-ideas-to-chamber-for-perfect-days/article_bbfc42f9-e933-5866-8139-eeef854f56d6.html.

PRESS

Continued

The Resident: Robert Fraher, Young Space. Retrieved 8/18/2015 from https://yngspc.com/news_opinion/2015/8/vi333pt3z46cf4euq19phqi4k5q5kq/.

School of Art and Design lands digital award, Chippewa Herald. Retrieved 12/13/2013 from https://chippewa.com/dunnconnect/variety/school-of-art-and-design-lands-digital-award/article_7bc8d3c0-fa06-5f9a-bab9-f7127fe26408.html.

TEACHING DEVELOPMENT

University of Wisconsin System

Division of Teaching & Learning at UW-Madison

- › The Discussion Project
- › 6/25/2025–6/27/2025

Office of Professional and Instructional Development

- › Faculty College
- › 5/28/2013–5/31/2013

University of Wisconsin-Stout

The Qube

- › Supporting Transgender / Transitioning Students in the Classroom
- › 8/28/2018

Nakatani Teaching and Learning Center

- › Graduate Research Advisement
- › 1/17/2012

- › First Year Faculty Pilot Program
- › 9/1/2011–5/21/2012

- › New Instructor Workshop
- › 8/16/2011–8/18/2011

University of Minnesota-Twin Cities

Center for Teaching and Learning

- › Harnessing Feedback to Improve Learning
- › 9/2/2009

- › Maximizing the Value of Group Work
- › 8/26/2008

**TEACHING
DEVELOPMENT**

*Continued: University of
Minnesota-Twin Cities*

- › Teaching Through Active Lectures
- › 8/29/2007
- › Active Learning: Matching Teaching to Learning Goals
- › 8/29/2007

Center for Writing

- › Commenting On and Grading Student Writing
- › 8/27/2007–8/28/07

**GRADUATE RESEARCH
ASSISTANTSHIPS**

University of Minnesota-Twin Cities

College of Education and Human Development, Department
of Curriculum and Instruction

- › Research Assistant for Charles Miller, Ph.D.
- › Dr. Miller’s research relates to emotional design
opportunities in the field of Instructional Design.
Responsibilities included software development,
literature review, and scholarly writing.
- › 9/2008–12/2008

College of Design

- › Research Assistant for Brad Hokanson, Ph.D.
- › Dr. Hokanson’s research relates to the process of
creativity training. Responsibilities included software
development, digital media manipulation, and curriculum
creation.
- › 6/2008–9/2008

SERVICE

University of Wisconsin-Stout

University-level

- › Faculty Senate, *Department Representative*
- › 9/2024–present
- › 9/2023–12/2023
- › 9/2021–1/2022
- › 2/2012–9/2015
- › Chancellor’s Coalition on Drugs and Alcohol, *Member*
- › 9/2024–present
- › Interaction Design minor, *Faculty Advisor*
- › 9/2023–9/2025

SERVICE

*Continued: University of
Wisconsin-Stout*

- › Diversity Bridge Team, *College Representative*
- › 9/2018–5/2020
- › Emerging Instructional Technology Committee, *Member*
- › 9/2013–9/2015

College of Arts, Communication, Humanities and Social Sciences

- › MFA in Design Program Advisory Committee, *Member*
- › 9/2013–5/2025
- › MFA Thesis Committee for Karl Koehle, *Member*
- › 10/2020–8/2023
- › Associate Dean Hiring Committee, *Member*
- › 1/2023, *Successful Hire*
- › MFA Thesis Committee for Liang Wu, *Member*
- › 10/2019–8/2020
- › MFA Thesis Committee for Dan Banasik, *Member*
- › 10/2016–5/2018
- › MFA Thesis Committee for Mary Rohl, *Member*
- › 7/2015–8/2016
- › Interim Associate Dean Hiring Committee, *Member*
- › 5/2021, *Successful Hire*

School of Art & Design

- › Curriculum Committee
- › 9/2018–5/2019, *Member*
- › 9/2015–9/2016, *Chair*
- › 9/2011–9/2012, *Secretary*
- › 9-Credit Teaching Load Ad Hoc Committee, *Member*
- › 2/2012–2/2016

Department of Design

- › Personnel Committee
- › 9/2020–present, *Chair*
- › 9/2018–9/2020, *Member*

SERVICE

*Continued: Department of
Design*

- › Graphic Design and Interactive Media Search Committee,
Chair
- › 9/2022–5/2023, *Two Successful Hires*

- › Post-Tenure Review Committee, *Member*
- › 2024
- › 2022

- › Graphic Design and Interactive Media Search Committee,
Chair
- › 9/2019–3/2020, *Successful Hire*

- › Interactive Media Club, *Faculty Advisor*
- › 3/2015–5/2018

- › Time-based Media Search Committee, *Member*
- › 9/2017–3/2018, *Successful Hire*

- › Graphic Design and Interactive Media Search Committee,
Chair
- › 9/2016–2/2017, *Successful Hire*

- › Course Evaluation Revision Ad Hoc Committee, *Chair*
- › 9/2014–5/2015

- › Graphic Design and Interactive Media Search Committee,
Member
- › 9/2014–4/2015, *Successful Hire*

- › Graphic Design and Interactive Media Search Committee,
Member
- › 9/2013–4/2014

- › Graphic Design and Interactive Media Search Committee,
Member
- › 9/2012–4/2013, *Successful Hire*

- › Academic Advisor
- › 9/2011–present

Scholarly

University & College Designers Association

- › Design Education Summit Peer Review Panel, *Member*
- › 3/2025

SERVICE

Continued: Scholarly

International Journal on Interactive Design and Manufacturing

- › Article reviewer
- › 8/2022

Student Web Awards

- › Founder and director
- › 1/2014–6/2016

Fairchild Books, an imprint of Bloomsbury Publishing

- › Book proposal reviewer
- › 6/2014–present

International Digital Media and Arts Association

- › Advisory Board, *Member*
- › 6/2013–present

- › Conference Peer Review Committee, *Member*
- › 6/2012–8/2015

Multi: The R.I.T. Journal of Diversity and Plurality in Design

- › Article reviewer
- › 2/2009

Community

Menomonie Theatre Guild Public Relations Committee

- › Visual Design Consultant
- › 9/2020–12/2023

Clean Water & Healthy Food for Families in Gamboa, Rio de Janeiro, Brazil, supporting the efforts of Lanchonete<>Lanchonete (donated \$2991)

- › Fundraiser Organizer
- › 9/2019–12/2019

Julia Fraher Memorial Little Free Library

- › Library Steward
- › 9/2015–present

SERVICE

Continued: Community

Julia's Journey Memorial Fundraiser, Minneapolis, Minnesota,
benefiting the families of children undergoing cancer
treatment at Children's Hospitals and Clinics of Minnesota
Hematology / Oncology unit (donated \$132,377)

- › Event Chair
- › 8/2006–7/2010

PROFESSIONAL

Skills

- › Leadership / Mentoring
- › Research
- › Interactive Design
- › User-Experience Design
- › Graphic Design
- › Motion Graphic Design
- › Object-Oriented Programming
- › Usability Testing
- › Identity / Branding
- › Video Direction / Production
- › Script Writing
- › Video / Audio Editing
- › Audio Recording / Mixing / Mastering
- › Sound Design

Computer Languages

- › ActionScript
- › CSS
- › HTML
- › JavaScript
- › MySQL
- › PHP
- › Processing
- › XML

Memberships

Association for Computing Machinery

- › Special Interest Group on Computer Graphics and
Interactive Techniques
- › 9/2005–present

- › Special Interest Group on Computer-Human Interaction
- › 9/2004–present