

Jim Bizzocchi is an Assistant Professor in the School of Interactive Arts and Technology at Simon Fraser University in British Columbia. He teaches courses in Interactive Narrative, Game Design, and Video. His research includes the emergent aesthetics of high-definition video, issues in interactive narrative, and the design of educational games and simulations. He is a member of the pan-Canadian Simulation and Advanced Gaming Environment project (SAGE). His papers have been presented at numerous academic conferences, and his work has been published in *Simulation & Gaming*, *Crossings*, and the upcoming collection *Digital Tools*. His scholarly research is complemented by creative work in video production - he has finished two productions in his *Ambient Video* series (*Rockface* and *Streaming Video*), and is currently working on the third (*Winterscape*).