

## BRAD JOHNSON

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### BIOGRAPHY

Brad Johnson is an artist-designer who uses traditional and interactive media to interpret, amplify, and build appreciation for our natural and cultural heritage. A believer in the power of technology to create new forms of storytelling, Brad designs and creates experiences that empower, enchant, and entertain people by providing personalized pathways through content, stories, information, and ideas. He believes active participation gives audiences a deeper connection to stories, ideally inspiring a personal investment in their subject matter—the highest expression of which is a commitment to the preservation and enrichment of our heritage.

Brad was a painter and digital artist in the late 1980s and early 1990s. His paintings, pictures and digital artwork were exhibited in galleries and online, and by 1995 he was receiving commissions from cultural and commercial clients for multimedia and web projects. In 1997, Johnson and his partner Julie Beeler co-founded Second Story, an interactive media studio that focuses on evolving the art of storytelling and interpretive design. He and his multidisciplinary team have designed and developed over 300 award-winning projects in almost every digital medium, including disc-based multimedia, Web sites, mobile applications, site-specific installations and fully immersive digital environments.

Today, Brad balances client engagements at Second Story with personal art projects. His client work pushes him to explore subjects and communications challenges he would otherwise not encounter. His personal work allows him to take risks and explore new territories through the lens of the landscape, investigating the blending and blurring of worlds—the material and digital, the natural and cultural, the imagined and observed, the ravaged and reborn.

**1964** Born in Harrisburg, PA

### EDUCATION

**1986** BA magna cum laude, Philosophy, Washington & Lee University, Lexington, VA

### PROFESSIONAL EXPERIENCE

**1997 - NOW** Co-Founder and Executive Creative Director, Second Story, Portland, OR

**1994 - 1997** Founder and Designer, Brad Johnson Presents, Berkeley, CA

## SELECTED PROJECTS

### 2013

*Inventing Abstraction* (Website), The Museum of Modern Art  
*Triumph of the Winter Queen* (Installation), Museum of Fine Arts, Boston  
*Becoming Los Angeles* (Installations), Natural History Museum of Los Angeles County  
*The Emerging Issues Commons* (Installations), Institute for Emerging Issues

### 2012

*Ecological Urbanism* (Tablet App), Harvard Graduate School of Design  
*Department of Nike Archives* (Website), Nike  
*The Longest Street in the World* (Installations), Sesame Workshop

### 2011

*Vault of the Secret Formula* (Digitized Exhibit), The Coca-Cola Company  
*Earth Lab: Degrees of Change* (Digitized Exhibit), Marian Koshland Science Museum (National Academies of Science)  
*Ford Alumni Center* (Digitized Exhibit), University of Oregon  
*Mount St. Helens: Return to Life* (Installation), Mount St. Helens Institute  
*Revolution: The First 2000 Years of Computing* (Website), Computer History Museum  
*Anglo-Saxon Hoard: Gold from England's Dark Ages* (Tablet App), National Geographic Society

### 2010

*AIGA Design Archives* (Website), AIGA  
*Henri Cartier-Bresson: The Modern Century* (Website), The Museum of Modern Art  
*Plant Hunters* (Website), The New York Botanical Garden  
*Age of Mammals* (Installations), Natural History Museum of Los Angeles County  
*Arctic Studies Center* (Website & Installations), National Museum of Natural History (Smithsonian Institution)  
*Presidio Archaeology Lab* (Website), Presidio Archaeology Lab

### 2009

*The Walt Disney Family Museum* (Installations), Walt Disney Family Foundation  
*Vogel 50x50* (Website), National Gallery of Art  
*The Marion Davies Guest House* (Installations), City of Santa Monica  
*New Mexico History Museum* (Installations), Museum of New Mexico Foundation  
*Kansas City Royals Hall of Fame* (Installations), Kansas City Royals

### 2008

*Gettysburg National Military Park Museum and Visitor Center* (Installations), Gettysburg Foundation  
*International Quilt Study Center & Museum* (Website & Installations), University of Nebraska  
*Against the Odds: Making a Difference in Global Health* (Website & Installations), National Library of Medicine (NIH)

*Woodstock Festival* (Installations), Museum at Bethel Woods  
*Market Data Mirrors* (Installations), Bank of America  
*GRAMMY Museum* (Installations), AEG

#### 2007

*Library of Congress Visitor Experience* (Website & Installations), Library of Congress  
*National World War I Museum* (Installations), National World War I Museum  
*Art and Ornament of the Marquette Building* (Installations), John D. and Catherine T. MacArthur Foundation  
*Digital Vaults* (Website), Foundation for the National Archives

#### 2006

*TimeScope* (Installation), J. Paul Getty Museum (Getty Villa)  
*Arago: People, Postage and the Post* (Website), National Postal Museum, Smithsonian Institution  
*McCormick Tribune Freedom Museum* (Installations), McCormick Foundation  
*Visible Proofs: Forensic Views of the Body* (Installations), National Library of Medicine (NIH)  
*Historiscope: A Raree-Show and History of the Armory* (Installation), Portland Family of Funds  
*Lagoda of New Bedford* (Installation), New Bedford Whaling Museum

#### 2005

*The Nuremberg Trials: What is Justice?* (Installation), U.S. Holocaust Memorial Museum,  
*A Renaissance Cabinet Rediscovered* (Installations), J. Paul Getty Museum  
*Frozen Music* (Digital Environment), Third Angle New Music Ensemble  
*Princeton University Art Museum Interactives* (Websites), Princeton University  
*Monticello Explorer* (Website), Thomas Jefferson Foundation  
*World Forestry Center Media* (Installations), World Forestry Center, 2005

#### 2004

*Legendary Pirates* (Installations), Pirate Soul Museum  
*National Archives Public Vaults* (Installations), Foundation for the National Archives  
*Forces of Nature* (Website), National Geographic Society  
*Witness to History: Documenting the Path of Liberation* (Installation), U.S. Holocaust Memorial Museum

#### 2003

*Kiki Smith: Books, Prints and Things* (Installation & Website), The Museum of Modern Art  
*America on the Move* (Website), National Museum of American History, Smithsonian Institution  
*ARTscape* (Installations & Website), Peabody Essex Museum  
*Looking at Paintings* (Installation), J. Paul Getty Museum  
*Anne Frank the Writer: An Unfinished Story* (Installation & Website), U.S. Holocaust Memorial Museum

#### 2002

*Atlas of the Valley of the Kings* (Website), Theban Mapping Project  
*Yin Yu Tang* (Installation & Website), Peabody Essex Museum  
*September 11: Bearing Witness to History* (Installation & Website), National Museum of American History, Smithsonian Institution  
*George Washington: A National Treasure* (Website), National Portrait Gallery, Smithsonian Institution  
*Hirshhorn Museum and Sculpture Garden* (Website), Smithsonian Institution

#### 2001

*Artists of Brücke: Themes in German Expressionist Prints* (Installation & Website), The Museum of Modern Art  
*Remembering Pearl Harbor* (Website), National Geographic Society  
*Sleeping Giants: Aviation Afterlife in the Desert* (Website), Eastman Kodak  
*Holocaust Era in Croatia: Jasenovac* (Website), U.S. Holocaust Memorial Museum  
*Mark Twain* (Website), Florentine Films

#### 2000

*Unwrapped: The Mysterious World of Mummies* (Website), Discovery/TLC  
*Hendrix: The Lyric Notebook* (Installation), Experience Music Project  
*Inventions & Inspirations: The History of Recorded Sound* (Installation), Experience Music Project  
*The Bill Bowerman Story* (Website), Nike

#### 1999

*Taken on the Road: American Mile Markers* (Website), Eastman Kodak  
*Not For Ourselves Alone* (Website), PBS  
*The Endurance* (Website), Eastman Kodak  
*Frank Lloyd Wright* (Website), PBS

#### 1998

*DreamWorks Records* (Website), DreamWorks Records  
*The Face of Russia* (Website), WNET  
*x, y, z* (Website), Art Project (Remedi Project)

#### 1997

*Forest for the Trees* (Website), DreamWorks Records  
*Contax Cameras* (Website), Kyocera Optics  
*King Cobra* (Website), National Geographic Society  
*Kaikoura* (Website), National Geographic Society

#### 1996

*Dinosaur Eggs* (Website), National Geographic Society  
*River Wild: Running the Selway* (Website), National Geographic Society  
*Explore the Fantastic Forest* (Website), National Geographic Society  
*TerraQuest: Virtual Galapagos* (Website), Mountain Travel Sobek/WorldTravel Partners

*Loteria* (Multimedia), Art Project (Postmasters Gallery)

**1995**

*TerraQuest: Virtual Antarctica* (Website), Mountain Travel Sobek/WorldTravel Partners  
*Ace Architects* (Website), Ace Architects

**1994**

*Pinch* (Multimedia), Self-Promotion

### **SELECTED SOLO EXHIBITIONS**

**2009** *Fifteen Years On the Line*, Reynolds Gallery, University of the Pacific, Stockton, CA

**1993** *Introductions*, Susan Cummins Gallery, Mill Valley, CA

**1992** *Thick and Thin*, Okeanos, Berkeley, CA

**1989** *Overpaintings*, Alligator, San Francisco, CA

### **SELECTED GROUP EXHIBITIONS**

**1998** *Dig It: Digital Art in Technological Times*, Limn Gallery, San Francisco, CA

**1998** *The Remedi Project* (online)

**1996** *Can You Digit?*, Postmasters Gallery, New York, NY

**1993** *SF Art Dealers Association Introductions*, Southern Exposure, San Francisco, CA

**1992** *Sacrifices of Abraham*, Bade Museum, Pacific School of Religion, Berkeley, CA

**1991** *Juried Annual*, Pro Arts, Oakland, CA

### **SELECTED ART COMMISSIONS**

**2012** *Oregon Forestscape*, Large-scale mixed-media installation, Yeon Building, Portland, OR;  
(Jonathan Rose Companies)

### **SELECTED LECTURES & PRESENTATIONS**

**2013**

*"Pause & Effect: Things We Learned Getting Lost," A Better World By Design Conference*,  
Brown University/RISD, Providence, RI, September 27, 2013

**2011**

*Second Story*, Oregon College of Art & Craft, November 21, 2011

**2007**

"Shaping Visitor Experiences with Interactive Media," *Technology's Influence on the Interpretive Experience*; The Longwood Graduate Program Symposium, Kennett Square, PA, March 9, 2007

"The Theban Mapping Project and the Uses of 3D Reconstructions Online," *Representing the Past: Archaeology through Image & Text*, The Joukowsky Institute for Archaeology, Brown University, March 17, 2007

**2006**

"Design for Wonder," AIGA Portland, November 8, 2006

**2005**

"Interactive Storytelling," Tyler School of Art, Temple University, April 1, 2005

"Place-Based Storytelling Tools: A New Look at Monticello," Museums and the Web Conference, Vancouver, BC, April 2005

"Web Designs for Interactive Learning Project," Cornell Laboratory of Ornithology, Ithaca, NY, June 16, 2005

"Vision 2020... Capturing the Audience of Tomorrow," Asian American Journalists Association, The Aspen Institute in Aspen, CO October 19, 2005

**2004**

"Beyond Online Collections: Putting Objects to Work," Museums and the Web Conference, Arlington, VA, April 1, 2004

Multimedia Bootcamp, School of Journalism and Mass Communication University of North Carolina Chapel Hill, NC, June 2004

**2003**

"Disintermediation and the Museum Web Experience: Database or Documentary? Which Way Should We Go?," Museums and the Web Conference, Charlotte, NC, March 20, 2003

**2002**

"What Can Good Web Design Do for Humanities Projects: Reflections and Case Studies," Washington, DC Area Technology and Humanities Forum (Center for History & New Media at George Mason University and the Center for New Designs in Learning & Scholarship at Georgetown University), October 2, 2002

**2000**

"Second Story," Portland Creative Conference, June 2000

**1998**

The Seattle Show, Seattle AIGA, Seattle, WA

## SELECTED AWARDS

### 2013

Best of the Web, Museums and the Web 2013, Honorable Mention (Rich Media)  
Communication Arts Interactive Annual (2)  
Best of the Web, Museums and the Web 2013, Honorable Mention (Rich Media)  
Web Visionary Awards, Winner (HTML)  
W3 Awards (2), Silver (Mobile Apps), Silver (Websites)  
Core 77 Design Award (Interaction)  
Creativity International Awards (4), Platinum, Gold, Honorable Mention  
HOW Best Work Awards (5)  
Innovation in Media Arts, Oregon Governor's Office of Film and Television

### 2012

HOW Interactive Design Awards (2), Outstanding Achievement (Kiosks), Merit (App Design)  
AIGA Justified Competition, Winner  
NAI Media Awards, National Association of Interpretation, Interactive Design Award  
PWI Web Fest Awards, OFFF International Festival of Digital & Web Arts, Winner (General Achievement Award)  
Muse Awards, American Association of Museums (2), GOLD (Mobile Applications), BRONZE (Multimedia Installations)  
Museums and the Web, Best of the Web Awards (Mobile)  
IxDA Interaction Awards, Winner (Engaging)

### 2011

AIGA | 365 | Design Effectiveness 2011, Award Recipient (2)  
23rd Annual Excellence in Exhibition Competition, American Association of Museums (Special Achievement in Clarity of Message)  
The 15th Annual Webby Awards, Official Honoree (Art)  
Museums and the Web, Best of the Web Awards (Exhibition)  
HOW, Interactive Design Awards (3), Best Of Show, Merit (2)

### 2010

Themed Entertainment Association Annual Thea Award, Outstanding Achievement  
I.D., Annual Design Review, Honorable Mention  
How, Interactive Design Awards (3), Outstanding, Kiosks, Merit (2) (Consumer Web Sites, Kiosks)  
Communication Arts, Interactive Design Annual, Experimental (2)

### 2009

Themed Entertainment Association Thea Awards (Museum)  
I.D., Annual Design Review (2), Design Distinction, Honorable Mention (Interactive)  
AIGA Annual Design Competition (Informing)  
Communication Arts, Interactive Design Annual (Information Design)

American Association of Museums Muse Awards (4), Gold (Interactive Kiosks), Bronze (2) (Online Presence, Interactive Kiosks), Honorable Mention (Interactive Kiosks)  
HOW, Interactive Design Awards (4), Best Of Show, Outstanding, Merit (2) (Kiosks, Consumer Web Sites)

#### **2008**

Communication Arts, Interactive Design Annual, Information Design (2)  
Time Magazine, 50 Best Websites  
AIGA Annual Design Competition, Experience Design  
Museums and the Web Conference, Honourable Mention, Best of the Web  
I.D., Annual Design Review, Honorable Mention, Interactive

#### **2007**

HOW, Interactive Design Awards (2), Outstanding, Merit  
SEGD Design Awards, Honor Award  
American Association of Museums Muse Awards (4), Silver (Interpretive Interactive Installations), Bronze (Interactive Kiosks), Honorable Mention (2), (Online Presence, Interpretive Interactive Installations)  
I.D., Annual Design Review, Design Distinction

#### **2006**

Webby Awards, Winner (Cultural Institutions)  
American Association of Museums Muse Awards (2), Bronze (Science), Honorable Mention (Art)  
I.D., Annual Design Review, Honorable Mention (Interactive)  
HOW, Interactive Design Annual (2), Outstanding (Consumer Website), Merit  
Museums and the Web Conference, Honourable Mention  
SXSW Web Site Competition, Winner (Art)  
Print Magazine, Digital Design Annual, Winner (3)

#### **2005**

Communication Arts, Interactive Design Annual (4), (Information (3), Self-promotion)  
Webby Awards, People's Voice Winner (Science)  
STEP 100 Design Annual  
One Show Interactive, Silver (Non-Profit Web Sites)  
HOW, Interactive Design Annual (3), Outstanding (Consumer Web Sites), Outstanding (Kiosks), Merit  
American Association of Museums Muse Awards (2), Bronze, Honorable Mention (History and Culture)  
I.D., Annual Design Review, Design Distinction (Interactive Media)  
Print, Digital Design Annual (2), Winner (Education), Winner (Cultural)

#### **2004**

National Design Award, Cooper-Hewitt National Design Museum (Smithsonian Institution),  
Finalist/Honoree (Communications)



American Association of Museums Muse Awards (4), Silver (History And Culture), Silver (Science), Bronze (Art), Honorable Mention (Collection Database/Reference Resource)

### **2003**

American Association of Museums Muse Awards (5), Gold (History and Culture), Gold (Collections Database/Reference Resource), Silver (Art), Bronze (History And Culture), Honorable Mention (History And Culture)  
ComputerWorld Smithsonian Award, Honored Laureate  
Communication Arts, Interactive Design Annual, Info Design, 2003  
SXSW Web Site Competition, Winner (Online Education Resource)  
Museums and the Web Conference (3), Best Online Exhibition, Best Museum Research Site, Best Overall Museum Web Site  
Art Directors Awards (2), Gold Medal (Web Application), Distinctive Merit (Reference/Education)  
Sundance Online Film Festival, New Forms (2)  
One Show Interactive (2), Merit (Non-Profit Web Sites), Bronze (Non-Profit Web Sites)  
I.D., Interactive Media Design Review, Silver

### **2002**

American Association of Museums Muse Awards (3), Gold (Collections Database/Reference Resource), Gold (History), Honorable Mention (Art)  
Museums and the Web Conference, Best Online Exhibition  
Art Directors Awards (2), Gold, Merit Award  
Communication Arts, Interactive Design Annual (2)  
Print, Digital Design Annual  
I.D., Interactive Media Design Review, Silver  
One Show Interactive, Bronze Pencil  
HOW, Interactive Design Annual, Merit Award (3)

### **2001**

One Show Interactive (2), Bronze Pencil, Merit Award  
SXSW Web Site Competition, Winner (Broadband)  
I.D., Interactive Media Design Review (2), Silver, Bronze (Web Site)  
HOW, Interactive Design Review (4), Outstanding Achievement (3), Merit Award  
Communication Arts, Interactive Design Annual (2)

### **2000**

One Show Interactive, Merit Award

### **1999**

HOW, Digital Design Annual  
Print, Digital Design and Illustration Annual  
Communication Arts, Interactive Design Annual  
Codie Awards, Best New Education Online  
ComputerWorld Smithsonian Award, Honored Laureate

**1998**

Communication Arts, Interactive Design Annual  
HOW, Top Ten (2)  
Art Directors Awards, 77th Annual, Merit Award

**1997**

Art Directors Awards, Silver  
HOW, Digital Design Annual (2)  
Communication Arts, Interactive Design Annual

**1996**

HOW, Self-Promotion Annual, Outstanding Achievement Award  
Communication Arts, Interactive Design Annual  
C|Net, Best of the Web (3)  
New Media, Invision Award (2), Best Overall Design Online, Best Online

**1995**

Communication Arts, Interactive Design Annual  
I.D., Annual Design Review, Honorable Mention

**SELECTED BIBLIOGRAPHY****2013**

"Ideas, Prototypes and Experiences: Emotional Attachment to the Product," *The Fundamentals of Interactive Design*, Michael Salmond & Gavin Ambrose, April 2013  
"Museum of Fine Arts Offers a New Way to Experience Work," Boston Globe, March 2013  
*Brand Spaces: Branded Architecture and the Future of Retail Design*, Sven Ehmann & Sofia Borges, January 2013  
"Interactive Design and Motion Graphics," *Graphic Design Solutions: Fifth Edition*, Robin Landa, January 2013

**2012**

"This iPad App Builds Better, More Sustainable Cities," GOOD, November 2012  
"Sustainable Urban Design, Digitally Defined," Metropolis, November 2012  
"Content is King," *Interactive Design: An Introduction to the Theory and Application of User-Centered Design*, Andy Pratt & Jason Nunes, October 2012  
"Inside the Design: Second Story's Relaunch," HOW: Interactive Design, for secondstory.com redesign, April 2012

**2011**

"Coke hides its secret formula in plain sight in World of Coca-Cola move," Atlanta Business News, Leon Stafford, December 2011

## **2010**

- "High-tech Exhibits Shine at Walt Disney Museum," CNet, Daniel Terdiman, October 22, 2010
- "Age of Mammals' at the Natural History Museum," Los Angeles Times, Suzanne Muchnic, July 4, 2010
- "The Best Tour Guide May Be in Your Purse," The New York Times, Keith Schneider, March 18, 2010

## **2009**

- "The Electric Storytellers," "Oregon Quarterly", Mindy Moreland, December 2009
- "Inside Walt Disney's World," The Wall Street Journal, Ann Landi, October 13, 2009
- "Exploring the Man Behind the Animation," The New York Times, Edward Rothstein, September 30, 2009
- "New Museum Showcases New Mexico's Colorful History," The Associated Press, Deborah Baker, May 14, 2009
- "15 Years of Interactive Media," Communication Arts, May 2009
- "The Great Library Jefferson Began, and How It Grew," The New York Times, Charles McGrath, January 15, 2009

## **2008**

- "Grammy Museum Takes a Broad, Hands-On Approach," Los Angeles Times Music Blog, Todd Martens, December 2, 2008
- "The Woodstock Museum: Because You Weren't There," The Village Voice, Elena Oumano, June 3, 2008
- "New Museum Guides Visitors Through Gettysburg," Associated Press, Martha Raffaele, April 23, 2008
- "Reinforcing History," Philadelphia Enquirer, Amy Worden, April 13, 2008
- "We Hold These Truths to Be User-Accessible and in Hypertext," The New York Times, Edward Rothstein, April 12, 2008
- "Library of Congress Exhibit Shows Future of Digital Archives," Ars Technica, John Stokes, April 11, 2008
- "Two New Shows Cast Light and Darkness on Early Cultures in the Americas," The New York Times, Edward Rothstein, March 5, 2008

## **2007**

- "Exploring the Early Americas': A Sense of Continent's Direction," Washington Post, Cathryn Keller, December 26, 2007
- "Portland's Second Story Lets Museum-Goers Step into the Picture," The Oregonian, Richard Read, July 6, 2007

## **2006**

- "The Xbox Generation Visits the Museum," The New York Times, Keith Schneider, September 12, 2006
- "Solving Puzzles with Body Parts as the Pieces," New York Times, Amanda Schaffer, February 28, 2006

*Designing Interfaces: Patterns for Effective Interaction Design*, Jenifer Tidwell, 2006 (O'Reilly)

#### **2005**

"Diverse Spaces Sweeten, Sour Third Angle Music," *The Oregonian*, David Stabler, May 4, 2005

"A Virtual Visit to Monticello," *The Christian Science Monitor*, Jim Regan, April 26, 2005

"Designed in Portland," *Portland Monthly*, Camela Raymond, April 2005

#### **2004**

"At the Archives, Real National Treasures," *The Washington Post*, Janice L. Kaplan, December 3, 2004

"At Museums, Computers Get Creative," *New York Times*, Katie Hafner, December 2, 2004

"Second Story Reaches the Next Level," *The Oregonian*, Randy Gragg, October 24, 2004

"Visiting the Virtual Museum," *Communication Arts*, Sam McMillan, March 2004

#### **2003**

"Ride Along with Lewis and Clark," *St. Paul Pioneer Press*, Rob Hubbard, November 24, 2003

"Inside a Chinese House in Salem, Mass.," *The Christian Science Monitor*, Jim Regan, January 2, 2003

#### **2002**

"Valley of Kings Online," *The Art Newspaper*, August 26, 2002

"Online Diary: Dig This," *The New York Times*, Pamela LiCalzi O'Connell, August 22, 2002

"Exhibits: Tombs With a View," *Science Magazine*, August 2002

"Kings Unearthed," *Guardian Unlimited*, August 2002

"Visit Egypt Without Leaving Your Home," *El Mundo*, August 2002

*Simple Web Sites: Organizing Content-Rich Web Sites into Simple Structures*, Stefan Mumaw, 2002 (Rockport)

#### **2001**

"The MoMA Opens an Exhibit of Art Only Visible on the Internet," *CiberPais*, R. Bosco / S. Caldana, November 29, 2001

"Pieces of Croatia's Holocaust Now Online," *The Washington Post*, Jacqueline Trescott, November 14, 2001

"Desperate for Youth Appeal," *Guardian*, Vanessa Thorpe and Ed Helmore, November 11, 2001

"Squeezed by a Renovation, the Modern Finds Space Online," *The New York Times*, Matthew Mirapaul, November 8, 2001

"Mick Jagger and Virgin Records Go Online to Court Younger Fans," *Wall Street Journal*, Anna Wilde Mathews, November 6, 2001

"Second Story: Telling Tales," *Graphis*, Ken Coupland, September 2001

"The Big Reveal: Theatrical Typography," *Eye*, Jessica Helfand, July 2001

"The Date That Lives In Infamy and Online," *The New York Times*, Shelly Freierman, May 17, 2001

"Mummies and More in Antiquities Roadshow," *The New York Times*, Michael Pollak, January 4, 2001

*Principles of Web Design*, Dave Farkas, 2001 (Longman)  
*Web Design Index*, 2001 (Pepin Press)  
*The Last Mile: Broadband and the Next Internet Revolution*, Jason Wolf and Natalie Zee, 2001 (McGraw-Hill)

#### 2000

"Technology Brings Alive the History of Rock 'n' Roll," The New York Times, Michel Marriott, June 22, 2000  
"Second Story's Goal To 'Make the Show' Expands," Oregon Business Journal, Dan McMillan, April 14, 2000  
*Sonic Graphic Seeing Sound*, Matt Woolman, 2000 (Rizzoli)  
*Webworks: Navigation*, Ken Coupland, 2000 (Rockport)

#### 1999

"Second Story Interactive Design: Doing Justice to a Genius," Adobe, September 1999  
"Portland Web Design Start-Up Crafts Success Story," The Oregonian, Jackie Love, May 31, 1999  
"As Second Story's Go, This One is Worth Repeating," Oregon Business Journal, Dan McMillan, May 3, 1999

#### 1998

*Digital Designer*, Stephen Heller and Daniel Drennan, 1998 (Watson Guptill)  
"A Wider Window on The Web," Critique, Ken Coupland, April 1998  
"Second Story," Communication Arts, Sam McMillan, January 1998  
*Graphis Web Design Now*, Ken Coupland, 1998 (Graphis)

#### 1997

"Brad Johnson Presents," Web Studio—Japan, Atsuko Nozawa, July 1997  
"Computer Artist: Brad Johnson," Computer Artist, J. Scott Hamlin, April 1997  
"Secrets of the Webmaster MVPs," The Net, John Papageorge, March 1997  
*Interface WOW*, Sue Merritt, 1997 (Peachpit Press)  
*Interface Design with Photoshop*, J. Scott Hamlin, 1997 (New Riders Press)  
*Secrets of Successful Websites*, David Siegel, 1997 (Hayden Books)  
*Photoshop Web Techniques*, J. Scott Hamlin, 1997 (New Riders Press)

#### 1996

"Brad Johnson's Excellent Web Adventure," HOW, Ken Coupland, August 1996  
*Internet Homep@ge Design*, Seiki Okuda, 1996 (Kinotype Press)  
*Multimedia Graphics: The Best in Global Hyperdesign*, Melissa Dallal, 1996 (Chronicle Books)  
*Designer's Guide to the Internet*, 1996 (Hayden Books)

#### 1995

"Antarctic Antics," Hotwired, December 1995  
"Homesteading the Net," Graphis, Ken Coupland, November 1995