

PROFESSIONAL EXPERIENCE

Heroes Will Rise Hope, Rhode Island
 Founder, Designer OCT 2006-PRESENT

RIGAMAJIG

Project Design Director, Designer FEB 2013-PRESENT

Manufacturing: Redeveloped Workyard Kit for mass production. Brought cost to manufacture from \$15,400 per kit to it's current cost \$523 per set. Re-designed and engineered injection molding of custom (patented) plastic nuts and bolts. Currently molded in Central New York. Redesigned wooden elements for more efficient CNC methods.

Branding: collaborated with graphic designer Amelia Irwin to develop logo, mark, brand guidelines and style guide

PR/Marketing: collaborated with early education specialists to develop curricular recommendations for the product. Wrote copy and positioning for web, PR and Marketing materials.

GDIRC REYNOSA REYNOSA, US-MEXICO BORDER

Design Consultant 2021 - PRESENT

Working with GDIRC and Solidarity Engineering to provide play opportunities for asylum seekers living in the camps along the US-Mexico border.

LIBERTY SCIENCE CENTER JERSEY CITY, NJ

Space Designer 2021 - PRESENT

Collaborated with Liberty Science Center to design an immersive exhibition for young children that explores balance, motion, and cause and effect in a colorful landscape of moving, spinning parts and stackable pieces.

SCIENCE MUSEUM OKLAHOMA Oklahoma City, OK

Exhibition Designer 2022

Designing For Play: Designed an exhibition on playful, interactive design process, featuring original sketches, prototypes, and scale models of Rigamajig and other designs.

BARNARD COLLEGE New York, NY

Design Consultant 2021

Worked with project architect and client to ensure child- and play-focused features in the newly built early childhood center.

ANJI PLAY CHINA, ANJI PLAY WORLD International

Design Director, Partner 2014-2020

Worked with Cheng Xueqin, founder of the Anji Play educational model, in designing materials for over 130 schools (14,000 children) in China. Founding Partner in Anji Play World. Worked with a diverse team to facilitate pilot schools in the US; 4 partner schools piloting the model in 3 states.

14TH ST Y EDUCATION ALLIANCE AND JEWISH COMMUNITY CENTER New York, NY

Project Design Director 2015

Rooftop Playground Design: Worked with the director and teachers at the Early Education Center to redesign the Y's rooftop playground as a

2023

PROJECT LIST

landscape for flexible use, the Movescape: a sloping, multi-tiered deck that transforms into different spaces with plug-in vertical posts.

FRIENDS OF THE HIGH LINE New York, NY

Project Design Director 2010-2015

Workyard Kit: Hired to help Friends of the High Line engage families and children in Manhattan's most innovative public park. Managed the design, production, patent, and training for the chosen pop-up playground design: The Children's Workyard Kit. Fabricated locally and launched in June 2011. Continued conversations with FHL about Section 3, playgrounds, and community engagement.

High Line Carts: Hired to work directly with the Design Director to design a series of mobile vendor carts. Three distinctly different needs — Membership, Merchandise and Greeting — were consolidated and simplified in one design.

CASE INTERIOR ARCHITECTS Tokyo, Japan

Creative Director, Collaborator 2007 - 2011

Consulted for Japanese architect to bid projects. Contributed to ideation for The Children's Hospital in Nagoya, Japan. Consulted on projects such as children's spaces, events, and exhibits.

NEW YORK COALITION FOR PLAY New York, NY

Designer, Illustrator, Playworker 2007 - 2012

Worked with Advocacy Group to bring form to their goals and ideals for the following projects:

Ultimate Block Party, Central Park October 2010

Pop Up Imagination Playground, Governors Island July 2009

White House South Lawn Playground, Proposed as part of the Let's Move Initiative

Creating a Pop-Up Adventure Playground,
 A Guidebook by NYC Play

MUSEUM FUR KUNST UND GEWERBE Hamburg Germany

Designer FEB 2008

Commissioned an interactive display for their childrens exhibit "At Play in a Field of Fantasy" installed March 2008

KUNST SPEICHER Bad Segeborg, Germany

Designer NOV 2007

Commissioned a site-specific platform for Geemo based curriculum in a private art school. Installed November 2007

GEEMO International

Designer Director 2006-PRESENT

Designed children's toy Geemo which launched at the MoMA Design Store in 2007. 30,000 units sold to date, through distribution in the US, Japan, and Russia. Fabricated in manufacturing facilities in China and Japan.

Rockwell Group New York, NY
Designer, Creative Director SEPTEMBER 2005-AUGUST 2008

PROJECT LIST

IMAGINATION PLAYGROUND 2005-2008

Brought on to reimagine the archetypical playground and playground furniture. Worked with consultants from the playground equipment industry, early childhood educators, and advocates for play through multiple iterations of landscapes and fixed equipment. Ultimately was given charge of "loose parts" which became the large building blocks, a key feature. Managed design, testing, manufacturing by a Michigan factory, and relationships with consultant and NYC Parks Dept. collaborators through the project.

IMAGINATION PLAYGROUND IN A BOX 2008

The large building blocks were an enormous success, and in an effort to simplify their use and find wider distribution, a mobile storage unit was designed to translate the playground into a "pop-up." Worked with fabricators and NYC Parks Dept. to launch first kit in Brownsville Park, Brooklyn.

DISNEY CRUISE LINES 2008

Contributed to ideation and design of play features, interactive water features, and a miniature golf course.

RIVERHOUSE SALES CENTER 2008

Designed and managed fabrication and installation of a 2,000 square foot interactive kinetic display to exemplify the features of new luxury "green" condominiums in Battery Park City

DINING BY DESIGN 2005 AND 2006

Designed and managed fabrication and installation of furniture, lighting and dining elements.

DAVID ROCKWELL'S 50TH BIRTHDAY GALA 2007

Designed and managed fabrication and installation of interior elements of large event

SWAROVSKI BOOTH FOR ICFF 2006

Designed custom elements of booth

SWAROVSKI CHANDELIER 2005

Translated design proposal into buildable installation for Art Basel Miami

CUSTOM SWAG FOR HOME DEPOT EXECUTIVES 2005

Designed and fabricated 12 "take-away's" for crucial client meeting

ADDITIONAL EXPERIENCE

Atelier Van Lieshout Rotterdam, The Netherlands
Designer & Fabricator JUNE 2004-SEPT 2004

Designed on a team with Joep Van Lieshout and Principal Architect MVRDV, assisting in fabrication and design of Cubicle Bathrooms for the renovated four star hotel.

Cas Holman Design San Francisco, California
Founder, Designer MARCH 2001-MAY 2003

Launched a company to design, fabricate, and exhibit a line of custom and one of a kind toilet seats, tables and shelving sold to bars and restaurants. Worked primarily in raw plastics.

CRI, Herman Miller San Francisco, California
Field Project Manager JUNE 1999-MAR 2002

Supervised all aspects of large scale, high end furniture installations for the largest Herman Miller dealer in San Francisco. Duties included attending project meetings with architects, designers, contractors and clients, acting as liaison and mediator between all parties. Extensive problem solving on site under strict time, budget, and spacial challenges. Became specialist for the new system "Resolve" and worked directly with HMI to promote it's benefits.

Ideal Bar & Grill; Santa Cruz, California
Lead Pastry Chef, October 1995-JUNE 1998

As the premier pastry chef at a fine dining restaurant, designed and executed a dessert menu with nightly rotating pastries, many of which are still featured items.

Charles Darwin Research Station Galapagos Islands, Ecuador
Research Assistant FEB 1994-APRIL 1995

Collected specimens (lizards) and recorded data in the field for a Biologist specializing in Biodiversity. Collaborated primarily in Spanish to complete projects. Edited grant proposals and proofread academic articles

Four Winds Westward Ho San Juan Islands, Washington
Ceramics Instructor MAY 1993-SEPT 1993

Ran ceramics program for a summer camp and summer school. Responsible for all kiln firings and glaze formulations, as well as teaching children between the ages of 6 and 16

EDUCATION

Cranbrook Academy of Art

Bloomfield Hills, MI
 Studio Council President
 M.F.A. 3D Design, May 2005

University of California Santa Cruz

Santa Cruz, CA
 B.F.A. in Feminist Theory,
 Minor in Fine Art, June 1998

CalArts

Valencia, CA
 Sculpture & Design
 Summer Program, 1992

AWARDS

Winter 2015 Honoree, Providence Children's
 Museum Annual Gala

January 2012 I.D. Magazine Annual Design
 Review Design Distinction- Workyard Kit

Fall 2011 Design Intelligence- SU Industrial and
 Interaction Design ranked 3rd in Nation

Fall 2011 Deans Grant for Research,
 Syracuse University

Fall 2011 Best Dressed Professors at SU

Spring 2010 Kaufmann Foundation Fellowship,
 Syracuse University

Fall 2010 COLAB (Interdisciplinary Collaborative
 Design) Fellowship

Fall 2010 Top Ten Toys of New York Toy Fair-
 Geemo

Spring 2009 Visual and Performing Arts Faculty
 Development Grant, Syracuse University

Summer 2005 Conduit Design Award- Geemo

ONLINE RESOURCES

casholman.com

rigamajig.com

Lavinagency.com (link to <https://www.thelavinagency.com/cas-holman>)

[Abstract, the Art of Design](https://www.netflix.com/title/80057883) (link to <https://www.netflix.com/title/80057883>)

INTELLECTUAL PROPERTY

PATENTS

Rigamajig and Rigamajig Jr. kits are protected designs under USD830473, USD830474, USD863456, USD865074, USD869567, ZL201630592656.7, ZL201630427878.3, ZL201830394802.4, ZL201830444863.7, ZL 201830422852.9, CA189583, CA189854, CA189855, CA189856, CA189857, CA189858, CA191308, CA191309, CA191310, CA191311, CA191312, CA191313, A191314, CA191315, CA191316, CA191317, CA191318, CA191319, CA191320, DM/202715, and DM/204058.

TRADEMARKS

The Rigamajig Logo

Make Play Do

Easy is Boring

Extensive experience filing US and International patents and copyrights, writing patents, patent drawings, filing copyrights and registering trademarks

Patent USD685,861 July 9, 2013; "Play construction kit" Cas Holman sole Inventor and Assignee

Trade Mark 85532796 registered 2013; "Good toys make good people"

Trade Mark "Rigamajig" registered Oct. 2013

US Utility Patent number 7,641,534 issued January 5, 2010; Cas Holman sole Inventor and Assignee

US Design Patent 594,512 issued June 16, 2009; Cas Holman Inventor

US Design Patent pending; Application 2940055 sole Inventor and Assignee

Sphinx International Art Education (SFK) Beijing, China
Visiting Professor 2022

COURSES TAUGHT

SUMMER 2022

Design and Play

Industrial design course exploring play as a process as well as an outcome. Uses multiple platforms ranging from games, tools, and learning materials, students tinker with ways to mediate playful interactions and work collaboratively to brainstorm, prototype, test, and play with designs intended to facilitate the numerous definitions of play.

Rhode Island School of Design, Industrial Design Providence, RI

Associate Professor, Tenured AUG 2012 - DEC 2021

COURSES TAUGHT

FALL 2021

Graduate Studio 1

SPRING 2021

Sabbatical

FALL 2020

Sabbatical

SPRING 2020

Graduate Studio 2**Design For Play**

FALL 2019

Foundation Studies**Graduate Thesis**

SPRING 2019

Foundation Studies

FALL 2018

Spatial Dynamics

SPRING 2018

Graduate Studio 2**Graduate Seminar: Disobedient Creativity**

FALL 2017

Advanced Topic Studio: Design for Play

(16 Senior Students) ID-2464

This 6-credit course explores and practices a playful design process through designing for play. Includes an exploration of play and learning in early education, developmental psychology, and various types of play behaviors.

SPRING 2016

Special Topics Studio: Design for Play

(15 Junior and Senior Students) ID-20ST-003

This 3-credit Advanced Studio offers juniors the opportunity to practice design process through designing for play. Includes an overview of constructivism, early education, developmental psychology, and various types of play behaviors.

Graduate Studio Thesis

(11 Graduate Students) ID 242G-01

The final studio required for all ID graduate students helped them develop, fabricate, test, refine, and exhibit their thesis projects. Each student pursued their own specific research interest and exhibition format.

FALL 2014

Advanced Topic Studio: Design for Play

(16 Senior Students) ID-2464

This 6-credit course explores and practices a playful design process through designing for play. Includes an exploration of play and learning in early education, developmental psychology, and various types of play behaviors.

SPRING 2014

Special Topics Studio: Design for Play

(15 Junior and Senior Students) ID-20ST-003

This 3-credit Advanced Studio offers juniors the opportunity to practice design process through designing for play. Includes an overview of constructivism, early education, developmental psychology, and various types of play behaviors.

Graduate Studio 2

(11 Graduate Students) ID 242G-01

The second studio required for all ID grad students uses discursive, experimental, sustainable, and consumer goals as separate lenses to explore then practice designing for a specific chosen topic of the student's research interest.

FALL 2013

Design Principles 1

(12 Sophomore Students) ID-2464

First course students take in the Industrial Design department- "boot camp" for skills such as rapid visualization sketching, model making, prototyping, presentation boards, and design thinking

Samsung Sponsored Studio

(16 Undergraduate and Graduate Students from 5 disciplines) DISC-1523

This multi-disciplinary studio will use scenarios and vignettes to explore meaningful or emergent social behaviors, exchanges, emotional experiences and living spaces based upon sensing technologies that can interact, influence or redirect our senses to provide value and improve how we value our lives/living.

SUMMER 2013

Samsung Sponsored Studio

(16 Undergraduate and Graduate Students from 5 disciplines) IDISC1523

This multi-disciplinary studio will use scenarios and vignettes to explore meaningful or emergent social behaviors, exchanges, emotional experiences and living spaces based upon sensing technologies that can interact, influence or redirect our senses to provide value and improve how we value our lives/living.

SPRING 2013

Special Topics Studio: Design for Play

(18 Junior and Senior Students) ID-20ST-003

Special Topics Studio: Prototyping Studio

(16 Sophomore Students) ID-20ST-006

This 3-credit Advanced Studio: special topic category offers juniors the opportunity to focus on various curricular topics including innovative product design through production and fabrication; innovation through socially responsible, humanitarian and sustainable design; and innovation through science and technology. Each studio is designed to strengthen the student's ability for research, ideation, material exploration, and concept validation.

WINTER 2013

Introduction to ID

(Foundation and First year ID Graduate Students) ID 2401

In this product design studio, we will dissect an existing product, analyze a market segment, and redesign the product to fit the described market. The methodology used to complete this task will be accelerated, giving students an overview of a typical industrial design process. Students will be exposed to design drawing techniques, foam modeling methods, and the concept of designing for consumers.

FALL 2012

Design Principles 1

(12 Sophomore Students) ID 2464

First course students take in the Industrial Design department- "boot camp" for skills such as rapid visualization sketching, model making, prototyping, presentation boards, and design thinking

Wood 1

(15 Sophomore Students) ID 2455

Introduction to hand tools, shop etiquette, processes and approaches to designing for and working with wood.

Syracuse University Industrial and Interaction Design Syracuse, NY

Assistant Professor, Tenure Track AUG 2009-JUNE 2012

(in 2012 a renewed contract was offered after Pre-Tenure-Review with unanimous committee votes in favor)

COURSES TAUGHT

SPRING 2012

Materials and Processes

(Two sections of 16 Third Year Students) IND 374

Part two in a two part overview of production processes, small batch and mass production, theories of post-industrialism. Students visited 6 factories to see processes first-hand, as well as designed for small batch production

FALL 2011

Principles of Industrial Design I

(18 Second Year Students) IND 271

First course students take in the Industrial and Interaction Design department- overview of design process and design thinking. Introduction to sustainability and "thinking outside the object"

Materials and Processes

(27 Third Year Students) IND 373

Part one in a two part overview of production processes, small batch and mass production, theories of post-industrialism. Students visited 8 factories to see processes first-hand

SPRING 2011

Principles of Form II

(31 Second Year Students) IND 274

Students continue to experiment with and refine their formal skills through sketch models, appearance models, and assorted material studies.

ID: Advanced Research

(21 Fifth Year Students) IND 573

Advised students through their senior thesis projects, based on their chosen topics. Organized a show and event at the New Museum NY for final projects

FALL 2010

Principles of Industrial Design I

(32 Second Year Students) IND 271

First course students take in the Industrial and Interaction Design department- overview of design process and design thinking. Introduction to sustainability and "thinking outside the object."

Product Practicum

(24 Fifth Year Students) IND 571 ID

Guide students through assignments which replicate professional studio practice to refine their skills and strengthen their portfolios. Organized a show and event at the Lubin House in NYC.

Principles of Form

(25 Second Year Students) IND 274

Students continue to experiment with and refine their formal skills through sketch models, appearance models, and assorted material studies

SPRING 2010

Environmental Practicum

(11 Fourth Year Students) IND 476

Worked with SU Daycare then Central NY Pride in charettes resulting in built projects to be used by collaborators

ID: Advanced Research

(21 Fifth Year Students) IND 572

Advised students through the process of "finding form" for the research findings from the previous semester. Organized a show and event at the Lubin House in NYC

Principles of Industrial Design I

(24 Second Year Students) IND 271

First course students take in the Industrial and Interaction Design department- overview of design process and design thinking. Introduction to sustainability and "thinking outside the object."

Rhode Island School of Design (RISD)

Chair, Search Committee Industrial Design Faculty
LEGO Education Sponsored Research Working Group
Samsung Studio- Imagining Future of Entertainment
with D+M Shona Kitchen
Admissions Committee
Search Committee Apparel Design
ID Mission Statement Sub-Committee
Advisor to 32 students
Samsung Studio with D+M Shona Kitchen
Admissions Committee
Search Committee Apparel Design
ID Mission Statement Sub-Committee
Advisor to 32 students

Syracuse University

Advisor to Breakdancing Club
Academic Advisor to 18 students a year
Mentor/ Thesis Advisor to two Graduate Students
in Sculpture and one in Transmedia
Currently collaborating with local woodworkers to donate
wooden pieces for outdoor playscape for Mundy Library
in an impoverished neighborhood of West Syracuse
Collaborated extensively with the Early Childhood Learning Center/
SU Daycare to develop assignments which allow ID students to
create tools and learning toys to be used in the Center
Collaborated with NY based Interaction Designer
James Patten to design a 3 day charette with 110 students exploring
Interaction Design
Collaborated with Central NY Pride Parade contingents to develop
and direct an assignment in which Junior year design students
designed and built parade floats with their assigned contingents
Serving on Design Foundation Curriculum Development Committee
Serving on Committee for Entrepreneurial Opportunites for Faculty
Serving on Art Exhibition and University Galleries Committee
Serving on Academic Integrity Committee
Chaired Sub-Committee to guide design goals
of Early Learning and Child Care Center
Consulted on the expansion and renovation
of the Early Childhood Learning Center
Helped to organize an event for the
Industrial Design Alumni of 1970
Worked extensively on the update of the
IID section of Visual and Performing Art's website
Attended PopTech Conference October 2010
Organized and managed installation of
IID Thesis Show at New Museum April 2010
Collaborated to organize and manage IID Thesis Show at Lubin House
New York City April 2009 (previous shows were in Syracuse)

2022

MoMA

Panelist, Joined board of trustees annual meeting as expert on play OCT

VCU Classroom

Speaker, Lectured to graduate students in sculpture OCT

Carnegie Mellon Sculpture

Speaker, Gave lecture followed by Q&A with sculpture professor OCT

Carnegie Mellon Design

Speaker, Lectured to graduate and undergraduate design students OCT

Graphic Days Festival

lecture + workshop, Gave lecture and led workshop at annual visual design festival in Turin, Italy SEPT

The Performance Theater

lecture + workshop, Gave lecture and led workshop at annual gathering of leaders in business, policy, and the arts JUN

MIT

Speaker, Lectured to entrepreneurship engineer design thinking class APR

Youth Build, Boston

Speaker, Lectured about toy and play space design to high school students in a summer design program MAR

2021

University of Colorado

Speaker, Lectured to undergraduate design students NOV

Smith College

lecture + Workshop, Led a lecture and workshop with students of design and/or education; lecture and workshop with faculty and staff of the Center for Early Childhood Education OCT

University of Bologna

lecture + charette, Led a 3-day design intensive and lecture with undergraduate design students

Queens Museum

Co-thinker, Participated in the Year of Uncertainty initiative to reimagine how the museum can be relevant locally and internationally

Anji Play

moderated conversation, Guest on True Play Check-in MAR

Shift By Design Conference

Speaker, Shift / Change / Transform: Play as Process

Franklin Institute

Speaker, Engineering for Good: Designing for Play with Cas Holman of Rigamajig

Design for Change: D'Festival of Change

Speaker, Play as an Important Part of Our Lives

Cooper Hewitt Smithsonian Design Museum

Speaker, Lectured as part of the American Women's History Initiative Program FEB

Cooper Hewitt Smithsonian Design Museum

Workshop, Led a workshop using artifacts from the museum's archives for the American Women's History Initiative Program FEB

2020

Ford Motor Company

feedback, Gave feedback to Interior Futures Design team on making designs more family- and child-friendly NOV

Carnegie Mellon University

moderated conversation

University of British Columbia

lecture+Workshop, Gave a lecture and workshop to the education department FEB

Cranbrook

speaker FEB

2019

23rd Annual Virginia Children's Engineering Council Convention

Keynote speaker FEB

Newport Art Museum

Lecture, DesignxRI SEPT

Nike

Lecture+workshop OCT

TEDWomen

Lecture+workshop DEC

2018

Creative Mornings

Keynote, Lectured on designing for children's imagination and the value of play in development APR

2017

Kolding Design School

Lecture+workshops, Led a 3-day charette with the first year of students entering the new Design for Play program

China National Society of Early Education

Speaker, Lectured at the Ministers of Education Meeting APR

Olin College

Speaker, Lectured to engineering students

Denny's Corporation

Speaker, Spoke at the Denny's Kids Summit, an annual gathering to strategize how to foster a fun and welcoming environment for kids and families

Parsons Playthings Conference

Lecture+workshop, Guided a hands-on open-ended play workshop for game designers

Pine Point School

featured speaker MAR

Alaska Design Forum

featured speaker, Gave lectures in Anchorage, Fairbanks, and Juneau FEB

CalTech ECSTEAM Conference

Speaker FEB

Les Tablettistes

panelist, Design to Fail & Learn to Succeed FEB

EARLIER

Yale University

Speaker, Spoke at the Queer Spaces Art Exhibition OCT 2016

Brown University Entrepreneurship Class

Speaker OCT 2016

Anji Play Summit

Speaker, Lectured at summit in Milpitas, CA JUL 2016

China National Society of Early Education Conference

MAY, SEPT 2016

Jason Learning Conference

Speaker JUN 2016

RI Design Week

2014

School of Visual Arts DCrit

2015

LEGO Education, Denmark

Workshop, Led the LEGO Education design team through a workshop with Rigamajig and exercises to discuss the value of open-ended play in learning 2015

Brown University Entrepreneurship Class

Speaker 2015

China National Society of Early Education Conference

Speaker SPET 2015

Les Tablettes

Ottawa, Canada

RI Design Week

Speaker 2014

Alaska Design Forum

Anchorage, Fairbanks

Future Classrooms Conference

Derry, Ireland

Presented Rigamajig and discussed designing for creativity and STEAM MARCH 2014

Tufts University Center for Engineering Education

(guest lecturer) Presented Rigamajig and discussed designing for creativity MARCH 2014

Congressional Caucus on STEAM Working Group

Contributed to white paper to develop STEAM legislation in Washington DC NOV 2013

Creative Classrooms Conference Speaker, Blue School NYC

Spoke about RISD STEM TO STEAM and the goals of my professional work NOV 2013

Indiecade Game Design Conference

Speaker, Los Angeles Presented ID process of designing for play OCT 2013

Design Ed Keynote Speaker, Philadelphia, PA

Spoke about RISD, STEM TO STEAM and the goals of my professional work JUNE 2013

Presenter, St John University Institute for Korean Teachers of the Gifted, NYC

Spoke about RISD STEM TO STEAM and teaching creativity JULY 2013

Panelist on President Maeda's STEAM Panel during Alumni Week Spoke about my professional projects designing materials for Early Education OCT 2012

Various Courses, RISD Reviews and Critiques Frequently attended as guest in courses throughout the University FALL 2012

Women's Entrepreneurship Student Association of Syracuse University Spoke to undergrad and grad student entrepreneurs about creativity in commerce NOV 2011

Kaufmann Foundation Fellows Luncheon of Syracuse University Visiting critic, lectured about entrepreneurial design practice SEPT 2011

Various Courses, Syracuse University Frequently lecture as guest in courses throughout the University 2008-12

Ohio State University Guest critic for Landscape Architecture Graduate Student's final review APRIL 2011

York St John University, England Visiting critic, lectured about entrepreneurial practice JAN 2011

Design Odyssey Lectured to 200+ students in SU's design and business community OCT 2010

Philadelphia University Visiting Designer, presented work and sat in on critiques NOV 2010

Everson Museum Spoke as part of Herman Miller's "Good Design" lecture series SEPT 2010

Continuum Design Visiting designer, presented personal work and SU ID student's work FEB 2010

National Women's Studies Association Conference Presented in "Feminist Landscapes" seminar OCT 2009

Design Odyssey Lectured to 200+ students in SU's design and business community OCT 2009

Hallmark Design Campus Visiting Designer, took part in meetings about creative commerce and strategy SEPT 2009

Metropolis Magazine Sustainability Charette Lectured to 300+ students and faculty to kick off an interdisciplinary charette AUG 2009

Moscow Design Act Presented personal work, focused on abstraction and imagination in design AUG 2008

Brooklyn Children's Museum Presented Imagination Playground and Loose Parts concept to a group of community advocates, early childhood development psychologists and policy makers SEPT 2008

Calhoun School New York, NY
Visited kindergarten class to play with Geemo and answer questions about toys and design NOV 2008

New York P.S.15; Girls Prep New York, NY

Taught design as part of a volunteer visiting professional program APRIL 2008

NY Parks Dept Lecture Series New York, NY
Presented on behalf of David Rockwell about the Imagination Playground. Other speakers included Commissioner of Parks Adriene Benepe and Assistant Commissioner Nancy Barthold NOV 2007

Seoul Design Week Korea, Presented personal work and discussed storytelling in designed objects DEC 2007

Cranbrook Art Academy Student speaker for graduation ceremonies. Other speakers included Jeff Koons MAY 2005

Cranbrook High School Presented to high school students about design, ongoing visiting guest critic APRIL 2005

Shelburne Museum

Shelburne, VT 2022

"Objects of Play" Exhibition on Holman's design process

Graphic Days Italy

Turin, Italy 2022

"Designing For Play" Exhibition on Holman's design process

"Engineering for Good" speaker series

The Franklin Institute, 2021

LEGO PlayDay

Global 2020

Worked with LEGO to develop activities using Rigamajig for LEGO's annual event for over 4,000 people at LEGO factories and offices globally

Heritage Museum

Sandwich, MA 2020

"Let's Play!" Featured artist in the Let's Play! Exhibition

Abstract: The Art of Design

Season 2, Episode 4 | Cas Holman:

Design for Play Netflix 2019

RISD ID Show

Providence, RI 2019

"Play In Process" screening + Q&A + exhibit

Museum fur Kunst und Gewerbe

Hamburg, Germany (CURRENTLY INSTALLED)

"At Play in the Field of Fantasy" Geemo is part of a new interactive Children's Museum

Calhoun School

New York, NY (CURRENTLY USED)

"Geemo" Kindergarten teachers are developing a curriculum around Geemo.

Tokyo Montessori

Tokyo, Japan (CURRENTLY USED)

"Geemo" Presently part of the early learning toy collection.

Kunst Speicher

Bad Segeberg, Germany (CURRENTLY USED)

"Geemo" Used in the curriculum of a charter art school.

Play On! 2010 Conference

Columbia University, New York, NY OCT 12-13,

"Imagination Playground Blocks" exemplified a strategy to integrate play in community building.

2010 NAEYC Annual Conference & Expo

Anaheim, CA NOV. 3-6, 2010

"Imagination Playground Blocks" the largest early childhood education conference in the world.

Pop-Up Imagination Playground Tour

5 Boroughs of New York JUNE + JULY, 2010

"Imagination Playground Blocks" toured NYC to celebrate the opening of the playground.

Family Arts Weekend on the High Line,

New York, NY JULY 17, 2010

"Imagination Playground Blocks" part of a Target-sponsored family arts festival on the High Line.

Earth Week on the National Mall

Washington, DC APRIL 17-25, 2010

"Imagination Playground Blocks" part of the 40th anniversary of Earth Day.

Design Kids Play Date! Cooper Hewitt

National Design Museum MAY 29, 2010

"Imagination Playground Blocks" celebrating the blocks as part of their permanent collection

Central Park Ultimate Block Party

Central Park, NY OCT 2010

"Imagination Playground Blocks" event with educators and families to promote and explore play

World Science Festival Street Fair

New York, NY JUNE 6, 2010

"Imagination Playground Blocks" a collection of experiments and exhibits related to science

Imagination Playground Play Day at the**High Line** New York, NY MAY 22, 2010

"Imagination Playground Blocks" on location for one day, families built with blocks

Tribeca Film Festival Family Day

New York, NY MAY 1, 2010

"Imagination Playground Blocks" street fair with kid-friendly performances, activities

NY International Gift Fair

New York, NY AUG 14-19, 2010

"Brooklyn Jr.", Geemo shown along with the distributor's collection

Everson Museum

Syracuse, NY AUG 13-OCT 17, 2010

"Good design", Modular Ecosystem installed as part of Herman Miller exhibition

NY International Toy Fair

New York, NY FEB 14-17, 2010

"Geemo", Geemo was shown by it's distributor, winning "Top Ten Toys of Day One"

Sessions: The Workshop

Germantown, NY AUG 2009

Collaborated in temporary artist colony exploring art practices outside of institutions

NY Art Book Fair Sessions: ConVerse

Sensations, Katerina Llanes, editor OCT 2009

Contributed to concept and wrote for collaborative art publication published by Printed Matter

New York Magazine Best Bets Shop

New York, NY DEC 2008

"Invited Vendor", selling Geemo and hand made one-off objects

Tokyo 100% Design

Tokyo, Japan OCT 2008, NOV 2007, & OCT 2006

"Play", Geemo exhibited and sold by Japanese partner

Moscow Design Act

Moscow, Russia SEPT 2008

"Geemo", Invited and hosted to sell Geemo at Moscow's second design fair

Bubble Trade Show

New York, NY AUG 2008

"Geemo", Exhibited at this international "boutique/designer" children's goods trade show

Brooklyn Designs

Brooklyn, NY DEC 2008

"Geemo", Invited vendor selling Geemo

Seoul Design Week Seoul, Korea DEC 2007

"Invited Designer", Invited and hosted at Seoul, Korea's design fair

Fellissimo Design Gallery

New York, NY OCT 2005

"At Play in the Field of Fantasy" Exhibited along with five other Cranbrook graduates

Neocon Tradeshow

Chicago, IL JULY 2004

"Material Culture", Exhibited results of an IDEO/Clariant sponsored assignment

I.C.F.F New York, NY MAY 2004

"Tools of Conviviality", Group show of designs in response to Ivan Illich's novel

Forum Gallery Bloomfield Hills, MI OCT 2003

"Authors of Use", Exhibited project designed to enhance users' creative potential

4731 Gallery Detroit, MI APRIL 2004

"Seating Arrangements", Collective show of Cranbrook Artists

The Lab San Francisco, CA JAN 2004

"Inside of Inside" Artist and performer in a week long symposium

Balazo Gallery San Francisco, CA APRIL 2003

"Delirium", Headline designer in a group show of five Bay Area Artists/Designers

Lexington Club San Francisco, CA FEB 2003

"MsInterpret", One of three artists featured in large club/gallery space

Culture Cache Gallery

San Francisco, CA NOV 2002

"Live Fast, Die Young", Exhibited 8 pieces in a group show of 3 artists from

New York City

The High Line

2 East 91st Street, New York, NY 10128

Cooper-Hewitt Museum

2 East 91st Street, New York, NY 10128

Imagination Playground at Burling Slip

South, John and Front Streets, New York, NY 10038

New York City Parks and Recreation Department

Various locations (seasonal)

NY Hall of Science

47-01 111th St, Queens, NY 11368

United States

24 Hour Fitness San Jose Crane Club

1610 Crane Court, San Jose, CA 95112

Active Transportation Alliance

9 W. Hubbard St., Ste. 402, Chicago, IL 60654-6545

Anaheim Family YMCA

240 South Euclid Street, Anaheim, CA, 92802

Austin Parks Foundation

816 Congress, Suite 1680, Austin, TX 78701

Bay Area Discovery Museum

557 McReynolds Road Sausalito, CA 94965

Boston Children's Museum

308 Congress Street, Boston, MA 02210

Chicago Park District

330 East Monroe Street Chicago, IL 60603

Children's Discovery Museum of San Jose

180 Woz Way San Jose, CA 95110

Children's Museum of Southern Minnesota

1860 Adams Street, Mankato, MN 56001

Children's Museum of Winston-Salem

290 South Liberty Street, Winston-Salem, NC 27101

City of Akron, Patterson Park Community Center

166 S. High Street, Akron, OH 44310

City of Allentown

3000 Parkway Blvd. Allentown, PA 18104

City of Bismarck

215 North 6th Street, Bismarck, ND 58504

City of Chicago

55 N Michigan Ave, Chicago, IL

City of Dothan

1270 Lake Street, Dothan, AL 36303

City of Hastings

310 East D Street, Hastings, NE 68901

City of La Puente Community Center

15900 E. Main Street, La Puente, CA 91744

City of Parsons Recreation Commission

200 S. Heacock Parsons, KS 67357

City of Richmond, California

450 Civic Center Plaza (3rd Floor), Richmond, CA, 94804

City of South San Francisco Parks & Recreation Dept.

33 Arroyo Dr. South San Francisco, CA 94080

City of Tucson

8257 E. Broadway, Tucson, AZ 85710

City of Yuma

553 S. Orange Avenue, Yuma, AZ 85364

City Theater

1300 Bingham Street, Pittsburgh, PA, 15203

Columbus Commons

160 South High Street, Columbus, OH 43215

Community Boys and Girls Club

901 Nixon Street, Wilmington, NC, 28401

Discovery Center Museum

711 North Main Street, Rockford, IL 61103

Don Harrington Discovery Center

1200 Streit Drive, Amarillo, TX 79106

Escondido Children's Museum

380 N. Escondido Blvd Escondido, CA 92025

Green Mountain Children's Museum

Burlington, VT 05406

Hopkinsville Division of Parks & Recreation

2600 Thomas Street, Hopkinsville, KY 42240

Imagine Nation Museum

1 Pleasant Street, Bristol, CT, 06010

Kent County YMCA

900 Centerville Road, Warwick, RI 02886

KidZone Museum

11711 Donner Pass Road Truckee, CA 96161

Knock Knock Children's Museum

Baton Rouge, LA

Kohl Children's Museum of Greater Chicago

2100 Patriot Boulevard, Glenview, IL 60026

McWane Science Center

200 19th St N, Birmingham, AL 35203

Minnesota Children's Museum

10 West 7th Street, St. Paul, MN 55102

Oklahoma Wondertorium

1601 S. Main St., Stillwater, OK 74074

PAEYC

5604 Solway Street, Pittsburgh, PA 15217

Police Athletic League of West Palm Beach

600 Banyan Boulevard, West Palm Beach, FL, 33401

Rose Kennedy Greenway Conservancy

185 Kneeland Street, 7th Floor, Boston, MA 02111

Salvation Army: Cedar Crest Community Center

1007 Hutchins Road, Dallas, TX, 75203

Science Museum of Oklahoma

2100 Northeast 52nd Street, Oklahoma City, OK 73111

Science Museum of Virginia

2500 West Broad Street, Richmond, VA 23220

Sewickley Valley YMCA

625 Blackturn Road, Sewickley, PA, 15143

Stepping Stones Museum

Mathews Park, 303 West Avenue, Norwalk, CT 06850

The Building for Kids

100 W. College Ave. Appleton, WI 54911

The Magic House

516 South Kirkwood Road, St Louis, MO 63122

Tucson Children's Museum

200 S 6th Ave. Tucson, AZ 85701

United Way of Tucson and Southern Arizona

330 N. Commerce Park Loop, Tucson, Arizona 85745

Wonderscope Museum for Children

5700 King St, Shawnee, KS 66203

YMCA of Honolulu Camp Erdman

1441 Pali Highway, Honolulu HI 96813

YWCA Central Alabama

309 23rd Street, Birmingham, AL, 35203

Worldwide

Children's Museum of Jordan

Al-Hussein Park, King Abdullah II St. Amman 11831 Jordan

Municipality of Chatham-Kent

54 MAIN W, Ridgetown, Ontario N0P 2C0, Canada

Science World at TELUS World of Science

1455 Quebec Street, Vancouver, BC Canada V6A 3Z7

Storybook Gardens

1958 Storybook Lane, London, ON N6K 4Y6, Canada

Strathcona County, Millennium Place

Strathcona County, Alberta T8H 2G4, Canada

TELUS World of Science: Calgary

701-11 Street SW, Calgary, AB, Canada

Rigamajig, Workyard Kit and Geemo (INCOMPLETE LIST)

- 2022**
- Kindling Magazine** (print magazine)
No rules. No repetition. No “right” way. A toymaker’s tools for better play
- Backstage Talks** (print magazine)
Stop Performing Adulthood
- 2021**
- Arwidsson Talks** (podcast)
Guest on a podcast about sustainable urban development, discussing design for play
- 2020**
- Plus** (magazine)
“Cas Holman’s Possibilities of Design”
- Graffica** (magazine)
“Cas Holman, Design for Play”
- Surface Magazine** (article)
“Cas Holman’s Toys Empower Children to Ask Big Questions”
- Trends Home Magazine**, China (magazine)
“Cas Holman, Born to Play”
- Visionaries edition, featuring Cas Holman Departures Magazine** (magazine)
- Creative Review** (article)
“Cas Holman on the Possibilities of Play”
- Dezeen** (article)
“We don’t give children the freedom to play”, says designer Cas Holman”
- Harry’s Design with Pride Campaign** (digital campaign)
- Design:ED Cas Holman, Heroes Will Rise** (podcast)
- Making it in the Toy Industry, Designing for Free Play** (podcast, ep: 33)
- The Wind Thieved Hat, Cas Holman** (podcast, ep: 222)
- Depth and Light, Cas Holman** (podcast, ep: 9)
- 2019**
- The New Yorker** (print and digital magazine)
Cas Holman’s Search for the Ideal Playground
- Dwell** (article)
Toy Designer Cas Holman is Obliterating Old Notions of Play
- “Iterate: Ten Lessons About Design and Failure”** (book) Chapter featuring Cas Holman
- Metropolis Gift Guide 2019: Play** (article) featuring Rigamajig
- 2018**
- Phaidon’s “Design for Children: Play, Ride, Learn, Eat, Create, Sit, Sleep”** (book) featuring Rigamajig
- 2015**
- Fast Company** (article)
“The Case for Letting Kids Design Their Own Play”
- 2014**
- Fast Company** (article)
The Best Kids’ Design of 2014, featuring Rigamajig
- EARLIER**
- FastCo Design** NOV 22, 2011 (website)
“A Wet n Wild Playground opens in Sydney” references Cas Holman and Workyard Kit
- High Line Fall Newsletter** OCT 2011 (print edition)
“Introducing The Children’s Workyard Kit”, Interview about design intent and inspiration
- Learning Materials Workshop** OCT 18, 2011 (website)
“Blocks, Loose Parts on the High Line”
- Fast Company** AUG 2011 (web edition)
“Three Keys To Creative Kid Design, From The Creator Of High Line Playground”
- Design to Improve Life** (website)
“The High Line—NYC’s Park in The Sky” includes Workyard Kit in it’s review
- 1000 Products- Ecco Design** by Eric Chan Rockport Publishers NOV 1, 2010
Geemo featured in book about product design
- Toy Industry Association Magazine** JAN 2010 (print and web edition)
“Top Ten New Toys of 2010”
- NY Times** DEC 17, 2009 (print edition)
Home and Garden Section Shopping Guide
“Shopping with Lotta Anderson” Geemo photographed and included in interactive shopping guide
- Toy Directory Montly, PlayZak Magazine** JUNE 2010 (print and web edition)
“New and Notable Construction Toys”
- Materialicious.com** JAN 2010 (website)
Inspiration: “Geemo”
- LiveModern.com** JAN 2010 (website)
Product Review: “Geemo”
- Kaboodle.com** SEPT 2009 (website)
Product Review- “Geemo Toy”
- Kinderfluff.com** JUNE, 2010 (website)
Product Review: “Geemo Toy”
- KidCrave.com** (website)
Product Review: “Geemo Toy”
- Ittybits.com** (website)
Product Review “Geemo Gizmo”
- Cool Mom Picks.com** (website)
Review “Whats a Geemo? Good question”
- NotCot.org** (website)
Product Review Geemo
- FrostyMint.com** JAN 2010 (website)
Product Review “Cool New Things: Geemo”
- SmallForBig.com** DEC 2009 (website)
“A New Species of Toy: Geemo”
- Canadian Family** APRIL 2009 (print edition)
Fave Find: Geemo
- PajamaSquid.com** (website)
Product Review: Geemo
- BetterLivingThroughDesign.com** NOV 2009 (website)
“Daily Inspiration: Geemo”
- Washington Post** NOV 27, 2008 (print edition)
“Holiday Must Haves”, Geemo listed and photographed for their gift guide.
- Architextures.com** MAY 2008 (website)
“Inspiration: Geemo”
- UberCoolStuff.com** AUG 2008 (website)
“Product Review: Geemo”
- Inhabitots.com** FEBRUARY 2009 (website)
“Toy Review: Geemo”
- MissNatalie.com** AUGUST 2008 (website)
“Geemo at Bubble Trade Show”
- The Wave- Feminist Studies at UC Santa Cruz** FALL 2008 (print edition)
“Alumni Spotlight: Cas Holman, Feminist Design”
- Zink Magazine** MAY 2008 (print edition)
“About Face- Toy Inventor”, I was featured in two page spread about New Yorkers
- ID Magazine**, JAN/FEB 2008 (print edition)
“New and Noteworthy” Geemo featured and photographed for this editorial
- Metropolis Magazine** APRIL 2007 (print edition)
“Projects and Principles- Cas Holman, Modular Ecosystem”
- DAMn Magazine** JAN/FEB 2007 (print edition)
“Design”, Geemo featured with full page photo in article about Tokyo Design Week
- Elle Decor Hong Kong** DEC 2006 (print edition)
“MisUse”, Geemo used as interior design material in article about using unexpected objects
- Design Tide Tokyo** OCT 2007 (print edition)
“Featured Designer- Cas Holman”
- Designboom.com** NOV 2006 (website)
Tokyo Design Week Review- Geemo
- PajamaSquid.com** (Website)
Product Review- Geemo

Imagination Playground designed with Rockwell Group (INCOMPLETE LIST)

- The Wall Street Journal** SEPT 30–OCT 2, 2011
"Wearing a Philanthropic Heart on Their Designs"
- New York Times In Transit Blog** SEPT 23, 2011
"A Portable Playground Moves to London"
- Icon** AUG 2011 "Object Lesson"
- The Aspen Idea** WINTER 2010/2011 Features
- Time Out New York Kids** NOV 2010
"Best Non-Beach Spot to Get Sand in your Shoes"
- Landscape Architecture** NOV 2010
Daniel Jost, "New York Loosens Up"
- Icon** OCT 2010
Johanna Agerman Ross, "A Playground"
- The New York Times** SEPT 26, 2010
David Rockwell, "Op-Chart: Unpacking Imagination"
- Design Week** SEPT 9, 2010
Dominic Lutyens, "Playing Fare"
- CNN** SEPT 2, 2010 Jessica Yellin, "Build-It-Yourself Playground Helps Kids Imagine"
- Interior Design** SEPT, 2010 Nicholas Tamarin, "Centerfold"
- WPIX Morning News with Lisa Matteo** AUG 17, 2010 Kids Let Their Imaginations Grow At The Imagination Playground!
- Time**, AUG 9, 2010 Harriet Barovick, "Building a Better Playground"
- Time Out New York Kids** AUG 2010
Tom Roston, "David Rockwell's Innovative Play Spot Opens to New York Families"
- CBS Sunday Morning** JULY 31, 2010
- Wall Street Journal** JULY 29, 2010
Ralph Gardner, "Making Work of Child's Play"
- NPR** JULY 27, 2010
Robert Smith, "All Things Considered: The New Economics of Fancy Playgrounds"
- NY Nightly News** JULY 27, 2010 NBC
- Good Day New York** JULY 27, 2010 Fox 5 NY
- The New York Times** JULY 26, 2010
Corey Kilgannon, "A Newfangled Sandbox Arrives (Check Out the Canals)"
- The Leonard Lopate Show** JULY 12TH, 2010 The Way We Play: Modern Playground Design
- The New Yorker** JULY 5, 2010 Rebecca Mead, "State of Play: How Tot Lots Became Places to Build Children's Brains"
- Parents** JULY 2010 Susan Gregory Thomas, "Let them Play!"
- The New York Observer** (playground supplement) JUNE 2010 Wendy Straker Hauser, "The Future is Now"
- New York Magazine** MAY 31, 2010
The Best Bet
- I.D.** SEPT/OCT 2009 (print edition)
Alissa Walker, "Recess, Rethought"
Jessie Ashlock, "Play as it Lays: In Tough Times, Designers Can Still Have Fun"
- Stanford Social Innovation Review** FALL 2009
Putting More Fun Into Play
- Fast Company** MARCH 2009
David Rockwell's Imagination Playground
- Time** JAN 28, 2009
The New Playground: Bye, Jungle Gym
- Good Magazine** SEPT/OCT 2008
Morgan Clendaniel, "Loose Parts Playgrounds"
- Wall Street Journal** AUG 5, 2008
Dan Ackman, "The Architect-Designer Focuses on Child's Play"
- NY1** AUG 4TH, 2008 (televised)
Where To Go: Imagination Playground In A Box
- 4 NBC News** JULY 31, 2008 (televised)
Portable Playgrounds Developed For Kids
- Daily News** JULY 15, 2008
Ayala Falk, "Imagination Playground Opens in Brownsville to Delight of Local Children"
- New York Times** JULY 14, 2008
Javier C. Hernandez, "A Playground Where Creativity Can Run Wild"
- CNBC** MAY 27, 2008
Playgrounds Offer Imaginative Sponsorship Opportunity
- New York Times** MAY 4, 2008
Diane Cardwell, "An Invitation to Child's Play: Big Blocks and Wheelbarrows"
- Tribeca Trib** NOV 2, 2007
Andrea Appleton, "Partying for the New Playground at Burling Slip"
- Boston Globe** APRIL 15, 2007
Drake Bennett, "Back To The Playground"
- Weekly Reader** APRIL 6, 2007
New Parks Are on the Way!
- The New Yorker** JAN 29, 2007
Daniel Radosh, "Comeback: Sand Men"
- New York Times** JAN 10, 2007
Diane Cardwell, "New York Tries to Think Outside the Sandbox"
- Downtown Express** AUG 11–17, 2006
Janet Kwon, "City Looks to Fulton and Beyond in East Side Plan"
- Tribeca Trib** JAN 10, 2007
Andrea Appleton, "A 'Reinvented' Playground for Seaport"
- New York Times** JAN 11, 2007
Andy Newman, "New York City's Future Playground Gets a Nod From Present-Day Players"
- ABC News** JAN 11TH, 2007
Susan Donaldson James, "New-Age Playgrounds Rule, as Long as the Kids Are in Charge"