

BLAST THEORY

BIOGRAPHY

Blast Theory is renowned internationally as one of the most adventurous artists' groups using interactive media, creating groundbreaking new forms of performance and interactive art that mixes audiences across the internet, live performance and digital broadcasting. Led by Matt Adams, Ju Row Farr and Nick Tandavanitj, the group's work explores the social and political aspects of technology. Drawing on popular culture and games, the work often blurs the boundaries between the real and the fictional.

Blast Theory is based in Brighton, UK.

Our History

Early works such as *Gunmen Kill Three* (1991), *Chemical Wedding* (1994) and *Stampede* (1994) drew on club culture to create multimedia performances – often in unusual spaces such as film studios and accompanied by bands and DJs - that invited participation. The crime reconstruction installation *Invisible Bullets* (1994) was first shown at the *Fete Worse Than Death* in Hoxton. *Something American* (1996) treated the USA as the Wild West, quoting freely from Hollywood films on a billboard sized projection screen.

1997 was a major step forward: a nine month residency at Künstlerhaus Bethanien in Berlin coincided with a proposed performance called *Succumbing* suddenly shifting to become *Kidnap* (1998), in which two members of the public were kidnapped as part of a lottery and the resulting event was streamed online. *Desert Rain* (1999), a large scale installation, performance and game using virtual reality marks the first output of our collaboration with the Mixed Reality Lab at the University of Nottingham. *An Explicit Volume* (2001) is an interactive installation using page-turners to control nine pornographic books and is part of a sequence of works that use found imagery and/or sexual material such as *Choreographic Cops In A Complicated World* (2000) and *Viewfinder* (2001).

Can You See Me Now? (2001), a chase game played online and on the streets, was succeeded by *Uncle Roy All Around You* (2003) another mixed reality game in which players searched through the streets for Uncle Roy using handheld computers and a virtual city. As *Thinkers In Residence* in Adelaide the group created *I Like Frank* (2004), the world's first mixed reality game for 3G phones.

TRUCOLD (2002), a video piece for the Sydney Biennale, shows deserted cityscapes at night and in a heavy fog. It is often presented alongside an interactive replay of *Can You See Me Now?*, documentation of *Uncle Roy All Around You* and *Single Story Building* (2002) as *TRUCOLD And Other Works*. *Single Story Building* was adapted for Tate Online as part of *40 Artists, 40 Days*.

Day Of The Figurines (2006) is an SMS game for up to 1000 players set in a decaying English town occupied by an Arabic army. *Rider Spoke* (2007), also made within the auspices of the Integrated Project on Pervasive Games, is a participatory work for cyclists. Blast Theory has three permanent installations in museums; *Exploratron* (2004) at the Science Museum, *Flypad* (2008) at The Public in West Bromwich and *Hurricane* (2013) at the Red Cross Museum in Geneva.

Blast Theory has been a lead partner in three major research projects. The Integrated Project on Pervasive Gaming (2004-2008) included partners such as the Swedish Institute of Computer Science, Sony and Nokia. *Participate*, a UK project exploring mobile devices may be used as part of a mass participation campaign, included the BBC, British Telecom and Microsoft Research. The group developed Prof Tanda's *Guess-A-Where* (2007) – in which a character on your phone asked you cheeky questions – as part of this project. For *Digital Voices* (2012-13) we worked with the *Patching Zone* in Rotterdam and *Translocal* in Helsinki.

The group has won the Golden Nica for Interactive Art at *Prix Ars Electronica*, the *Maverick Award* at the *Game Developers Choice Awards* in the USA and *The Hospital's Interactive Art Award* among others. The group has received four BAFTA Award nominations.

Internationally, Blast Theory's work has been shown at the *Sundance Film Festival*, *Walker Arts Center* in Minneapolis, the *Venice Biennale*, *ICC* in Tokyo, the *Chicago Museum of Contemporary Art*, *Sydney Biennale*, *National Museum* in Taiwan, *Hebbel Theatre* in Berlin, *Basel Art Fair*, *Dutch Electronic Arts Festival*, *Sonar Festival* in Barcelona, *Palestine International Video Festival*. Masterclasses, mentoring, internships, seminars and lectures are vital to the dissemination of our ideas.

Our Approach

We make collaborative, interdisciplinary work that is highly innovative in its process and execution. To maintain this practice requires long rigorous periods of development followed by international showings over several years that are usually context specific.

Innovation and risk is central to our work. Blast Theory has a strong track record of taking major artistic risks – in *Kidnap* (1998), for example - and has tackled themes of violence, pornography and politics. The group has made major innovations in the use of technology, in working methods, and in our business model. The uses of locative media and mixed reality in works such as *Can You See Me Now?* (2001) and *I Like Frank* (2004) have had wide impact. The group recognises that true innovation requires significant risks and it continues to be agile and highly responsive to new ideas and opportunities. Our BAFTA nomination for Technological and Social Innovation is an example of the success of that model.

Our collaboration with the University of Nottingham has grown and deepened since 1998 and, to our knowledge, is the longest and most productive partnership between a university and a group of artists anywhere in the world. It has yielded four BAFTA nominations, a Prix Ars Electronica and academic papers of international significance at world leading conferences in computer science, computer human interaction and ubiquitous computing. This dialogue between scientific and artistic research now forms a core thread of Blast Theory's practice.

The group has been acknowledged as innovators in games, winning the Maverick Award at the Games Developers Conference in 2005 and being represented by Creative Artists Agency in Los Angeles for games design. The group's game projects have probed the fundamental laws of games and of play, posing questions about the boundaries between games and the real world that also have important ramifications for art, performance and virtual worlds. The artists have contributed extensively to debates about the development of games as an artform and how games may be conceptually, intellectually and emotionally demanding while also engaging a wide audience.

Blast Theory's early work was in the field of live art. From *Desert Rain* (1999) onwards the relationship with live art and performance became less apparent and it is perhaps notable that, for example, the group's participation in *Live Culture* at Tate Modern was as curators of a video programme. In recent years however there has been a marked recognition of the importance of the group's thinking about performativity, presence and site specificity which has led Matt Adams to become a Visiting Professor at the Central School of Speech and Drama and an Honorary Fellow at the University of Exeter. Books such as *Mixed Reality Performance* by Gabriella Giannachi and Steve Benford and *Digital Performance* by Steve Dixon have highlighted the group's groundbreaking intermingling of the real with the virtual, the ludic with the performative and the playful with the serious.

We remain fascinated with how technology, especially mobile devices, creates new cultural spaces in which the work is customised and personalised for each participant and what the implications of this shift might be for artistic practice. How are the economically and culturally disenfranchised engaged amid a culture of planned obsolescence and breathless futurism? The group's expertise has led to frequent invitations from the television industry as creators (BBC Interactive Factual and Learning, Superfine Films), as mentors (Crossover Australia, Crossover UK) and as speakers (Picnic in Amsterdam, Broadcast Summit in Adelaide etc.). *Soft Message* (2006), a 30 minute commission for Radio 3, was a dialogue between the artists and radio listeners on their mobile phones. Channel 4 Education commissioned *Ivy4Evr* (2010), an interactive SMS drama for teenagers.

Blast Theory's building at 20 Wellington Road in Brighton has four studios, an edit suite, a meeting room and a residency space. It is a node within regional, national and international networks of practitioners in games, locative media, mobile applications, experimental performance, interactive art and technological innovation. We host tests, works in progress, talks, demonstrations and seminars such as *Act Otherwise*.

Most particularly, Matt, Ju and Nick have systematically explored the role of the audience; from *Can You See Me Now?* (2001), which places the audience online alongside Blast Theory runners, to *Day Of The Figurines* (2006), where the audience themselves populate an imaginary town and guide its outcomes. Works such as *Rider Spoke* (2007) and *Uncle Roy All Around You* (2003) use the real city to invite new roles for the audience. *Uncle Roy All Around You* prompted transgressive actions by players as they were asked to explore the offices and back streets of the city while *Rider Spoke* embeds personal recordings made by the audience into it and gives the audience license to find any path through them. In *Ulrike and Eamon Compliant* (2009) and *A Machine To See With* (2010) these questions have pushed further into the realms of ethics and political engagement. Cumulatively, these projects have posed important questions about the meaning of interaction and, especially, its limitations. Who is invited to speak, under what conditions and what that is truly meaningful can be said?

Awards

- 2016** Nam June Paik Art Centre Prize
- 2015** Bronze Winner, The Lovie Awards (UK) in Experimental & Innovation for *Karen*
Winner, British Interactive Media Association (UK) in Data Category, Best of British Digital for *Karen*
Winner, Festival du nouveau cinéma (CAN) Innovation Award for *Karen*
- 2014** Silver Winner, The Lovie Awards (UK) in Events and Live Broadcast category for *My Neck Of The Woods*
- 2013** Honorary mention, MUSE Awards (US) in the Applications & APIs category for *Ghostwriter*
- 2013** Nomination, The BIMA Awards (UK) in the Games category for *I'd Hide You*
- 2013** Bronze Winner The People's Lovie Awards , The Lovie Awards(UK) in Events and Live Broadcast category for *I'd Hide You*
- 2011** Nomination, Sheffield Doc/Fest Innovation Award (UK) for *Ulrike and Eamon Compliant*
- 2010** Winner of Best Real World Game at the International Mobile Gaming Awards in Barcelona for Ulrike and Eamon Compliant
- 2009** Winner of Most Awesome Use of Digital Media at Brighton and Hove Business Awards
- 2008** Winner of The Digital Collaboration Award at DiMA:S
- 2007** Honorary Mention, Prix Ars Electronica for Day Of The Figurines
- 2006** Winner of The Hospital Award for Interactive Media
- 2005** Winner of the Maverick Award, Game Developers Choice Awards, USA
Nomination, Interactive Arts BAFTA Award for *Uncle Roy All Around You* in two categories:
Interactive Arts and Technical & Social Innovation
- 2004** Nomination, Net Art Award, the Webby Awards for Uncle Roy All Around You
- 2003** Winner of the Prix Ars Electronica 'Golden Nica' for Interactive Art for Can You See Me Now?
Nomination, VIPER Basel International Award for Can You See Me Now?
- 2002** Nomination, Interactive Arts BAFTA Award for Can You See Me Now?
International Fellowship Award, Arts Council England
Innovation Award, Arts and Humanities Research Board, awarded for Uncle Roy All Around You
- 2001** Nominated, International Media Art Award, ZKM Centre for Arts and Media, Karlsruhe, for Kidnap
Transmediale Awards, Berlin, Honorary Mention for Desert Rain
- 2000** Interactive Arts BAFTA Award, nominated for Desert Rain
Breakthrough Award for Innovation, nominated, Arts Council England
- 1999** The 18 Creative Freedom Awards, nominated for Kidnap
- 1996** Winner of the Barclays New Stages Award, for Something American

Permanent Commissions

- 2013** **Hurricane**
Red Cross Museum, Geneva, Switzerland
- 2004** **Energy Gallery**
The Science Museum, London, UK

Shows / Projects

- 2016** **Operation Black Antler**
Ideas Test, Kent, UK
Brighton Festival, Brighton, UK
- Karen**
BODY < > TECH, The Games Europe Plays, Stephen Lawrence Gallery, London, UK
- 2015** **My One Demand**
Luminato Festival, Toronto, Canada
- Karen**

The Space, International release
Storyscapes, Tribeca Film Festival, New York, USA
Algorithmic Rubbish: Daring to Defy Misfortune, Stedelijk Museum Bureau, Amsterdam, The Netherlands
Infosphere, ZKM Center for Art and Media in Karlsruhe, Germany
Nouvelles écritures, Festival du nouveau cinéma, Montreal, Canada
Geneva International Film Festival, Geneva, Switzerland

Too Much Information

FutureEverything, Manchester, UK

Dial Ulrike And Eamon Compliant

Release The Hounds Festival, Knaresborough
Lancaster Arts City, Lancaster, UK

2014 I'd Hide You

Sheffield Doc/Fest, Sheffield, UK

Rider Spoke

Vélo Festival, Cambridge, UK

Dial Ulrike And Eamon Compliant

Multitude, Sao Paulo, Brazil
Live Collision, Dublin, Ireland
Playful Arts, 's-Hertogenbosch, Holland

2013 The Thing I'll Be Doing For The Rest Of My Life

Aichi Triennale, Nagoya, Japan

Dial Ulrike And Eamon Compliant

Frequency Festival, Lincoln, UK

My Neck Of The Woods

Royal Exchange Theatre, Manchester, UK

I'd Hide You

Sheffield Doc/Fest, Sheffield, UK

Rider Spoke

Juliana's Bike, East Street Arts, Leeds, UK

Fixing Point

Brighton Festival, Brighton, UK

2012 I'd Hide You

FutureEverything, Manchester, UK

A Machine To See With

Pazz Festival, Oldenburg, Germany
New Plays From Europe, Wiesbaden, Germany

2011 Fixing Point

Fast Than Sound, Aldeburgh Music, Suffolk, UK

A Machine To See With

New Frontier Programme, Sundance Film Festival, Park City, USA

Walker Arts Centre, Minneapolis, USA
Brighton Digital Festival, Brighton, UK
DAF06 (Digital Arts Festival), Taipei, Taiwan
Edinburgh Festival, UK
BANFF New Media Institute, Canada

Ulrike And Eamon Complaint

Nottingham Playhouse, UK
Sheffield Doc/Fest, UK
Festival 'Politik im Freien Theater', Dresden, Germany

Rider Spoke

University College Falmouth, UK
ANTI Festival, Kuopio, Finland
HOUSE Festival, Brighton, UK

Riders Have Spoken

British Library, London, UK
HOUSE Festival, Brighton, UK

Car Advert

Smile for London, London Underground, UK

BLAST THEORY BLESS PRACTICE

Spacex Gallery, Exeter, UK

Soft Message

Camden Peoples Theatre, London, UK
Skibbreen Arts Festival, Ireland
HOUSE Festival, Brighton, UK

Ghostwriter

Royal Albert Memorial Museum, Exeter, UK

2010 A Machine To See With

O1SJ Biennial, San Jose, USA

Ulrike And Eamon Compliant

TRUST: Media City Seoul, Korea

Rider Spoke

Terni Festival, Italy

The Goody Bullet

Victoria and Albert Museum, London

Can You See Me Now?

Tate Britain, London

Soft Message

In Between Time, - Festival of Live Art, Bristol, UK
Forest Fringe, Edinburgh, Scotland
Forest Fringe, Latitude Festival, Suffolk, UK

Forest Fringe, Battersea Arts Centre, London, UK

Selected Works

Arte.mov, The International Festival of Mobile Art, Porto Alegre, Brazil

Uncle Roy All Around You (documentation)

AFTERLIVE, Norwich UK

2009 So...err

Commissioned by The Live Art Development Agency 10 Year Anniversary

TRUCOLD

Make Shift, Fringe Fusina, Venice, Italy

Ulrike And Eamon Compliant

Palazzo Zenobio, 53rd Venice Biennale, Italy

Rider Spoke

Space Invaders: Art and the Computer Game Environment at FACT, Liverpool, UK

The Bristol Do at Arnolfini, Bristol

Linz Capital of Culture 2009 and Ars Electronica, Austria

LIGHTSOUND programme, Metropolis Biennale, Copenhagen. Denmark

British Council Showcase, Edinburgh Festival

Museum of Contemporary Art, Sydney, Australia

BigPond Adelaide Film Festival, Australia

Rider Spoke Playback

Central plaza, Frederiksberg, Copenhagen

Can You See Me Now?

ARCO Madrid, Spain

2008 Day Of The Figurines

Hide & Seek / Meltdown Festival, Royal Festival Hall, London

Version Beta, Centre Pour l'Image Contemporaine, Geneva, Switzerland

You Get Me

Deloitte Ignite Festival, Royal Opera House, London

Rider Spoke

Medi@terra, Athens

Brighton Festival

Budapest Autumn Festival, Hungary

Can You See Me Now?

Arte.Mov Festival, Belo Horizonte, Brazil

TRUCOLD and Other Works

Arte.Mov Festival, Sao Paulo, Brazil

Selected Works

Live Art Unpacked, Geneva

Khoj Live Art 08, Delhi

Live Brits II – Superintimacy, Hebbel-Am-Ufer, Berlin

2007 TRUCOLD and Other Works

Arte.Mov festival, Belo Horizonte, Brazil

Rider Spoke

The Barbican Centre, London

Day Of The Figurines

Lighthouse, Brighton

Fierce! Festival, Wolverhampton Art Gallery

Can You See Me Now?

Machine-RAUM, Denmark

Picnic Festival, Amsterdam

Donau Festival, Austria

We Are Here 2.0, Dublin

In Certain Places, Preston

2006 Day Of The Figurines

World's premiere at the FIRST PLAY BERLIN festival, Berlin, Germany

Sonar Festival, Barcelona, Spain

National Museum of Singapore, Singapore

Soft Message

A 30 minute programme commissioned by BBC Radio 3 as part of The Wire

Can You See Me Now?

Banff New Media Centre, Canada

Museum of Contemporary Art, Chicago, USA

Can You See Me Now? (video and computer installation)

Replay, The Good Life, Van Alen Institute, New York, USA

Single Story Building

NottDance, Nottingham

TRUCOLD

Art Rock Festival, St Brieuc, Brittany, France

Articulated, London

2005 You Are Afraid (conceptual commission)

'Science Museum Arts Programme: Big Ideas', Dana Centre, London

Single Story Building

'40 artists, 40 days', Tate Online (special project for the London Olympics bid)

TRUCOLD and Other Works (installation including TRUCOLD; Single Story Building; Uncle Roy All Around You and Can You See Me Now? computer replays and documentation)

'Art Meets Media – Adventures in Perception', InterCommunication Centre (ICC), Tokyo

Architecture Week, Birmingham

Millennium Dialogue', Millennium Museum, Beijing

Can You See Me Now?

InterCommunication Centre (ICC), Tokyo

May You Live In Interesting Times, Cardiff Festival of Creative Technology, National Museum of Wales

The Junction, Cambridge

TRUCOLD

'Variations on the Picturesque', Kitchener-Waterloo Art Gallery, Ontario, Canada

2004 Can You See Me Now?

ArtFutura, Barcelona, Spain

Gardner Arts Centre, Brighton

DAMPF, International Festival for Dance, Performance, Media Art, Köln, Germany

TRUCOLD

Schaubühne, Berlin, Germany

SIMulation CITY, VERSION 2004 Biennial, Centre for Contemporary Images, Geneva

'Video as Urban Condition', Austrian Cultural Forum, London

TRUCOLD and Other Works

National Taiwan Museum of Fine Arts, Taiwan

Uncle Roy All Around You

Cornerhouse, Manchester

The Public, West Bromwich

I Like Frank

Adelaide Fringe, Australia

2003 TRUCOLD

1000 Plateaux, ExperimentaDesign2003, Lisbon Biennale

Lux Open 2003, London

Side Cinema, Newcastle upon Tyne, as part of Architecture Week

Centre for Contemporary Art, Glasgow

TRUCOLD and Other Works

Wood Street Galleries, Pittsburgh, USA

Uncle Roy All Around You

Institute of Contemporary Arts, London

Can You See Me Now?

Edith Russ Site for Media Art, Oldenburg, Germany

Dutch Electronic Arts Festival, Rotterdam

Can You See Me Now? (installation)

Ars Electronica, Linz, Austria

Desert Rain

Festival Escena Contemporanea, Madrid, Spain

Choreographic Cops in a Complicated World

The Other Cinema, London

2002 TRUCOLD and Other Works

(installation including Choreographic Cops in a Complicated World, Stay Home Read, Sidetracks I and II, Single Story Building)

Museum of Installation, London

TRUCOLD

Museum of Contemporary Art, Biennale of Sydney

Palestine International Video Festival, Anadiel Gallery and Birzeit University, Jerusalem

An Explicit Volume

Ferens Art Gallery, Hull, as part of ROOTX

Mead Gallery, Warwick Arts Centre, as part of Fierce!

Desert Rain

Artspace, Sydney

Typografie, Prague

Former Red Star Parcel Office, Middlesborough Train Station

Can You See Me Now? (video)

Saatchi & Saatchi, London. Special event for Shooting Live Artists

BAFTA Entertainment Awards, London. Special event for Shooting Live Artists

'Sites: Screen', Live Culture, Tate Modern, London

2001

Viewfinder

Liste 2001, Basel Art Fair, Basel, Switzerland

Can You See Me Now?

b.tv festival, Sheffield

An Explicit Volume

OctoberFest, London, in association with Battersea Arts Centre

Desert Rain

Las Palmas, Rotterdam

2000

Desert Rain

Riverside Studios, London

Industrial Museum, Bristol

Tramway, Glasgow

KTH, Stockholm, Sweden

Digital Summer, Manchester

Sidetracks I and II

Chisenhale Gallery, London

1999

Desert Rain

ZKM Centre for Arts and Media, Karlsruhe, Germany

NOW 99 Festival, Nottingham

10 Backwards

Arnolfini, Bristol

Institute of Contemporary Arts, London

The Green Room, Manchester

The Junction, Cambridge

Studio 1, Dartington

Gillmore Hill Centre, Glasgow

Black Box, Oslo

Triple X Festival, Amsterdam

The Hawth, Crawley

Nuffield Theatre, Lancaster

Route 12:36

Commission for South London Gallery

1998

Kidnap

Institute of Contemporary Arts, London

Digital Summer, Manchester
Architecture Foundation
Commission for the Architecture Foundation

Atomic (installation and performance)
CASCO Gallery, Utrecht, Netherlands

C'mon Baby, Fight! Fight! Fight!
Milch, London

Something American
Autorentheater-Tage '98, Hannover

1997 **Safehouse**
Künstlerhaus Bethanien, Berlin

Invisible Bullets (performance)
Trans Europa Hildesheim, Germany

Invisible Bullets (video)
Künstlerhaus Bethanien, Berlin

Atomic
Künstlerhaus Bethanien, Berlin

C'mon Baby, Fight! Fight! Fight!
Club Spotter, Hildesheim, Germany

Something American
Podewil, Festival of Live Art, Berlin

1996 **Something American**
NOW 96 Festival, Nottingham
Roadmender, Northampton
Bluecoat, Liverpool
South Bank Centre, London
Phoenix Arts, Leicester
Ferens Live Art Space, Hull
The Junction, Cambridge
Playhouse, Newcastle
Nuffield Theatre, Lancaster

Ultrapure (education project)
Royal Court Theatre Upstairs, London

Internal Ammunition (education project)
DeMontford University, Melton Mowbray

1995 **Invisible Bullets**
NOW 95 Festival, The Exchange Arcade, Nottingham

The Gilt Remake (education project)
Phoenix Arts, Leicester

Stampede (video)
Video Positive 95, Liverpool

1994 Stampede (performance)
Institute Contemporary Arts, London
The Junction, Cambridge
Arnolfini, Bristol
Nuffield Studio, Lancaster
Ferens Live Art Space, Hull

Invisible Bullets

'A Fete Worse Than Death', London

1993 Stampede (the club)
The Junction, Cambridge

Chemical Wedding

Union Chapel, London

1992 Chemical Wedding
Institute of Contemporary Arts, London
Bradford Festival, Bradford
The South Bank Centre, London
The Green Room, Manchester
The Zap Club, Brighton
Ferens Live Art Space, Hull

'Tomorrow's People Now'

UK touring photographic exhibition featuring Blast Theory

Gunmen Kill Three

Sheffield Independent Film Studio

1991 Gunmen Kill Three
Union Chapel, London
Bournemouth Polytechnic

Television / Cinema Projects

2003 Vicinity
Commissioned to develop an interactive television project for BBC Interactive, Factual and Learning

1997 Blipvert
Sold to independent cinemas in France, Germany and Canada as an advertisement project shown prior to main cinema features.
Also shown as part of the video programme, New Works for Cinema, at Ostranenie, Das Internationale Forum Elektronischer Medien, Germany

1995 Making Connections
A series of programmes made for 14 year olds by The Resource Base for Channel 4 about live art

Consultancy

2000 adera+, Stockholm, Sweden
1999 Royal Opera House, London
1998 Pulse/Smirnoff Vodka

Residencies

- 2015 Ontario College of Art and Design, Toronto, Canada
- 2004 Thinkers in Residence, Adelaide, Australia
- 2002 Banff New Media Institute, Canada
- 1997 Künstlerhaus Bethanien, Berlin
- 1995 Institute of Contemporary Arts, London
- 1994 Arnolfini, Bristol

Curated Projects

- 2014 Act Otherwise, The Invisible Hand: On profiling and Personalisation
- 2013 In Media Nez: Scent in interactive experience, guest speaker Heather Kelley
Act Otherwise: Art and Ethics
Digital Ideas Camp Brighton
Digital Ideas Camp Swale
- 2012 Digital Ideas Camp at Lighthouse Brighton
Act Otherwise, A Harbourside Meeting of Ingenious Minds, PARN
- 2011 HOUSE Festival – Open studios
- 2010 Pecha Kucha, Festival of Creative Learning
- 2009 Workshop, Rider Spoke
Workshop, Ivy4Evr
Presentation, 'Blast Theory Practice', Central School of Speech and Drama students and lecturers, Northbrook College lecturers
Ulrike & Eamon Book and DVD launch
- 2003 Playing Dead: War and Games, Institute of Contemporary Arts, London
- 2002 'Sites: Screen', Live Culture, Tate Modern, London

Fellowships

- 2005 Matt Adams, Dept of Drama, University of Exeter
- 2003 Nick Tandavanitj, ACE/AHRB Arts and Science Research Fellowship, University of Nottingham

Conferences, Presentations & Workshops

- 2016 Talk, 'Gamification: The Digital Framing Of Theatre', Zurich University Of The Arts, Zurich, Switzerland
Talk, We Transfer, The Long Progress Bar, Lighthouse, Brighton, UK
Workshop, 'The Business Behind The Art', Iceland University Of The Arts, Reykjavic, Iceland
Talk, Spark Festival, Hamilton, New Zealand
Workshop, 'The Business Behind The Art', Spark Festival, Hamilton, New Zealand
Keynote speech, DiGRA, Dundee, Scotland
Workshop, Chichester University, Blast Theory studio, Brighton, UK
Workshop, Bayreuth University, Bayreuth, Germany

Talk, Karen, BODY < > TECH, Stephen Lawrence Gallery, London, UK
Talk, 'Theatre And Interactivity', Roundhouse, London, UK
Talk, Media Practice, University of Sussex, Brighton, UK
Talk, 'Ethics In The City'. Queen Mary University, London, UK
Workshop, Playable Cities, Lagos
Workshop, British Council Indonesia, Jatiwangi Art Factory, West Java
Talk, University of Sussex, Brighton, UK
Workshop, 'Apps For Artists', Blast Theory studio, Brighton, UK
Workshop, Nørrebro Teater, Copenhagen, Denmark
Talk, Data Bodies: You Are My Data Symposium, Watermans, London, UK

2015 Talk, 'How We Made Karen', Geneva International Film Festival, Geneva, Switzerland
Talk, 'Karen and My One Demand', Google Remix Conference, London, UK
Workshop, 'Branch', Mesa & Cadeira, Sao Paulo, Brazil
Talk, 'The Sound of My One Demand', The Sound of Story, Lighthouse, Brighton, UK
Guest Lecture, University of Brighton. Brighton, UK
Masterclass, University of Chichester, Chichester, UK
Talk, 'Karen: A Singular Life Coach', Festival du nouveau cinéma, Montreal, Canada
Talk, 'The Creative Approaches of Blast Theory', MUTEK IMG; Composite - A Forum for Digital Creativity, Montreal, Canada
Talk, 'Karen', MUTEK IMG; Composite - A Forum for Digital Creativity, Montreal, Canada
Panel, iLunch, Interactive Ontario, Toronto, Canada
Workshop, Choreodrome, The Place, London, UK
Keynote, 'How We Made Karen', Mix Digital, Bath Spa University, Bath, UK
Keynote, 'How We Made Karen', Ignite Dundee, University of Abertay, Dundee, UK
Panel, Mayfest, Bristol, UK
Talk, 'How We Made Karen', iDocs Watershed, Bristol, UK
Talk, 'How We Made Karen', Webdoo, iDrops, Leuven, Belgium
Workshop, 'Digital Story Telling', Clarks, UK
Talk, 'A Message from Karen', Watershed, Bristol, UK
Talk, 'Life coaching', Storyscapes, Tribeca Film Institute, New York, USA
Webinar, Future of Storytelling Virtual Roundtable, 'Storytelling and Big Data', New York, USA
Screening of Blast Theory work, Decoding Space, Hannah Maclure Centre, Dundee, Scotland
Talk, 'Fireside chat', FutureEverything, Manchester, UK
Talk, 'Crowdfunding', Studio Live: Platforms, Lighthouse, Brighton, UK
Panel, 'Immersive Ethics – Dream or Nightmare?', BBC Innovation Day, BBC College of Journalism Centre, Bristol, UK

2014 Connectivity, Convergence and Community, TedX, Brighton, UK
Panel Presentation, Lincoln Videogames Network, Nottingham, UK
Presentaton to Young Cultural Leaders, Ingestre Hall, Staffordshire, UK
Artist's Talk, Kickstarter, New York, USA
Talk, 'Storytelling and Big Data', Future of Stroytelling, New York, USA
Talk, 'The Audience as Protagonist', Bennington College, Vermont, USA
Talk, 'The Audience as Protagonist', Parsons, The New School of Design, New York, USA
Workshop, 'Blast Theory: Storytelling and Interdisciplinary Practice Masterclass', West Yorkshire Theatre Network, Leeds, UK
Panel, 'Data – Is the Tail Wagging the Dog?', Hello Culture, Birmingham, UK
Talk, 'Games as Conversations', Playful Arts Festival, 's-Hertogenbosch, Holland
Panel, 'Music and Geo-location', The Great Escape Festival, Brighton, UK
Workshop, ASCEL, Birmingham Library, Birmingham, UK
Talk, The Real World: Digitally Disrupted, Whitechapel Gallery, London, UK
Workshop, 'Live Transmission', OCAD University, Toronto, Canada
Talk, 'Blast Theory's relationship to public art and housing', ixia Public Art Think Tank, Birmingham, UK
Talk, 'Playful Art – playable intersection of art, film, and animation', The Stuttgart Festival of Animated Film (ITFS), Stuttgart, Germany
Workshop, 'Asymmetrical Participation + Digital Collaborations', Live Collision, Dublin, Ireland
Screening of Blast Theory work, FilmForum Festival, Gorizia, Italy
Webinar, Virtual Roundtable with Felix Barrett, Creative Director, Punchdrunk, Future of Storytelling, New York, USA

Talk, 'Economies of Art and Technology: Politics, Ethics, Power and Propaganda', ICT and Art Connect Amsterdam, Holland
Keynote Speech, 'Games As Conversations', Playing For Change, Manchester, UK

2013 Workshop, Birmingham Museum Trust Artists Day, Birmingham, UK
Panel, 'High-risk practice', Collaborative Artist Networking Day, Dublin, Ireland
Presentation on the work of Blast Theory, REMIX Summit, London, UK
Talk, In Media Nez: Scent in interactive experience, Brighton, UK
Talk, Transmedia Conference, Northbrook College, Worthing, UK
Talk, 'Playing with Story: Blurring Games and Narrative', rePlayce: the city, Zurich, Switzerland
Talk, 'In Conversation with Blast Theory', Frequency Festival, Lincoln, UK
Talk, University of Sheffield, Sheffield, UK
Talk, playARK Festival, Cardiff, Wales
Workshop, University at Buffalo, The State University of New York, Buffalo, USA
Practical workshop, Falmouth University, Penryn, UK
Keynote speech, Falmouth University, Penryn, UK
Summer School, Falmouth University, Penryn, UK
Presentation on the work of Blast Theory, Danish Arts Council, Dansehallerne, Copenhagen, Denmark
Presentation on the work of Blast Theory, Patching Zone, Rotterdam, Netherlands
Talk, Activism Salon, Camden Peoples Theatre, London, UK

2012 Talk, 'This Is A Movie, You Are Playing The Lead', Forum Images, Groningen, Netherlands
Guest lecture, Devising Processes and Modern History, Royal Holloway University, London, UK
Presentation on the work of Blast Theory, ChoreoRoam, The Place, London, UK
Presentation on the work of Blast Theory, Brighton Dome, UK
Workshop, reART: The Urban, Zurich, Switzerland
Talk, 'How Do Artists Shape Urban Space?', reART: The Urban, Zurich, Switzerland
Presentation on the work of Blast Theory, 'Smoke, Air and Locks', University of the Arts, Bremen, Germany
Talk, Engagement on Digital Platforms, Creative People & Places, Blackpool Winter Gardens, UK
Presentation on Blast Theory practice, Rotterdam, Netherlands
Young persons workshop, Digital Voices, Rotterdam, Netherlands
Talk, 'Provocation', First Fridays, Brighton Dome, UK
Talk, An introduction to Blast Theory's work in relation to the city, Wimbledon College of Art, UK
Young Persons workshop, University College Falmouth, Penryn, UK
Professional summer school for Practitioners, artists and performers, University College Falmouth, Penryn, UK
Keynote speech, University College Falmouth, Penryn, UK
Talk, 'WAKING UP IN SOMEBODY ELSE'S BED: Thinking about Live Art in unfamiliar places', Battersea Arts Centre, London, UK
Webinar, 'Digital storytelling: deepening participation and engagement through new forms of digital media', Edinburgh, UK
Presentation on the technology of I'd Hide You, The Future Factual, Sheffield DocFest, UK
Talk, Artists Story, Fabrica, Brighton, UK
Presentation on Blast Theory practice, Play and the City, onedotzero, London Transport Museum, London, UK
Presentation on Blast Theory practice, Creativity and business: Connectivity, Values and Interventions, British Library, London, UK
TedX Talk, 'The Art of the Trolley Dilemma', Lighthouse, Brighton, UK
Talk, 'Introducing Ghostwriter', Royal Albert Memorial Museum, Exeter, UK
Talk, '{You} Consume {You} Use {You} Reject', Camberwell School of Art, London, UK

2011 Talk, 'Performance as Research', Central School of Speech and Drama, London, UK
Workshop, 'Designing Games and Almost Games', Central School of Speech and Drama, London, UK
Workshop, 'Design a Location Based Game', Zoetermeer Arts Centre, Zoetermeer, Netherlands
Talk, 'Can Art Make People's Lives Better?', State of the Arts Conference, River Plaza Hotel, London, UK
Talk, 'Ivy4Evr', The Story (Channel 4), Conway Hall, London, UK
Presentation, 'Pub', University of Brighton, Brighton, UK
Presentation on Blast Theory's work, University of Sussex, Brighton, UK
Presentation on Blast Theory's work, University of Brighton, Brighton, UK
Presentation on Blast Theory's work, University College Falmouth, Falmouth, UK
Keynote Speech, SHARE Conference, Belgrade, Serbia

Digital Sector discussion, Arts Catalyst, London, UK
Talk, 'Collapsing Boundaries: Fictions, Immersion and Virtual Worlds', Sorbonne University, Paris, France
Talk, 'Narrative in the work of Blast Theory', Making Work Happen conference, Lincoln, UK
Presentation, 'Blast Theory's Business Model and IP', Arts Council Culture Club, London, UK
Cinema Panel, DocFest, Sheffield, UK
Crossover, Sheffield, UK
Talk, Children's Media Conference, Nottingham, UK
Presentation on 'Ivy4Evr', NESTA Digital Day, Brighton, UK
Panel, non zero one, Forest Fringe, Edinburgh, UK
Talk, Edgelands, Edinburgh, UK
Presentation on Blast Theory's work, Duncan of Jordanstone College of Art and Design, Dundee, Scotland, UK
Panel, 'Improving Reality conference', Brighton Digital Festival, Lighthouse, Brighton, UK
Workshop, ANTI Festival, Kuopio, Finland
Talk, 'Background of Rider Spoke', ANTI Festival, Kuopio, Finland
Workshop, 'Games Jam', Dana Centre, Science Museum, London, UK
Talk, 'Intermediality in Performance', Central School of Speech and Drama, London, UK
'The Street as Artistic Space', Centre for Arts & Technology, Taipei National University of the Arts, Taipei, Taiwan
'Agency, Control & Impotence', Danish Architecture Centre, Copenhagen, Denmark
Presentation of Blast Theory practice, 'Living with the Panopticon: Acts of Non-compliance in the Digital World', Dublin Contemporary, Dublin, Ireland
talk 'Games As Art', Whitechapel Art Gallery, London, UK
talk 'Sustaining a Creative Career', Exeter College, Exeter, UK
Panel, 'Cinematic City', Cinacity, Sallis Benney Theatre, Brighton, UK

2010 Talk, 'Interactive Art in Public space', 01 Festival, San Jose, USA
Panel, 'Debating the Digital Economy, Lighthouse, Brighton, UK
Talk, 'Mixing up Realities – Media experiments in public space', Seoul, Korea
Talk, 'Interaction as Compliance', Incheon Digital Arts Festival, Korea
Roundtable, Presentation on Artists and Research, Edinburgh Festival Talent Symposium, Edinburgh, Scotland
Talk, 'Tentative Process, Tacit Knowledge', PACT Zollverein, Essen, Germany
Talk, 'Blast Theory's work in Art & Science collaborations', Tsinghua University, Beijing, China
Talk, Live Weekends, ICA, London, UK
'Digital Media, Interactivity and Identity' debate, Google, Brussels, Belgium
Collaborating for Innovation' presentation, South East Media Network, Portsmouth, UK
'Campfire' talk, Ditto, London, UK
Workshop, Arts Admin Weekenders, Arts Admin, London, UK
'Theatre Permeates the City' public talk, Tokyo Metropolitan Art Space, Japan
Video Conference, Networked Narrative, Lucerne, Switzerland
Presentation on Blast Theory's work, University of Brighton, UK
Presentation on Blast Theory's work, City University, London, Geomob - London Geo/Mobile Developers Meetup Group
Presentation on Blast Theory's work, City College Brighton, UK
Presentation to MA in Interactive Media, Goldsmiths University, London, UK

2009 Talk, Cultural Content on the Move, Virtueel Platform, Amsterdam, Netherlands
Presentation on Blast Theory's work, Spielart Festival, Munich, Germany
Lecture, Trajectories Through Mixed Reality Performance (with Professor Steve Benford), Goldsmiths University, London
Lecture, The Arts and Cultural/Creative Industries, Birkbeck College, London, UK
Workshop, 'Learning to Play', Sheffield International Documentary Festival, UK
Talk, 'Documentary Games: Playing With The Truth?', Sheffield International Documentary Festival, UK
Presentation, 'Audience as Character and Narrative', Narrative Strategies in Digital Art, University of Oslo & Institute of Design, Oslo School of Architecture & Design (AHO).
Presentation, 'You Get Me, Ulrike & Eamon Compliant', Munich, Germany
Presentation, 'You Get Me, Ulrike & Eamon Compliant', /Dis/Connecting/Media/, Basel, Switzerland
Talk, 'Emotion in Games', Picnic, Amsterdam, Netherlands
Talk, 'Archiving as Legacy', Ars Electronica, Linz, Austria

Presentation , Rider Spoke, 80+1 Basecamp, Linz, Austria
Presentation , Rider Spoke, Live Art Lab, University of Granada, Spain
Lecture, Creative Practice Module Advanced Media Project, University of Sussex, UK
Public Talk, Museum of Contemporary Art, Sydney, Australia
Public Talk, Rider Spoke Launch, Museum of Contemporary Art, Sydney, Australia
Workshop, 'Going Professional', Museum of Contemporary Art, Sydney, Australia
Workshop, 'On Locative Media', Carclew Youth Arts, Adelaide, Australia
Public Talk, 'Crossover Cross Platform Development', McClaren on the Lake, Adelaide Film Festival, Australia
Talk, 'Strategies for Public Engagement', University of Salford, UK
Workshop, 'Crossover – Play', Crathorne Manor, Yorkshire, UK
Talk, 'Strategies for Public Engagement', Central School of Speech and Drama, London, UK
Talk, 'You Get Me: The Ethics of Presence', University of Exeter, UK

2008 Talk, 'Desert Rain: A Case Study of Practice as Research', Central School of Speech and Drama, London, UK
Lecture, University of Sussex (B.A and M.A. students in photography, documentary and interactive arts)
Talk, 'Interaction as a Form of Control, Sala Parpallo, Valencia, Spain
Presentation, 'Mobile for 2012', London School of Economics, UK
Mentoring, University of Sussex students at Blast Theory studio, UK
Panel, 'Exploding Narratives', Channel 4 for b.TWEEN 08 with Mike Stubbs, Emma Quinn, Adam Gee, Steve Moffitt, Christopher Yapp, Adrian Friedli, Richard Hull, Vanessa Belaar Sprujit and Katz Kiely
Lecture, 'A case study of Rider Spoke and the role of audience in Blast Theory's work', Arts & Cultural Management MA, University of Sussex, UK
Talk, 'A performance perspective on research relationships', East Midlands Conference Centre, UK
Presentation, Blast Theory and audience participation, Narrative Strategies Seminar, Linz, Austria
Talk, 'Taking the pervasive game Turing test', Hide & Seek Festival, South Bank Centre, London, UK
Panel Presentation, 'PLAY: Exploring the user experience dimensions of video game design', Jury's Inn Hotel, Brighton, UK
Talk, 'Time and space in locative games', Zaim, Yokohama, Japan
Panel Presentation, speaker on Culture and technology panel, part of Merce Cunningham Season, Barbican, London, UK
Talk, Perverse Technology Forum, Dana Centre, London, UK
Talk, 'Blast Theory talk about their work and the presentation of Rider Spoke', Kitchen, Budapest
Presentation, 'Communication, pursuit and intimacy', Dortmund, Germany
Workshop, Bewegungsmelder 2008, Dortmund, Germany
Seminar, Kinship International Strategy on Surveillance and Suppression, Castlefield Gallery, Manchester, UK
Panel Presentation, Non-linear story telling, Doc/Fest, The Showroom, Sheffield, UK
Panel Presentation, 'Documentaries and Alternate Reality Games', Doc/Fest, The Showroom, Sheffield, UK
Talk, 'Mixed Realities: Convergence expected and convergence established', Belo Horizonte, Brazil
Talk, 'Performance for new spaces', Fracture, Institute for Creative Enterprise, Coventry
Presentation, Blast Theory's work, International Young Creative Entrepreneur, British Council, London, UK
Workshop, Mixed Reality Performance, Arte.Mov, Lab MIS, Sao Paulo, Brazil
Lecture, 'Mixed Realities: Unexpected Vs. Established Confluences', Arte.Mov, Museu Brasileiro, Sao Paulo, Brazil
Mentoring, emerging artists, Blast Theory Studios, Portslade, UK
Panel Presentation, Agitators, The Basement, Brighton, UK
Talk, 'How to Survive and Thrive as an Artist Group', Birkbeck College, University of London, UK

2007 Talk, Crossover, South Australia
Talk, 'Designing for Dialogue', Broadcast Summit, Adelaide Film Festival
Talk, The New Dowse, Wellington, NZ
Talk, 'New models for interdisciplinary research partnerships', Arts Council, Brighton
Talk, The Showroom, Sheffield
Talk, 'Day Of The Figurines: Art, Games and SMS', Digital Aesthetic
Presentation, 'Day Of The Figurines Presentation', Lighthouse, Brighton
Talk, 'A Guided Tour of Day Of The Figurines' Digiville, Brighton
Talk, Abby Talks, Dublin
Talk, 'Paradoxes of Public Space', Landschaftspark Nord, Duisburg, Germany
Talk, 'Blast Theory & The Theatrical', Central School of Speech and Drama, London

Talk, 'Artists and Broadcasters', ZeroOne, Soho, London (Crossover UK)
Talk, 'Non linear narratives and Fragmenting Personae Imagining Audio Drama in a Multiplatform World', ZeroOne, Soho, London
Talk, 'Blast Theory as a Media Company', Lighthouse, Brighton
Workshop, 'Can You See Me Now?', Here + Now, Preston
Panel, 'Crossmedia Projects Panel', Dutch Cultural Broadcasting Foundation, Amsterdam
Presentation, 'Place = Meaning', Picnic Conference, Amsterdam
Panel, 'Big Games', Come Out and Play, Amsterdam
Mentoring, 'Crossover UK', Crossover UK, Bradford
Talk, 'Rider Spoke: New Forms of Theatre', Central School of Speech and Drama
Presentation, 'Blast Theory: Future of Theatre in the 21st Century', The Barbican
Talk, Machine-RAUM Biennial, Vejle, Denmark
Lecture, 'Performance in the City', Bartlett School of Architecture
Panel, 'Emerging Revenue Models', Sheffield Documentary Festival
Talk, 'How We Survive: Artists and Arts Policy', Birkbeck College, University of London
Panel, 'Diving In The Pool', Muffathalle, Munich
Talk, 'Blast Theory's Work in Public Spaces', Arte.mov International Symposium, Belo Horizonte, Brazil
Panel presentation, 'Audience Interactivity', Insight/Shooting People, University of London

2006 Panel presentation, 'Moving Beyond the Interface', T Bar, London, organised by National Art Collections Fund

Talk, 'Designing for mobile devices', Banff Centre,

Talk, University of Brighton

Talk, 'Cyberonica', Dana Centre, London

Talk, 'Over Play, One Dot Zero', ICA, London

Talk, 'Medi@terra', Athens

Talk, 'Authoring Systems', HAU2, First Play, Berlin

Talk, 'Collaborative Working Practices', South East Media Network, London

Talk, 'WIFI or I Spy', Museum of Contemporary Art, Chicago

Talk, 'Mixed Reality Performance', Institute of Art, Chicago

Talk, Broadway Cinema, Nottingham

2005 Presentation, 'The Impact of Technology on Creativity', International Forum on Creating a City: The Birth of Creativity, Department of Cultural Affairs and British Council Taipei, Taiwan

Two-day workshop for children, The Public, West Bromwich

Lecture, MA Interactive Design & Media, Coventry University

Presentation, Gaming conference, May You Live In Interesting Times, Chapter Arts Centre, Cardiff

Presentations, 'Performativity and Play' and 'The Development of the Collective', Banff New Media Institute

Workshop, The Junction, Cambridge

Panel Presentation, 'Playtime: City Escape and Escapades', Symposium, Institute of Contemporary Arts, London

Lecture, Dept. of Archaeology, Stanford University, San Francisco

Public talk, ICC, Tokyo, Japan

Presentation, 'PLAN (The Pervasive and Locative Arts Network)', Institute of Contemporary Arts, London

Presentation, Forum Stadt der Künste, Landschaftspark Duisburg-Nord, Germany

2004 Presentation, Rensselaer Polytechnic Institute, New York

Presentation, Pace University, New York

Presentation, Brooklyn Polytechnic, New York

Interactive symposium, imPACT 04 – Perspectives in the Performing Arts, PACT, Essen

Public talk, dSCAPE/04 - Digital Creative Showcase, By Designers for Designers (BD4D), Brighton

Presentation, Open House, Media Lab Europe, Dublin

Masterclass, Technology School of the Future, Adelaide

Masterclass, Institute of Public Administration Officials, Adelaide Conference Centre

Creativity Think Tank, Technology School of the Future, Adelaide

Aboriginal Forum, Flinders University, Adelaide

Industry Development Meeting, Dept. of Further Education, Science and Technology, Adelaide

Industry Development Breakfast, Art Gallery of South Australia, Adelaide

Public lecture, Adelaide Town Hall
Masterclass, Mediamatic, Amsterdam
Mixed Reality & Gaming workshop, University of Salford
Public talk, Cornerhouse, Manchester
Keynote lecture, Futuresonic conference, Urbis, Manchester
Public talk, The Public, West Bromwich

2003 Panel presentation, Playing Dead: War and Games, Institute of Contemporary Arts, London
Technology and Social Responsibility, Institute of Contemporary Arts, London (chaired by Matt Adams)
Panel presentation, ArtFutura, Barcelona, Spain
Panel presentation, Ars Electronica, Linz, Austria
Panel presentation, Blended Construction, Architecture Week, London (hosted at the Institute of Contemporary Arts)
Panel presentation, The Arts on Television: What is the Future?, Canadian High Commission, London
Panel presentation, The Future of War: Aesthetics, Politics, Technologies, New School, New York
Panel presentation, The City is You and Me, conference, DEAF03, Rotterdam
Panel presentation, Trampoline, Nottingham
Panel presentation, Trampoline, Berlin
Public talk, Uncle Roy All Around You, Institute of Contemporary Arts, London
Public talk, University of Brighton

2002 Public talk, Museum of Contemporary Art, Sydney
Public talk, Montevideo, Amsterdam
Public talk, re:visions, Brighton
Panel presentation, Homo alibi 3.0 New Media in Performing Arts, New Theatre Institute, Riga, Latvia
Maastricht Summer Academy, Amsterdam (weeklong masterclass in performance & new technologies)
Panel presentation, Radical, SMART Lab, The London Institute
Panel presentation, Intimate Technologies Conference, Banff New Media Institute
Panel presentation, Theatres of Artificial Life, New York University
Panel presentation, Banff New Media Institute, Canada

2001 Panel presentation, Conference for the opening of E-drom, Tempodrom, Berlin
Panel presentation, Experimental Theatre Now-The Reality and the Challenges, Cairo International Festival for Experimental Theatre, Cairo
Masterclass, Amsterdam-Maastricht Summer University, Amsterdam, the Netherlands
Panel presentation, Virtuosity, Institute of Contemporary Arts, London
Panel presentation, Banff Television Festival, Canada
Masterclass, Mediamatic, Amsterdam
Panel presentation, Hot Docs conference, Toronto
Masterclass, Warwick Arts Centre, Coventry and Hoxton Hall, London

2000 Panel presentation, Future Moves 3, DEAF 00, Rotterdam
Panel presentation, Station Arts Electroniques, Rennes, France
North West New Media Network
Metro-Boulot.dodo
Interactive Screen, Banff New Media Institute, Canada
Panel presentation, Wired and Dangerous, Leicester
Panel presentation, Exploring Human-Computer Interaction, Arnolfini, Bristol
Panel presentation, Performance Space, Sydney
Alchemy Masterclass, Powerhouse, Brisbane

1999 10 Backwards workshops, Nuffield Studio, Lancaster
Workshop, National Theatre, London
Workshop, Backspace, London

1998 Workshop, New Works Festival, Leicester
Panel presentation, Royal College of Art, London

Workshop, Toynbee Studios, London

1997 Workshop, Künstlerhaus Bethanien, Berlin
Workshop, New Works Festival, Leicester