

BLAST THEORY

BIOGRAPHY

Blast Theory make interactive art to explore social and political questions. The group's work places the public at the centre of unusual and sometimes unsettling experiences, to create new perspectives and open up the possibility of change.

Led by Matt Adams, Ju Row Farr and Nick Tandavanitj, the group draw on popular culture and new technologies to make performances, games, films, apps and installations.

Blast Theory have shown work at the Venice Biennale, Tribeca Film Festival, ICC in Tokyo, Hebbel am Ufer in Berlin, the Barbican and Tate Britain. Commissioners include Channel 4, Sundance Film Festival and the Royal Opera House.

The artists work closely with researchers and scientists and have collaborated with the Mixed Reality Lab at the University of Nottingham since 1997, co-authoring over 45 research papers. The artists teach and lecture internationally including at the Sorbonne, Stanford University and the Royal College of Art. They curated the Screen series for Live Culture at Tate Modern.

Blast Theory have been nominated for four BAFTAs and won the Golden Nica at Prix Ars Electronica and the Nam June Paik Art Center Award.

Founded in 1991, Blast Theory are based in Brighton in the UK.

Our History

Blast Theory are known 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. The group's work explores interactivity and the social and political aspects of technology.

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.

In 1997 a nine month residency at Künstlerhaus Bethanien in Berlin produced *Safehouse* (1997) and *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) 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. *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), is a participatory work for cyclists. Blast Theory has two permanent installations in museums; *Exploratron* (2004) at the Science Museum, and *Hurricane* (2013) at the Red Cross Museum in Geneva.

In the context of the global financial crisis the group made a series of explicitly political works, starting with *Ulrike and Eamon Compliant* (2009) at the Venice Biennale, continuing with a bank robbery via phone in *A Machine To See With* (2010) and a live interactive film about unrequitedness in Toronto called *My One Demand* (2015). We have repeatedly engaged with the history of Northern Ireland notably in *Fixing Point* (2011) which documents the case of Seamus Ruddy who has been missing since 1985.

A research project into the future of Outside Broadcasting gave birth to the online video streaming game I'd Hide You (2012). Continuing this strategy of engaging a diverse public through diverse means, we made My Neck Of The Woods (2013) and Too Much Information (2015). We worked with a large team of volunteers to pull a fishing trawler from the sea in Nagoya as part of The Thing I'll Be Doing For The Rest Of My Life (2013).

Ivy4Evr (2010) - commissioned by Channel 4 - told the story of Ivy over the course of a week through text messages. And Karen (2015) is a lifecoach on a smartphone. Both projects feature conversations between you and a fictional character.

Blast Theory has been a lead partner in a number of major research projects such as the Integrated Project on Pervasive Gaming (2004-08), Participate (2006-08), Digital Voices (2012-13), Live Transmission (2013-15) and Gift (2017-19).

The group has won the Golden Nica for Interactive Art at Prix Ars Electronica, an International Mobile Games Award, three Lovie Awards among others. In 2016 we were awarded the Nam June Paik Art Center Prize in recognition of the group's exploration of new boundaries in art.

Internationally, Blast Theory's work has been shown at the Tribeca Film Festival, 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 and the Palestine International Video Festival.

Our Approach

We make collaborative, interdisciplinary work that is 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.

We believe in taking risks. We tackle themes such as violence, pornography and politics. We make challenging work using technology, often in public space. Our use of virtual reality, locative media, mixed reality and mobile devices have had wide impact.

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 forms a core thread of Blast Theory's practice.

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 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.

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. In works such as Karen (2015) we have explored how data is harvested and users are manipulated.

Blast Theory's building at 20 Wellington Road in Brighton has four studios, an edit suite, a meeting room and a residency space. Our residents are regional, national and international practitioners in games, locative media and interactive art.

In particular, Matt, Ju and Nick have systematically explored the role of the audience; from Can You See Me Now? (2001), which places online players alongside Blast Theory runners, to Operation Black Antler (2016) in which participants infiltrate a far right group. Large scale projects such as 2097: We Made Ourselves Over (2017) stretch across whole cities to activate the imaginations of the public. Bloodyminded (2018) invited 125,000 viewers to share their feelings about pacifism as part of a live cinema broadcast.

Cumulatively, these projects tackle 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

- 2021** Winner of The People's Choice Award, The Lovie Awards (UK) in Weird & Experimental for *A Cluster of 17 Cases* (UK)
- 2020** Gold Winner, Video, Film, Animation & Live Media or Digital Performance, MUSE (American Alliance of Museums) for *Spit Spreads*
Death: The Parade (USA)
- 2019** Nomination, David and Yuko Art Foundation Grant (UK)
Winner of the 2019 Trailblazer Award, IndieCade (UK) for contributions to the field of games
- 2018** Silver Winner, The Lovie Awards (UK) in Best Use of Interactive Video for *2097: We Made Ourselves Over*
- 2016** Nam June Paik Art Center 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*
Nomination, The BIMA Awards (UK) in the Games category for *I'd Hide You*
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*

Shows / Projects

- 2022** **Rider Spoke**
Adelaide Fringe Festival, South Australian Museum, Australia
ACMI, Melbourne, Australia
Les Theatres de la Ville de Luxembourg, Luxembourg
Ports Fest, Portsmouth, UK

A Cluster of 17 Cases (online experience)
Cooper Hewit, New York, USA

Short Periods of Structured Nothingness
Hooked, Science Gallery, Atlanta, USA

- 2021** **Rider Spoke**
Brighton Festival, Brighton, UK

Norfolk & Norwich Festival, Norwich, UK
101 Festival, Newbury, UK
Freedom Festival, Hull, UK
SIRENOS Festival, Vilnius, Lithuania
Norfolk Wonder: Kings Lynn, Great Yarmouth & Sheringham, UK

A Cluster of 17 Cases (online experience)

Science Gallery Bengaluru, India

Between The Rubber And The Fist

Facebook Live Stream, UK

2020 A Cluster Of 17 Cases

Rijksmuseum Boerhaave, Leiden, The Netherlands

Gift

Museum of Applied Arts, Belgrade, Serbia

2019 Rider Spoke (documentation)

Centre de Cultura Contemporània de Barcelona, Spain

Spit Spreads Death: The Parade

Mütter Museum, Philadelphia, USA

Spit Spreads Death: The Exhibition

Mütter Museum, Philadelphia, USA

Karen (exhibition)

City Flip Flop, Taiwan Contemporary Culture Laboratory, Taiwan

Gift

Munch Museum, Oslo, Norway

Brighton Museum & Art Gallery, Brighton, UK

Operation Black Antler

Southbank Centre, London, UK

2018 Fixing Point

Games As Arts/Arts As Games, Falmouth University, UK

A Cluster of 17 Cases

Germ City, Museum of the City of New York, New York, USA

Contagious Cities, Tai Kwun Centre for Heritage and Arts, Hong Kong

Short Periods of Structured Nothingness

Hooked, Science Gallery, London, UK

2017 You Start It

Nam June Paik Art Center, Yongin, South Korea

2097: We Made Ourselves Over

Hull UK City of Culture 2017, Hull, UK

Aarhus European Capital of Culture 2017, Aarhus, Denmark

My Point Forward

City Now City Future, Museum of London, London, UK

Operation Black Antler

HOME, Manchester, UK

Take Me To The Bridgewater

Salford, UK

Karen (exhibition)

Crooked Data: (Mis)Information in Contemporary Art, University of Richmond Museums, Richmond, USA

2016 A Place Free Of Judgement

West Midlands, UK

Operation Black Antler

Ideas Test, Kent, UK

Brighton Festival, Brighton, UK

Karen (exhibition)

BODY < > TECH, The Games Europe Plays, Stephen Lawrence Gallery, London, UK

2015 Branch

Mesa e Cadeira, São Paulo, Brazil

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, UK

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, The Netherlands

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
Skibbereen Arts Festival, Ireland
HOUSE Festival, Brighton, UK

Ghostwriter

Royal Albert Memorial Museum, Exeter, UK

2010 A Machine To See With

01SJ 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, UK

Can You See Me Now?

Tate Britain, London, UK

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, UK
Linz Capital of Culture 2009 and Ars Electronica, Austria
LIGHTSOUND programme, Metropolis Biennale, Copenhagen. Denmark
British Council Showcase, Edinburgh Festival, UK
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 / Melt-down 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, Greece
Brighton Festival, Brighton, UK
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, UK

Day Of The Figurines

Lighthouse, Brighton, UK
Fierce! Festival, Wolverhampton Art Gallery, UK

Can You See Me Now?

Machine-RAUM, Vejle, Denmark
Picnic Festival, Amsterdam, The Netherlands
Donau Festival, Austria
We Are Here 2.0, Dublin, Ireland
In Certain Places, Preston, UK

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, UK

TRUCOLD

Art Rock Festival, St Brieuc, Brittany, France

Articulated, London, UK

2005 You Are Afraid (conceptual commission)

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

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, UK

Millennium Dialogue', Millennium Museum, Beijing, China

Can You See Me Now?

InterCommunication Centre (ICC), Tokyo, Japan

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

The Junction, Cambridge, UK

TRUCOLD

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

2004 Can You See Me Now?

ArtFutura, Barcelona, Spain

Gardner Arts Centre, Brighton, UK

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

TRUCOLD

Schaubühne, Berlin, Germany

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

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

TRUCOLD and Other Works

National Taiwan Museum of Fine Arts, Taiwan

Uncle Roy All Around You

Cornerhouse, Manchester, UK

The Public, West Bromwich, UK

I Like Frank

Adelaide Fringe, Australia

2003 TRUCOLD

1000 Plateaux, ExperimentaDesign2003, Lisbon Biennale, Portugal

Lux Open 2003, London, UK

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

Centre for Contemporary Art, Glasgow, UK

TRUCOLD and Other Works

Wood Street Galleries, Pittsburgh, USA

Uncle Roy All Around You

Institute of Contemporary Arts, London, UK

Can You See Me Now?

Edith Russ Site for Media Art, Oldenburg, Germany

Dutch Electronic Arts Festival, Rotterdam, Netherlands

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, UK

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, UK

TRUCOLD

Museum of Contemporary Art, Biennale of Sydney, Australia

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

An Explicit Volume

Ferens Art Gallery, Hull, as part of ROOTX, UK

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

Desert Rain

Artspace, Sydney, Australia

Typografie, Prague, Czech Republic

Former Red Star Parcel Office, Middlesborough Train Station, UK

Can You See Me Now? (video)

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

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

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

2001 Viewfinder

Liste 2001, Basel Art Fair, Basel, Switzerland

Can You See Me Now?

b.tv festival, Sheffield, UK

An Explicit Volume

OctoberFest, London, in association with Battersea Arts Centre, UK

Desert Rain

Las Palmas, Rotterdam, Netherlands

2000 Desert Rain

Riverside Studios, London, UK

Industrial Museum, Bristol, UK
Tramway, Glasgow, UK
KTH, Stockholm, Sweden
Digital Summer, Manchester, UK

Sidetracks I and II

Chisenhale Gallery, London, UK

1999 Desert Rain

ZKM Centre for Arts and Media, Karlsruhe, Germany
NOW 99 Festival, Nottingham, UK

10 Backwards

Arnolfini, Bristol, UK
Institute of Contemporary Arts, London, UK
The Green Room, Manchester, UK
The Junction, Cambridge, UK
Studio 1, Dartington, UK
Gillmore Hill Centre, Glasgow, UK
Black Box, Oslo
Triple X Festival, Amsterdam, Netherlands
The Hawth, Crawley, UK
Nuffield Theatre, Lancaster, UK

Route 12:36

Commission for South London Gallery, UK

1998 Kidnap

Institute of Contemporary Arts, London, UK
Digital Summer, Manchester, UK

Architecture Foundation

Commission for the Architecture Foundation, UK

Atomic [installation and performance]

CASCO Gallery, Utrecht, Netherlands

C'mon Baby, Fight! Fight! Fight!

Milch, London, UK

Something American

Autorentheater-Tage '98, Hannover, UK

1997 Safehouse

Künstlerhaus Bethanien, Berlin, Germany

Invisible Bullets [performance]

Trans Europa Hildesheim, Germany

Invisible Bullets [video]

Künstlerhaus Bethanien, Berlin, Germany

Atomic

Künstlerhaus Bethanien, Berlin, Germany

C'mon Baby, Fight! Fight! Fight!

Club Spotter, Hildesheim, Germany

Something American

Podewil, Festival of Live Art, Berlin, Germany

1996 Something American

NOW 96 Festival, Nottingham, UK

Roadmender, Northampton, UK

Bluecoat, Liverpool, UK

South Bank Centre, London, UK

Phoenix Arts, Leicester, UK

Ferens Live Art Space, Hull, UK

The Junction, Cambridge, UK

Playhouse, Newcastle, UK

Nuffield Theatre, Lancaster, UK

Ultrapure

Royal Court Theatre Upstairs, London, UK

Internal Ammunition

DeMontfort University, Melton Mowbray, UK

1995 Invisible Bullets

NOW 95 Festival, The Exchange Arcade, Nottingham, UK

The Gilt Remake (education project)

Phoenix Arts, Leicester, UK

Stampede (video)

Video Positive 95, Liverpool, UK

1994 Stampede (performance)

Institute Contemporary Arts, London, UK

The Junction, Cambridge, UK

Arnolfini, Bristol, UK

Nuffield Studio, Lancaster, UK

Ferens Live Art Space, Hull, UK

Invisible Bullets

'A Fete Worse Than Death', Hoxton, London, UK

1993 Stampede (the club)

The Junction, Cambridge, UK

Chemical Wedding

Union Chapel, London, UK

1992 Chemical Wedding

Institute of Contemporary Arts, London, UK

Bradford Festival, Bradford, UK

The South Bank Centre, London, UK

The Green Room, Manchester, UK

The Zap Club, Brighton, UK

Ferens Live Art Space, Hull, UK

'Tomorrow's People Now'

UK touring photographic exhibition featuring Blast Theory

Gunmen Kill Three

Sheffield Independent Film Studio, UK

1991 Gunmen Kill Three

Union Chapel, London, UK

Bournemouth Polytechnic, UK

Permanent Commissions

2013 Hurricane

Red Cross Museum, Geneva, Switzerland

Television / Cinema Projects

2018 Bloodyminded

Commissioned by 14-18 NOW: WW1 Centenary Art Commissions and Attenborough Centre for the Creative Arts.

The UK's first ever live-streamed interactive film explored the morality of war and was broadcast to cinemas across Europe and online.

2015 My One Demand

This single continuous shot film was streamed live to TIFF Cinema in Toronto over three days as part of Luminato Festival.

As you watch, interact in real time on your mobile in the cinema

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

Residencies

2018 World Health Organization, Geneva, Switzerland

2015 Ontario College of Art and Design, Toronto, Canada

2004 Thinkers in Residence, Adelaide, Australia

2002 Banff New Media Institute, Canada

1997 Kunstlerhaus Bethanien, Berlin, Germany

1995 Institute of Contemporary Arts, London, UK

1994 Arnolfini, Bristol, UK

Curated Projects

2016 Apps for Art and Artists, UK

- 2014** Act Otherwise, The Invisible Hand: On profiling and Personalisation, UK
- 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, UK
Act Otherwise, A Harbourside Meeting of Ingenious Minds, PARN, UK
- 2011** HOUSE Festival – Open studios, UK
- 2010** Pecha Kucha, Festival of Creative Learning, UK
- 2009** Workshop, Rider Spoke, UK
Workshop, Ivy4Evr, UK
Presentation, 'Blast Theory Practice', Central School of Speech and Drama students and lecturers, Northbrook College lecturers, UK
Ulrike & Eamon Book and DVD launch, UK
- 2003** Playing Dead: War and Games, Institute of Contemporary Arts, London, UK
- 2002** 'Sites: Screen', Live Culture, Tate Modern, London, UK

Fellowships

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

Conferences, Presentations & Workshops

- 2022** Talk, 'An Introduction to Gift', UKRI Horizon briefing (Online)
Talk, Subotron, Vienna (Online)
Lecture, Rotterdam xPUB lecture (Online)
Workshop, 'Holding Audiences To Account', University of Dundee, Scotland (Online)
Panel, Rider Spoke, Electric Dreams, Adelaide, Australia (Online)
Workshop, University of Nebraska, Brighton
Workshop, Artist Talk, Institute of Contemporary Theatre, Brighton
Talk, Interactive=Unfinished, School of Fine Art, University of Leeds
Talk, All Hands Meeting (TAS), BMA House, London
Talk, Artist Talk, The Kitchen, Budapest
Talk, Cat Royale, Haymarket Masterclass (Online)
- 2021** Workshop, 'Designing for interaction', Soulpepper Academy (Online)
Workshop, University of Bedfordshire (Online)
Talk, Blend & Bleed (Online)
Talk, 'We need to talk: dialogue and machine systems in Blast Theory projects', nTAIL: Theatre AI and Ludic Technologies Symposium (Online)
Talk, 'Contagion and Public Health', Science Gallery Bengaluru, India (Online)
Talk, 'Designing for interaction', Soulpepper Academy (Online)
Keynote, Theatre and Performance Research Association (Online)
Talk, 'Agency in the game: playing with terrorists and the far right', Birkbeck Staging Difficult Histories (Online)
Panel, 'Exploring Relationships between body and tech through art', STARTS Urban Fest (Online)
Talk, 'Location based design and process', Frequency Festival, Hack Week (Online)

- 2020** Talk, University of Turin, Italy
 Talk, 'Contagious Cities: Facing and Understanding the Pandemic', Cultural Research Network (Online)
 Talk, 'Multidisciplinary Theatre Practice', CPH Stage, Copenhagen, Denmark (Online)
 Talk, 'Reflections on Contagion, Cities and Decision Making in Public Health Crises', Birkbeck University, London, UK (Online)
 Talk, ArtScience Museum, Singapore (Online)
 Talk, Modual Open Futures, University of the Arts, London, UK (Online)
 Talk, 'Expanding live experiences: the digital future of theatre', Finnish Institute, UK (Online)
 Talk, 'Global pandemics and art: Blast Theory', Philadelphia Fringe, USA (Online)
- 2019** Talk, Experiment As Performance, Academy of Theatre and Dance, Amsterdam, The Netherlands
 Talk, Bite-Size, Brighton Museum, Brighton, UK
 Talk, Corn Exchange, Newbury, UK
- 2018** Talk, Eyeo Festival, Minneapolis, USA
 Talk, Bluedot Festival, Jodrell Bank Observatory, Cheshire, UK
 Talk, Live Cinema, Sheffield DocFest, Sheffield, UK
 Talk, City Play, The Power of Play Conference, Arts Marketing Association, Liverpool, UK
 Panel, Future of Theatre and Technology, Punchdrunk, London, UK
 One Day Seminar, Kidnap at 20, Manchester University, Manchester, UK
- 2017** Panel, Spit Spreads Death, Mutter Museum, Philadelphia, USA
 Keynote, Lasalle College of Art and Design, Singapore
 Panel, CRDM Symposium, NC State University, North Carolina, USA
 Guest Lecture, National Film and Television School, London, UK
 Talk, You Start It, Nam June Paik Art Center, Yongin, South Korea
 Workshop, University Degli Studi Di Torino, Turin, Italy
 Summer School, Artscape, Vilnius, Lithuania
 Talk, Creative 50, Manchester International Festival, Manchester, UK
 Talk, Stuttgart Film Festival, Stuttgart, Germany
 Panel, Remaking The World: Experiences From Design And Performance, Tate Modern, London, UK
 Talk, Games and Power, University of Copenhagen, Copenhagen, Denmark
 Workshop, Cal Tech, Los Angeles, USA
 Workshop, UCLA, Los Angeles, USA
 Talk, Cal Tech, Los Angeles, USA
 Talk, UCLA, Los Angeles, USA
 Talk, Museum of London, London, UK
- 2016** Talk, 'Gamification: The Digital Framing Of Theatre', Zurich University Of The Arts, Zurich, Switzerland
 Workshop, 'The Business Behind The Art, Iceland University Of The Arts, Reykjavic, Iceland
 Workshop, 'The Business Behind The Art', Spark Festival, Hamilton, New Zealand
 Keynote speech, DiGRA, Dundee, Scotland
 Workshop, Bayreuth University, Bayreuth, Germany
 Workshop, Playable Cities, Lagos, Nigeria
 Workshop, British Council Indonesia, Jatiwangi Art Factory, West Java
 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
 Talk, 'The Sound of My One Demand', The Sound of Story, Lighthouse, Brighton, UK
 Masterclass, University of Chichester, Chichester, UK
 Talk, 'Karen: A Singular Life Coach', Festival du nouveau cinéma, Montreal, Canada
 Keynote, 'How We Made Karen', Mix Digital, Bath Spa University, Bath, UK
 Talk, 'Life coaching', Storystapes, Tribeca Film Institute, New York, USA

Talk, 'Fireside chat', FutureEverything, Manchester, 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
Artist's Talk, Kickstarter, New York, USA
Talk, 'Storytelling and Big Data', Future of Storytelling, 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
Panel, 'Data – Is the Tail Wagging the Dog?', Hello Culture, Birmingham, UK
Talk, 'Games as Conversations', Playful Arts Festival, 's-Hertogenbosch, The Netherlands
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, '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
Webinar, Virtual Roundtable with Felix Barrett, Creative Director, Punchdrunk, Future of Storytelling, New York, USA
Keynote Speech, 'Games As Conversations', Playing For Change, Manchester, UK
- 2013** Presentation on the work of Blast Theory, REMIX Summit, London, UK
Talk, In Media Nez: Scent in interactive experience, Brighton, UK
Talk, 'Playing with Story: Blurring Games and Narrative', rePlayce: the city, Zurich, Switzerland
Talk, playARK Festival, Cardiff, Wales
Workshop, University at Buffalo, The State University of New York, Buffalo, USA
Summer School, Falmouth University, Penryn, UK
Talk, Activism Salon, Camden Peoples Theatre, London, UK
- 2012** Talk, 'This Is A Movie, You Are Playing The Lead', Forum Images, Groningen, The Netherlands
Presentation on the work of Blast Theory, ChoreoRoam, The Place, London, UK
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
Professional summer school for Practitioners, artists and performers, University College Falmouth, Penryn, UK
Keynote speech, University College Falmouth, Penryn, UK
TedX Talk, 'The Art of the Trolley Dilemma', Lighthouse, Brighton, UK
- 2011** Workshop, 'Designing Games and Almost Games', Central School of Speech and Drama, London, UK
Workshop, 'Design a Location Based Game', Zoetermeer Arts Centre, Zoetermeer, The Netherlands
Talk, 'Can Art Make People's Lives Better?', State of the Arts Conference, River Plaza Hotel, London, UK
Talk, 'Ivy4Evr', The Story, Conway Hall, London, UK
Keynote Speech, SHARE Conference, Belgrade, Serbia
Talk, 'Collapsing Boundaries: Fictions, Immersion and Virtual Worlds', Sorbonne University, Paris, France
Talk, Children's Media Conference, Nottingham, UK
Presentation on 'Ivy4Evr', NESTA Digital Day, Brighton, UK
Presentation on Blast Theory's work, Duncan of Jordanstone College of Art and Design, Dundee, Scotland, UK
Workshop, ANTI Festival, Kuopio, Finland
Workshop, 'Games Jam', Dana Centre, Science Museum, 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
- 2010** Talk, 'Interactive Art in Public space', O1 Festival, San Jose, USA
Talk, 'Mixing up Realities – Media experiments in public space', Seoul, South Korea
Talk, 'Interaction as Compliance', Incheon Digital Arts Festival, South Korea

Talk, 'Tentative Process, Tacit Knowledge', PACT Zollverein, Essen, Germany
Talk, 'Blast Theory's work in Art & Science collaborations', Tsinghua University, Beijing, China
'Digital Media, Interactivity and Identity' debate, Google, Brussels, Belgium
'Theatre Permeates the City' public talk, Tokyo Metropolitan Art Space, Japan
Video Conference, Networked Narrative, Lucerne, Switzerland

2009 Talk, Cultural Content on the Move, Virtueel Platform, Amsterdam, The Netherlands
Presentation on Blast Theory's work, Spielart Festival, Munich, Germany
Lecture, Trajectories Through Mixed Reality Performance (with Professor Steve Benford), Goldsmiths University, 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), Norway
Talk, 'Emotion in Games', Picnic, Amsterdam, The Netherlands
Talk, 'Archiving as Legacy', Ars Electronica, Linz, Austria
Public Talk, Museum of Contemporary Art, Sydney, Australia
Workshop, 'On Locative Media', Carclew Youth Arts, Adelaide, Australia
Talk, 'You Get Me: The Ethics of Presence', University of Exeter, UK

2008 Talk, 'Interaction as a Form of Control, Sala Parpallo, Valencia, Spain
Presentation, 'Mobile for 2012', London School of Economics, UK
Panel, 'Exploding Narratives', Channel 4 for b.TWEEN 08, UK
Talk, 'Taking the pervasive game Turing test', Hide & Seek Festival, South Bank Centre, London, UK
Talk, 'Time and space in locative games', Zaim, Yokohama, Japan
Talk, Perverse Technology Forum, Dana Centre, London, UK
Talk, 'Blast Theory talk about their work and the presentation of Rider Spoke', Kitchen, Budapest
Panel Presentation, Non-linear story telling, Doc/Fest, The Showroom, Sheffield, UK
Talk, 'Mixed Realities: Convergence expected and convergence established', Belo Horizonte, Brazil
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

2007 Talk, Crossover, Australia
Talk, 'Designing for Dialogue', Broadcast Summit, Adelaide Film Festival, Australia
Talk, The New Dowse, Wellington, New Zealand
Talk, The Showroom, Sheffield, UK
Talk, 'Paradoxes of Public Space', Landschaftspark Nord, Duisburg, Germany
Talk, 'Blast Theory & The Theatrical', Central School of Speech and Drama, London, UK
Talk, 'Non linear narratives and Fragmenting Personae Imagining Audio Drama in a Multiplatform World', UK ZeroOne, Soho, London, UK
Panel, 'Crossmedia Projects Panel', Dutch Cultural Broadcasting Foundation, Amsterdam, The Netherlands
Presentation, 'Place = Meaning', Picnic Conference, Amsterdam, The Netherlands
Panel, 'Big Games', Come Out and Play, Amsterdam, The Netherlands
Presentation, 'Blast Theory: Future of Theatre in the 21st Century', The Barbican, London, UK
Lecture, 'Performance in the City', Bartlett School of Architecture, UK
Talk, 'How We Survive: Artists and Arts Policy', Birkbeck College, University of London, UK
Panel, 'Diving In The Pool', Muffathalle, Munich, Germany
Talk, 'Blast Theory's Work in Public Spaces', Arte.mov International Symposium, Belo Horizonte, Brazil

2006 Panel presentation, 'Moving Beyond the Interface', T Bar, London, organised by National Art Collections Fund, UK
Talk, 'Designing for mobile devices', Banff Centre, Canada
Talk, 'Cyberpersonica', Dana Centre, London, UK
Talk, 'Over Play, One Dot Zero', ICA, London, UK
Talk, 'Medi@terra', Athens, Greece
Talk, 'Authoring Systems', HAU2, First Play, Berlin, Germany
Talk, 'WIFI or I Spy', Museum of Contemporary Art, Chicago, USA

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

- 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
Presentations, 'Performativity and Play' and 'The Development of the Collective', Banff New Media Institute, Canada
Workshop, The Junction, Cambridge, UK
Panel Presentation, 'Playtime: City Escape and Escapades', Symposium, Institute of Contemporary Arts, London, UK
Lecture, Dept. of Archaeology, Stanford University, San Francisco, USA
Public talk, ICC, Tokyo, Japan
Presentation, Forum Stadt der Künste, Landschaftspark Duisburg-Nord, Germany
- 2004** Presentation, Rensselaer Polytechnic Institute, New York, USA
Presentation, Pace University, New York, USA
Presentation, Brooklyn Polytechnic, New York, USA
Interactive symposium, imPACT 04 – Perspectives in the Performing Arts, PACT, Essen, Germany
Presentation, Open House, Media Lab Europe, Dublin, Ireland
Masterclass, Technology School of the Future, Adelaide, Australia
Aboriginal Forum, Flinders University, Adelaide, Australia
Public lecture, Adelaide Town Hall, Australia
Masterclass, Mediamatic, Amsterdam, The Netherlands
Public talk, Cornerhouse, Manchester, UK
Keynote lecture, Futuresonic conference, Urbis, Manchester, UK
- 2002** Public talk, Museum of Contemporary Art, Sydney, Australia
Public talk, Montevideo, Amsterdam, The Netherlands
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), The Netherlands
Panel presentation, Radical, SMART Lab, The London Institute, UK
Panel presentation, Intimate Technologies Conference, Banff New Media Institute, Canada
Panel presentation, Theatres of Artificial Life, New York University, USA
Panel presentation, Banff New Media Institute, Canada
- 2001** Panel presentation, Conference for the opening of E-drom, Tempodrom, Berlin, Germany
Panel presentation, Experimental Theatre Now-The Reality and the Challenges, UK
Cairo International Festival for Experimental Theatre, Cairo, Egypt
Masterclass, Amsterdam-Maastricht Summer University, Amsterdam, The Netherlands
Panel presentation, Virtuosity, Institute of Contemporary Arts, London, UK
Panel presentation, Banff Television Festival, Canada
Masterclass, Mediamatic, Amsterdam, The Netherlands
Panel presentation, Hot Docs conference, Toronto, Canada
Masterclass, Warwick Arts Centre, Coventry and Hoxton Hall, London, UK
- 2000** Panel presentation, Future Moves 3, DEAF 00, Rotterdam, The Netherlands
Panel presentation, Station Arts Electroniques, Rennes, France
Interactive Screen, Banff New Media Institute, Canada
Panel presentation, Exploring Human-Computer Interaction, Arnolfini, Bristol, UK
Panel presentation, Performance Space, Sydney, Australia
Alchemy Masterclass, Powerhouse, Brisbane, Australia
- 1999** 10 Backwards workshops, Nuffield Studio, Lancaster, UK
Workshop, National Theatre, London, UK
Workshop, Backspace, London, UK
- 1998** Workshop, New Works Festival, Leicester, UK
Panel presentation, Royal College of Art, London, UK

Workshop, Toynbee Studios, London, UK

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