

# BLAST THEORY

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## 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 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.

## Awards

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- 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

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- 2023** **Cat Royale**  
World Science Festival, Brisbane, Australia  
Science Gallery London, UK
- We Cut Through Dust**  
Manchester International Festival, UK
- Rider Spoke**  
Eden Arts, UK
- 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 Hewitt, 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, UK  
Norfolk Wonder: Great Yarmouth, UK  
Norfolk Wonder: 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

**2017: 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 / 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, 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, Genova

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**

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### **2013 Hurricane**

Red Cross Museum, Geneva, Switzerland

## **Television / Cinema Projects**

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### **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

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**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** Künstlerhaus Bethanien, Berlin, Germany

**1995** Institute of Contemporary Arts, London, UK

**1994** Arnolfini, Bristol, UK

## Curated Projects

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**2016** Apps for Art and Artists, UK

**2014** Act Otherwise, The Invisible Hand: On profiling and Personalisation, UK

**2013** Act Otherwise: Art and Ethics, UK

**2012** Act Otherwise, A Harbourside Meeting of Ingenious Minds, PARN, UK

**2003** Playing Dead: War and Games, Institute of Contemporary Arts, London, UK

**2002** 'Sites: Screen', Live Culture, Tate Modern, London, UK

## Fellowships

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**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

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**2024** Workshop, 'Maps and Dialogue', The Accademia di Belle Arti di Roma, Rome, Italy

**2023** Talk, 'Live Cinema - The Working Class', Eleusis Capital of Culture, Greece (Online)

Talk, 'You Start It, our approach to artistic games and participation', Leeds School of Arts, Leeds, UK (Online)

Talk, 'Cat Royale and interactivity', University of Nebraska Brighton, UK

Talk, AMA Conference 2023, Leeds, UK

Talk, DCN Meeting the Tech Champions, London, UK

Talk, 'Digital Humanities Research Conference', Turin, Italy

Lecture, 'The Dramaturgy of Interactivity', Lithuanian Academy of Music and Theatre, Vilnius, Lithuania  
Talk, 'WERC', Groningen, Netherlands  
Talk, 'In Situ report', BASE, Milan, Italy  
Talk, 'Cat Royale and interactivity', Society 5.0, Amsterdam, Netherlands

- 2022** Talk, 'An Introduction to Gift', UKRI Horizon briefing, UK (Online)  
Talk, Subotron, Vienna, Austria (Online)  
Lecture, Rotterdam xPUB lecture, Netherlands (Online)  
Workshop, 'Holding Audiences To Account', University of Dundee, Scotland, UK (Online)  
Panel, Rider Spoke, Electric Dreams, Adelaide, Australia (Online)  
Workshop, University of Nebraska, Brighton, UK  
Workshop, Artist Talk, Institute of Contemporary Theatre, Brighton, UK  
Talk, Interactive=Unfinished, School of Fine Art, University of Leeds, UK  
Talk, All Hands Meeting (TAS), BMA House, London, UK  
Talk, Artist Talk, The Kitchen, Budapest, Hungary  
Talk, Cat Royale, Haymarket Masterclass, UK (Online)
- 2021** Workshop, 'Designing for interaction', Soulpepper Academy, Toronto, Canada (Online)  
Workshop, University of Bedfordshire, UK (Online)  
Talk, Blend & Bleed, UK (Online)  
Talk, 'We need to talk: dialogue and machine systems in Blast Theory projects', nTAIL: Theatre AI and Ludic Technologies Symposium, UK (Online)  
Talk, 'Contagion and Public Health', Science Gallery Bengaluru, India (Online)  
Talk, 'Designing for interaction', Soulpepper Academy, Toronto, Canada (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  
Lecture, 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  
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', Storyscapes, 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** Talk, 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  
Talk, Virtual Roundtable with Felix Barrett, Creative Director, Punchdrunk, Future of Storytelling, New York, USA  
Keynote, 'Games As Conversations', Playing For Change, Manchester, UK

**2013** Talk, 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  
 Talk on the work of Blast Theory, ChoreoRoam, The Place, London, UK  
 Talk, 'How Do Artists Shape Urban Space?', reART: The Urban, Zurich, Switzerland  
 Talk, 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, University College Falmouth, Penryn, UK  
 Talk, The Art of the Trolley Dilemma', TedX , 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  
 Talk, 'The Street as Artistic Space', Centre for Arts & Technology, Taipei National University of the Arts, Taipei, Taiwan  
 Talk, 'Agency, Control & Impotence', Danish Architecture Centre, Copenhagen, Denmark  
 Talk, '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  
 Talk, 'Digital Media, Interactivity and Identity' debate, Google, Brussels, Belgium  
 Talk, 'Theatre Permeates the City' public talk, Tokyo Metropolitan Art Space, Japan  
 Talk, Networked Narrative, Lucerne, Switzerland
- 2009** Talk, Cultural Content on the Move, Virtueel Platform, Amsterdam, The Netherlands  
 Talk 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  
 Talk, 'Audience as Character and Narrative', Narrative Strategies in Digital Art, University of Oslo & Institute of Design, Oslo  
 Talk, School of Architecture & Design (AHO), Norway  
 Talk, 'Emotion in Games', Picnic, Amsterdam, The Netherlands  
 Talk, 'Archiving as Legacy', Ars Electronica, Linz, Austria  
 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  
 Talk, '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, 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  
Talk, ZeroOne, Soho, London, UK  
Panel, 'Crossmedia Projects Panel', Dutch Cultural Broadcasting Foundation, Amsterdam, The Netherlands  
Talk, 'Place = Meaning', Picnic Conference, Amsterdam, The Netherlands  
Panel, 'Big Games', Come Out and Play, Amsterdam, The Netherlands  
Talk, '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, 'Moving Beyond the Interface', T Bar, London, organised by National Art Collections Fund, UK  
Talk, 'Designing for mobile devices', Banff Centre, Canada  
Talk, 'Cybersonica', 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 Talk, 'The Impact of Technology on Creativity', International Forum on Creating a City: The Birth of Creativity, Department of  
Talk, Cultural Affairs and British Council Taipei, Taiwan  
Talk, 'Performativity and Play' and 'The Development of the Collective', Banff New Media Institute, Canada  
Workshop, The Junction, Cambridge, UK  
Panel, 'Playtime: City Escape and Escapades', Symposium, Institute of Contemporary Arts, London, UK  
Lecture, Dept. of Archaeology, Stanford University, San Francisco, USA  
Talk, ICC, Tokyo, Japan  
Talk, Forum Stadt der Künste, Landschaftspark Duisburg-Nord, Germany
- 2004 Talk, Rensselaer Polytechnic Institute, New York, USA  
Talk, Pace University, New York, USA  
Talk, Brooklyn Polytechnic, New York, USA  
Interactive symposium, imPACT 04 – Perspectives in the Performing Arts, PACT, Essen, Germany  
Talk, Open House, Media Lab Europe, Dublin, Ireland  
Masterclass, Technology School of the Future, Adelaide, Australia  
Talk, Aboriginal Forum, Flinders University, Adelaide, Australia  
Lecture, Adelaide Town Hall, Australia  
Masterclass, Mediamatic, Amsterdam, The Netherlands  
Talk, Cornerhouse, Manchester, UK  
Keynote lecture, Futuresonic conference, Urbis, Manchester, UK
- 2002 Talk, Museum of Contemporary Art, Sydney, Australia  
Talk, Montevideo, Amsterdam, The Netherlands  
Panel, Homo alibi 3.0 New Media in Performing Arts, New Theatre Institute, Riga, Latvia  
Masterclass, Maastricht Summer Academy, Amsterdam, 'Performance & new technologies', The Netherlands  
Panel, Radical, SMART Lab, The London Institute, UK



Panel, Intimate Technologies Conference, Banff New Media Institute, Canada

Panel, Theatres of Artificial Life, New York University, USA

Panel, Banff New Media Institute, Canada

- 2001** Panel, Conference for the opening of E-drom, Tempodrom, Berlin, Germany  
Panel, Experimental Theatre Now-The Reality and the Challenges, UK  
Talk, Cairo International Festival for Experimental Theatre, Cairo, Egypt  
Masterclass, Amsterdam-Maastricht Summer University, Amsterdam, The Netherlands  
Panel, Virtuosity, Institute of Contemporary Arts, London, UK  
Panel, Banff Television Festival, Canada  
Masterclass, Mediamatic, Amsterdam, The Netherlands  
Panel, Hot Docs conference, Toronto, Canada  
Masterclass, Warwick Arts Centre, Coventry and Hoxton Hall, London, UK
- 2000** Panel, Future Moves 3, DEAF 00, Rotterdam, The Netherlands  
Panel, Station Arts Electroniques, Rennes, France  
Interactive Screen, Banff New Media Institute, Canada  
Panel, Exploring Human-Computer Interaction, Arnolfini, Bristol, UK  
Panel, Performance Space, Sydney, Australia  
Alchemy Masterclass, Powerhouse, Brisbane, Australia
- 1999** Workshop, 10 Backwards, Nuffield Studio, Lancaster, UK  
Workshop, National Theatre, London, UK  
Workshop, Backspace, London, UK
- 1998** Workshop, New Works Festival, Leicester, UK  
Panel, Royal College of Art, London, UK  
Workshop, Toynbee Studios, London, UK
- 1997** Workshop, Kunstlerhaus Bethanien, Berlin, Germany  
Workshop, New Works Festival, Leicester, UK



