

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 interactivity and the social and political aspects of technology. It confronts a media saturated world in which popular culture rules, using performance, installation, video, mobile and online technologies to ask questions about the ideologies present in the information that envelops us.

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 the group's 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 13minute 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 two permanent installations, one in the Energy Gallery (2004) at the Science Museum and *Flypad* (2008), an 11 player augmented reality game, for The Public Gallery in West Bromwich.

Blast Theory has been a lead partner in two 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.

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.

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Internationally, Blast Theory's work has been shown at ICC in Tokyo, the Chicago Museum of Contemporary Art, Sydney Biennale, National Museum in Taiwan, Hebbel Theater in Berlin, Basel Art Fair, Dutch Electronic Arts Festival, Sonar Festival in Barcelona, Palestine International Video Festival. Masterclasses, mentoring, internships, seminars and lectures are central to the group's dissemination of its ideas around the world.

Our approach

The group makes 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 the artists 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 its use of technology, in its working methods, and in its 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. Its BAFTA nomination for Technological and Social Innovation is an example of the success of that model.

The group's collaboration with the University of Nottingham has grown and deepened over ten years 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.

In recent years the group has been increasingly widely 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 recent 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 Virtual Theatres by Gabriella Giannachi 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.

The artists 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.

As the development of Blast Theory's new building at Wellington Road in Brighton with four studios nears completion there is great potential for it to act as a node within regional, national and international networks of practitioners in games, locative media, mobile applications, experimental performance,

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interactive art and technological innovation. Given the group's history of exploring the urban landscape and considering the city as a networked social space a permanent, dedicated building provides exciting new artistic opportunities.

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. 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

- 2010 Winner 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
Interactive Arts BAFTA Award, nominated for *Uncle Roy All Around You* in two categories:
Interactive Arts and Technical & Social Innovation
- 2004 Net Art Award, the Webby Awards, nominated for *Uncle Roy All Around You*
- 2003 Winner of the Prix Ars Electronica 'Golden Nica' for Interactive Art for *Can You See Me Now?*
VIPER Basel International Award, nominated for *Can You See Me Now?*
- 2002 Interactive Arts BAFTA Award, nominated 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 International Media Art Award, ZKM Centre for Arts and Media, Karlsruhe, nominated 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

- 2006 Flypad, The Public, West Bromwich
- 2004 Energy Gallery, The Science Museum, London

SHOWS/PROJECTS

- 2010 **The Goody Bullet**
Victoria and Albert Museum, London

Can You See Me Now?
Tate Britain, London

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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

FACT, Liverpool

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

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 Oher Works

Arte.Mov festival, Belo Horizonte, Brazil

Rider Spoke

The Barbican Centre, London

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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? (performance)

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 for

'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 Center (ICC), Tokyo

Architecture Week, Birmingham

'Millennium Dialogue', Millennium Museum, Beijing

Can You See Me Now? (performance)

InterCommunication Center (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? (performance)

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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? (performance)

Edith Russ Site for Media Art, Oldenburg, Germany
Dutch Electronic Arts Festival, Rotterdam

Can You See Me Now? (video and computer 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

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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? (performance)

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

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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)
Kunstlerhaus Bethanien, Berlin

Atomic
Kunstlerhaus 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 mmunition (education project)
DeMontford University, Melton Mowbray

1995 Invisible Bullets

NOW 95 Festival, The Exchange Arcade, Nottingham

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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

ARTISTS: Matt Adams Ju Row Farr Nicholas Tandavanitj **EXECUTIVE PRODUCER:** Julianne Pierce **ADMINISTRATOR:** Dan Lamont **ARTISTS' ASSISTANT:** John Hunter

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- 2000 adera+, Stockholm, Sweden
- 1999 Royal Opera House, London
- 1998 Pulse/Smirnoff Vodka
- 1996 Solent People's Theatre

RESIDENCIES

- 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

- 2003 Playing Dead: War and Games, Institute of Contemporary Arts, London
- 2002 'Sites: Screen', Live Culture, Tate Modern, London

FELLOWSHIPS

- 2007 Matt Adams, Visiting Professor, Central School of Speech and Drama, London
- 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

- 2010 '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 Workshop, 'Learning to Play', Sheffield International Documentary Festival, UK
Public 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
Public Talk, 'Emotion in Games', Picnic, Amsterdam, Netherlands
Public 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
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

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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
Workshop, 'Crossover – Play', Crathorne Manor, Yorkshire
Talk, 'Strategies for Public Engagement', Central School of Speech and Drama, London
Talk, 'You Get Me: The Ethics of Presence', University of Exeter

2008 Public Talk, 'Desert Rain: A Case Study of Practice as Research', Central School of Speech and Drama, London
Lecture, University of Sussex (B.A and M.A. students in photography, documentary and interactive arts)
Public Talk, 'Interaction as a Form of Control, Sala Parpallo, Valencia, Spain
Presentation, 'Mobile for 2012', London School of Economics
Mentoring, University of Sussex students at Blast Theory studio
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
Public Talk, 'A performance perspective on research relationships', East Midlands Conference Centre
Presentation, Blast Theory and audience participation, Narrative Strategies Seminar, Linz, Austria
Public Talk, 'Taking the pervasive game Turing test', Hide & Seek Festival, South Bank Centre, London
Panel Presentation, 'PLAY: Exploring the user experience dimensions of video game design', Jury's Inn Hotel, Brighton
Public Talk, 'Time and space in locative games', Zaim, Yokahama, Japan
Panel Presentation, speaker on Culture and technology panel, part of Merce Cunningham Season, Barbican, London
Public Talk, Perverse Technology Forum, Dana Centre, London
Public Talk, 'Blast Theory talk about their work and the presentation of Rider Spoke', Kitchen, Budapest
Public Presentation, 'Communication, pursuit and intimacy', Dortmund, Germany
Workshop, Bewegungsmelder 2008, Dortmund, Germany
Seminar, Kinship International Strategy on Surveillance and Suppression, Castlefield Gallery, Manchester
Panel Presentation, Non-linear story telling, Doc/Fest, The Showroom, Sheffield
Panel Presentation, 'Documentaries and Alternate Reality Games', Doc/Fest, The Showroom, Sheffield
Public Talk, 'Mixed Realities: Convergence expected and convergence established', Belo Horizonte, Brazil
Public Talk, 'Performance for new spaces', Fracture, Institute for Creative Enterprise, Coventry
Public Presentation, Blast Theory's work, International Young Creative Entrepreneur, British Council, London
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
Panel Presentation, Agitators, The Basement, Brighton
Public Talk, 'How to Survive and Thrive as an Artist Group', Birkbeck College, University of London

2007 Public Talk, Crossover, South Australia
Public Talk, 'Designing for Dialogue', Broadcast Summit, Adelaide Film Festival
Public Talk, The New Dowse, Wellington, NZ
Public Talk, 'New models for interdisciplinary research partnerships', Arts Council, Brighton
Public Talk, The Showroom, Sheffield
Public Talk, 'Day Of The Figurines: Art, Games and SMS', Digital Aesthetic
Public Presentation, 'Day Of The Figurines Presentation', Lighthouse, Brighton
Public Talk, 'A Guided Tour of Day Of The Figurines' Digiville, Brighton
Public Talk, Abby Talks, Dublin
Public Talk, 'Paradoxes of Public Space', Landschaftspark Nord, Duisburg, Germany
Public Talk, 'Blast Theory & The Theatrical', Central School of Speech and Drama, London
Public Talk, 'Artists and Broadcasters', ZeroOne, Soho, London (Crossover UK)
Public Talk, 'Non linear narratives and Fragmenting Personae Imagining Audio Drama in a Multiplatform World', ZeroOne, Soho, London

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- Public 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
Public Presentation, 'Place = Meaning', Picnic Conference, Amsterdam
Panel, 'Big Games', Come Out and Play, Amsterdam
Mentoring, 'Crossover UK', Crossover UK, Bradford
Public Talk, 'Rider Spoke: New Forms of Theatre', Central School of Speech and Drama
Public Presentation, 'Blast Theory: Future of Theatre in the 21st Century', The Barbican
Public Talk, Machine-RAUM Biennial, Vejle, Denmark
Lecture, 'Performance in the City', Bartlett School of Architecture
Panel, 'Emerging Revenue Models', Sheffield Documentary Festival
Public Talk, 'How We Survive: Artists and Arts Policy', Birkbeck College, University of London
Panel, 'Diving In The Pool', Muffathalle, Munich
Public 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
Public Talk, 'Designing for mobile devices', Banff Centre,
Public Talk, University of Brighton
Public Talk, 'Cybersonica', Dana Centre, London
Public Talk, 'Over Play, One Dot Zero', ICA, London
Public Talk, 'Medi@terra', Athens
Public Talk, 'Authoring Systems', HAU2, First Play, Berlin
Public Talk, 'Collaborative Working Practices', South East Media Network, London
Public Talk, 'WIFI or I Spy', Museum of Contemporary Art, Chicago
Public Talk, 'Mixed Reality Performance', Institute of Art, Chicago
Public 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

BLAST THEORY

Unit 5, 20 Wellington Road, Portslade, Brighton BN41 1DN tel & fax: 00 44(0)1273 413 455 info@blasttheory.co.uk www.blasttheory.co.uk

- 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

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

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

20 WELLINGTON ROAD EVENTS

2009 Workshop, Rider Spoke
Artist Talk, guest speaker Andy Field
Workshop, AVA 4 EVER
Presentation, 'Blast Theory Practice', Central School of Speech and Drama students and lecturers, Northbrook College lecturers