

Personal Introduction

Although Vitruvius's treaties included clocks, waterworks and mobile war machines, architecture is often understood to be an art of space, not of time. Architecture's traditional role has been the spatial backdrop to social interaction: In the 20th Century, Archigram's 'Instant City', Negroponte's 'Soft Architecture Machines', Price's 'Fun Palace', and 'Generator' projects challenged this axiom, imagining and constructing architectures that were interactive participants in their own right.

While these architectures borrowed much from the mechanical automata, kinetic sculpture and early cybernetic arts, they imagined more than simple choreographed kinetics routines. They suggested an architecture able to propose and negotiate its own kinetic behaviour with the world around it, one that could enter into a conversation (or even perhaps a dance) with its inhabitants. Often however, these visions of interactive architectures were limited to the drawing board by the technical possibilities of the time. Today's technology places architects on the threshold of a new era of 'intelligent' kinetic architecture.

Operating between the fields of architecture and interactive arts, I currently split my practice between the production of public art installations, teaching, curation and writing. It is in this specific field of 'intelligent' kinetics where I position myself exploring new architectures of interaction. My most recent kinetic interactive installation, Performative Ecologies, has been exhibited at the Kunsthaus in Graz, Sao Paulo's 'Emergencia' Art and Technology Biennale, and ARCO Madrid Art Fair. It was awarded a Masters Distinction and Hamilton Award for Design Process at the Bartlett and the internationally prestigious "Concurso Internacional de Arte y Vida Artificial" and the 'Europrix Award for Digital Media' in the category of installation art. My refereed paper on Performative Ecologies titled 'Conversational Environments Revisited' presented at the 19th European Meeting of Cybernetics and Systems Research, Vienna 2008 was also awarded 'Best Paper of the Conference' and 'Best Paper' in the Symposium 'The Cybernetics of Cybernetics'.

Over the past three years I have built the largest online resource dedicated to spatial interaction www.interactivearchitecture.org. It was recently voted one of the top ten architecture blogs alongside such notable publications as BLDGBLOG and Archinect. Both my online writing and event organising has fostered a dialogue internationally with artists, technologists, writers and architects who share my interests.

An important part of this dialog is through my teaching. I am Associate Lecturer of MA Textile Futures and MA Industrial Design at Central Saint Martins College where I have alongside my regular teaching, I have run workshops on 'Bio-Intelligence', 'Solar Textiles' and 'Parametric Pattern Making'. This engagement with material properties and object interaction compliments my architectural teaching at the Bartlett where I Lecture on MSc Adaptive Architecture and Computation and tutor Diploma Thesis.

My design work and research have been widely published including the recent AD 'Protoarchitecture: Analogue and Digital Hybrids' (Sheil 2008), 'Responsive Environments: Architecture, Art and Design' (Bullivant, 2007) and upcoming 'Interactive Architecture' by (Fox & Kemp 2009)

Curriculum Vitae

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Address

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Education

Bartlett School of Architecture, UCL
2008 Masters Architecture (Distinction)
2007 Diploma Architecture (Commendation)

Institute of Digital Art & Technology, Plymouth
2005 Bsc MediaLab Arts

Central Saint Martins College, UAL
2001 BTEC Art & Design, UK

Current Employment

Bartlett , UCL Graduate School School of Architecture	Lecturer : MSc Adaptive Architecture & Computation Thesis tutor : Dip.Arch Diploma Architecture
Central Saint Martins, UAL	Associate Lecturer : MA Textile Futures Associate Lecturer : MA Industrial Design

Previous Employment

Haque Design & Research	Lead Designer in development of a number of large scale public interactive installations.
dRMM Architects	Architectural Assistant
Tektronix Inc	Managed a team of multimedia designers principally working on online gaming and branding.

Recent Workshops and other Teaching Activities

Creative Partnerships Commission with the Arts Council (currently running). A series of interactive art projects at 'Our Lady Catholic Primary School', Stoke on Trent. March - July 2009
'Bio-Intelligence' Workshop, Central Saint Martins 2009
'Physical Computing for Adaptive Architecture' Workshop Bartlett School of Architecture, 2009
'Parametric Architecture' Workshop, Canterbury School of Architecture 2008
'Metabolic Sensory Network' Workshop, NCAD, Nova Scotia, Canada 2007
'Connected Environments' Workshop, Institute of Digital Art & Technology, Plymouth, UK 2007

Awards

11th Annual “Concurso Internacional de Arte y Vida Artificial”
ARCO Madrid Art Fair. 2nd Place 2009

‘Distinction for Design’ Masters in Architecture
Bartlett School of Architecture. 2008

‘Best Paper’ 19th European Meeting of Cybernetics and Systems Research 2008

‘Best Paper’ at the Symposium ‘The Cybernetics of Cybernetics’ 2008

‘European Top Talent Award for Digital Media’,
Europrix, Winner. 2007

‘Hamilton Award’ for “Design Process”,
Bartlett Summer Show, Winner. 2007

‘Commendation for Design’, Diploma Architecture
Bartlett School of Architecture. 2007

‘Commendation for Thesis Award’
Bartlett School of Architecture. 2007

‘European Top Talent Award for Digital Media’
Europrix, Runner up. 2005

‘Innovation Award’
Submerge Design festival, Winner. 2005

‘Tektonix Innovation Award’, Winner.
Bracknell, 2004

Selected Exhibitions

“A.L.I.C.E“	Art Center Nabi, Seoul, South Korea 2009
“VIDA 11.0”	Art & Artificial Life , ARCO Madrid Art Fair, Spain 2009
“Emoção Art.ficial”	Instituto Itaú cultural, Sao Paulo, Brazil 2008
“After Pask”	Atelier Farbergasse, Vienna, Austria 2008
“Europrix“	Kunsthhaus, Graz, Austria 2007
“Expanding Bodies”	Nova Scotia, Canada 2007
“Maverick Machines”	Matthew Architecture Gallery, Edinburgh, UK 2007
“NodeLondon”	Area 10, London, UK 2006
“Submerge”	Bristol Design Festival, UK 2005

Events Curated

'Seven,Seven,Seven'

Wates House Lobby Gallery, London 2009

'Gravity, Pendulums, & Collisions'

'BIX' Kunsthaus, Graz, Austria 2008

'Slow Furl'

Lighthouse Gallery, In partnership with RIBA, Architecture Center Network Brighton 2008

'Interactive Architecture & Media'

Eyebeam, New York, US 2007

'Rip Mix Burn' Cultural Industries Redefined Conference

Plymouth Arts Center, UK 2005

'Disconnected_Communities' Exhibition

Plymouth, Plymouth Arts Center, UK 2003