

CV for Matt Adams

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Date of birth: 21/06/1968

Education:

Oundle School, Oundle, Peterborough PE8 4EN
1981-86

A levels in English, History and Geography
4 AO levels
9 O levels

University College London
1987-90

BA (Hons) English Literature 2:1

Birkbeck Centre for Extra Mural Studies

One year Film Studies course: Distinction
One year Screenwriting course: Distinction

Employment

I am an artist who makes performances, installations, mobile games and interactive artworks. I co-founded Blast Theory (www.blasttheory.co.uk) in 1991, a group renowned for its multidisciplinary approach pioneering the use of new technologies within performance contexts. The group has used interactive pressure pad systems triggered by audience members, video and audio streaming, and more recently, the convergence of collaborative virtual environments and mobile devices.

Since 1997, the group has collaborated with the Mixed Reality Laboratory at the University of Nottingham. Works such as Desert Rain, Can You See Me Now? and Uncle Roy All Around You have been nominated for four Interactive Arts BAFTA Awards. Can You See Me Now? won the Golden Nica for Interactive Art at Prix Ars Electronica 2003. These works have toured to festivals, galleries, theatres and museums from Tokyo to Palestine, from Rotterdam to the Rockies.

Blast Theory has also shown interactive and screen based works in galleries such as Museum of Contemporary Art in Sydney, Wood St Galleries in Pittsburgh, Museum of Installation in London, National Fine Art Museum in Taiwan and Tate Online. I have been awarded residencies at Kunstlerhaus Bethanien in Berlin, the Banff New Media Centre in Canada, the ICA in London and Arnolfini in Bristol. I was one of the Government's Thinkers In Residence in Adelaide in 2004, contributing to a new media strategy for South Australia and am the author of "New Media, Art and a Creative Culture".

Since 2000, Blast Theory has developed cross platform works for BBC Fictionlab, Channel 4 and BBC Interactive. Blast Theory is represented for commercial work by Creative Artists Agency in Los Angeles. Soft Message is a 30 minute commission for BBC Radio 3 due for broadcast in late 2006. I co-curated the Screen series of video works for Live Culture at Tate Modern in 2003 and curated the Games and War season at the ICA in London in 2003.

I have participated in conferences such as Hot Docs documentary film festival in Toronto; Banff Television Conference in Canada; Cairo International Festival of Experimental Theatre; The Future of War: Aesthetics, Politics, Technologies in New York; Dutch Electronic Art Festival in Rotterdam; dLux Media Arts festival in Sydney. I have given talks at the Department of Cultural Affairs in Taipei, Stanford University in California, and the Museum of Contemporary Art in Sydney among hundreds of others. I have taught at the Australian Network for Art and Technology in Brisbane; Amsterdam Maastricht Summer University; De Montfort University; Manchester Metropolitan University and have lead workshops at the National Theatre, the Royal College of Art and Banff New Media Institute in Canada. I have worked with students at GCSE, BTEC, A level, undergraduate and post graduate level. I edited "Desert Rain – A Virtual Reality Game Installation" published in 2002.

I have been a consultant for a variety of commercial and cultural organisations such as Pulse in London; adera+ in Stockholm; the Architecture Foundation and the Royal Opera House in London. I am a director of EverPresence, a commercial developer of mixed reality applications. I was a member of the DTI Globalwatch Mission to California in 2005 studying wireless sensor networks.

I have co-authored a number of papers with colleagues at the University of Nottingham including 'Orchestrating A Mixed Reality Performance' which was presented at the Computer Human Interface (CHI) conference in 2001. These papers have covered the relationship between real and virtual space, particularly in performance terms and how this is informed by cultural motifs. I am an Honorary Fellow in the Drama Department of Exeter University and a Member of the Engineering and Physical Sciences Research Council's Peer Review College.

I am an Executive Board member on the Integrated Project for Pervasive Gaming, a three and a half research programme funded by the European Union comprising academic institutions, Sony and Nokia. Blast Theory is a lead partner in Participate, a three year mass participation science project with the BBC, British Telecom and Microsoft Research funded by the DTI.

I have skills in video editing, sound editing, graphic design and writing for interactive narrative. My passions are current affairs, interior design, architecture, photography, electronic music, Russian Constructivism and my partner Ju. We have two children.