



IMMERSIVE DAYS #1

Exploring and playtesting XR and immersive sound projects

APRIL 2021

PARTICIPANTS

MATTIAS WALLERGÅRD

Mattias Wallergård has worked with VR and AR research for the last 20 years with a special focus on human-centred design of virtual environments for health and education. Part of his job is to develop the VR/AR infrastructure and education at Lund university, which includes Sweden's first VR/AR master programme starting autumn of 2021.

MIRABELLE JONES

Mirabelle Jones is a creative technologist, educator, and researcher based in Copenhagen originally from the San Francisco Bay Area. They currently serve as a Research Assistant in the Human-Centered Computing Section of the Department of Computer Science at the University of Copenhagen and an Artist-in-Residence at Catch Center for Art, Design, and Technology. Previously, they served as the Senior Designer / Developer for the internationally acclaimed immersive arts organization Meow Wolf and as an instructor of graduate and post-graduate level Interactive Media Arts at Codame Art & Tech and HackadayU.

www.mirabellejones.com

GIBSON & MARTELLI

Gibson & Martelli are graduates of RMIT with a joint PhD in immersivity and somatic sensing. Worldwide commissions include residencies in North America, China, Ireland, Australia and New Zealand and exhibitions at the Barbican, Centro de Arte Moderna, Lisbon, Detroit Institute of Arts, and the Venice Biennale.

Solo shows include *'Expanded Fields'* (2019) Limerick City Gallery of Art, *'Big Bob'* (2015) at Jaffe-Friede Gallery in Hanover, USA, *'MANA'* (2015) at UNION gallery, London and *'80°N'* (2014) at QUAD Gallery in Derby. They have exhibited in London in group shows: *'Enter Through The Headset 4'* (2019) at Gazelli Art House, *'Observation Rooms'* (2019) at Arthouse1, *'This Is Where We Came In'* (2018) at Angus Hughes Gallery, *'Splintered Binary'* (2017) at Gossamer Fog and *'Now Play This'* (2017) at Somerset House.

Nominated for a British Academy of Film & Television Arts (BAFTA) the duo are recipients of several awards: a Henry Moore Foundation New Commission, a National Endowment for

Science Technology and the Arts (NESTA) Award and in 2015 they won the Lumen Gold Prize.

The artists are currently working on an AI and machine learning project with collaborators at Goldsmiths University of London and the Creative Computing Institute UAL. Gibson is Associate Professor at Centre for Dance Research, Coventry University. The artists live and work in London.

www.gibsonmartelli.com

TIM BISHOP

Tim Bishop is an artist and spatial sound designer originally from the UK, now based in Lund, Sweden. He is interested in the ways in which two individuals can connect with one another, both in a one-to-one encounter and within a group context. His work focuses around creating personal connections between artwork and audience, and prompts individual and, often, emotional responses through sensory, evocative and highly aesthetic experiences.

His work has been shown in Sweden, Norway, Romania, Russia and the UK, including performances at Lunds Konsthall, Arnolfini, Bristol and Kulturhuset, Stockholm, and screenings at Oslo Screen Festival and Moscow International Film Festival. As a sound designer he has worked with Malmö Stadsteater, Bombina Bombast, Teater Sagohuset, Maria Reihs and Majula Drammeh, Joshka Wessels, and more.

www.timbishopartist.com

LUNDAHL & SEITL

With backgrounds in visual art and choreography, Lundahl & Seidl are a pioneering post-disciplinary artistic collaboration that interrogates the nature of being. By appropriating different art forms, methods and technologies, they create immersive installations, fostering resonance between the connectivity and interdependence that exists within any given environment, between a world and its inhabitants.

Lundahl & Seidl are supported by The Swedish Arts Grants Committee's International Program for Visual Artists (iaspis), Kulturrådet Sweden / Swedish Arts Council, and the British Council.

www.lundahl-seidl.com

FRANCIS PATRICK BRADY

Francis Patrick Brady is an artist living and working in Malmö, Copenhagen and London. He graduated from Malmö Art Academy in 2017 and is currently in residence at IAC and Art Hub Copenhagen. Brady creates art that often resembles the shape of a game. Using the structures of speculative play as a model for probing the barriers between reality and fantasy. The artworks begin as handmade objects, fabrics, cards, sounds, texts that provide a set of alternative possibilities; or paths to travel.

He is co-founder and organizer of 'Celsius Projects', Malmö. He is also active in the art collective 'Union Group' who have a focus on Roleplay, VR, consent safety, and immersive practices.

www.francis-patrick-brady.co.uk

JOHAN LUNDIN

Johan Lundin is an artist working with performance and the founder of Gallery Extra. Gallery Extra is a curatorial project administrated by several alter ego characters. Johan is educated in at Konstfack University College of Arts Crafts and Design (SE).

www.johanlundin.com

www.galleryextra.com

JAKOB LA COUR

Jakob la Cour independent immersion artist at JAKOB LA COUR STUDIO (est. 2005). With a Master's Degree in Game and Interaction Design (2011) from The Royal Danish Academy of Art in Design. He is specialized in interactive experiences and works with a mix of performing arts, playful design, and new technology.

Jakob has created 20+ highly interactive projects like the sonic performance 'Recreation' (2020), the local multiplayer virtual performance 'Mystical Touch' (2019). The immersive treasure hunt 'The Key Mystery' (2019). The virtual reality theater piece 'Kattejammer rock' (2018). Over the years Jakob has engaged thousands of people in Denmark and internationally. His work is supported by The Danish Arts Foundations, Danish Film Institute, and many more.

www.jakoblacour.com

MARK DURKAN

Mark Durkan is an artist with a mobile practice that is often collaborative and context led, utilising roleplay processes and simulation techniques to create temporary active communities.

His work has been shown in panke.gallery, Project Space Festival Berlin, Celsius Projects in Malmo, Project Arts Centre, Kevin Kavanagh Gallery, Dublin Castle and the City Gallery Hugh Lane in Dublin, Zair Azgur Museum in Minsk, The Museum of Moving Image New York, Via Farini in Milan, 3331 Arts Chiyoda in Tokyo and the German Chancellery in Berlin.

He has featured in the post-internet artist collaboration Standard Features, the art in architecture collaboration Terraform and was curator of Transitopia, a festival of public art. He is the founder and lead-organiser for Union Group, a network exploring intersections between roleplay, technology and social practice.