

**Martin Rieser**  
**Professor of Digital Creativity IOCT/A&D**

## **Short CV**

### **Installation and visual research**

In 1988, he exhibited at the First International Society of Electronic Artists (FISEA) conference held in Utrecht. In 1990, created an interactive exhibition utilising giant digital panels and interactive sound installations with an accompanying multimedia program on the theme of the *Electronic Forest*. This was one of the first such installations of its type and prototyped the connection of such exhibitions to the internet. In 1990 he began experimenting with permanent digital ceramic printing for Public Art.

In 1992, he also directed the *Media Myth and Mania* section of the joint Watershed/Artec exhibition and CD publication *From Silver to Silicon*. The latter piece has been shown at many venues around the world including Milia in Cannes; Paris; ICA and the Photographer's Gallery, London and at ISEA Montreal.

In 1996-7 he collaborated with Inscape Architects on an ambitious Millennium project for Bristol called *Orbit*.

Residencies include: Watershed/Cambridge Darkroom residency which involved constructing a self-curating web site and multimedia piece called *Screening the Virus*, based around publicly submitted artwork on HIV/Aids related themes. This was later short listed for a Wellcome Trust Sci-Art award.

Other visual research projects included the direction of a 1995 collaboration involving five other artists (collectively known as Ship of Fools) using the subject of mythologies to explore the full range of narrative and visual interfaces in interactive media in a piece called *Labyrinth*. This work involved drama, digital image, virtual environments, and interactive video at F-Stop Gallery in Bath and as part of the Cheltenham Literary Festival. It has been previewed at a number of venues including the Oberhausen Short Film festival in Germany and at ISEA in Montreal.

His 2002 research project *Triple Echo* won an AHRB award and involves a three screen interactive video depicting a love triangle based on the Orpheus legends. Other commissions include *Understanding Echo*, funded by the DA2. An interactive video drama, it was shown at the Cheltenham literary festival, Watershed Bristol and at ISEA2002 in Nagoya Japan.

He took AHRB research leave in 2004-5 creating a new locative work for Bath Abbey called *Hosts* which uses mobile and positional technologies combined with interactive sound and video

### **Curation and consultancy**

In 1989, curated the first International survey exhibition of Digital Printmaking: the *Electronic Print* at the Arnolfini in Bristol. He was also a consultant in the *Art and Computers* exhibition in Computer Art held in Cleveland that year and wrote the catalogue introduction. He also has experience of curation and judging through number of other international exhibitions in electronic art, including *Arcade 2- 1997*, *Arcade 3 2000*, *The Electronic Eye* at Watershed, Bristol in 1986. He helped to make a successful lottery bid to fund a national digital arts initiative *Imag@nation* transformed into *DA2*: a major arts initiative promoting digital art practice nationally, and internationally.

He has acted as consultant to bodies such as *Cardiff Bay Arts Trust* and the *Photographers Gallery* London, and *Arkive* in Bristol, *The Soros Media Institute* in Prague and *UIAH* in Helsinki.

## Conferences

In 1992, he delivered a paper on Digital public art at ISEA Minneapolis. At ISEA1995, gave a paper and chaired the panel on interactive narrative in Montreal. At ISEA1996 in Rotterdam, he gave another paper on interaction and narrative and at ISEA1997 in Chicago, he delivered a paper on interactive public art and architecture. He has given papers at Siggraph, Banff Arts Centre and at many other conferences venues across the UK and Europe

## Publications

He has published numerous essays and books on digital art including *New Screen Media: Cinema/Art/Narrative* (BFI/ZKM, 2002)- which combines a DVD of current research and practice in this area together with critical essays. And his authored a book on locative technology and art called *The Mobile Audience*.

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## Detailed CV

### Employment History

2000-2007 Professor of Digital Arts and Senior Teaching Fellow at Bath Spa University

1997-2000 Principal Lecturer in Digital Media at Napier University in Edinburgh at the Department of Photography, Film, and Television

1986-1998 Senior Lecturer in Electronic Media at UWE Bristol

1980-86 Senior Lecturer, Printmaking and Graphics and Computer Art, City of London Polytechnic

### Publications

Rieser, Martin (Editor /Author) *The Mobile Audience* (Book and Website) on Mobile media art, Rodopi (Pending 2008)

Rieser, Martin, *Rediscovering spatial narrative for locative media*, at Porus City, Urban Interface Conference, Oslo, 2007

Rieser, Martin *Mobile Audience* at *Fuzzy Interference: Digitising the Environment*: Lovebytes Conference Panel Sheffield 2006

Rieser, Martin, *Hosts* Trondheim Matchmakers 2005

Rieser, Martin, *The Poetics of Interactivity: The Uncertainty Principle* at Interactivity of Digital Texts Conference, University Of Meunster, Germany 2005

Rieser, Martin, *Locative Media and Spatial Narratives*, Presentation and paper at Consciousness Reframed: Altered States Conference, University of Plymouth 2005

Rieser, Martin *Networked Performance: How Does Art Affect Technology and Vice Versa?* Paper and Panel Presentation, Siggraph Los Angeles, USA, 2005

Rieser, Martin *Narratives for the 21st Century*, Poster and Paper at Refresh: New Media Histories, Banff Centre, Canada, 2005

Rieser, Martin *Mobile Mapping* in Gibbons, Joan and Winwood, Kaye (Eds), Hothaus Papers: perspectives and paradigms in media arts, Article Press and VIVID 2006

Rieser, Martin *From Gallery to Street* in Mealing, Stuart (Editor). Computers and Art. Intellect 2nd edition 2003

Rieser, Martin and Zapp, Andrea (Eds) *New Screen Media: Cinema, Art, Narrative*, BFI/ZKM 2002

Rieser, Martin *Interactive Narratives: A Form of Fiction?* Convergence.1997; 3: 10-19

Rieser, Martin *Art on the Edge*, Printmaking Today, , Summer Edition 2000

Rieser, Martin *Digital Printmaking* in Relativities, International Miniature Print Catalogue 2000

Rieser, Martin *Interactivity and Digital Convergence* Compound Eye, , Napier University, 1999

*Rieser, Martin New structures for Interactivity*, Oberhausen Film Festival Proceedings Germany 1997

Rieser, Martin in *Envisioning Cyberspace* , Anders, Peter McGraw-Hill USA 1998

Rieser, Martin *Public Art, Architecture interactivity*, ISEA 97 Proceedings Chicago 1997

Rieser, Martin *Educating the Authors* ISEA 96 Proceedings Rotterdam 1996

*Rieser, Martin Narrative and interactivity* ISEA95 Proceedings Montreal 1995

*Rieser, Martin Screening the Virus* Watershed/Cambridge Darkroom /Artec /Artaids Website 1996

*Rieser, Martin* (Editor/Designer) *Castle Park Public Art in Practice*: CD-ROM UWE/Arts Council Bristol 1996

### **Exhibitions:**

2007 *Roamedia*, La Trobe University Melbourne

2006 *Secret Door* ArtHotel Invideo Milan

2006 *Hosts*, Bath Abbey

2005 *Starshed*, Electric Pavilion, Watershed Bristol

2005 *The Visitors* Hotel, Ashley Court Hotel, Bristol

2002 *Understanding Echo*, ISEA20002, Nagoya, Japan

2002 *Understanding Echo*, Watershed Media Centre, Bristol

2001 *Arcade 3*, Glasgow School of Art, New Greenham Arts Centre, London Guildhall University, Grays School of Art, The Surrey Institute of Art and Design, University

2000 *Relativities*, Fourth International Miniature Print Bankside London, City Museum Leeds, City Museum, Bristol

2000 *Losing the Plot*, Ship of Fools Interactive installations Pittville Pump Rooms, Cheltenham

1999 *Metamorphosis*, Digital Photography Napier University Edinburgh  
1998 *Labyrinth* InfoCity Bristol, Invited installation  
1998 *Dreamhouses*, Ship of Fools F-Stop Media Station Bath  
1997 *Labyrinth* Shortlife2, Bridport Arts Centre Digital Art  
1997 *Arcade 2*, International Computer Prints, Derby  
1996 *Screening the Virus*, Multimedia screening, The Watershed  
1996 *Third International Miniature Print*, Bankside Gallery London, Leeds City Art Gallery  
1996 *Hot Off the Press*, Tullie House, Crafts Council Gallery, Clock House, Oriol Gallery  
1995 *Media Myth and Mania in From Silver to Silicon: Art 95*, University of Westminster, London, Watershed, Focal Point Gallery, ICA, Cannes

#### **Artist's Books in Public Collections**

1996 Continuous Coastline Artist's book UWE Victoria and Albert Museum (ISBN: 1 86043 100 3)  
1995 Millennium Bestiary Artist's book UWE Victoria and Albert Museum (ISBN: 1 86043 023 6)

#### **Recent research Awards**

2007 *Roamedia* Honorary Research Fellow at La Trobe University Melbourne  
2005 AHRB Research: *Hosts*  
2004 AHRB Research: *The Mobile Audience*, for publication in book form in 2005  
2002-3 AHRB research: *Triple Echo*

#### **Conferences Presentations**

2008 Mobile City NIA Rotterdam  
2007 Kingston University  
2007 Urban Screens Oslo  
2006 Lovebytes- Fuzzy Interference Panel  
2005 Coventry University Presentation  
2005 Trondheim Matchmakers Presentation  
2005 Manchester Metropolitan University Seminar presentation  
2005 Interactive Texts University of Muenster, Germany

2004 Oslo University Intermedia Conference: Frames  
2004 Vivid/UCE Space Seminar-Chair and paper  
2002 Coventry University, Interactive Narrative  
2001 Bric, The Poetics of Interactivity, Watershed Media Centre  
2001 Tate Modern, The Gallery and the Digital image, Chair of panel  
2001 Watershed Media Centre, The Poetics of Interactivity  
1998 Loughborough University, Digital Art Practice  
1998 Dept. of Architecture Cardiff, Interactive Art and Architecture  
1997 Dept. of Architecture Cardiff Digital Cities and interactive Architecture  
1997 Watershed, Interactive Narrative Organiser and chair  
1996 Watershed, The Story-telling Machine

**Presented papers**

2007 *Starshed and Crow Road*, Urban Screens Oslo  
2007 *Roamedia* La Trobe Visual Arts Centre Bendigo Victoria Australia  
2006 *Spatial Narratives for 21st Century* Lovebytes Fuzzy Interference  
2005 *Hosts* Trondheim Digital Matchmakers  
2005 *Spatial Narratives for 21st Century* Refresh Banff Canada : Poster  
2005 *Hosts-located and locative artwork* PLAN, ICA, London  
2005 *Interactive Narrative Poetics* Interactive Texts, University of Munster  
2004 *Mobile Media Narratives* Vivid/UCE Space Seminar  
2004 *The spatialisation of Narrative* Intermedia, Oslo University  
2003 *The Spatialised Narrative*, Multimedia Histories, University of Exeter  
2002 *The Poetics of Interactivity* Incubation Conference, , Trace, Nottingham Trent University  
2001 *The Poetics of Interactivity* Circus conference, , Glasgow University  
2000 *Scripting and Visualisation*, Paper on cinema and digital aesthetics EU Media 2 Workshop for New Media  
1999 *Do Artists and Engineers Make good Love Objects?* Creativity and Cognition, Panel on Art / Science collaboration  
1999 *Cinema and Digital Convergence* Digital Convergence, Edinburgh, EU Media 2 Workshop

1997 *Public Art, Architecture and interactivity* ISEA 1997 Chicago,  
1997 *Hypermedia Forum* Oberhausen Short Film Festival  
1997 *Printmaking Panel- Digital Prints* CADE 1997, Digital  
1996 *Interactive Narrative: Educating the Authors* ISEA96 Rotterdam  
1995 *Interactive Narrative* also chair of panel on Interactive Narrative ISEA95 Montreal  
1993 *The Digital Mural* ISEA 1993 Minneapolis

### **Conferences Organised**

2000 CADE 2001, Glasgow. Organising committee  
1998 CADE 99, Middlesbrough, Organising committee  
1997 CADE 97, Derby, Organising committee  
1996 Watershed, The Story-telling Machine  
1988 The Bristol Print Festival, Festival steering group  
1986 Computers in Art and Design today, Sole organiser, Bristol Polytechnic

### **Artist's Books in Public Collections**

1996 Continuous Coastline Artist's book UWE Victoria and Albert Museum (ISBN: 1 86043 100 3)  
1995 Millennium Bestiary Artist's book UWE Victoria and Albert Museum (ISBN: 1 86043 023 6)

### **Professional membership**

TRACE Journal of Online writing- Editorial Board 1997-2004  
CADE (Computers in Art and Design Education) Conference organising committee and Arcade curation  
1995-2001  
ISEA (Inter-Society of Electronic Artists) Institutional membership 1989-1997/Active participant exhibitor  
1989/1994/1995/1997/2002  
BRIC (Bristol Interactive Cluster) Member and presenter 1998-2002  
SACCO International Research Management Board 2006 University of Trondheim  
Imagination/ DA2 Board member 1996-9

### **External Examining:**

2005 Field Examiner Lens-based and Interactive media University of Glamorgan

2005 PhD Examiner UIAH Helsinki

2002-4, Plymouth University, PhD supervision

2001-4 Central St Martins College, MA Communication Design

1999-2000, Dublin Institute of Technology MA

1991-6 Carmarthen College of Art and Design PG Diploma

### **PhD Supervision/Examining**

2006 Pia Tikka, *Obsession* UIAH Helsinki External PhD examiner

2003 Anke Jacob, *Mutable environments* Bath Spa University PhD

2002 University of Plymouth PhD The Subject as Process

1995-6 UWE Mphil/PHD *The Medium Formerly Known as Text* - new uses of text and typography in network and multimedia interactions

1989-93 UWE Mphil/PHD *The Designer Interface* Interactive Transputer-based real-time modelling and animation system

1987-1991 UWE MPhil/PHD *Real-time Animation of the Human Figure* - Interactive animation research using parallel processing

### **European Research Project Coordination**

1998-1999 META-Pan European learning network for co-production of multimedia through broadband communications  
(Napier University, Munich Film School, Dublin Institute of Technology, Nova University, Lisbon)

1999-2000 JOURNEYMAN -Pan European distance learning network and remote co-production of film  
(Napier University, Munich Film School, Barcelona Film School, Lisbon Film School, Athens Film School, DIT Dublin)

### **Other External Roles:**

External auditing/review:

Nesta Research Fellowship  
Central St Martins MA Programmes  
AHRB/AHRC Major awards  
Research Board of Canada

National academic committees, working groups, etc:

SACCO  
CADE

### **Prizes or shortlistings:**

2006 Roper Rhodes funding award for Hosts

2006 Arts Council Award for Hosts  
2004 United Artist's Digital residency, West Midlands  
2003 Trace Online Writing Residency 2003 (shortlist)  
2003 Clark's Digital Bursary (shortlist)  
2002 SW Arts Major Award 2002 (shortlist)  
2000 Arts Council award for *Understanding Echo*

### **Awards and Commissions**

2006 Visiting Research Fellowship La Trobe University, Bendigo Melbourne  
  
2006 *Secret Door* Invideo Milan  
  
2006 Arts Council Award for *Hosts*  
  
2005 Electric Pavilion Commission for *Starshed* project  
  
2004 AHRB Research Study Leave  
  
2002 AHRB Research Study grant  
  
2000 Digital Arts Development Agency (DA2) Open Commission  
  
2000 Carnegie Trust Research Travel award  
  
2000 SEEDS Southern Arts Exhibition grant

### **Advisory and Consultancy**

2008 Cotswold Water Park, Locative signage and tour consultant  
  
2006 Arkive Web Design Consultancy  
  
2006 Science City Bristol, Board member and Marketing Group leader  
  
2004 MACD Central St Martin's course advisor  
  
2003 London Institute External advisor MA Communications Design, Central St Martins  
  
1999 Napier University Journeyman curriculum development  
  
1998 Napier University Meta Project Curriculum Development & design  
  
1998 Cardiff Bay Arts Trust Celtic Gateway Interactive public Art Project  
  
1998 Cardiff Bay Arts Trust Website Design  
  
1998 Imag@nation/DA2 Website development advisor  
  
1997 South West Arts Printmaking, Photography and new technology advisor  
  
1996 Inscape Architects, Bristol Public Art advisor  
  
1995 South West Arts Artists and New Technology advisory Group



1993 The Photographer's Gallery Maximum Exposure- Steering Group

1993 F-Stop Gallery, Bath Digital Photography Advisor

1993 Photocall Public Art & Photography Handbook