

C Baker Bio 2021

I am a Professor in Interactive and Immersive Arts and Year Leader for the MA Games Design course in the School of Film, Media and Performing Arts at the University for the Arts, Farnham, Surrey, UK. I am an interdisciplinary artist, curator and researcher with a background in digital and electronic art and design practices, working across creative digital disciplines. I have experience in VR/AR/XR experience design, wearable technology and e-textiles, mobile media art and performance, interactive installation, the body in digital performance, media art curating, and emerging technologies research and education. I explore new mechanisms to elicit engaging experiences using evolving approaches to participatory performance.

My first monograph was released in August 2018, called *New Directions in Mobile Media and Performance*, with Routledge, Taylor & Francis. This book features theory and practice on mobile devices, Augmented/Virtual/Mixed Reality and wearable technology in various forms of artistic performance, especially since the release of the first iPhone. I also co-edited a book with Dr Kate Sicchio, called *Intersecting Art and Technology in Practice: Techne, Technique, Technology* on the creative process for artist-technologists, which was released in December 2016 also with Routledge, Taylor & Francis.

I have recently started a collaboration with Dr Birgitta Hosea also at UCA and with CTO of Valkyrie Industries, Ivan Isakov, on a StoryFutures challenge in terms of how creative methods and approaches in storytelling might incorporate tactility and haptic feedback to further develop Valkyrie's haptic glove and sculpting software to develop it further. More info here <https://www.storyfutures.com/news/immersive-storytelling-fellows>

From April 2019 to present, I have been a partner in the STARTS Ecosystem project (starts.eu) focussing on supporting all the STARTS sub-projects under the STARTS umbrella (Science, Technology and the **Arts** - 9 projects from 2103 each between €500K to €3.2 million each to support over 120 collaborative sub-projects), and was one of the original parties involved in the STARTS initiative.

In 2016, I was the initiator and primary consortium partners' to apply for and win EU funding for the **WEAR Sustain** project www.wearsustain.eu, which ran January 2017-February 2019, and was focussed on transforming the smart/e-textiles industry to become more ethical and sustainable, through the collaborative innovation projects of artists and technologists. I also run a regular meetup group with artists and designers making smart/e-textile works called e-stitches.co.uk.

I have presented artwork and media research at academic, media and art conferences, festivals and events around the world since 2004, details can be found on my new website www.camillebaker.me, and UCA profile <https://uca.ac.uk/staff-profiles/prof-camille-baker/>

Shorter bio

I am a Professor in Interactive and Immersive Arts and Year Leader for the MA Games Design course in the School of Film, Media and Performing Arts at the University for the Arts, Farnham, Surrey, UK. I am an interdisciplinary artist, curator and researcher with a background in digital and electronic art and design practices, working across creative digital disciplines. I have experience in VR/AR/XR artwork and experience design, wearable technology and e-textiles, mobile media art and performance, interactive installation, digital performance, media art curating, and emerging technologies research and education.

I explore new mechanisms to elicit engaging novel experiences using evolving approaches to participatory performance and develop methods and approaches to exploring the body within performance and interactive art contexts, using soft circuits/etextile, wearable electronics & mobile media.

My recent books include *New Directions in Mobile Media and Performance* (Aug 2018), which showcases exciting approaches and artists in this space as well as my own work, and a co-edited book of essays with Kate Sicchio, *Intersecting Art and Technology in Practice: Techne, Technique, Technology* (Dec 2016), which focusses on artistic process for those making work across art and technology tools.

I am the Principal Investigator for UCA for the EU funded STARTS Ecosystem (starts.eu) Apr 2019-Nov 2021 and founder initiator for the EU WEAR Sustain project Jan 2017-April 2019 (wearsustain.eu).

Short bio

Camille Baker is an artist-performer/researcher/curator within various art forms: participatory performance and interactive art, mobile media art, tech fashion/soft circuits/DIY electronics, responsive interfaces and environments, and emerging media curating. Baker develops methods and approaches to exploring the body within performance & interactive art contexts, using soft circuits/etextile, wearable electronics & mobile media. Her recent book *New Directions in Mobile Media and Performance* showcases exciting approaches and artists in this space as well as her own work. She is the Principal Investigator for UCA for the EU funded STARTS Ecosystem (starts.eu) Apr 2019-Nov 2021 and founder initiator for the EU WEAR Sustain project Jan 2017-April 2019 (wearsustain.eu).