

Professor Camille Baker

Media Artist / Performer / Curator/ Researcher Senior Tutor, Digital Direction, Professor of Interactive and Immersive Arts, School of Communication, Royal College of Art

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Artistic Research Focuses

- Immersive Experiences, VR/XR Performance Design
- Smart Fashion, Soft-circuits, E-textiles & Sensory Experiences
- Mobile Media/Video, Locative and Participatory Performance
- Networked and Live Cinema Performance
- Experimental Video, Non-linear and Interactive Narrative
- Interactive Art and Immersive Video Installation

Presentations, Performances & Workshops

- February 5th, 2023 **Tech & Care Panel Discussion**, hosted by **Valeria Salinas Toro** - On technology for health and care and *INTER/her* project. **Peckham Digital: Festival of Creative Computing**, Peckham, London.
- November 28, 2022 – **University of the Arts London, Creative Computing Institute**, for the computational ethics unit, invited by Dr Anna Troisi, on the making of VR artwork *INTER/her* and my practice.
- November 21, 2022 – **Open Online Theatre (OOT) Festival 2022**, panel on Wild Imaginings: The Future of Performing Arts and Tech, online panel chaired by Danielle Minns and Joumana Mourad of IJAD Dance and OOT.

November 10, 2022 - **Virginia Commonwealth University, School of the Arts**, for the Wearable Technology MA class invited by Dr Sicchio to talk on my practice and the making of the VR artwork *INTER/her*.
- September 5th, 2022 – **DRHA 2022 Digital Research in Humanities and the Arts**, Kingston University, London. Talk on the *Intangible Threshold* collaborative performance residency in 2020 for Access Space and outcomes and insights from it in light of the COVID-19 pandemic <https://www.drha.uk/2022/programme/> and [book of abstracts](#)
- June 13, 2022 – **ISEA 2022 International Symposium of Electronic Arts**, Barcelona, Spain, Artist talk on *INTER/her* <https://isea2022.isea-international.org/event/artist-talk-inter-her-inter-her-an-immersive-journey-inside-the-female-body/>
- March 25, 2022 – **Leonardo Laser Talk for ArtSci Salon Series: Technologies of Care: Building communities and technologies of care**. On my own experience with ovarian cancer and making the VR artwork *INTER/her*. Details and talk available here <https://artscisalon.com/who-cares/building-communities/> alongside exhibition of VR project here <https://artscisalon.com/who-cares/camille-baker/>
- February 10, 2022 - **Wolverhampton Screen School**, University of Wolverhampton FABSS; Talk: *Extended Senses: Designing Emotional Immersive Experiences with VR Haptics*, video archive [on YouTube available here](#)
- September 10th, 2021 **Ars Electronica 2021**, UCA Artistic Presentation online on *INTER/her* Immersive Experience – <https://ars.electronica.art/newdigitaldeal/en/uca-artistic-presentation/>
- September 15th, 2021 **Access Space** at the Food Hall, Sheffield, UK Talk on *INTER/her* Immersive Experience design and experience.
- July 7-9, 2021 EVA London 2021 Conference on *Electronic Visualisation and the Arts 2021* [Keynote Address](#) on the History and Importance of S+T+ARTS; and *INTER/her*: An immersive journey inside the female body – [VR experience demo](#)
- **Access Space Studios** Oct-1st-Nov 5, 2020 - Online Residency Programme 2020 commission, *Intangible Threshold*. A collaboration between myself and Susanne Palzer – performance of outcomes here <https://access-space.org/portfolio/coming-up-online-residency-event-with-camille-baker-susanne-palzer/>
- October 2019 Online minidocumentary for ART + TECHNOLOGY series on **BloombergTV**, and **Singapore Airlines** for **Hyundai** <https://youtu.be/S63OvmTDq8U>
- Sept 7, 2019 **Ars Electronica Festival 2019** Linz, Austria conference program, STARTS Day in the **Legal frameworks for STARTS Collaborations** panel, on collaborations and IP Issues <https://ars.electronica.art/outofthebox/en/starts-day/>
- October 5, 2018–February 8, 2019 **Exhibition Me Attempts, Failures, Trials and Errors** of documentation of **Hacking the Body** live performances of **Flutter /Stutter** and **Feel Me**, curated by Hillevi Munthe and Tincuta Heinzl in Bucharest at the "Salon de Proiecte"; Nov 16-Dec 9, 2017 Píksel art gallery, Bergen, Norway. online <http://salonuldeproiecte.ro/exhibitions/attempts-failures-trials-and-errors/>
- Sept 10-13, 2017 **Digital Research in Humanities and the Arts 2017 (DRHA): DataAche**, Plymouth, UK - on WEAR Sustain and ethical and sustainable wearable technologies and e-textiles <http://drha2017.com/conference-information>
- June 30-July 2, 2016 **International Conference on Live Interfaces**, Brighton, UK, [performance](#) of our **Flutter /Stutter** dance and wearables piece, created for February 2016 performances below. www.liveinterfaces.org/
- May 16-22, 2016 **ISEA: International Symposium for Electronic Arts 2016** Hong Kong, [artist talk](#) on performance development and wearable costume design for **Flutter /Stutter** and **Feel Me**
- February 16 & 18, 2015 **Hacking the Body** live performances of **Flutter / Stutter** and **Feel Me**, Watermans Arts Centre, London, February 16th, and Access Space Sheffield, February 18th – with dancers wearing custom wearable technology and e-textiles garments. Performances here: hackingthebody.wordpress.com & <https://vimeo.com/168129310>
- July–November **2015 Wear_NEXT Exhibition**, Brisbane, Gallery Artisan, Australia & Asia <http://artisan.org.au/whats-on/current-exhibitions/> and [online catalogue here](#). [Video] from R&D residency at UCA & Siobhan Davies – audio review here: http://mpegmedia.abc.net.au/rn/podcast/2015/09/bst_20150903_0843.mp3 call to action for more expressive wearable technologies and e-textiles in art, design, fashion and performance.

Academic Experience

Senior Tutor, Digital Direction and Professor of Interactive and Immersive Arts, in the School of Communication, **Royal College of Art**, supporting MA/MRes and PhD students and programme development, with significant responsibility for research, Research Grant writing and development and more cross-college collaboration (October 24, 2022-present)

Professor of Interactive and Immersive Arts, School Film, Media & Performing Arts (**Sept 2020 to Oct 24, 2022**) University for the Creative Arts, Farnham. Research development, mentoring of academic staff, PhD supervision, *The X10DD Senses Laboratory* Director (Nov. 2020 to present); **Year Leader MA Games** 2019-present.

External Examiner for MSc Creative Computing, Creative Computing Institute, University for the Arts London, from March 3rd, 2020 to February 28, 2025;

External Examiner for BA (Hons) User-Experience (UX) and User-Interaction (UI) Design course, Ravensbourne University London, February 2020 to July 2023;

Reader, Interface and Interaction, in the School Film, Media and Performing Arts (Aug 2015 to present) Course Leader, Digital Communication Design BA (Aug 2014-July 31st 2015) University for the Creative Arts, Epsom. Research development and mentoring for academic staff.

Senior Tutor, Royal College of Art, London, UK (Aug 1st 2015 to July 30th, 2016), Design Interactions MA, School of Design. Tutoring Masters projects in speculative, critical technological design practices and projects.

Course Developer/Tutor (consultancy): Writing and development of an **online Graphic Design course** and module materials, syllabi and descriptions for validation; Resource Development International (RDI) - online education (validation via Anglia Ruskin University – Coventry, UK. (April 2012 - present).

Course Director (2012-2014) and **Lecturer** (2007-2012), Digital Media in the School of Engineering and Design, Brunel University, London, UK, **Broadcast Media and Multimedia Design** (from Oct 22, 2007 to July 31st, 2014): Motion Graphics, Adv. Motion Graphics, Applied Video Aesthetics, Image in Motion, Digital Design Theory, 3rd year Final Project & Supervision.

Funding/Awards

2023 February 06 – Arts Council England National Lottery Fund Artist Project Funding for **Mammary Mountain** project – for the production and exhibition of the physical haptic corset interface and VR immersive installation for public engagement, co-creation and community building for survivors of Breast Cancer – sister project to **INTER/her**. FUNDED (£40,000) Duration: February 2023 -January 2024. Website to come.

2021 September 22 - shortlisted for the **Lumen Prize 2021** of 65 from 1200 applicants <https://www.lumenprize.com/> for the **INTER/her** project: An immersive installation and virtual reality journey inside the female body, featuring personal health stories, with an accompanying haptic corset. <https://inter-her.art>

2020-2021– Arts Council England National Lottery Arts Project Grant for **INTER/her** Immersive Experience project above. **FUNDED** (£15,000) September 2020

2019-2020 – University for the Creative Arts Internal Funding for **INTER/her** Immersive Experience project above. **FUNDED** (£4,500) December 2019 to September 30, 2020.

2019-2021 **EU Horizon 2020 ICT-32-2018-2**, Community Support Action, project 824950 - **STARTS ecosystem: Support to STARTS Community and Lighthouse Projects through the creation of an ecosystem for hybrid talent**. PI for University for the Creative Arts. **FUNDED** August 2018(€999,918.75 total across all partners/€160,875.00 for UCA)) start date: January 2019, ending: December 2021.

Jan 2017- April 2019 **EU Horizon 2020 ICT-36-2016-1** Innovation action, project 732098 **WEAR: Wearable technologists Engage with Artists for Responsible innovation**. PI for University for the Creative Arts. **FUNDED July 2016** (€2,998,925 total across partners) January 2017-April 2019.

October 2015 – Arts Council England Creation and Performance staging of **Hacking the Body 2.0** at Access Space, Sheffield and White Building/SPACE Studios, London in February 2016. **FUNDED** (£13,977) November 2015 to March 2016

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April and Oct 2015 – University for the Creative Arts Internal Funding for project **Hacking the Body & HTB 2.0**, for collaborative work with choreographer Kate Sicchio, combining wearable technologies with performance with a focus on live coded choreography, wearable tech, the ethics of data collection and its impact on identity and movement. **FUNDED** (£6,750) February to November 30, 2015.

2013-2014: FET-ART/ ICT&ART Connect FP7 Support Action: Co-Creation call Future Emerging Technologies (FET) EU consortia grant. PI for Brunel University **FUNDED** (£550,000 total across partners) June 1, 2013-May 31st, 2014.

2013 **Canada Council Travel Grant** for travel to Australia to conduct 3 workshops at: **ISEA 2013, The International Symposia of Electronic Arts**, Sydney, Australia; **TekStar Technology Arts Festival**, Byron Bay, Australia; and **ACM Creativity and Cognition Conference**, Sydney, Australia (\$2,500)

2007 **BBC R&D Surrey**, UK PhD Sponsorship for PhD studies at the SMARTlab Digital Media Institute, University of East London 2006-2011 (£20,000 yearly- 3 years).

Education

1/ October 2007-July 2009, *Certificate in Postgraduate Teaching* (Awarded PG. *CERT July 2009*), Brunel University, London, UK.

2/ October 2006-Dec 2011 (awarded Aug 2011): *PhD Digital Media*, focused on Mobile Media & Participatory Performance, **SMARTlab Digital Media Institute, University East London**, London, UK

3/ September 2001 – April 2004: *Master in Applied Science – Interactive Arts, Computing Arts and Design Sciences Graduate Program, School of Interactive Arts and Technology, Simon Fraser University*, Surrey, BC, Canada

4/ September 1985 to December 1990. B.A. Major: *Sociology/ Anthropology*. Concentration: *Fine and Performing Arts/ Modern Dance*. **Simon Fraser University**, Burnaby, BC Graduated: July 1991