

*Extended Senses Practice:*  
*embodiment of technology & a feminist approach to*  
*designing emotional immersive experiences*

Camille Baker, PhD  
Professor in Interactive and Immersive Arts  
Senior Tutor Digital Direction  
Royal College of Art, London, UK



## artistic practice mediums

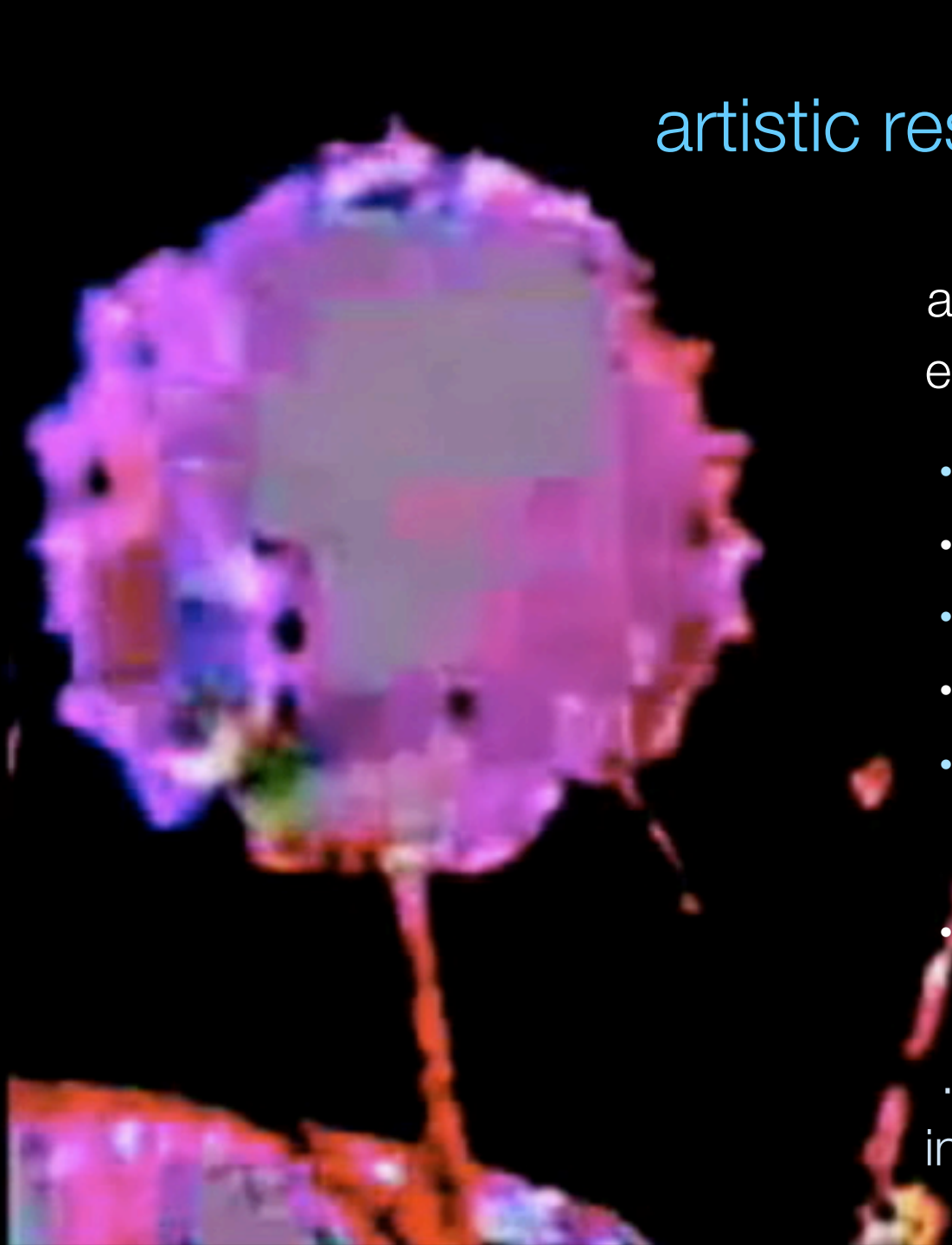
- XR / immersive experiences
- e-textiles/wearables in performance
- mobile media art & performance
- interactive installation
- networked/telematic & participatory performance
- responsive environments design and interaction
- curating digital, electronic, interactive art and performance media

online portfolio [www.camillebaker.me](http://www.camillebaker.me)

# artistic research

at the intersection of art, design, engineering and electronics:

- immersive media and experience design
  - experiential and participatory performance
  - fashion, textiles, electronic and smart textiles
  - screen arts: video production and art
  - creative coding and emerging technologies (wearable devices, phones & VR)
  - curation and community engagement in art and technology
- ...exploring developing methods for meaning-making in many art & technology modalities



# practice and research evolution

Three strands have emerged over the years:

- 1) Media Art & Performance Curation

- 2) Art / Research

- 3) Community Engagement w/Art & technology



curating

curating art & technology

eyeteasers iPod film festival event 2006

- Co-Executive Director of *The Escape Artists Society (T.E.A.S.)* performance media event production, non-profit society 2005-2007;

# curating art & technology



- Curator and Event Producer - *The New Forms Festival* gallery, conference and performances - for 3 years from 2002-2004



# *Defragmentation: Curating Contemporary Music* German research project April 2017–March 2019

## Research Team

HELOISA AMARAL

CAMILLE C. BAKER

GEORGINA BORN

BJÖRN GOTTSTEIN,

LARS PETTER HAGEN

GEORGE E. LEWIS

TIM PERKIS

BERNO ODO POLZER

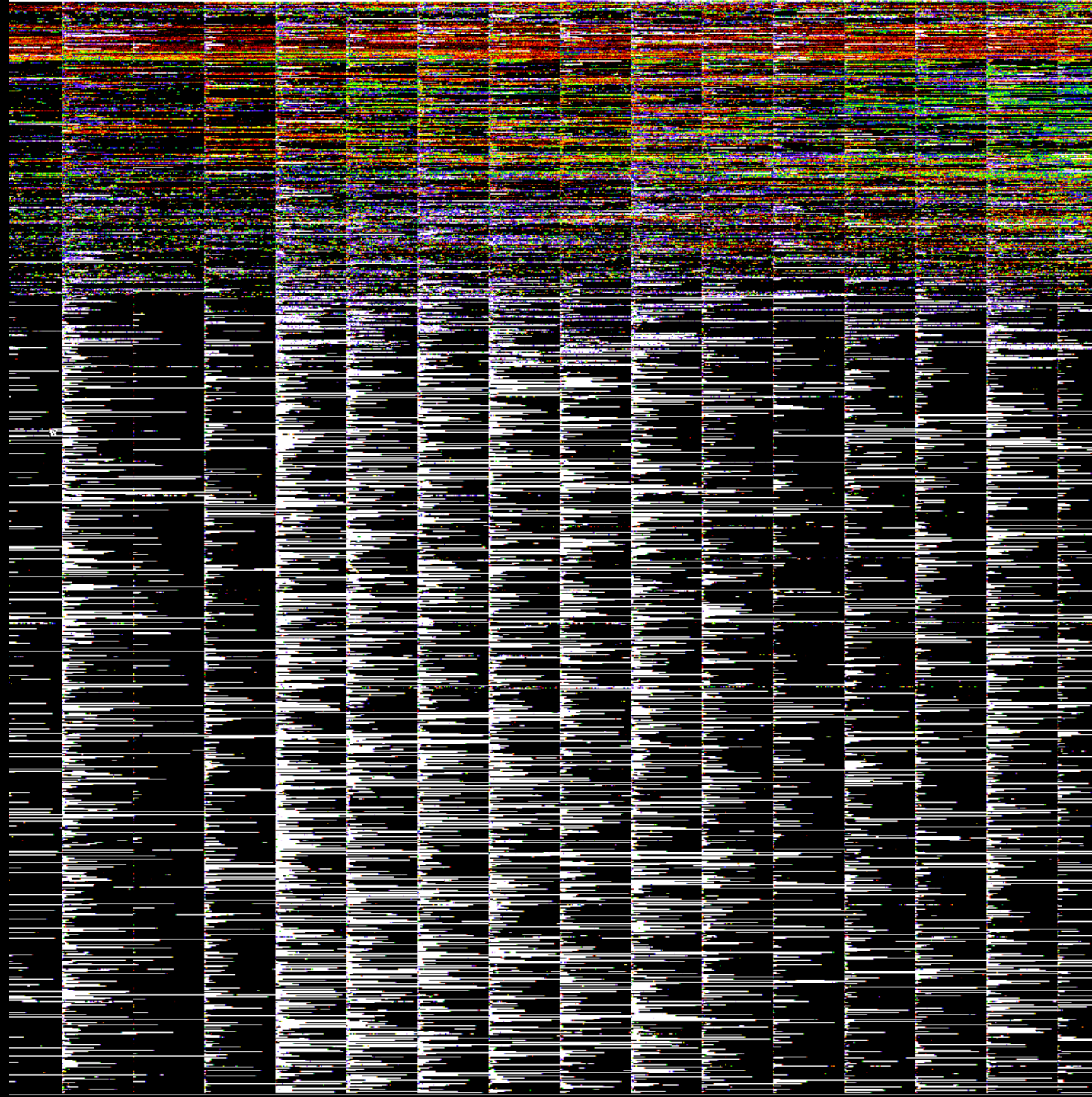
THOMAS SCHÄFER

HORTENSIA VÖLCKERS

*“Defragmentation* – addressing much-neglected questions on themes of “Gender & Diversity”, “Decolonisation”, “Technology” and “Curation” in new music. To render visible structural and habitual insufficiencies and develop better practices and more adequate discourses on these interconnected themes, examining the social relevance of contemporary music, reflecting on its genealogy, and its intersections with societal fault-lines of today.

Funded by the Kulturstiftung des Bundes, developed jointly by

1) MaerzMusik – Festival for Time Issues, 2) Darmstädter Ferienkurse für Neue Musik, 3) Donaueschinger Musiktage, and in cooperation with  
4) Ultima Festival Oslo.





curating art & technology



# PEAU D'ÂNE: CELEBRATING THE WORK OF VALÉRIE LAMONTAGNE

October 13, 2020 to Present (Jan 2021)

Curated and designed by Camille Baker



ARS ELECTRONICA | IN KEPLER'S GARDENS | PROGRAM

## Ars Electronica Garden UK

# Garden of Earthly Delights

**University for the Creative Arts, FutureEverything, University of Wolverhampton,  
Art in Flux, NEoN Digital Arts Festival (UK)**

Taking inspiration from the central panel of Hieronymus Bosch painting “The Garden of Earthly Delights” and the Ars Electronica 2020 meta-topics of ecology, democracy, uncertainty, humanity, reality, and autonomy. The UK Garden will act as a unifying community celebration of amazing art-tech/art-science collaborations showcased from north to south, with the START Prize winners, runners-up, nominees and other STARTS projects (residencies, Lighthouse projects) at the heart of the program.





*In the Invisible Garden – where the magic happens..., University for the Creative Arts (GB), Credits: Art in Flux: Reclaimed virtual exhibition featuring the work of Aminder Virdee, Aphra Shemza & Stuart Batchelor, Camille Baker, Danielle Brathwaite-Shirley, Enrique Agudo, Kimatica, Natasha Trotman, Olive Gingrich & Shama Rahman and Ro Greengrass & Maddy James*

ARS ELECTRONICA | A NEW DIGITAL DEAL | GARDENS

**Ars Electronica UK Garden**

# **In the Invisible Garden – where the magic happens...**

**University for the Creative Arts (GB)**



<https://ars.electronica.art/newdigitaldeal/en/invisible-garden/>

artistic research



# performance & technology research

*whisper[s] : wearable, handheld, intimate, sensory,  
personal, expressive, responsive system*

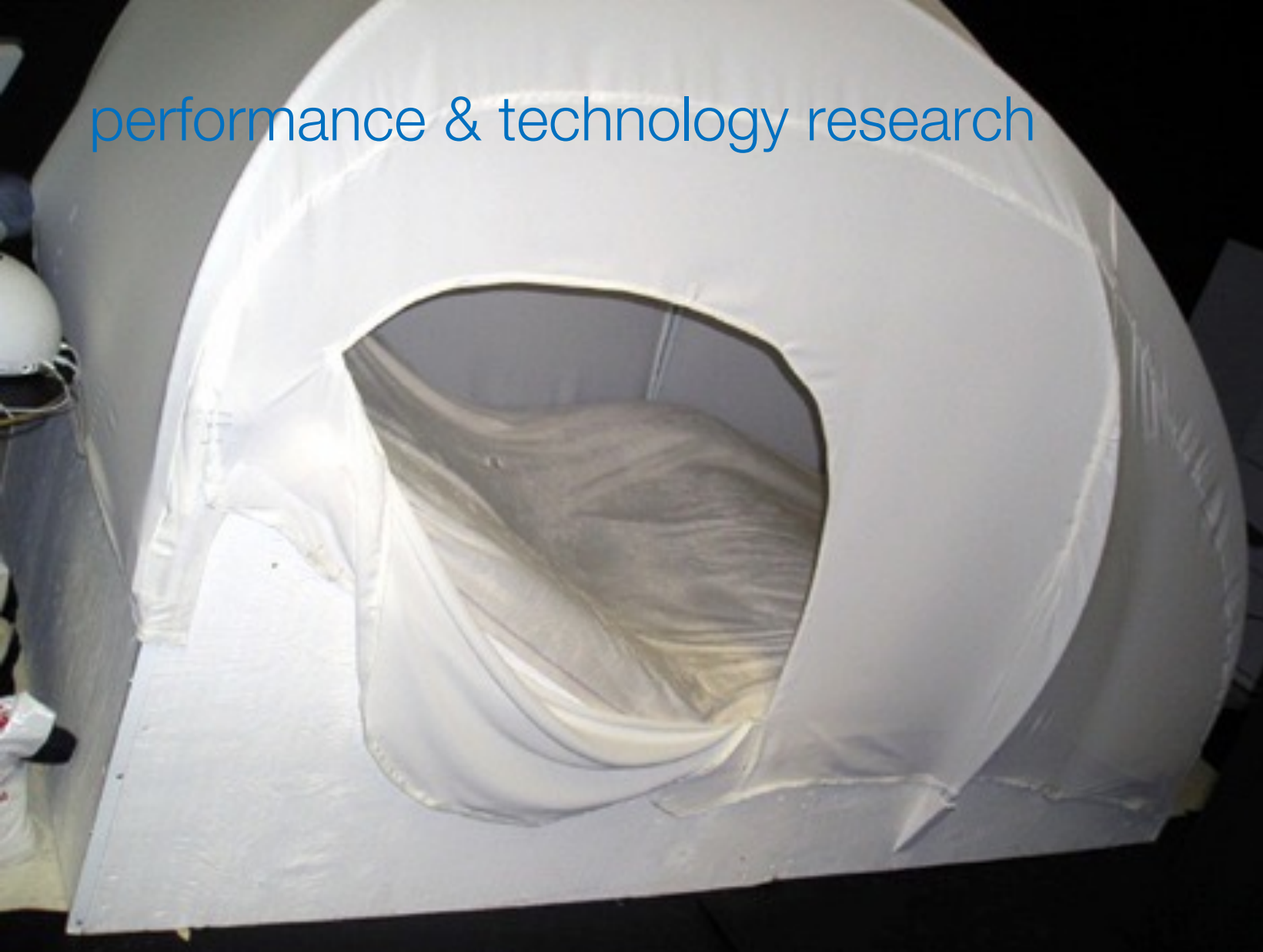


## *the whisper[s] project*

Researcher on the seminal wearable performance research project, led by Professor Thecla Schiphorst and Dr. Susan Kozel (2003-2006) Vancouver, Canada <http://whisper.iat.sfu.ca/>



performance & technology research



## ***Dream Pod: Internal Networks***

Masters final project 2004





SMARTlab PhD media art research 2006-2011:

## *MINDtouch mobile performance research*



C. Baker - stills from participants' videos from Vancouver workshop July 2007 and Dublin workshop October 2007



*–to uncover any new understandings of the sensations of ‘liveness’ and ‘presence’ that may emerge when using mobile technologies and wearable devices in performance contexts–*

SMARTlab PhD media art research 2006-2011:

## *MINDtouch mobile performance research*





SMARTlab PhD media art research 2006-2011:

## *MINDtouch mobile performance research*

*one of several events & participatory performance*



Images from live events for *MINDtouch* C.Baker 2009-2010

SMARTlab PhD media art research 2006-2011:

*MINDtouch mobile performance research*



*still of mixes for broadcast 2009-10*



performance & technology research

## *Hacking the Body*

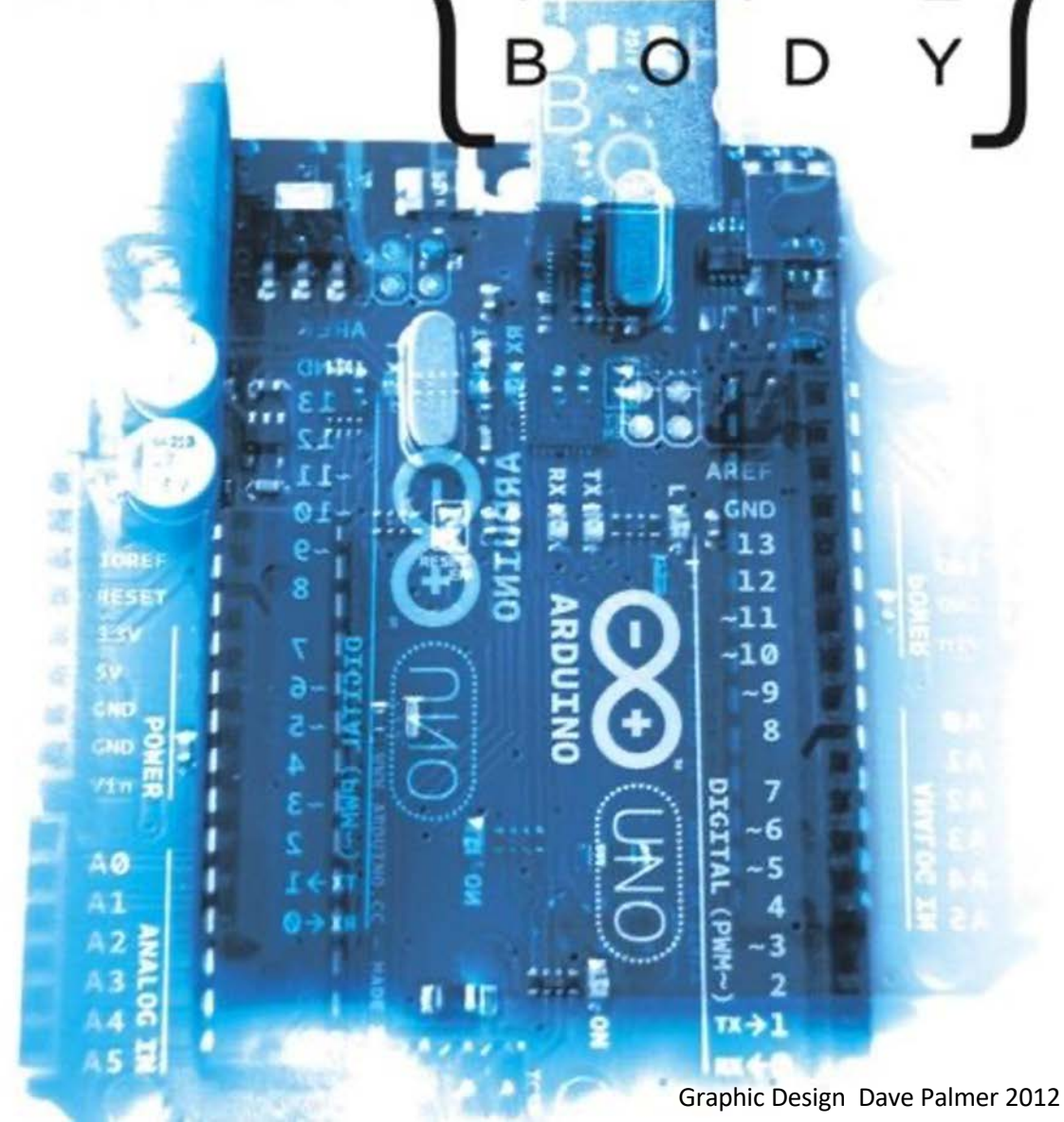
an ongoing collaboration with  
dance artist /choreographer Kate  
Sicchio between 2011- 2018

RECONFIGURABLE  
EXPRESSIVITY FROM  
THE INSIDE OUT

**Aims**

Explore and investigate understandings of states of  
the body to and by hacking them to make new works.

{ HACKING  
THE  
BODY }



## *Hacking the Body workshops: performative electronics DIY Ethos*



Tek\* 2013, Workshop, Byron Bay, Australia – June 15<sup>th</sup>, 2013



ISEA 2013, Workshop, Sydney Australia – June 9<sup>th</sup>, 2013

# performance & technology research

- wearable technology and sensing devices in dance and participatory performance.
- novel uses of body data from wearable sensing devices as choreographic or performance devising material and research.
- ethics of data collection and how knowledge of it influences identity and expression in performance.
- making bespoke sensors and Smart Garments (wearable tech) as research



*HTB 2.0: activities 2014-2018*



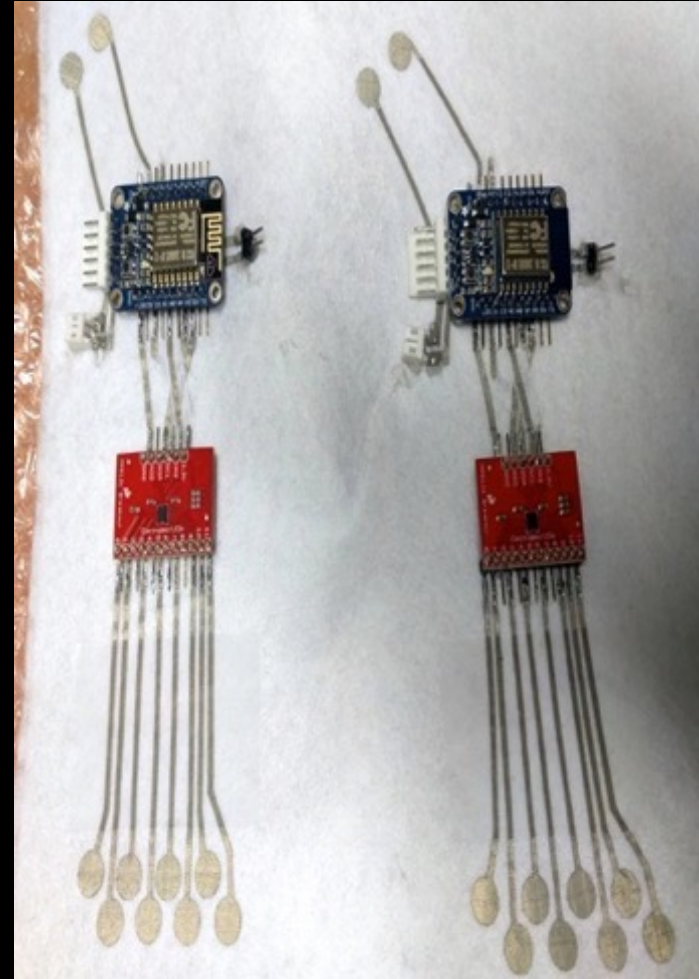
*HTB 2.0: final garments Flutter Stutter 2016*



image and garment by Tara Baath Mooney © February 2016 – Hacking 2.0 part 2



## *HTB 2.0:* electronics development 2015



## *HTB 2.0: hacked garments Feel Me 2016*



## *HTB 2.0: performances of Feel Me*

*London Feb 16<sup>th</sup> -Sheffield Feb 18<sup>th</sup>, 2016*





# *HTB 2.0: performances of Flutter/Stutter*

*London Feb 16<sup>th</sup> -Sheffield Feb 18<sup>th</sup>, 2016*



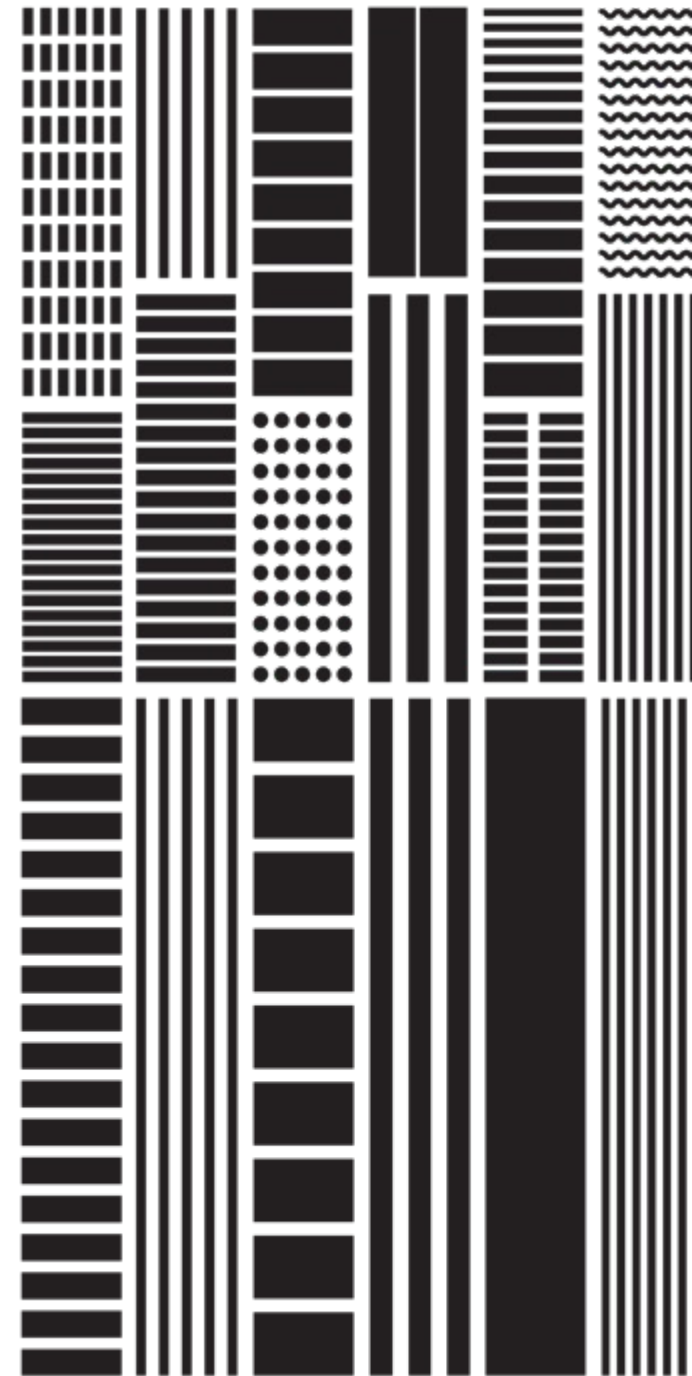
# Sensory Spaces

April –Nov 2020

Professor Camille Baker

Professor Birgitta Hosea

Valkyrie Industries CTO, Ivan Isakov







## Sensory Spaces

### Prototyping

Can using haptic gloves with feedback through the fingers be used for an intuitive approach to sculpting in VR?



# Sensory Spaces



## Testing

Iterative development  
with a pool of  
specialist testers



Conclusion: demand  
for use of own hands  
when creating  
content



# performance & technology research

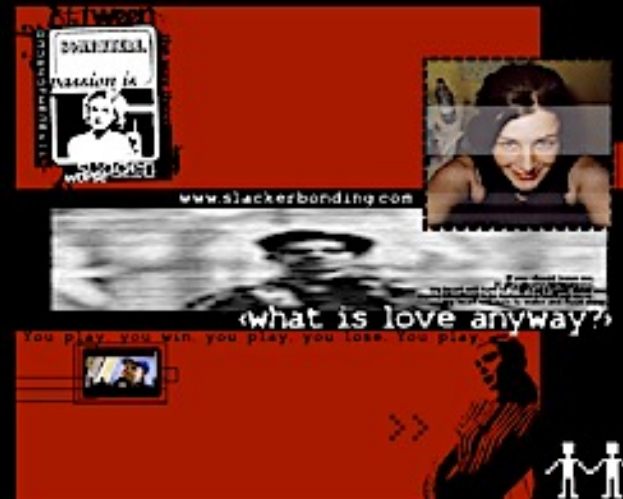
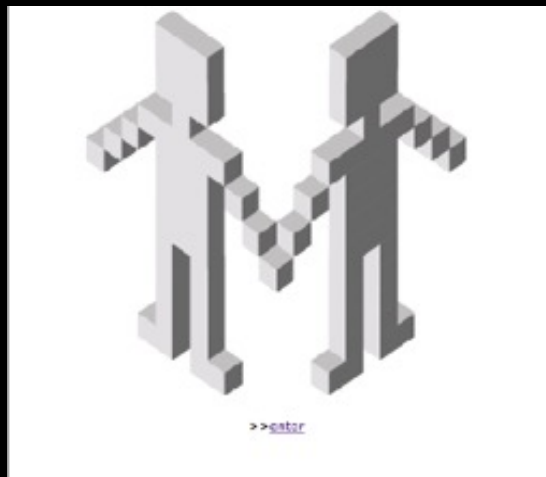
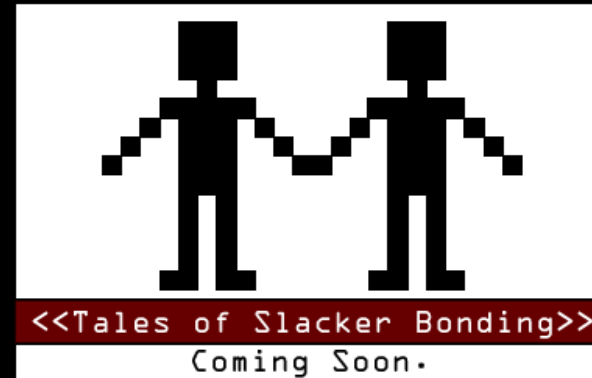
## Art & Performance projects

- ***INTER/her*** VR art installation - development, production and exhibition - 2019-present
- ***Intangible Threshold*** commissioned online performance project - Oct 1<sup>st</sup> to Nov 5th 2020
- ***Sensory Spaces***, a StoryFutures collaboration– product dev & research Apr-Nov 2020
- ***Defragmentation*** – German funded New Music Festivals research project 2017-2019
- ***HTB 2.0*** w/Kate Sicchio ,Prototyping & live staging performances - 2015-2018
- ***Hacking the Body*** w/Kate Sicchio, Performance research - 2011-2015
- ***Low Lives 3*** – Network Performance - 2011
- ***MINDtouch: Ephemeral Transference***, PhD Art-as-Research project- 2006-2010
- ***DreamPod*** Installation, MA artwork & research - 2002-2004
- ***Spiritual Heroine & ultrapuss*** alt-rock band activities – 1993-2007
- **Video Artworks** (various works) - 1993-2005
- **Modern dance performances and related activities** - 1989-1992



community building &  
engagement

# online community building



Online community  
nurturing art,  
performance, parties &  
relationships: "*tales of  
slacker bonding*"  
Vancouver © 2001



# FET-Art/ICT & Art Connect: EU Project 2013-14



NEM Summit Art & Tech  
Hackathon,

Vilnius- ICT 2013

Brussels- ICT & Art  
Connect 2013 &  
European Parliament

- Edinburgh @ Scottish  
Parliament

# FET-Art/ICT & Art Connect: EU Project 2013-14



Selected Residencies 19 in total <http://www.ict-art-connect.eu/residencies/>



Diasynchronoscope



Seeing healthcare...



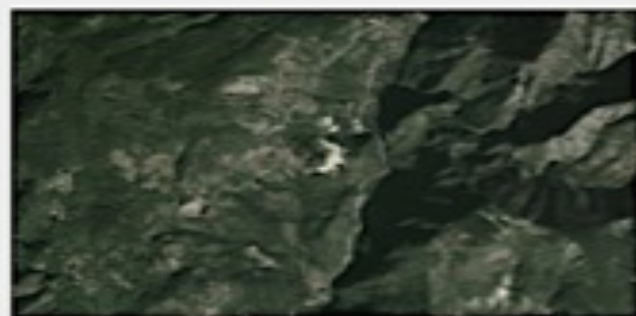
Not to be reproduced



Bio Strike

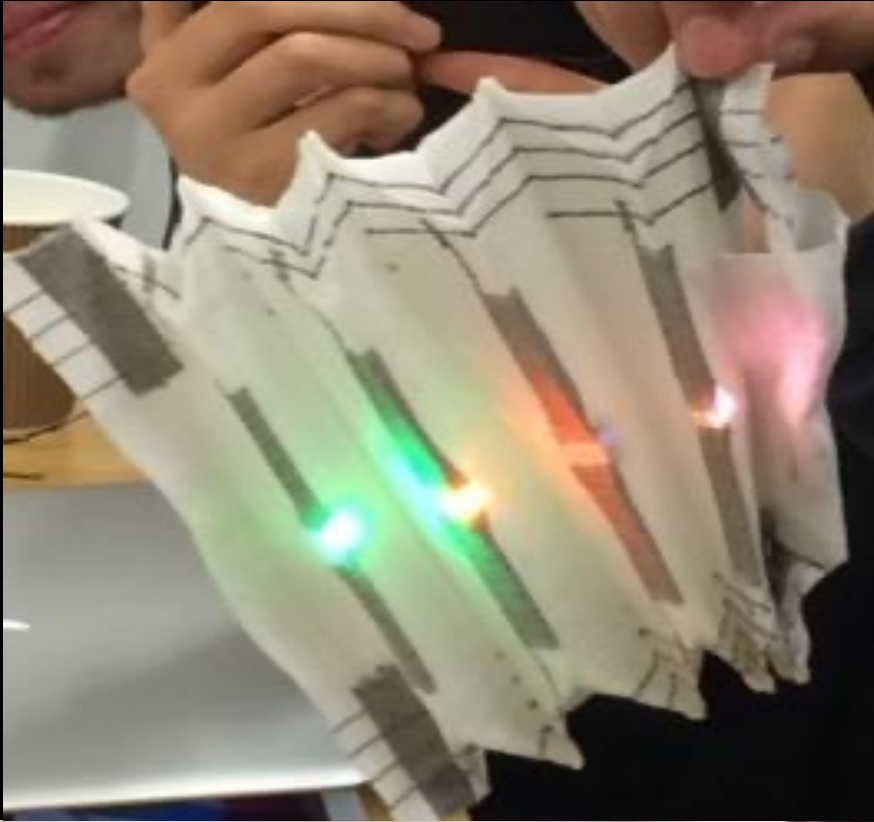


Dancing with drones



Death from above





## *e-stitches collective network*

*facilitating Design & Tech:*

*e-stitches* is a community of specialists in the space of e-textiles and wearables in London. Through meetups, show & tell, and workshops, we create a space for learning, discussions, skill share and networking.

*e-stitches* **started November 2014** co-hosted with Melissa Coleman, supported by Irini Papadimitriou, Director of the V&A Digital Programmes (until 2017).

Online since April 2020 to present

*Now we have 6 chapters around Europe: London, Bristol, Limerick, Berlin, Barcelona, and now Rotterdam through V2*





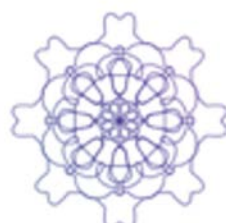
## SUSTAINABLE INNOVATION

Art/Tech Collaboration  
|  
Open Calls  
(Cross Border::Cross  
Sector)  
|  
€2.4m Awards:  
|  
48 Innovations to market  
|  
Best Practice Methods



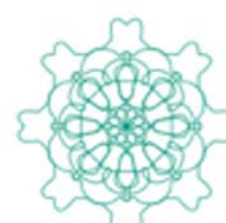
## WEARABLES ECOSYSTEM

Be part of the next  
generation of  
wearables  
|  
40+ Network of  
Hubs & Advocacy  
Centres  
|  
Aesthetic  
Ethical  
Support



## KNOWLEDGE EXCHANGE

Events  
|  
Symposia  
|  
Local Meet-ups  
|  
Digital Platform



## ETHICS & SUSTAINABILITY

Personal  
(Data)  
|  
Environmental  
|  
Material  
|  
Critical



## WEAR Sustain- SUSTAINABILITY STRATEGY & TOOLKIT

Sustainable & Disruptive Innovation  
>> Next Generation Wearables  
|  
Wearables Ecosystem  
|  
New Knowledge  
|  
Ethics & Sustainability Guidelines










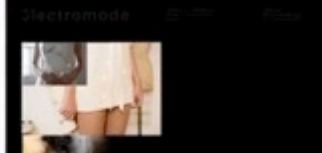



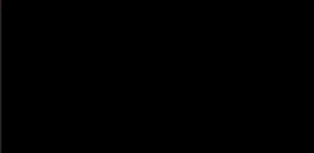















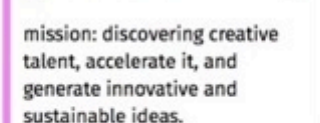

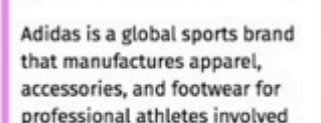

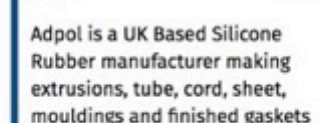



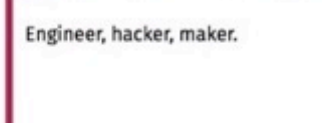



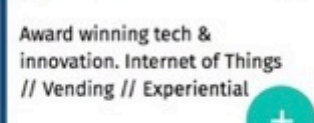


## DIRECTORY

Explore actors by enabling the filters, legend items and keyword via search navigation at the left side.

☒ COMPANIES ☒ PEOPLE ☒ COMMUNITIES 1135 ACTORS

**CATEGORY** Academia Creative & In... Creative Prof... Government ... Incubator & A... Investor Technology P... Artist (Applic... Expert Researcher Technologist ... [View more](#)

<b>!DROPS</b>  iDROPS is a digital innovation agency for the cultural, creative and social sector. 	<b>(FAB)LAB DIGISC...</b>  High performance infrastructure for interactive and collaborative visualization and (also) to make almost anything we want. 	<b>*MAGDALENA SC...</b>  Magdalena is an expert in sustainability in textiles with work experience for over 10 years. 	<b>360FASHION NET...</b>  360Fashion Network applies the latest technologies to the fashion industry to create new products and experiences with relevancy. 	<b>3ELECTROMODE</b>  Avant-garde crafting & consulting in fashionable technologies. 	<b>A TWO DOGS CO...</b>  The artistic practice of Kris Verdonck has evolved in recent years. His present projects are both on theater stages and in museums at hom... 	<b>A'PEAR</b>  Everything to make everyone look and feel attractive. 
<b>A+Z DESIGN</b>  	<b>AARHUS WALKS ...</b>  Aarhus Walks on Water is an Aarhus 2017 Commissioned Event in collaboration with Central Denmark Region, presented by Aarhus University, ... 	<b>ABC ACCELERATOR</b>  ABC (Acceleration Business City) is the private acceleration campus dedicated to the best entrepreneurs from all over the world. 	<b>ACADEMANY</b>  The Academy of (almost) anything. A global distributed campus for high level education, learn top skills from global leaders, master them... 	<b>ACTE - EUROPEA...</b>  European Textile Collectivities Association: textile, clothing, leather, footwear and fashion accessories sectors. 	<b>ADAM STARK</b>  Computer scientist and musician working on the mi.mu gloves 	<b>ADAMSFOUR.</b>  EDERA Safety / adamsfour. has committed itself to increase the impact of personal safety gear (PSA+) in the areas of sports safety. 
<b>ADDICTLAB</b>  mission: discovering creative talent, accelerate it, and generate innovative and sustainable ideas. 	<b>ADIDAS GROUP</b>  Adidas is a global sports brand that manufactures apparel, accessories, and footwear for professional athletes involved 	<b>ADPOL</b>  Adpol is a UK Based Silicone Rubber manufacturer making extrusions, tube, cord, sheet, mouldings and finished gaskets 	<b>ADRIAN FREED</b>  	<b>ADRIAN GODWIN</b>  Engineer, hacker, maker. 	<b>ADRIANA RESTRE...</b>  Fashion Designer 	<b>AEGUANA</b>  Award winning tech & innovation. Internet of Things // Vending // Experiential 

# S + T + ARTS

SCIENCE + TECHNOLOGY + ARTS

**An initiative of the  
European Commission  
– DG CONNECT  
launched in 2015**

ICT&ART 2012

FET-ART

ICT ART  
CONNECT  
2013

ICT ART  
CONNECT  
Study

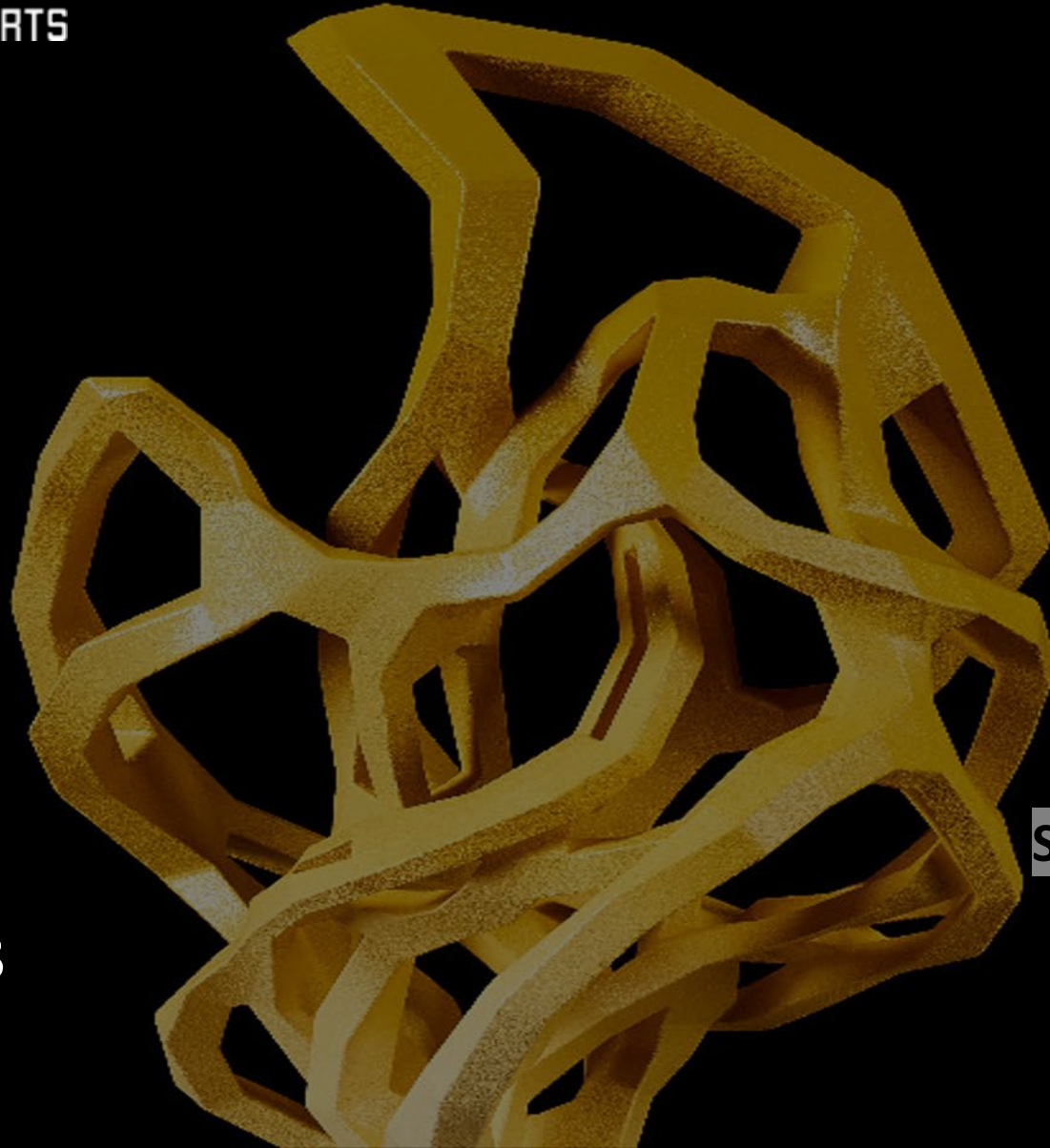
MI.MU Gloves. WEAR SUSTAIN



# S+T+ARTS

SCIENCE + TECHNOLOGY + ARTS

**A Single-entry  
point for  
European  
s+t+arts actors**



**Scientists:** research labs,  
academia, think tanks...

**Technologists:** engineers, web  
developers, programmers...

**Artists:** performers, designers,  
composers, writers...

**Supporters:** producers, cultural  
institutions, festivals...



# S+T+ARTS

SCIENCE + TECHNOLOGY + ARTS

[www.starts.eu](http://www.starts.eu)

The digital platform for  
hybrid collaborations  
between Science,  
Technology and Arts

Froth of the Daydream, Julie Desmet Weaver. STARTS Residencies

## community engagement focus

- Connecting artists and designers with technology experts, scientists & companies
- Organising and facilitating matchmaking activities, events and opportunities
- Supporting collaboration of these pairings through facilities & equipment, time, funding, mentoring and other services
- Initiating new activities, residencies, research and enhancement tools for artistic and technologists/scientists
- Initiating new consortiums, partnerships and EU projects to enable novel initiatives focussed on the intersection of Art/Design and Technology/Science
- Developing new strategies for engagement with the wider community and public, as well as government policy on how these collaborative innovations address societal issues and provide critical solutions to wicked problems not found in other initiatives

**WRITING**





# INTERSECTING ART AND TECHNOLOGY IN PRACTICE

TECHNE/TECHNIQUE/TECHNOLOGY

EDITED BY CAMILLE C BAKER  
AND KATE SICCHIO

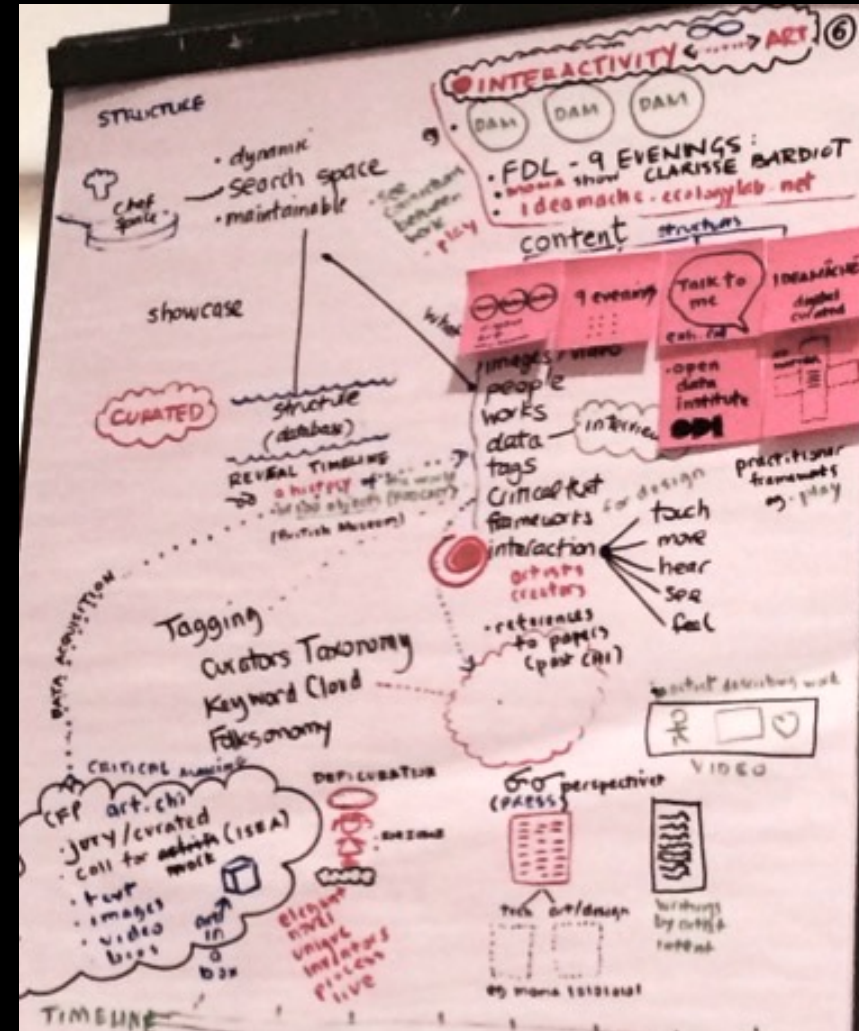


co-edited book, released December  
31, 2016 - on creative processes in  
hybrid Art & Technology practices

# Book chapter: *Curating the Digital* – eds. David England, Thecla Schiphorst, Nick Bryan-Kinns, Springer 2016



Based on Human Computer Interaction and Art Curating workshop at CHI 2014 Toronto to develop the direction of the book and future CHI curation



Book chapter: “Critical Interventions in Wearable Tech, Smart Fashion & e-textiles in Art and Performance”, *In Digital Bodies: Creativity and Technology in the Arts and Humanities*, edited by Susan Broadhurst and Sarah Price

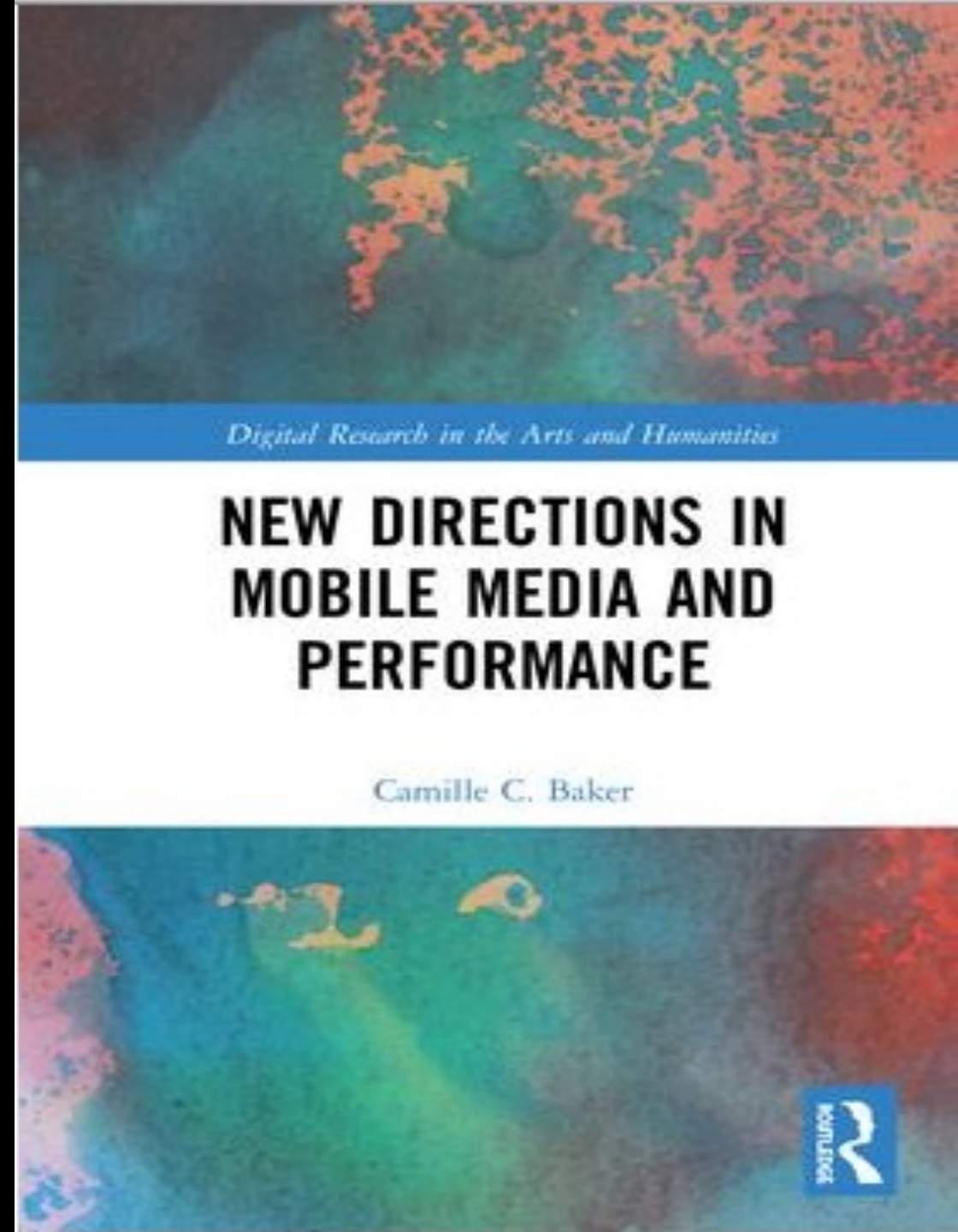
book released Sept, 2017



Based on April 2015 residency experiments



Monograph released August, 2018



# *New Directions in Mobile Media and Performance* Monograph released August, 2018

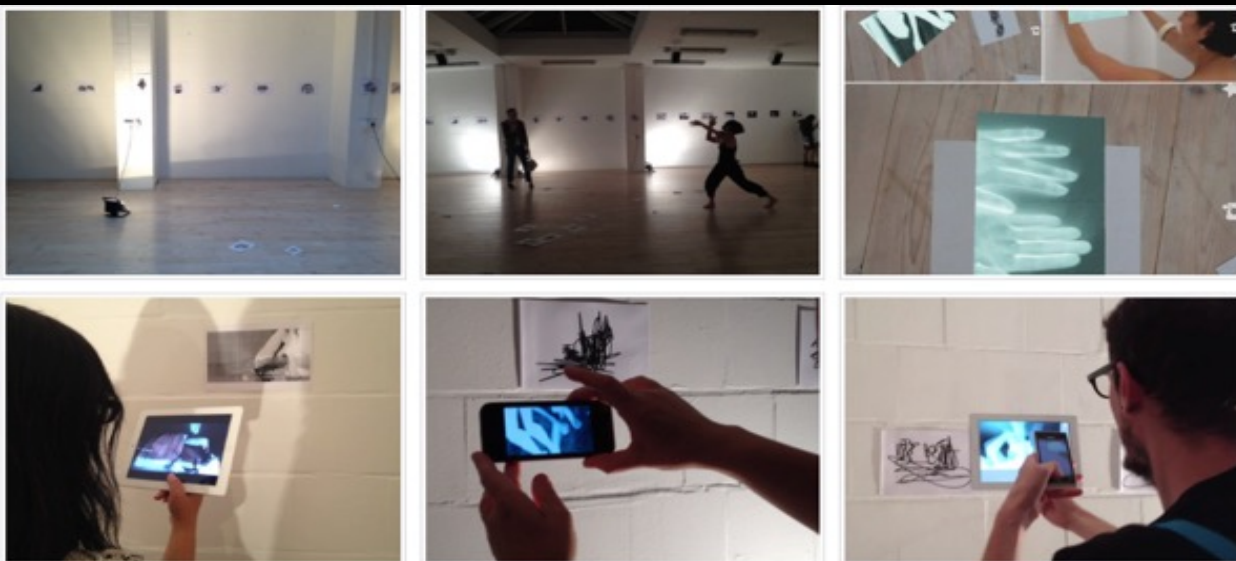
© 2016 - Kasia Molga  
and Invisible Dust -  
*The Human Sensor*



© 2016 Bushra Burge *Dark Matter, Dark Energy* project



© 2014 Jeannette Grinslov



© 2015 *Quasar* by FIELD and © 2013-14 The Constitute, *EYESECT*

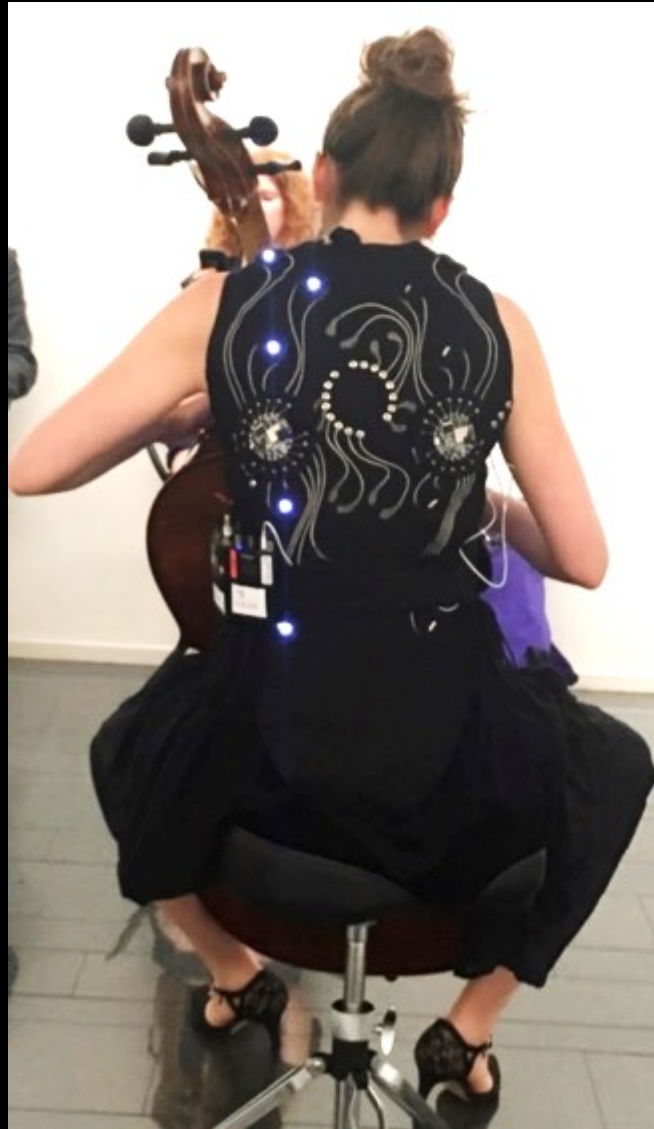




## The Routledge Companion to Mobile Media Art



Edited by Larissa Hjorth, Adriana de Souza e Silva, and Klare Lanson



Recent book chapter:

*“Wearing  
Data: Intentions and  
Tensions of Art and  
Design in  
Performance using  
Wearables”*



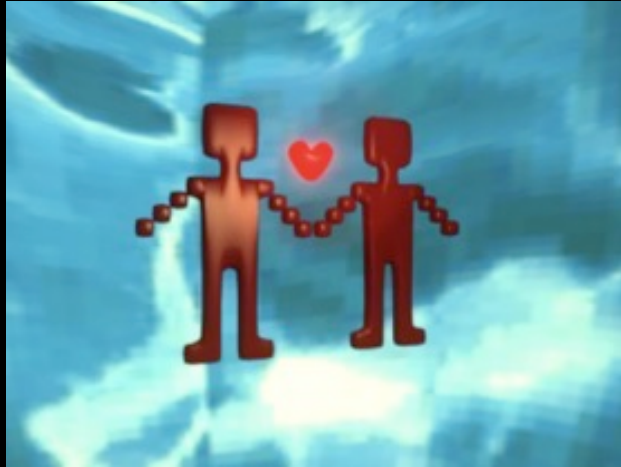
# Art & Performance Practice

# practice trajectory

- studied and performed modern dance as in high school and in university in Canada.



practice: dance, music, video art, 3D animation, web design & media art curating



- multiple artistic pursuits in Vancouver, Canada 1993-2004



# practice trajectory: music

band photos from *Spiritual Heroine* 1997 and *ultrapuss* 2007



- music composition and performance in alt-rock/pop/electronic bands from late 1993 - 2007: *ultrapuss* and *Spiritual Heroine*

recent  
practice

# Online Residency Programme 2020

Oct 1-Nov 5<sup>th</sup>, 2020 <https://access-space.org/>



## Camille Baker and Susanne Palzer – Intangible Threshold

Access Space is delighted to present 'Intangible Threshold', a collaboration between Camille Baker and Susanne Palzer for the Access Space Online Residency Programme 2020.

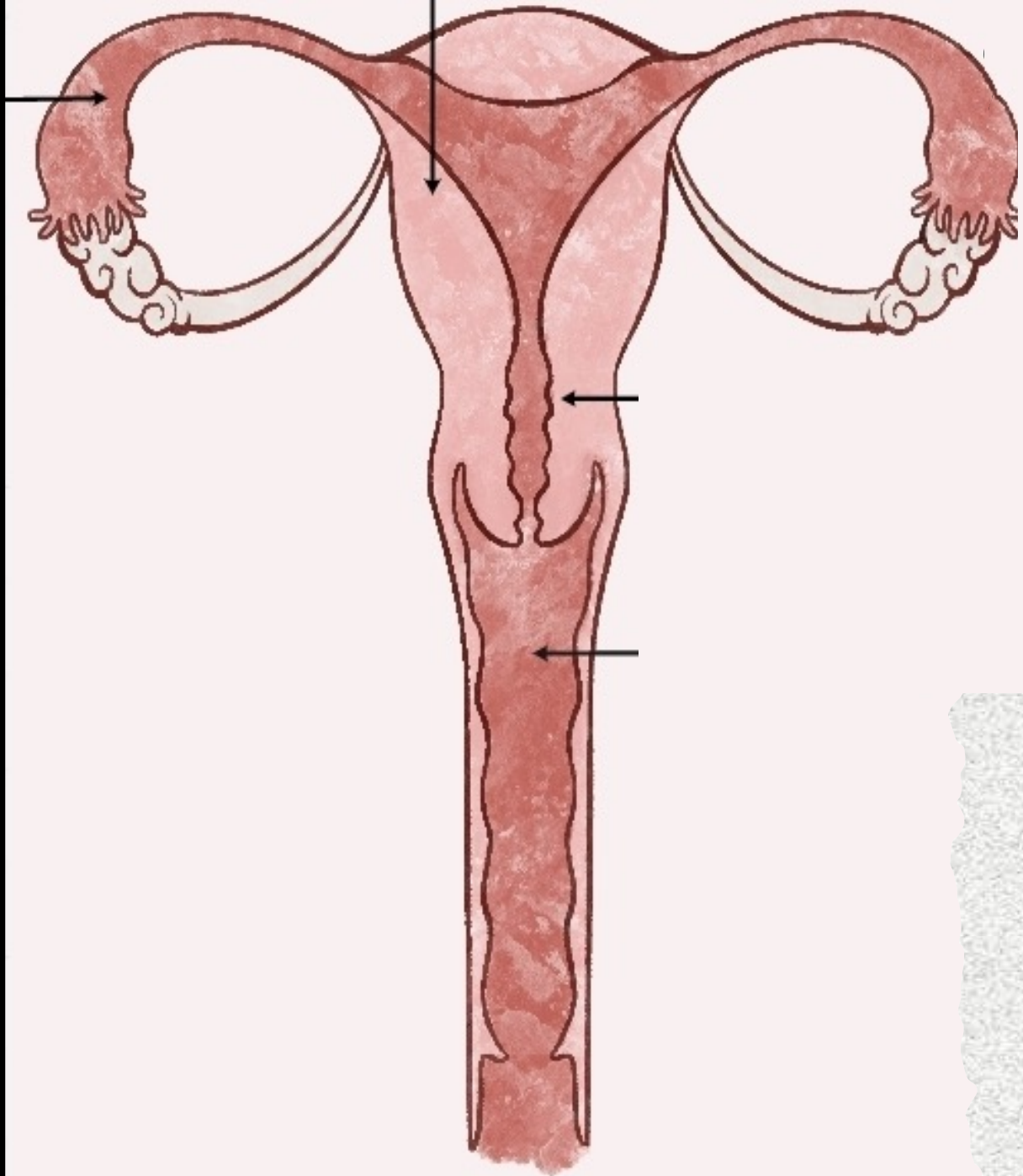
*Intangible Threshold* investigates collaboration and the meaning of connection over distance through screens and available technology. Coming together as two artists from different backgrounds in performance, Susanne Palzer and Camille Baker were brought together to answer this question: what methods do we have at our fingertips to brainstorm, devise, and rehearse live performance in COVID times in 2020? Through performative acts, digital connection through cameras, as well as using video conferencing tools,



# iner/her

Intimate Journey Inside the Female Body





## *INTER/her:* immersive art-ed project 2019-21

An immersive, intimate, haptic experience that takes participants inside the female body, to explore lesser understood post-reproductive diseases, such as fibroids, polyps, endometriosis, cysts & cancers emotionally, based on my own and other female family & friends' experiences.

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# *INTER/her* immersive experience ...

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- Inspired by my own experience with Ovarian Cancer and treatment in 2016
- Stories – many different women who asked to be anonymous

Excerpts from:

1. ***WOMAN: An Intimate Geography*** by Natalie Angier; and
2. ***Invisible Women: Exposing Data Bias in a World Designed for Men*** - Caroline Criado Perez.

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## *INTER/her* immersive themes...

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### Themes of:

- female identity
- self-love / self-care
- body image
- loss of body parts
- feelings of mortality
- body betrayal
- ailments, pain disease, tumours, cancer, treatment, surgery, etc.
- lack of reliable information
- male-dominated medical institutions
- sexuality fears
- negative festering of powerlessness and anger
- silence and isolation



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# *INTER/her* immersive experience ... previous presentation question

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What experiences, knowledge and research does your work emerge from, and what aspects of care is it trying to address?

- my work comes from a focus on the body and how to connect out from and return to the body through technology as a means of extending the senses of the body and
- exploring non-verbal communication between performers with the body as the interface to the world
- my focus is also on how to revere the body as a fragile yet wise site of understanding the world, through tacit knowing - so I always return to the body
- for *INTER/her*, I am trying to address the issue of poor acknowledgement and understanding of biological female bodies and thus the poor care for it in the medical system

## *INTER/her* immersive experience ... influences



Rosario Dawson – [\*Misting Vagina\*](#) Installation Burning Man 2011



[\*Walk-in Vagina\*](#) by South African artist Reshma Chhibra 2013

# *INTER/her* immersive experience ... influences



Rent Tent Movement



*Boston Women's Health Book Collective,  
also known as the Our Bodies, Ourselves Collective,*



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*INTER/her*  
immersive  
experience ...  
credits

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Camille Baker - Artistic Director / Concept

Maf'j Alvarez - Unity Designer / Media Artist

Bushra Burge - Haptic Interaction / Fashion Designer

Kat Austen - Sound Designer/ Composer

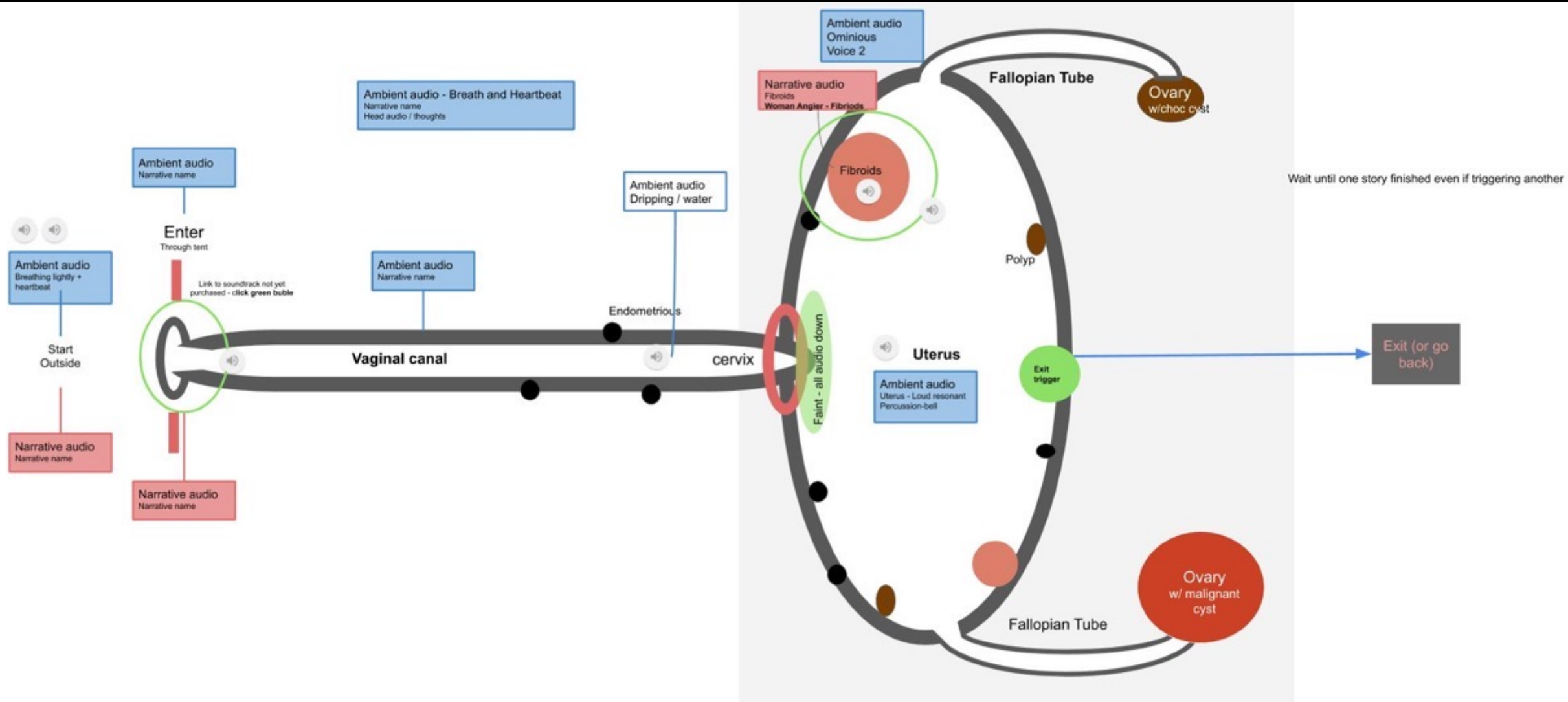
Sarah Büttner - Tilt Brush & Asset Concept Artist

with technical support from:

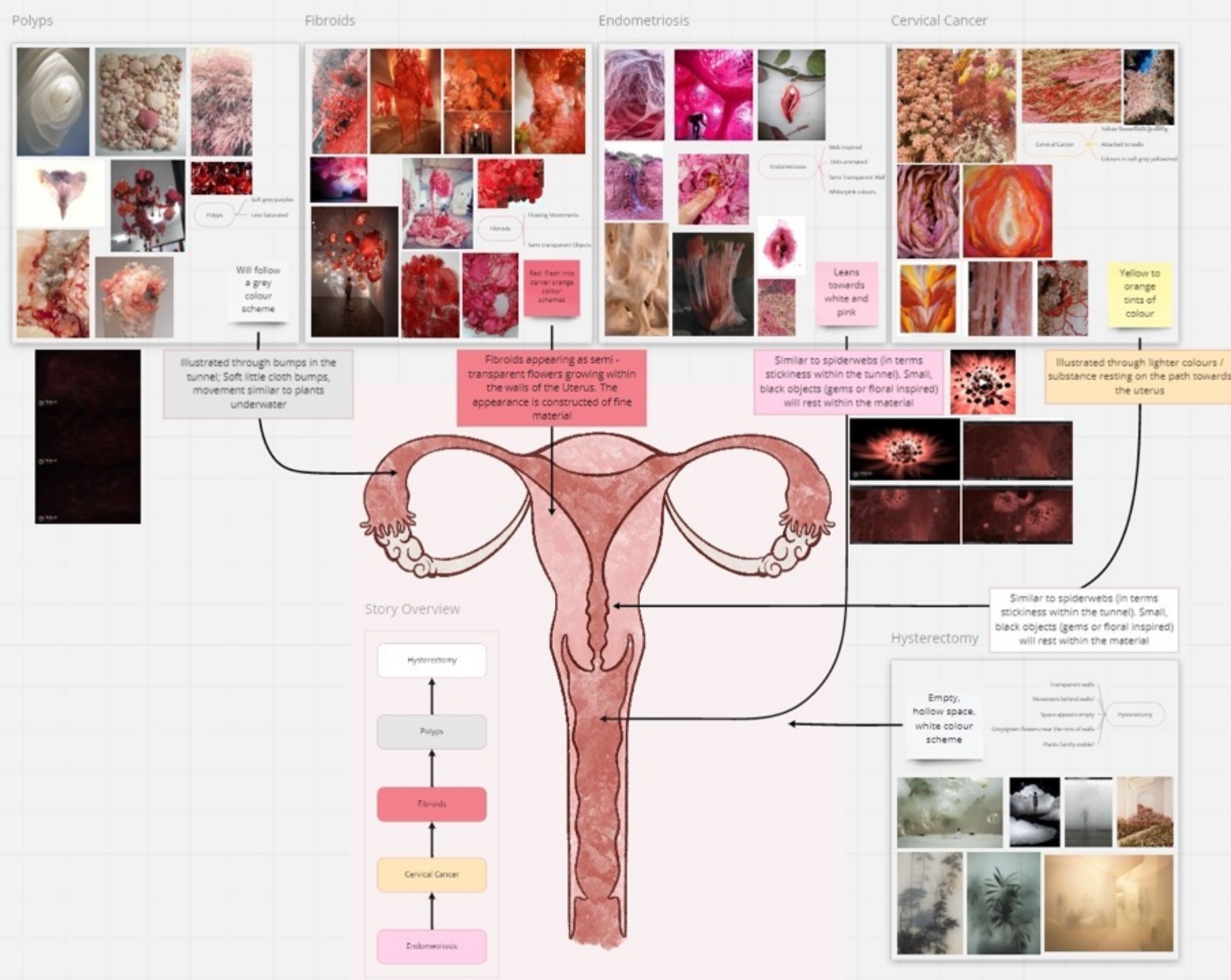
Paul Hayes - Electronics Engineer

Andy Baker - Unity coding assistance

# INTER/her immersive experience ...journey



# INTER/her immersive experience ... visual planning October 2020





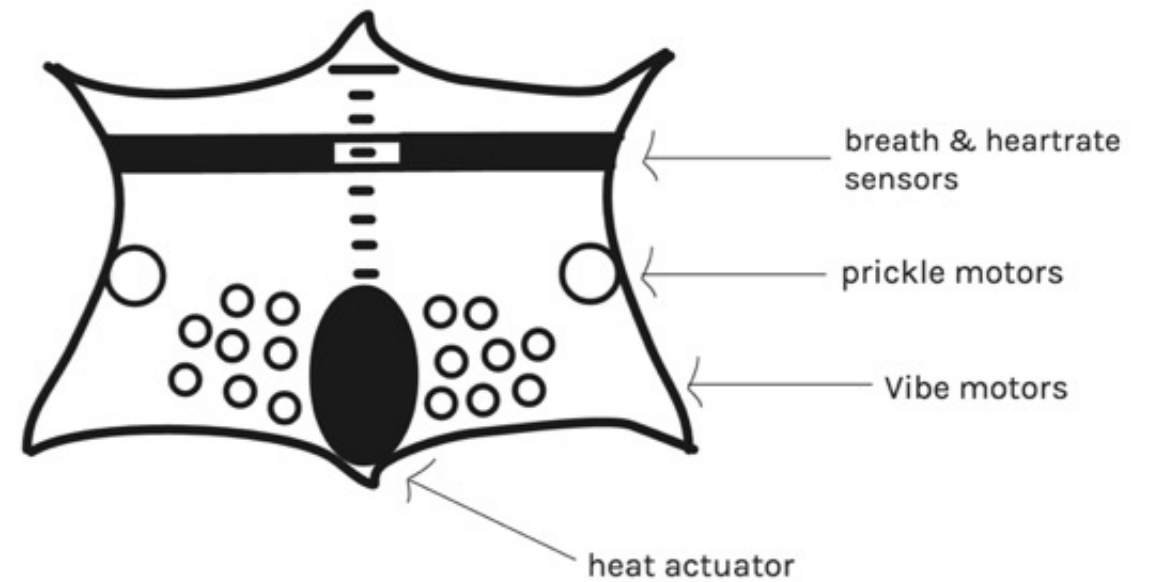
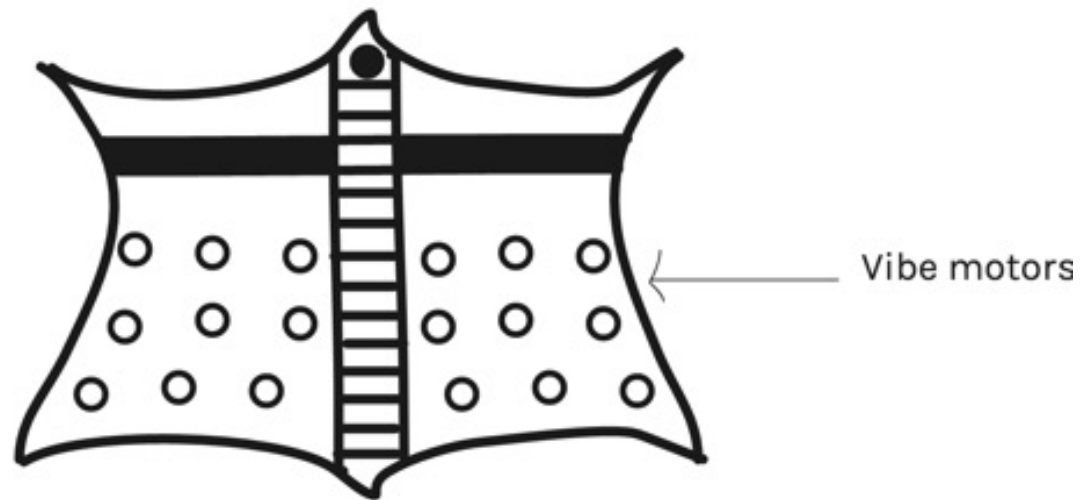
## *INTER/her* immersive experience ...some of the Tiltbrush artwork



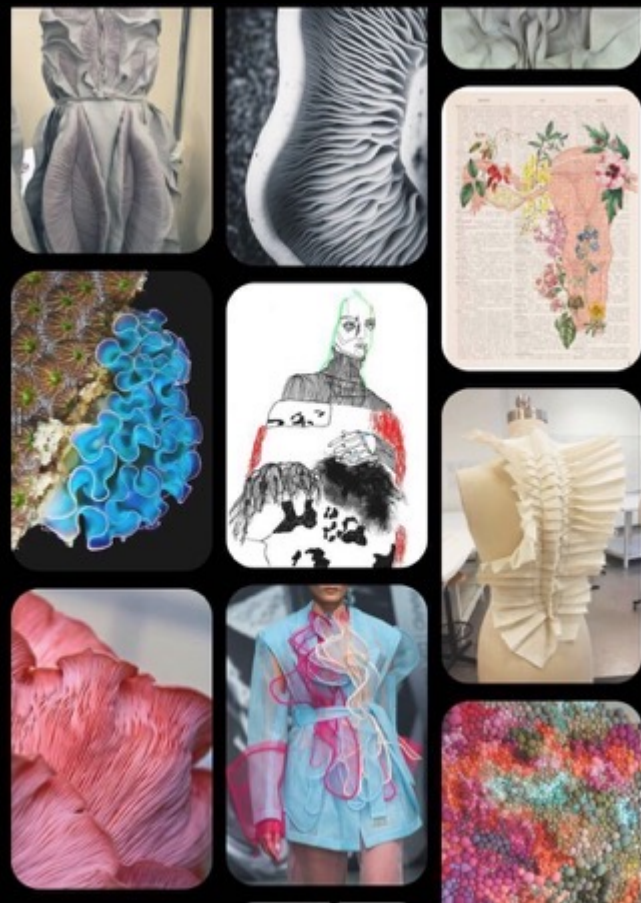
Using the voices of women telling their stories of fibroids, polyps, endometriosis, cysts & cancers and what they went through, layered and triggering the haptic corset as they travel to different parts of the uterus – with different encounters along the way

# INTER/her immersive experience ...early sketches

INTER/Her Haptic corset



# *INTER/her* immersive experience ... haptic corset moodboard





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*INTER/her* immersive  
experience ... haptic  
prototype electronics

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INTER/her © 2021 B Burge

INTER/her immersive experience ... fabric experiments

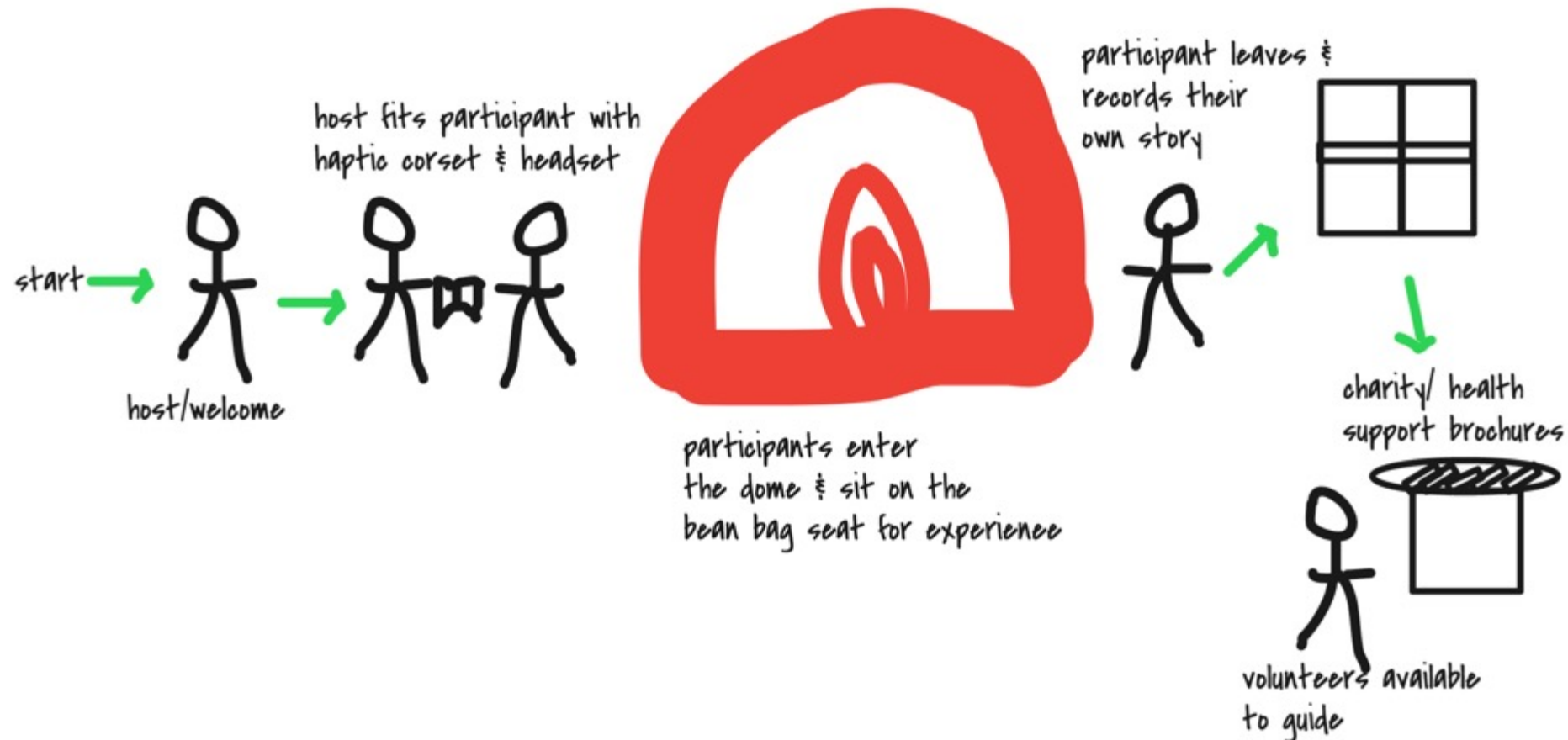




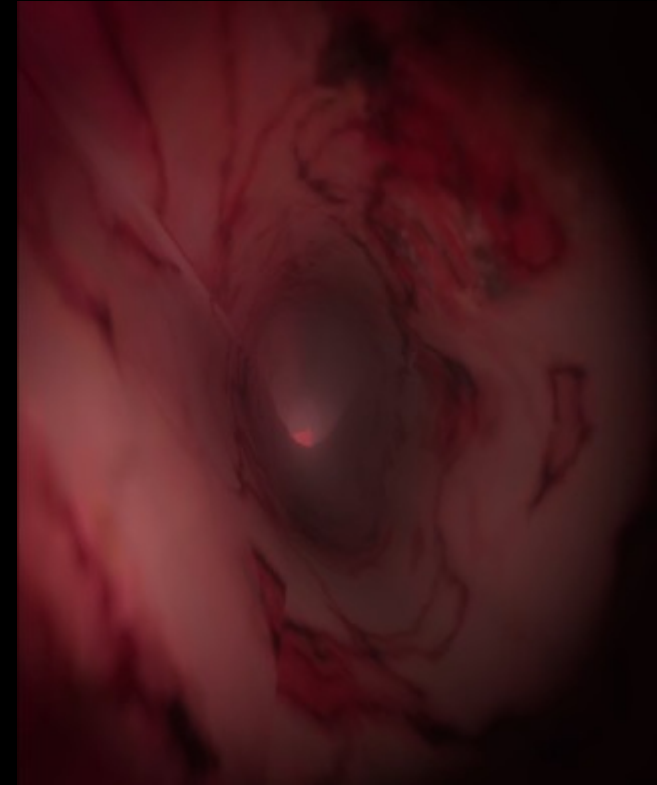
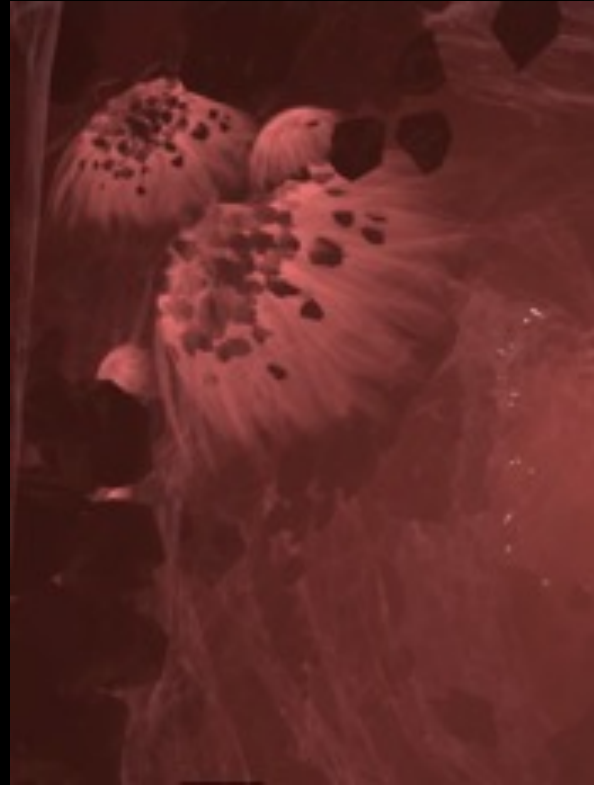
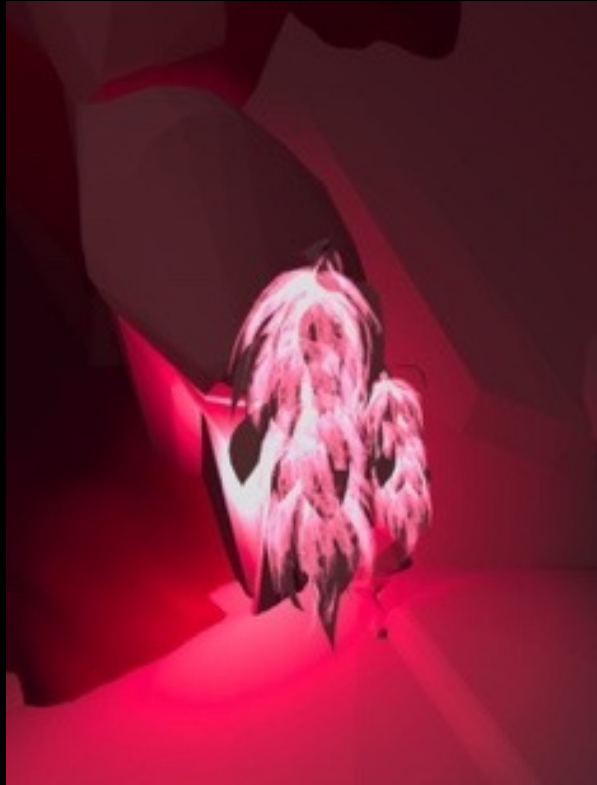
*INTER/her*  
*immersive*  
*experience ...*  
final haptic corset



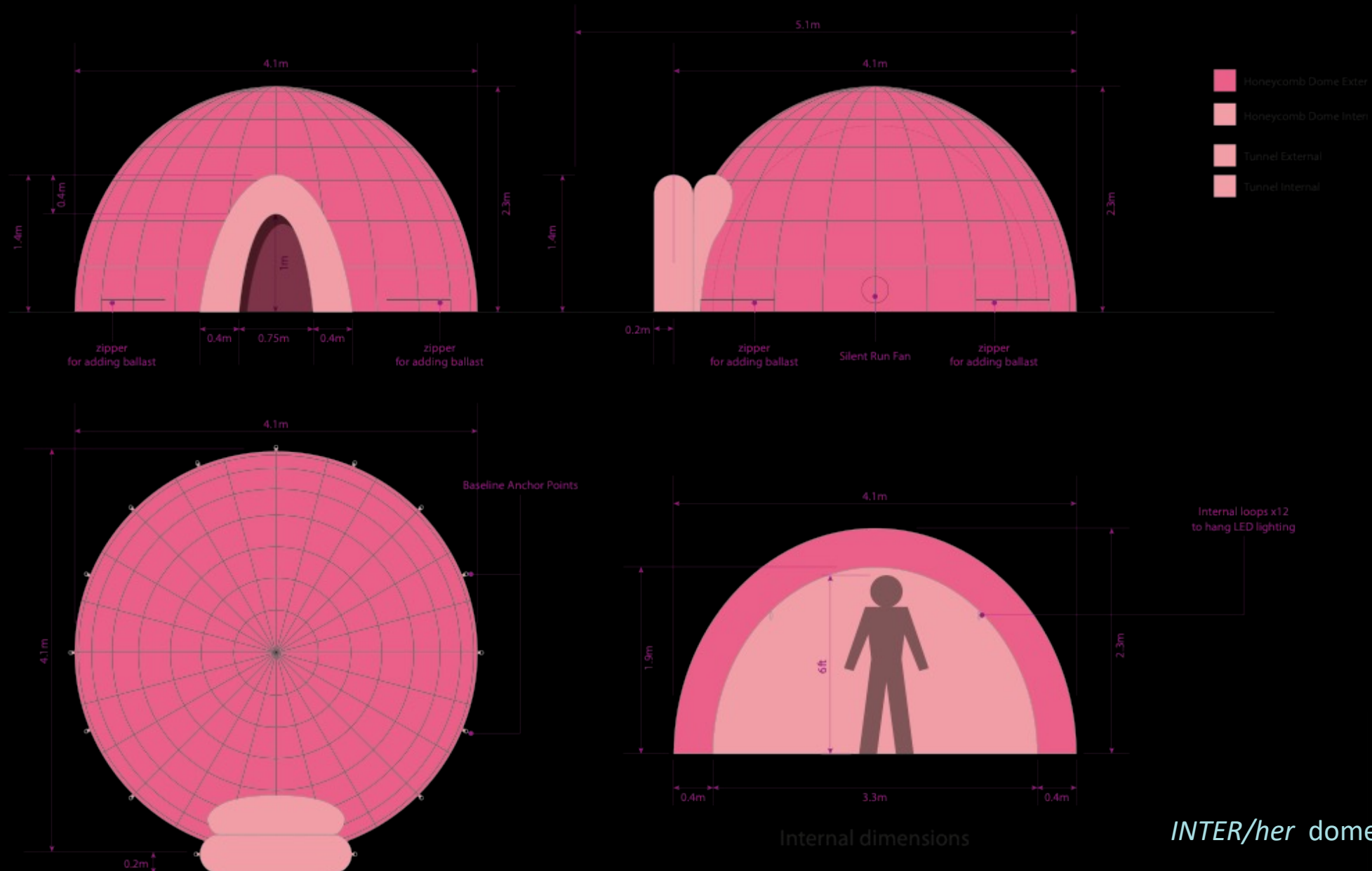
# INTER/her immersive experience ...early sketches



*INTER/her* immersive experience ... images inside VR environment May 2021



# INTER/her immersive experience ... dome space design sketch





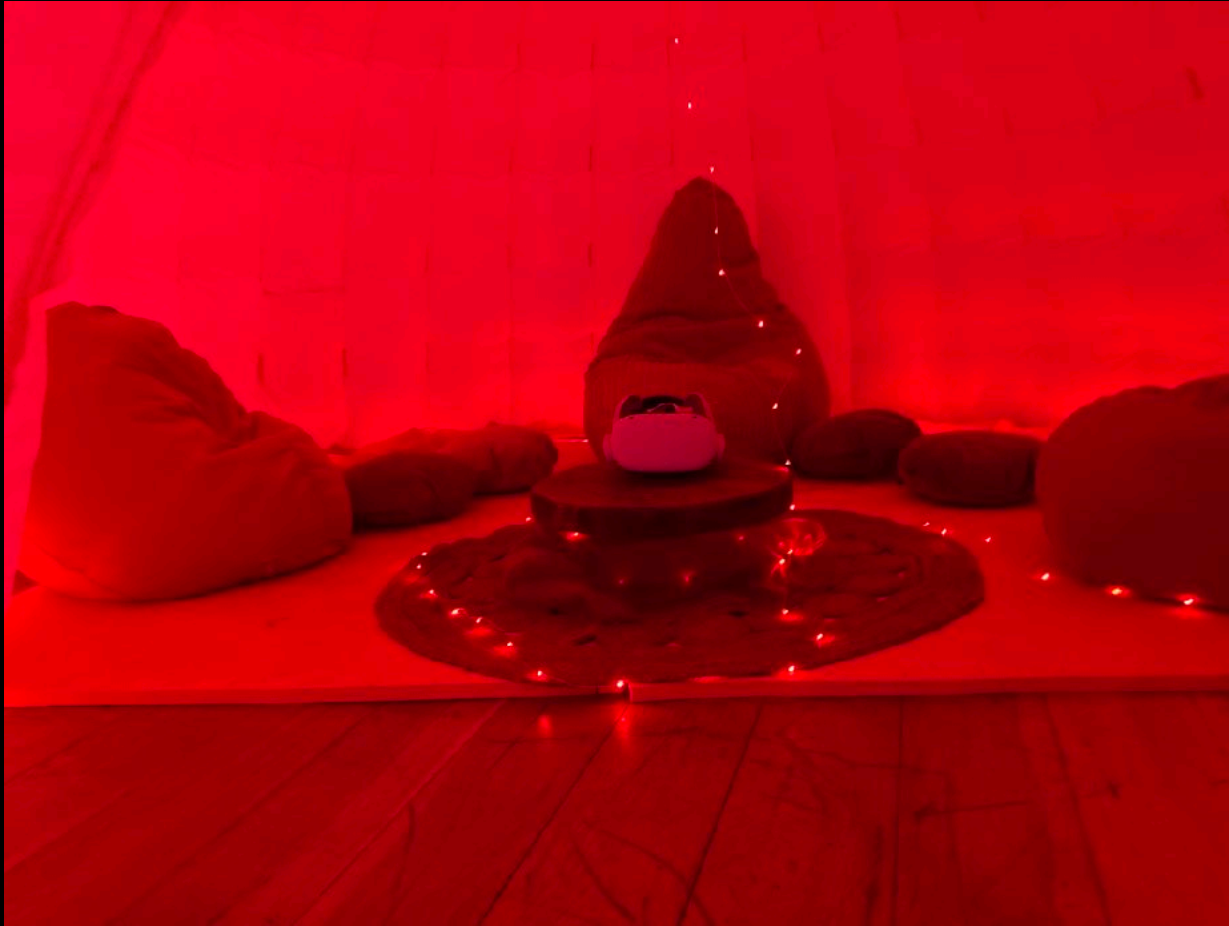
# *INTER/her* immersive experience ... images from exhibitions



New Malden Studios - May 30th, 2021

Brighton Digital Festival Nov 3-7th, 2021

*INTER/her* immersive experience ... images from exhibitions



Brewery Tap Project Space Gallery, Folkestone June 23rd - July 6th 2021



Brighton Digital Festival Nov 3-7th, 2021



# *INTER/her* immersive experience ... images from exhibitions



Brighton Digital Festival Nov 3-7th, 2021

*INTER/her* Exhibition 2021



*INTER/her* immersive experience ... real tent in various spaces



Brewery Tap Project Space Gallery, Folkestone June 23rd - July 6th 2021



# *INTER/her* immersive experience ... real tent in various spaces



New Malden Studios - May 30th, 2021



NEoN Festival: Wired Women, Nov 10-13,  
Dundee 2021



Brighton Digital Festival Nov 3-7th, 2021

# *INTER/her* immersive experience ... real tent in various spaces



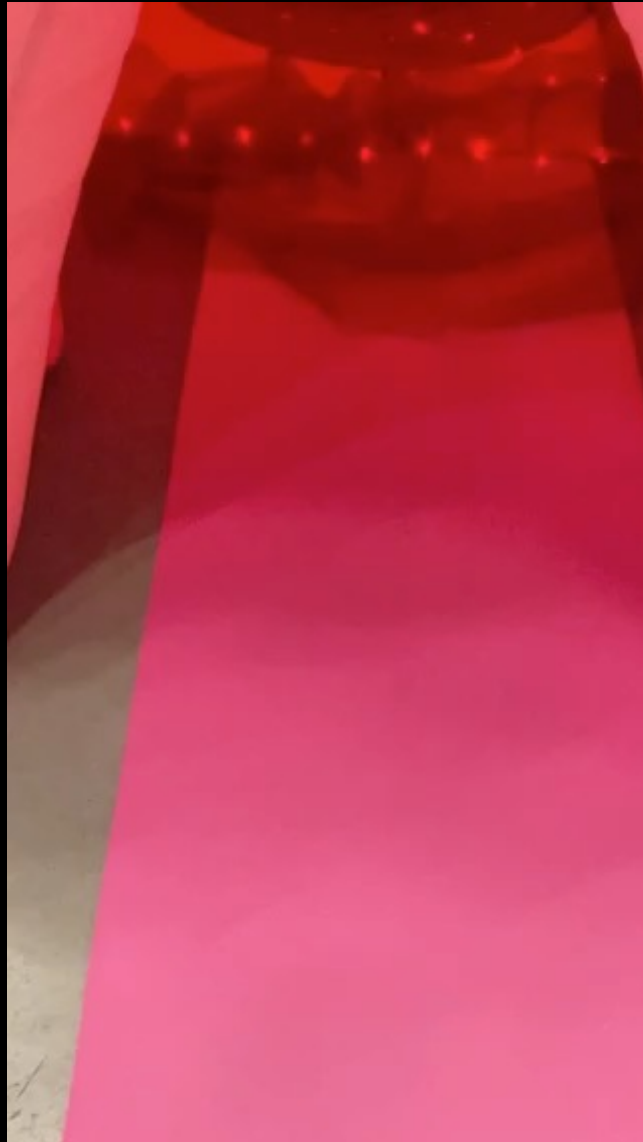
*Technologies of Care*, in a library, Toronto, April 7-29, 2022



# *INTER/her* immersive experience ... real tent in various spaces



*Extended Senses Symposium Exhibition,  
Greenwich University, Sept 2022*



Video walk-in Extended Senses 2022



*Extended Senses Symposium Exhibition,  
Greenwich University, Sept 2022*

## *INTER/her* immersive experience ... other images



drawing by visitor in Dundee December 2021



image by Dundee Courier December 2021



# INTER/her feedback

Very good storytelling at the beginning  
and felt the pain of the ignorance of  
the medics + NHS. Good work and  
enlightening.

Adam Glover

AMAZING!  
Alice Marie

Very good M

Just incredible! I hope everyone  
gets to experience this! An amazing  
thought provoking experience.



Extraordinary Project Camille!  
Thought provoking, moving &  
interesting! x

Amazing experience, evocative, thought  
provoking - aesthetically beautiful! Thank you.

Wonderful immersive  
experience connecting visual,  
tactile, & sound & vision.  
Fantastic. x

This was amazing and so  
thought provoking and  
important! Thank you!

What a powerful and interesting experience  
Thank you for creating this - let's get  
on it!



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# *INTER/her* immersive experience ... exhibitions

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- ***Art in Flux: Reclaimed*** virtual exhibition showcase, London, launched March 30<sup>th</sup> until April 30<sup>th</sup> supported by **National Gallery X**  
- Relaunched for London's **Kensington & Chelsea Art Week** June 24<sup>th</sup>-July 4<sup>th</sup>
- ***The Brewery Tap***, UCA Project Space Gallery, Folkestone June 23<sup>rd</sup>-July 6<sup>th</sup>
- ***Electronic Visualisation in the Arts (EVA)*** Conference and Exhibition, VR walkthrough virtual demo (also a Keynote Speaker) July 7-9<sup>th</sup>
- ***Ars Electronica 2021*** - UK Garden "*In The Invisible Garden*", Artistic Presentation for UCA – 10th September, plus *Art in Flux: Reclaimed* - virtual exhibition relaunch for Ars Electronica Sept 8-12<sup>th</sup>
- ***Access Space Network*** at Food Hall, Sheffield September 15<sup>th</sup>-October 10<sup>th</sup>, 2021

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# *INTER/her* immersive experience ... exhibitions

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- **Brighton Digital Festival**, at **Gallery Lock In**, Hove, **Sussex**, November 3<sup>rd</sup>-7<sup>th</sup>, 2021
- **NEoN Digital Arts Festival**, *Wired Women\** theme, Overgate Shopping Centre, Dundee, Angus November 10<sup>th</sup>- 13<sup>th</sup>, 2021
- **game:play lab** at the Ontario College of Art & Design University (OCADU) collaborating with the ArtSci Salon at University of Toronto, Canada, Dec 3<sup>rd</sup>-6<sup>th</sup>, 2021 - demos only
- **University of Toronto and University of York** co-hosted exhibition for the *Technologies of Care* project. Opening April 7<sup>th</sup> at Ivey Library, New College, Toronto, Canada, April 7-28, 2022
- Stephen Lawrence Gallery, Greenwich University, *Extended Senses Symposium Exhibition*, London, September 8-10, 2022
- ***Peckham Digital: Festival Of Creative Computing***, Eagle Wharf, 42 Bonar Road, Peckham, London, February 3<sup>rd</sup>-5<sup>th</sup>, 2023

## 2021 Lumen Prize 3D/Interactive Award Shortlist

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### INTER/her: Immersive Journey Inside The Female Body

Camille Baker

An immersive VR installation journey inside the female body, featuring personal stories of post-reproductive diseases and treatment experiences; moving from outside in within a real dome space, with an accompanying haptic corset to feel these experiences more vividly.



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# *INTER/her* immersive experience ... media

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## Press

- 1) Scottish TV (November 10, 2021) short feature on the [NEoN Festival 2021 and INTER/her](#)
- 2) [Dundee Courier](#) Interview with journalist Rebecca Baird, November 11, 2021 videos here <https://jwp.io/s/8TUzZ913> and <https://jwp.io/s/pERhVeOw>
- 3) BBC Sheffield a live interview with Becky Measures, September 12th, 2021 (live at 13:15) - [audio recording](#)
- 4) Access Space, September 18th, 2021, Interview with [Artistic Director/ Curator, Jake Harries](#)
- 5) The Huffington Post by Rachel Moss, June 22nd, 2021 - [Why Do Women Still Have To Fight For Answers About Their Health?](#)
- 6) The Art The Science Blog (based in Canada) June 18, 2021, by Sara Truuvert, [INTER/her Breaks The Silence On Female Reproductive Disease & Pain](#)

# *INTER/her* funders



**LOTTERY FUNDED**



Supported using public funding by

**ARTS COUNCIL  
ENGLAND**



**UCL** University  
for the  
Creative Arts **FA**

The project was funded by The University for the Creative Arts and Arts Council England with IN-Kind support from Root Interactive

*INTER/her* mini-documentary





**Extended Senses 2022**



**Extended Senses  
& Embodying Technology  
Symposium 2022**



new project on Breast Cancer...  
*Mammary Mountain* (test image)

# *INTER/her*: intimate journey inside the female body

## Thank you

portfolio:

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