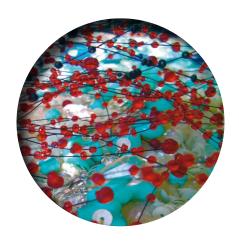
body>data>space



EXPERIENTIAL



INNOVATIONS



body>data>space is an East London design collective creating innovative connections between performance, architecture, virtual worlds and new media. We work to share and extend future scenarios of virtual / physical blended space. We produce action-research projects, commissions, exhibitions, debates, conferences, learning experiences and websites with a wide range of sectors.

PROJECTS: Supporting the Development of International Arts & Technology Projects

In 2012, **body>data>space** are co-producing and promoting five major art works encouraging public engagement through interactive technologies.

Three Interactive Robotic projects:

SOCIABLE ASYMMETRY

from Ruari Glynn
A kinectic robotic sculpture extending the concepts of motion within architecture.

THE BLIND ROBOT

from Louis Philippe Demers
What degrees of intellectual,
emotional or physical
engagement are generated when
a Robot caresses your face?

OUTREACH: CRYSTALLISING MOVEMENTS

from Atmos
An architectural/kinetic work
immersing the participant within
a responsive motion capture
sculpture.

Two Virtual Worlds projects:

VISIONS OF OUR COMMUNAL DREAMS from Michael Takeo Magruder

with Drew Baker, Erik Fleming & David Steele
A multi-sited virtual world reflecting the public in the exhibition space and extended through online play beyond the physical.

ME & MY SHADOW

from Joseph Hyde
A telepresence/motion capture
portal simultaneously active
in 4 cities involving creative
participation by the public.

All of these projects are available for exhibition, foyers, atriums, conferences & bespoke for permanent architectural placement. For more info, please email: interested@bodydataspace.net



EXHIBITION: Robots & Avatars, our colleagues & playmates of the future

"I love the way Robots and Avatars is bringing together a beautiful diversity of people, exploring new paradigms, with unexpected and inspiring results. Exciting! Brave! Fun!" Pear Urushima, Marketing Guru, Apple. Inc

Robots and Avatars is an intercultural and intergenerational exploration of a near future world consisting of collaborations between robots, avatars, virtual worlds, telepresence and real time presence within creative places, work and play spaces.

The Robots and Avatars Exhibition will feature cutting edge art pieces, including three Commissions with the National Theatre "Sociable Asymmetry", "The Blind Robot" and "Visions of our Communal Dreams". It will present a mixture of robotics, online and wearable projects, immersive installations, performances and films. Attached to the Exhibition are high-quality debates and workshops, playfully didactic experiences that will enable visitors of all ages and levels to interact and engage with digital technologies.

Opening at FACT, Liverpool, from 28th March–25th May 2012 and then touring to Europe including Maribor 2012, European Capital of Culture. www.robotsandavatars.net

"The Robots & Avatars project has been one of the first to bring robotics and avatar professionals together and provide a creative atmosphere with artists and designers. This is such a wonderfully interdisciplinary grouping that I feel compelled and proud to support it."

Noel Sharkey, Professor of AI and Robotics at the University of Sheffield (Department of Computer Science) and EPSRC Senior Media Fellow (2004–2009).

PREMIERE: Me & My Shadow

PREMIERE AT NATIONAL THEATRE (London)

"me and my shadow" by UK artist Joseph Hyde will premiere simultaneously in four different cities in June 2012, connecting real time audiences in London, Paris, Mons and Istanbul.

This innovative installation is based on the motion-capture technologies, and consists of 'portals' which will unite users in each space through telepresence, projecting their 3D shadows into a creative collaborative space. "me and my shadow" promises to be a deeply poetic experience, immersing participants in a journey through virtual spaces and memories.

Tourable in bespoke forms from July 2012.



BESPOKE TRAINING: Developing your digital skills through creativity!

body>data>space produces cutting-edge training for professionals, young people and participants from diverse sectors and backgrounds. We deliver workshops exploring key issues and new work place skills in Avatars and Virtual Worlds, Telepresence, Online Communication/ Social Media, Robotics and Virtual Physical Event Production.



Our workshops are designed to stimulate creative skill-sets, aptitudes and methodologies required for professional and personal development.

As a multi-expert cluster involving a range of digital experts, creative trainers and researchers, body>data>space bespoke the content and level of technicality to the specific needs of the participants. body>data>space is an accredited Learning Provider for NESTA's idiscover education programme working with schools in London, Manchester and Scotland helping young people develop skills and attributes needed in an innovation driven society.



Expertise/Consultancy

body>data>space design collective and its Creative Director, Ghislaine Boddington, are regularly invited for top level international events, as curators, chairs, consultants or panellists.

Coming up...

- » Entrepreneurs Festival as part of Global Entrepreneurship Week, Tech City @ TechWorld, London
- » Lirec, Robotville @ Science Museum, London
- » ResCen, Middlesex University Seminar @ Wellcome Foundation, London
- » Reseaux Arts Numerique Network Day @ DigitalArti, Paris

Past...

- » SCAMP Women in Technology conference for the advertising business @ Digital Shoreditch
- » Adaptive Architecture conference @ The Building Centre, London
- » Simulationists Conference @ The Art Institute of Chicago
- » Telepresence Hot Topics panel @ NESTA alongside Cisco and Microsoft
- » Co-Chair Digital Resources Humanities and the Arts conference @ the University of Nottingham, Ningbo, China



























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Maribor • Murska Sobota • Velenje Ptuj • Novo mesto • Slovenj Gradec

body>data>space

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