# IOCT
## Institute Of Creative Technologies

## Master's in Creative Technologies Class of 2009

**ioct.dmu.ac.uk/masters.html**

### Angelis Vassilis

"With a keen interest in music from an early age, I have been practising drums for more than a decade. I studied Business Administration and I worked for festivals dedicated to innovative media, music technology and moving image. Inspired from the technology as an artistic medium, I decided to extend my technical background by undertaking an MSc in Music Technology from York University. I found my research interest in HCI for musical performances, something I will research further in a PhD the following year in University of Technology Sydney. Currently, I am studying for a Master's in Creative Technologies in the IOCT at De Montfort University.

"My work so far includes development and construction of electronic musical instruments using sensors and applications (Max/MSP), audio plug-in software development, 3D spatial audio encoding (b-format) and interactive media using Actionscript. Currently I am involved with a project in which game-play taxonomy is examined to provide game templates as a tool to enrich the learning experience of users of virtual learning environments (VLEs)."

### Joe Turner

Joe Turner is a musician and programmer, creating electro-acoustic and audio-visual works based upon algorithmic modelling. He is inspired by complexity and beauty in natural forms, creating rich, organic compositions from elemental synthesised sounds. He is also interested in physical computing, and how interactions can be used to shape the output of algorithmic compositions in an expressive, intuitive manner.

His most recent works consist of audio-visual compositions and installations based upon mapping of algorithmic models of natural phenomena to sound. The works explore the structural relationship between music and our visual environment, and the balance between order and randomness inherent in both music and nature.

### Kieren Boddy

"I am an experienced transliterate creative technologist with a proficiency of both front-end and back-end web technologies, HCI (Human-Computer Interaction), film production, digital graphic design, e-Business and research practices. I use methodical and dynamic thought processes to solve problems with a creative and individual style.

"Before attending DMU and studying at the IOCT, I graduated with a 2:1 in BSc (Hons) Internet Computing with Creative Media in which I studied the various Internet applications, programming languages and methodologies used in order to create and maintain an online web presence for a number of purposes, including e-Business and commerce. I have also volunteered my time at Oxfam, where I organised and maintained an Oxfam shop's online presence on eBay that sold donated designer clothes for those in need.

"The area in which my research has focused is that of pedagogy/serious gaming, online communities and the psychology of addiction and how it can influence motivation and this field is one that I would like to study at PhD level. I am keen to find an organisation where I will be able to use my skills to cultivate more work experience. I would like to work in an environment were I can get to know more people better than if I am just another cog in a machine."

### Mukesh Randev

Mukesh Randev is a writer, cinematographer and experimental multimedia artist. He is driven by an interest in psychology, suggestion and illusion, and their implementation across many forms of art, both traditional and conceptual.

Some works in progress include an experimental flash-based, auto-suggestive application. This takes the concept of traditional story telling and adds an element of pseudo decision-making interactivity. The intent is that the reader unconsciously supplies the means of influencing his or her own actions.

"I have an ongoing interest in lens-based media, ranging from traditional photography to stereoscopy and 3D projection. I am currently working on a series of stereoscopic images, exploring the limitations of the depth plane present when pairs of images are fused together. This will perhaps develop into a mini-installation piece exploring the notion of time and space, using lenticular lenses embedded in real world objects.

"The main focus of my study within the IOCT is an installation piece that explores idea of social and cultural 'taboo'. The intent is to provide a voyeuristic experience for the viewer, which has a real life meaning. One running idea is a mental health awareness presentation, delivered in the style of a Victorian peep show, incorporating striking imagery and binaural sound synthesis. The peep show element is used to give the viewer a sense of invasion into another's private time and space."

### Jeff Mettlewsky

Jeff Mettlewsky brings purposeful innovation to his craft. He is composer and performer of his own musical works, motivated by the possibilities that technology presents to the sound world. As an artist, he aspires towards examples of the use of technology for meaningful and creative communication with culture.

Jeff is currently developing a system for real-time voice controlled interactive composition designed for live performance. The project is guided by his interest in the genre of 'mixed' music composition and aesthetics. He holds a Bachelor of Fine Arts in Music from Simon Fraser University, in British Columbia, Canada and completes his Master's in Music, Technology and Innovation in autumn 2009.

### Jennifer Green
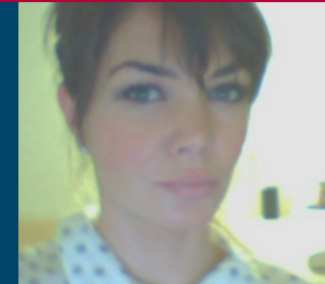
Jennifer Green is an artist, digital artist and researcher specialising in multimedia technology. Jennifer takes a cross disciplinary perspective on realities which helps pivot and underpin her work and create a tangible link between disciplines.

Her work is not only creative and aesthetically pleasing but measurable by documented evidence.

Jennifer has produced self standing installations and paintings for exhibition as well as many screen based audio and visual projects.

"I am an enthusiastic researcher focusing on cross-disciplinary elements in order to help underpin and produce my final work about which I am passionate."

emeraldgreen@btinternet.com

www.ioct.dmu.ac.uk/masters_ studentprofile_08jen.html

### Viraj Bhatt

"I am a music producer and sound engineer. I have a BA in Music Technology and have worked as sound technician in theatre and in music studios. I have also worked as an advertising and marketing assistant using Adobe Photoshop. My background is mainly music technology, but I have a wide level of work experience from the public service sector to security.

"I chose the IOCT Master's in Creative Technologies as I wished to gain new competencies and progress my abilities as a creative individual. I wished to gain a qualification that may give me a better future prospect in the areas of research and teaching. I wanted to gain experience of different skills in the artistic world, both art driven and some technical thinking.

"What I have found most exciting about the Masters so far is the idea of being able to use 3D projection technology as a means to perform my own created music and find a different method of expression.

"I have begun researching into the technology used for 3D projection and the preparation process involved in creating a holographic image. I would like to either progress to a research degree or would like to create a research proposal relating to my interest."

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This brochure highlights some of the exciting work produced by the IOCT Master's students in 2008/9. The students come from a wide variety of backgrounds across Art & Design, Sciences, Computing and Humanities, all united in an interest in the trans/multi/inter-disciplinary potential of creative technologies. None of them sit solely within traditional disciplines – they may be technologists with a creative dimension, artists working with technologies, designers with programming skills, or any one of many more 'crossovers'.

As areas 'between' traditional disciplines grow, the modern Master's student needs a portfolio of skills and knowledge to become employable in the future. The IOCT Master's students will be uniquely equipped for this future world, by gaining an insight into a range of methods and practices, research and development, knowledge and understanding that are uniquely drawn from a number of faculties in De Montfort University.

Throughout the course the students have developed and strengthened their individual creative technologies practice, bringing together e-Science, the Digital Arts and Design, and Humanities to cross traditional disciplines and boundaries, explore new ways of working and learning to broaden their future horizons. This has been an exhilarating year for all of us involved in the Master's programme, reflected in the exciting and innovative work produced and performed during 2008/9.

Dr Sophy Smith
Programme Leader

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Areas of focus:

e-Science/Computing · Humanities · Art & Design

e-Science/Computing
Humanities
Art & Design

## Usman Shahid

"Whilst studying Media Production, I produced a range of trailers and short films, while also learning about the technical information behind the systems we were using. Although having come from a scientific/technological background, I like to infuse all aspects into my work and creative process to come up with the best possible result.

"I am currently working on a range of lenticulars and 3D stereoscopic images. The dubbed theme for the lenticulars is based on 'street life' and 'urban culture', and I am also working on a set of lenticulars based around the comicbook, graphic novel genre."

## Sean Carroll

Sean is a multi-disciplinary composer and software designer focusing on making music and creativity accessible for non-skilled performers.

Sean is currently working with several dance groups exploring ideas for the development of software for real time motion responsive musical composition.

My work gives people the opportunity to explore the initial developments of this project in an environment designed to be musically responsive to their movements.

## Russell Foxton

"I'm a creative practitioner working in the field of computer science and audio-video signal processing towards an MSc at the IOCT at De Montfort University. I've a special interest in multi touch interfaces and research into human interface gesturing and the transparency of human computer interfaces.

"My current research is in the creation of 'The Monolith' multi touch surface computing unit and designing multi touch applications and interfaces. My future aspirations are diverse but are focused around aiming to acquire a scholarship to continue my research into human interface gestures and interface transparency."

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## Andy Persaud

"I have a BEng (Hons) Electronic Engineering and have experience working as part of the existing Fused Media Lab.

"Until recently I do not believe I would have been able to classify, specifically, what my interest area in technology was. Seeing the course outline for an IOCT Master's has changed that. If asked now what I'm interested in, I'd say a little bit of everything – and that's exactly what the IOCT is.

"The most exciting thing about the IOCT Master's is that I feel that I can literally study whatever I want. I've never had that kind of freedom before. What I have found most challenging is having to choose between modules, when I wanted to sit in on most of them! How have I got around it? Managing time 'very creatively' and 'borrowing' people's notes so I can learn from them.

"At the moment the project I am working on is Transposing Holographic Volumetric Displays. I intended to turn today's volumetric displays into something truly worthy of science fiction movies. Once my project is complete, I plan to play with haptec feedback and reversing angles of display to make the project smaller and efficient."

ioct-andyp.blogspot.com

## Mandy Sellers

"I have a BA in Biology, university level coursework in new media, art and design and have worked most recently as a Flash banner designer. My present work involves Java, ActionScript 3.0, Digital Media Design, and Digital Cultures. My research interests focus on developing interactive museum exhibits by applying web 2.0 philosophies and interactive web-based educational materials for the life sciences."

## Paul Found

Paul is a 3D creative, educator and researcher. He holds a BA (Hons) in Transport Design and an MSc in 3D Digital Design. His areas of interest include computer-aided design, generative design, customisation, rapid-prototyping and manufacturing.

He intends to develop these areas of interest to PhD level, and hopes to continue teaching and lecturing across a range of design disciplines.

"The showcase material is a work-in-progress, which is intended to demonstrate the principle concept of user-driven 3D form creation and manipulation. While not fully realised, the aim is to explore how invisible data can be captured and converted from the virtual into the actual."

## Rhys Davies

A focused and driven award-winning filmmaker, Rhys Davies directs, produces, writes and edits short films, feature films and documentaries and is currently in production on his feature film Zombie Undead (www.zombieundead.com). A graduate of Trent University (BA(Hons)) and York University (MSc) Rhys works across disciplines and combines an artist's aesthetic with technical flair to create his film visions.

Rhys is currently developing two further feature film scripts and completing production on his first feature while studying at the IOCT. Current projects include a radical adaptation of a short story for the theatre, a performance that will innovatively utilise creative technologies and bring filmic sensibilities to the stage. Areas of research include psycho-geographical web-based story telling, online fictional presence creation, interactive gallery-based installations and theatre adaptation.

Rhys also lectures on film from pitching to post-production incorporating his experience of low budget filmmaking. His erudite yet fun blog on the making of a feature film can be found at zombieundeadthemovie .blogspot.com

rhys_davies_@hotmail.com

## Rachel Folds

'I currently work as a freelance 3D furniture designer whilst studying, which employs all the previous skills gained working in construction and engineering. I enjoy creating and rendering 3D models using a variety of software packages. I have undertaken a variety of projects including the creation of a flash-based room planner and machinery diagnostic tool.

"I feel that a multi/inter/transdisciplinary and collaborative approach is key to advancing education in the future. This hybrid way of learning is fundamental in promoting individuals interests and learning to be enhanced, due to the variety and wide range of inter-related subjects. It has allowed my approach towards research and its application to be amalgamated between the areas of Humanities, Art & Design and Computer Science.

"In studying the following modules, I have been able to form a distinct aspiration to be actively involved in further research which will incorporate these areas:
• Creative Digital Media
  Design (Art and Design)
• Digital Cultures (Humanities)
• Interactive Media
  and Applications
  (Computer Science)

"I am particularly interested in how aspects of Social Sciences can have an effect on the design and use of current technologies and specifically in its integration into game-based learning and elearning. My future research is focused on their use in educational environments."

## Suhail Debar

"Although having graduated with a degree in Software Engineering, I don't like to be classed solely as a technologist. The reason for this is simple in that I aspire to apply not only technology but creativity and innovation as well in everything I do.

"My works are not limited to the realms of personal or academia but also encompass the world around us. This can be seen through my ongoing contributions and collaborations with a number of organisations and charities.

"The aim of my work is to fuse the void between one's person and technology through creativity and innovation, whist seemingly keeping the two apart."

## Thomas Hall

Thomas' work as a practising artist predominately uses screen and new media-based technologies. Many works are publicly sited and the intervention and interaction of the viewer is integral to the pieces. Thomas also works collaboratively under the name of Low Brow Trash.

He has many years experience working with new technologies in a technical, production and artistic capacity. Other collaborations have been with Moti Roti, Reckless Sleepers, Kira OReilly, Goat Island, Leicester Haymarket Theatre, Plymouth Theatre Royal and Bathysphere.

Thomas' artistic interest lies in active engagement for the viewer or participant. With all of his installations, ownership of statement and individual experience is given to the viewer by means of their physical engagement with the work. The empowerment of these tools enable him to challenge exclusivity within artistic and creative activity.

thomas' current artistic lines of enquiry include shifting three-dimensional imaging techniques into sculptural form and non-tactile and hidden human computer interfacing.

For further information
www.t01.co.uk

## Thomas Sweeney

Thomas Sweeney's work examines the fragile relationship between human and computer by exposing the inherent limitations of the current wave of hardware-software interfaces and modalities. His current work uses performance, digital artifacts, and virtual environments to highlight our relationship with machines and explore new forms of interaction.

Before joining the IOCT Thomas had a period of success as an art photographer. His work has appeared in such publications as El-Republica and Format 05.

www.pushingprimitives.com
www.seventhbarrier.com

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