

# Nikki Pugh • Curriculum Vitæ

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## Overview

Working at the intersection of people, place, playfulness and technology, I investigate questions about interaction: how we interact with spaces and landscapes; how we interact with each other; and how we interact with objects.

Projects are enquiry-led and often incorporate participatory phases that are integral to their development. The aim is to create tools and spaces for exploration, conversation and reflection. To do this I employ a range of strategies and techniques including: locative and digital media; walking; performative actions in public spaces (in turn including pervasive games); installation; physical computing; and collaboration.

## Education

- 09/2012-08/2015 *MA Art, Media, Design by Project* (part-time), UWE, Bristol. Merit.  
My final project—*Where the Sky Widens*—was an investigation of the making and use of spatially-aware paper pods and how this facilitated discussion about our strong emotional connections to distant places.
- 09/2000-06/2006 Birmingham Institute of Art and Design, University of Central England in Birmingham.  
*B.A. Art and Design (by Negotiated Study)*, First Class (Hons).  
*Foundation diploma in Art and Design*, Distinction.
- 09/2004-06/2005 Dudley College of Technology: *Professional Development Certificate in Sculpture*.
- 09/1997-06/2000 University of Birmingham: *B. Eng Materials Science & Technology*, First Class (Hons).

## Selected Residencies

I have undertaken residencies in a range of settings including: arts centres; galleries; warehouses; and a remote forester's cottage. The residency format suits my practice well as it enables me to develop work in response to a specific location or context. Often participatory events invite audiences in to actively contribute to the process.

- 01/2018-08/2018 Artist in residence at the School of Jewellery, Birmingham City University.  
Spring 2017 Residency at The Wordsworth Trust with Lancaster University. Investigating links between contemporary and Wordsworthian relationships to the Duddon Valley and supporting the Wordsworth Museum in experimenting with ways of engaging audiences in their exhibition space.
- Through 2015 & 2016 One of the ten inaugural fellows at Birmingham Open Media.  
06-09/2014 Developing *Colony* (a group of animatronic 'critters' that react to variations in GPS accuracy caused by the built environment) at the Pervasive Media Studio, Bristol. During my time at the studio I also gave a work-in-progress presentation, a public final presentation and ran several playtesting sessions. My relationship with the studio is ongoing and I continue to work there for short blocks of time.
- 12/2013-04/2014 *A Road Trip for Longbridge*, part of an EC-Arts administered residency relating to the regeneration of Longbridge, Birmingham. Part guided tour and part guided conversation, it posed questions about ideas—and ideals—about the places we want to live in. An invitation for people to share their stories about their experiences of community and the changes in the area.

## Grants & Awards

I have received several Grants for the Arts awards from the Arts Council: these include pilot and community-building activities for *Many & Varied*; development of *Colony*; and professional development trips to New York City, Canada and Japan. Other grants and awards include:

- 05/2017 Artists' International Development Fund, Arts Council and British Council. Research trip to Japan.
- 01/2015 UWE Bristol Santander Masters Bursary Scheme 2014/15 (support for research and dissemination).
- 06/2013 *Inkvisable prototyping*, Arts and the Digital Ideas Lab (part of King's Cultural Institute's Creative Futures programme, produced in collaboration with Caper).
- 08/2005 *Interdisciplinary Support Programme*: R&D grant for collaborative research and cross-disciplinary activity through risk-taking and experimentation.

## Solo Exhibitions

- 09/2013 *Ride (Birmingham-York)*, Bournville College, Birmingham. Networked sculpture moving in response to a concurrent 240-mile cycle ride.
- 8-9/09/2012 Interactive installations available for discovery, Coventry Artspace & Heritage Open Days
- 03/12 Documentation of residency, Phoenix Square film and digital media centre, Leicester.
- 10/09 Documentation of *Invigilator: Malvern*, collaboration with Paul Conneally, commissioned and exhibited by Malvern Exhibition of Contemporary Art.
- 06/2006-present *Day Science/Night Science*: site-specific installation at the University of Birmingham. (Now in the University's permanent collection.)

## Selected Group Exhibitions

2-5/11/2017	<i>Mobile Utopia: Art and Experiments</i> , Lancaster University.
11/2015-3/2016	<i>Right Here Right Now</i> , The Lowry, Salford Quays.
03-05/2015	<i>BOM Fellows: Live R&amp;D</i> , Birmingham Open Media.
26/04-11/05/2012	<i>And Miles to go Before I Sleep...</i> , ARTicle, Birmingham.
14/05/2010	<i>Territorial Play</i> , part of Radiator's <i>Tracing Mobility</i> programme, Nottingham.
07/2008-04/2009	2°. <i>Weather, Climate, Man</i> , Stiftung Deutsches Hygiene-Museum, Dresden, Germany.

## Texts

11/2017	Developing Colony in <i>Envisioning Networked Urban Mobilities: Art, Performances, Impacts</i> . (Routledge.)
08/2015	<i>Where the Sky Widens: An exploration of slow making and spatially-aware prototypes as methods for considering emotional connections to distant places</i> . Dissertation for an MA final project.
02/2013	Libre Graphics Magazine, Issue 2.1, <i>Localisation/Internationalization</i> .
12/2010	<i>Uncertain Eastside—Document One: 2009</i> . Project documentation.
09/2008	<i>Emergent Play</i> . An essay by Dr Sadie Plant in response to the first iteration of Emergent Game, a commission for New Generation Arts.

## Selected Presentations & Other Professional Experience

I speak at a range of academic and non-academic events and conferences. I have also provided consultancy for projects run by The Herbert Art Gallery & Museum, Coventry, and also The National Trust at Croome Court.

13-15/07/2016	Keynote speaker: <i>Playful Learning</i> . A conference in Manchester about engaging people through play.
17/03/2016	<i>Beyond Jewellery: Performing the Body</i> . Presentation as part of a symposium exploring the relationships between sculptural objects, the body and performance.
03/07/2015	<i>Reflections on Communicating Research</i> , presentation at <i>How to Play Knowledge</i> , Birmingham, City University.
11/2014	<i>Developing Colony: evolution of landscape-reactive creatures</i> . Under the 'art as mobile research: the journey of making' thread at Networked Urban Mobilities, a Cosmobilities Network conference, Copenhagen.
03-04/2014	Researcher for <i>Bikes and Bloomers</i> sociological research project by Kat Jungnickel at Goldsmiths College, London.
22/03/2014	<i>Talk the Walk</i> : speaker on a panel of artists from the West Midlands who utilise walking within their practice, A3 Projects Space, Birmingham.
10/2013	<i>29 Not-Quite-Random Walks Around Tokyo</i> : presentation at PKN Coventry.
09/2013	<i>Landscape-reactive sashes</i> workshop, <i>Global Conference on Mobility Futures</i> , Lancaster.
23/11/2012	Lunchtime Talk, Pervasive media Studio, Bristol. <i>Place interfaces—thoughts on bubblewrap, bees and lumps of clay</i> .

## Selected Workshops and Work in Education

Between 2008 and its closure in 2011, I designed and delivered 12 projects in schools as part of the Creative Partnerships programme, typically investigating attitudes to problem-solving. I also run workshops for the public and have taught onto undergraduate courses.

10/2017-02/2018	<i>Research and Development in Digital Media</i> . Designing and delivering a module for 3 <sup>rd</sup> year Digital Media students, Coventry University
11/2013	<i>GPS Orchestra</i> : workshops for the <i>Digital Producers' Lab</i> , Pervasive Media Studio, Bristol.
01-02/2013	<i>Creative Mis-fitting</i> , Level 5 module for degree students at BIAD, Birmingham.
10/10/2009	<i>Maps and Mechanics for Interacting with Space</i> , day-long workshop for Joshibi Summer School, Birmingham City University.
09/2008	<i>Call and Return</i> , workshops at Dislocate08 (Yokohama) & hanare project (Kyoto), Japan.

## Selected Event & Project Management

I have always taken an active role in supporting the development of the ecosystem in which I want to work. Previously this has included co-founding and community/event management for both a makerspace and a pervasive games network. Under the umbrella of *Many & Varied* I have run two iterations of *Bees in a Tin* (a conference for interesting people who make unique interfaces for the world around them). The second of these, and an accompanying series of monthly Salons, was in collaboration with Katie Day, Artistic Director of *The Other Way Works*.

Spring 2012	Project Management, <i>Still Walking</i> festival, Birmingham (15th March-1st April 2012).
07-08/2011	Project Management, <i>Routes, Roles &amp; Rules</i> , a summer programme of children's activities for The City Gallery, Leicester.
04/2006-2009	Member of the <i>Self-Service planning group</i> , artist-led activities and criticism.