

# Nikki Pugh • Curriculum Vitæ

nikki@npugh.co.uk • www.npugh.co.uk • @nikkipugh



## 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	<i>MA Art, Media, Design by Project</i> (part-time), UWE, Bristol. Result pending. My final project— <i>Where the Sky Widens</i> —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. <i>B.A. Art and Design (by Negotiated Study)</i> , First Class (Hons). <i>Foundation diploma in Art and Design</i> , Distinction.
09/2004-06/2005	Dudley College of Technology: <i>Professional Development Certificate in Sculpture</i> .
09/1997-06/2000	University of Birmingham: <i>B. Eng Materials Science &amp; Technology</i> , 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.

Throughout 2015	One of the ten inaugural fellows at Birmingham Open Media.
06-09/2014	Developing <i>Colony</i> (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.
12/2013-04/2014	<i>A Road Trip for Longbridge</i> , 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.
09/2012	<i>Artspace Research Commissions (ARC) HIJACK</i> , residency at Coventry Artspace. Over the course of a week I developed four interactive installations that referenced current and historical uses of the building: a shy monkey on a trapeze; a secret police disco; a knockout; and tapping noises in the basement.
30/10-01/12/2008	<i>Almost Perfect</i> , Banff New Media Institute, Canada. Invited participation in a co-production residency and experimental prototyping lab exploring the creation and context of location. Here began my journey of physical computing, use of GPS and critique of interfaces.

## 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:

01/2015	UWE Bristol Santander Masters Bursary Scheme 2014/15 (support for research and dissemination).
06/2013	<i>Inkvisible prototyping</i> , Arts and the Digital Ideas Lab (part of King's Cultural Institute's Creative Futures programme, produced in collaboration with Caper).
01/03/11	<i>Platinum 2</i> , professional development scheme run by Fierce.
08/2005	<i>Interdisciplinary Support Programme</i> : R&D grant for collaborative research and cross-disciplinary activity through risk-taking and experimentation.

## Solo Exhibitions

09/2013	<i>Ride (Birmingham-York)</i> , 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 <i>Invigilator: Malvern</i> , 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

11/2015-3/2016 *Right Here Right Now*, The Lowry, Salford Quays.  
03-05/2015 *BOM Fellows: Live R&D*, Birmingham Open Media.  
26/04-11/05/2012 *And Miles to go Before I Sleep...*, ARTicle, Birmingham.  
14/05/10 *Territorial Play*, part of Radiator's *Tracing Mobility* programme, Nottingham.  
07/2009 *BNMI exhibition* at Botega Gallery, Banff, Canada.  
07/2008-04/2009 2°. *Weather, Climate, Man*, Stiftung Deutsches Hygiene-Museum, Dresden, Germany.

### Texts

In preparation Chapter for *Envisioning Networked Urban Mobilities*.  
08/2015 *Where the Sky Widens: An exploration of slow making and spatially-aware prototypes as methods for considering emotional connections to distant places*. Evaluative document (equivalent to a dissertation) for an MA final project.  
02/2013 Libre Graphics Magazine, Issue 2.1, *Localisation/Internationalization*.  
12/2010 *Uncertain Eastside—Document One: 2009*. Project documentation.  
09/2008 *Emergent Play*. 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.

03/07/2015 *Reflections on Communicating Research*, presentation at *How to Play Knowledge*, Birmingham, City University.  
29/01/2015 Mentor for Hoipolloi's *Stories from... A Digital World*, Junction, Cambridge.  
11/2014 Developing Colony: evolution of landscape-reactive creatures. 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 *Bikes and Bloomers* sociological research project by Kat Jungnickel at Goldsmiths College, London.  
22/03/2014 *Talk the Walk*: speaker on a panel of artists from the West Midlands who utilise walking within their practice, A3 Projects Space, Birmingham.  
10/2013 *29 Not-Quite-Random Walks Around Tokyo*: presentation at PKN Coventry.  
09/2013 *Landscape-reactive sashes* workshop, *Global Conference on Mobility Futures*, Lancaster.  
02/07/2013 *Art + Satellites*, Free Exchange talks programme, Fermynwoods Contemporary Art.  
23/11/2012 Lunchtime Talk, Pervasive media Studio, Bristol. *Place interfaces—thoughts on bubblewrap, bees and lumps of clay*.

### 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.

11/2013 *GPS Orchestra*: workshops for the *Digital Producers' Lab*, Pervasive Media Studio, Bristol.  
01-02/2013 *Creative Mis-fitting*, Level 5 module for degree students at BIAD, Birmingham.  
21-25/02/2011 *Ministry of Rules*, emergent activities for The City Gallery, Leicester.  
10/10/2009 *Maps and Mechanics for Interacting with Space*, day-long workshop for Joshibi Summer School, Birmingham City University.  
09/2008 *Call and Return*, 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. Currently I work with Katie Day (Artistic Director of The Other Way Works) under the umbrella of Many & Varied to run *Bees in a Tin* (an annual conference for interesting people who make unique interfaces for the world around them) and monthly Salons to support interdisciplinary, collaborative practitioners.

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