



Ann Morrison

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I am currently Assistant Professor at Department of Architecture, Design and Media Technology, Aalborg University, Denmark. I previously worked as a researcher and project manager at Helsinki Institute for Information Technology HIIT, Aalto University, Finland on IPCity showcase with two applications: CityWall: a 3D multi-touch display in Helsinki centre and MapLens, a mobile application that reads paper maps. I led for Aalto the MARCUS project, as part of Marie Curie Actions. Prior to this, I worked as a researcher and academic with The Information Environments Program, School of ITEE, at University of Queensland (UQ) in an innovative studio-based degree program that teaches computer science and information technology as a design discipline with an architectural studio based approach. During my four years at UQ I collaborated in locative, and social and mobile projects, augmented reality educational environments, and collaborative digital/physical systems and communities. In addition, I coached a global UQ and Stanford University me310 team on an iRoom re-configurable spaces project and worked as a researcher/designer/ consultant with HxI Initiative a national ICT Roundtable venture with [bracchetto] project.

I am trained in Visual Arts, Humanities, Digital Media Design Science and Interaction Design, and have worked seriously as a researcher and academic for five years (employed in the industry for 10), as an installation and new media artist with a 20-year exhibition history, and for eight years in the multimedia industry working with the design, visual arts and multimedia industries on commercial and educational enterprises. In my PhD monograph I discuss “Situated play in open-ended interactive art environments”, where I develop a language of sensitising terms to discuss the interaction work of play and an evolving methodology that acknowledges the role of open-ended environments in triggering creative responses in their participants .

Research Interests

My main research interest is in tangible, urban and pervasive computing, and focuses on situated play within AR/MR interactive, mobile and cultural environments.

Peer reviewed publications: Conference/ Journal Papers/Book chapters

2011 Under submission process: Computer & Graphics journal, CHI 2011 workshop paper.

- **Morrison, A.**, Viller, S., and Mitchell, P. (2011). *Building Sensitising Terms to Understand Free-play in Open-ended Interactive Art Environments*, ACM CHI 2011 accepted, to be published in ACM Press 2010.
- **Morrison, Ann**, Viller, Stephen and Mitchel, Peta, (2010). *Ethnography considered useful: situating commonsense*, OzCHI 2010, Brisbane 2010 (ACM Press 2010).
- Jacucci, G., **Morrison, A.**, Richardson, G., Kleimola, J., Laitinen, T. and Peltonen, P. (2010). *Worlds of Information: Designing for Engagement at a Public Multi-touch Display* ACM CHI 2010 (ACM Press 2010).
- Jacucci, G., Peltonen, P., **Morrison, A.**, Salovaara, A., Kurvinen, E., & Oulasvirta, A. (2009). *Ubiquitous media for collocated interaction*. In Willis, K. (Ed.), *Shared Encounters*. Springer Series on CSCW 2009.
- **Morrison, A.**, Oulasvirta, A., Peltonen, P., Lemmelä, S., Jacucci, G., Reitmayr, G., Näsänen, J., & Juustila, A. (2009). *Like Bees Around the Hive: A Comparative Study of a Mobile Augmented Reality Map*. CHI 2009. Nominated For Best Paper Award (ACM Press 2009).
- Jacucci, G., Spagnolli, A., Chalambalakis, A., **Morrison, A.**, Liikkanen, L., Roveda S., Bertoincini, M., (2009). *Bodily Explorations in Space: Social Experience of a Multimodal Art Installation*, Interact 2009.
- Wagner, I., Broll, W., Jacucci, G., Kuutii, K., McCall, R., **Morrison, A.**, Schmalstieg, D., Terrin, J-J. (2009). *On the Role of Presence in Mixed Reality*, PRESENCE special issue from RAVE'09, (MIT Press 2009).
- **Morrison, A.**, Mitchell, P., & Viller, S., (2008). *Evoking Gesture in Interactive Art*. Proc. of 2008 ACM International Conference on Multimedia. New York: (ACM Press 2008).
- **Morrison, A.**, Mitchell, P., & Brereton, M. (2007). *The Lens of Ludic Engagement: Evaluating Participation in Interactive Art Installations*, ACM Multimedia 2007, Augsburg, Germany (ACM Press 2007).
- **Morrison, A.**, Mitchell, P & Muhlberger, M. (2006) *Talk2Me: The Art of Augmenting Conversation*, ACM Multimedia (ACM MM 2006) Interactive Arts Program, Conference Track, Santa Barbara, USA (ACM Press 2006).
- **Morrison, A.**, MacDonald, L, MacColl, I, & Simpson, M. (2006) *The Pedagogical Practice of Locative Experiences* LEA Locative Media Special Issue 2006.
- Baharin, H & **Morrison, A.** (2006). *Eliciting Audience's Experience to Improve Interactive Art Installation*. Engage 4th International Symposium, Creativity and Cognition Studios, University of Technology, Sydney, November.
- Turner, Jane and **Morrison, Ann** (2005) *Suit Keen Renovator: Alternate Reality Design 2nd* Australasian Conference

on Interactive Entertainment (IE2005), Sydney, November, 2005 (ACM Press, 2005).

- MacColl, I, **Morrison, A**, Viller, S, Mulburger, R, Simpson, M, & Wyeld, T. (2005) *Reflections on reflection: Blogging in undergraduate design studios*, Blogtalk Down Under Conference, Sydney May 2005.

Peer reviewed publications: workshop papers

- **Morrison, A** and Salovaara, A. (2008). Situated Engagement at a Public Urban Display. Situated Large Displays Workshop, Dec 5-12, Australian CHI, OZCHI 2008, Cairns 2008 (ACM Press 2008).
- **Morrison, A** and Salovaara, A. (2008) *Sustaining Engagement at Public Shared Interfaces*. ShareIT -Shareable Interfaces for Learning Workshop 2008, 11-12 September, Sussex 2008.
- **Morrison, A**. (2008). *The Long Way Home*. British HCI workshop: Critical Issues in Interaction Design, Liverpool, UK.
- **Morrison, A.**, Jacucci, G., Peltonen, P., Juustila, A., Reitmayr, G. (2008). *Using locative games to evaluate hybrid technology*. Evaluating Player Experiences in Location Aware Games workshop, British HCI 2008. Liverpool, UK.
- **Morrison, A.**, Jacucci, G., Peltonen, P. (2008) *CityWall: Limitations of a Multi-Touch Environment*, Public and Private Displays workshop (PPD 08), AVI 2008: the International Working Conference on Advanced Visual Interfaces, Naples.
- Viller, S., & **Morrison, A**. (2007). *I don't get out of bed unless my PIM tells me to*. International workshop on social interaction and mundane technologies (simtech), Melbourne November, 2007.
- **Morrison, A**. (2007) *Talk2Me: Engaging Interactive Environments*, Graduate Symposium Presentation and ACM Publication Proceedings Creativity and Cognition Conference, Washington DC, USA.
- **Morrison, A** & Mitchell, P. (2006) *Artefact and Iteration: circular entanglements*, Human Dimensions M Workshop: The object of interaction - the role of artefacts in interaction design, OZCHI 2006, UTS, Sydney.
- **Morrison, A** & Simpson, M. (2005) *The Practice of Locative Experiences*. Workshop Digital Arts and Culture Conference 2005 (DAC2005), Copenhagen November, 2005.

Conference Workshops

Natural User Interfaces Workshop at CHI2010. Co-organisers of workshop Giulio Jacucci, HIIT, **Ann Morrison**, HIIT, Steve Seow, Microsoft Surface, Dennis Wixon, Microsoft Surface.

Multitouch and Surface Computing Workshop at CHI2009. Co-organised with Steven C Seow, Microsoft Corporation, Dennis Wixon, Microsoft Corporation, Giulio Jacucci, HIIT, **Ann Morrison**, HIIT, Scott MacKenzie

Professional Positions

- **2010-August-present** Assistant Professor, Department of Architecture, Design and MediaTechnology, Aalborg University, Denmark.
- **2010-April – July 2010** ACID scholarship, submitted PhD thesis, *Situated play in open-ended interactive art environments*, School of ITEE, University of Queensland, AU. Started up *Kandos*, artist studio-residency-workshop project space in a regional setting, central New South Wales, Australia.
- **2008-March 2010** Helsinki Institute for Information Technology, as project manager and researcher for IPCity—CityWall and MapLens projects. Developing content and interaction paradigms for multi-touch displays and working with pervasive open-ended games as an evaluation method for Mobile AR in urban settings. Mobile Augmented Reality and Context in Urban Settings (MARCUS) Marie Curie Fellow.
- **2004- 2008** Information Environments Program, School of ITEE, University of Queensland Developing content for the studio-based Multimedia program. I taught studio process, physical computing interactive environments, visual thinking and information visualisation. Research with various groups and researchers in location-based and alternate reality games, social and mobile, personal information management, and CSCW.
- **2000- 2003** New Media Design, School of Communication, Design and Media, University of Western Sydney. Course Advisor Masters Program, wrote and implemented new media project-based and across-discipline courses for graphic design and new media arts developing programs.
- **1998- 2000** Consultant, Designer and Authoring, *AnmoreDigital*, Sydney. Own company. Consultant and authoring on various educational institutions, arts bodies, companies and multimedia agencies- mainly with promotional material or in developing online learning environments.
- **1996- 2004** *Silverbrook Research*, Sydney. Employed as Designer. Fulltime for 2 years and then ongoing consultant until 2004 when moved to QLD. Authoring, GUI design, print and project management of promotional material for a company specializing in research and development of MEMs digital technologies. Worked directly with engineers, software developers, 3D modelers and inventors.
- **1995- 1996** Sydney College of the Arts, University of Sydney. Casual then Associate Lecturer designing courses integrating digital media skills across photo-media program.
- **1970- 1996** Various grants for art projects and residencies. Traveled, lived in UK and Europe, studio residencies and extensive solo and group exhibitions.

Education

- Doctor of Philosophy (2010) (PhD) Thesis by monograph: *Situated play in open-ended interactive environments*. School of Information Technology and Electrical Engineering, University of Queensland. External reviewers: Paul Dourish and Steven Benford.
- Graduate Certificate Design Science (Multimedia) (2000), Key Centre, Faculty of Architecture and Design, University of Sydney. Working with C Programming, VRML, CGI and Object-Orientated Programming Language for MOOVE, and various sound, image, 3D and authoring programs.
- Australian Network for Art and Technology (ANAT) Summer School working as 1 of 14 artists selected nationally for 3-week intensive workshop with technology, Australian National University, Canberra, 1996.
- Master of Arts (1995), Gender Studies, University of Western Sydney, Sydney.
- Graduate Diploma in Visual Arts (Sculpture/Performance/Installation) (1992), Sydney College of the Arts, University of Sydney.
- Diploma of Art (Arts), Sculpture, Royal Melbourne Institute of Technology, (RMIT) (1989), University of Melbourne.

Research Funding, Creative Awards, Travel Awards and Studios

- Obel Foundation, Denmark, Travel grant 2010.
- Nominated for Best Paper Award CHI2009: **Morrison, A.**, Oulasvirta, A., Peltonen, P., Jacucci, G., Lemella, S., Reitmayr, G., Näsänen, J., & Juustila, A. *Like Bees Around the Hive: A Comparative Study of a Mobile Augmented Reality Map*. CHI 2009. In Proc. CHI'09, (ACM Press 2009).
- ACM Multimedia 2007 Travel Grant (**ACM MM2007**) Augsburg, Germany.
- **[braccetto] consultancy** with **HxI** national initiative, HSC workshop, ACID, 2007.
- **Creativity and Cognition 2007**, Washington DC, Student Symposium Travel Grant.
- ACM Multimedia 2006 Travel Grant (**ACM MM2006**), Santa Barbara USA.
- **iRoom** project (coaching UQ and Stanford teams in re-configurable spaces) ACID, 2006-2007.
- Apple World Wide Developers Conference Allocated Scholarship (**WWDC2006**)
- Apple Australian Universities Consortium AUC Cocoa Workshop Grant (**AUC2006**)
- University of Queensland (UQ) Staff Research Start Up Fund *Interactive Triggering Immersive Environments* (dome project), 2005-2006.
- Researcher in ACID **Media Station** Project, 2004-2006.
- Researcher in ACID (2004) **Location Based Games Project**, (LBG).
- Workshop: *Building with Natural Materials*, Tucson, Arizona, 2004.
- University of Western Sydney (UWS) Research Funding for project, Koeln International School of Design, Germany and Malmo University, Sweden Exchange, 2003.
- UWS Research Grant, *Digital Arts and Culture Conference 2003* (**DAC2003**), Melbourne, Australia.
- UWS Research Grant, *Documenta 11*, Kassel, Germany, 2003,
- **Studio**, 2- week residence for research, Cite des Artes Internationale, Paris, 2002.
- *Conference and Workshop Fund*, Australian Network for Art and Technology (**ANAT**), 2000.
- *Conference and Workshop Fund*, Australian Network for Art and Technology (**ANAT**), 1996.
- *Pat Corrigan Grant*, National Association for Visual Artists (**NAVA**), Australia Council, 1992.
- *Cultural Grant*, Union of University of Sydney, 1992.
- *Pat Corrigan Grant*, National Association for Visual Artists (**NAVA**), Australia Council, 1992.
- **Large Creative Development Grant**, Performing Arts Board, Australia Council, 1991.
- **Studio**, *Cite des Artes Internationale*, Paris. (3 months), 1991.
- **Large Project Grant**, *Performing Arts Board*, Australia Council, 1990.

Program committee ACM Interactive Tabletops and Surfaces (ITS 2010)

Reviewer for conferences: CHI 2011, Pervasive 2011, ITS 2010, IJHCS 2011, CSCW 2010-2011, ACE 2010, Interacting with computers 2010, ACM Multimedia Interactive Art Program 2010, International Journal of Arts and Technology 2010, IEEE Journal of Transactions on Visualization and Computer Graphics 2010, ISMAR 2009-2010, Interact 2009-2011, ACM Computers in Entertainment 2008, Psychology Journal 2008, Joint Virtual Reality Conference of EGVE 2008, OZCHI 2007-2010.

Art Installations/ Public Exhibitions

Selected Large Scale Art Works (Performance and Installation)

Talk2Me#3, at The Next Level Games exhibition, Brisbane. SMS-in, iteration of *Talk2Me*, 2006, November 2007.
Talk2Me, at ReActive exhibition, The Block, QUT, Brisbane. Interactive art installation as adaptation of a virtual environment to a mixed physical environment. A speaking-hearing interactive writing work housed in a large dome space. One month exhibition Feb-March, 2006.

The Word: The Wall #2, **On-line interactive virtual performance** screened at Digital Arts and Culture Conference 2000, **Bergen, Norway** (DAC2000). Two performers located in Sydney. Funded by Australian Network for Art and Technology (ANAT), November 2000.

The Word: The Wall, **Interactive On-Line Virtual Performance**, Code Red, International Conference, The Performance Space, Sydney. (Involved five performers conceived and directed by Ann Morrison). Support University of Sydney, 1997.

Urban Construction Project, City Square, Melbourne. **A seven day, time-based Installation Performance Work**. Conceived and directed by Ann Morrison and Andrew Charker. Involved nine performers, sponsorship generation, collaboration with 25 companies within arts and construction industries. Funded by Australia Council for the Arts, 1990.

New Media Exhibitions

Over the Moon, and *Roaming* videos, Int. Digital Art Awards exhibition (IDAA2006), The Block, Brisbane, 2006.

Socks, Interactive Multimedia CD, Arts Victoria e-Foyer Gallery, Melbourne, 2000.

Ten Years, **3D** generated images, First Draft Gallery, Sydney, 1996.

The Emu's Turf, a **sound installation** work, Experimenta Media Arts Festival, Melbourne, 1996.

morphology.mov, **3D animation** on Web page, Robotica, Experimenta, Melbourne, 1996.

'pann.snm, **3D generated panoramic QTVR**, Women on Women Film Festival, Sydney, 1996.

Soundwork, **Quicktime movie**, 7th National Summer School in Computer Generated Art and Interactive Multimedia, Canberra Institute for the Arts, Australian National University, 1996.

Selected Solo and Group Exhibitions

Under the Rain, painting, 4A Gallery, Sydney, 2004.

Blink, auto-running electronic work, Mop Gallery, Sydney, 2003.

Smelten, Painting Installation, Side On Gallery, Sydney, 1998.

Untitled at Untitled, Painting Installation, Performance Space, Sydney, 1994.

Betwixt, Painting Installation, Catacombs Gallery, Sydney, 1993.

The hour when one can touch day with the one hand and night with the other, Installation, Selenium Gallery, Sydney, 1993.

Landed, Painting Installation, First Draft West Gallery, Sydney, 1993.

Wired and Walled, Suspended Objects and Painting Installation, Selenium Gallery, Sydney, 1992.

The Next Phase, Site-Specific Installation, Wapping Pumping Station, London, United Kingdom, 1990.

The Greater Western, Opening Exhibition Installation, Greater Western Gallery, Melbourne, 1988.

Silo, Site-Specific Kinetic Interactive Installation, 10,000 Square Feet Gallery, Melbourne, 1988.

Lightening Arsen Street Gallery Installation, Melbourne, 1988.

Vacant Lot, Outdoor Site-Specific Installation, Gertrude Street, Melbourne, 1987.

Crane Project, Three large- scale crane suspended kinetic works, Hobart, 1987.

Selected Invited Art Reviews and Articles

Morrison, Ann, (2002) *A Silent Consent?* article, *RealTime*, New Media Scan 2002, Oct-Nov, Sydney.

Morrison, Ann, (1999) *Browsing Moo_Media* article, Mesh journal#11, *Experimenta*, Melbourne.

Morrison, Ann, (1998) *Cybercultures* review, Mesh journal#11, *Experimenta*, Melbourne.

Morrison, Ann, (1997) *The Information Processing Unit*, an article, Mesh journal 8#9, Melbourne.

Morrison, Ann, (1996) *Virtual Initiatives*, a review, *Mesh* journal 8#9, *Experimenta*, Melbourne.

Morrison, Ann (1995) *'emil goh: 362436'*, a review, *Eyeline* Magazine, no.27, autumn, p.37.

Morrison, Ann (1998) *Artists-In Space* an article, *Critical Spaces*, Artspace catalogue.

Art Board Memberships

2005 Secretary dLux media arts, Sydney. Creative Steering committee

2002-03 dLux Media Arts Board, Sydney: interim treasurer and organiser on various projects

1992- 96 Selenium Gallery Board, Sydney: artist-run installation space

1988-90 The Greater Western Gallery Board, Melbourne: artist run installation & performance space

Referees

Dr Anna Cicognani
Chief Product Officer at Fairfax Digital
Director at Smart Services CRC
[http://arch.usyd.edu.au/~anna/
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