

Ann Morrison

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I am currently working as an Interaction Design researcher and project manager at Helsinki Institute for Information Technology, Finland on 2 X EU funded project—IPCity—a multi-touch display set in Helsinki Urban centre—CityWall (<http://citywall.org>) and MapLens project working with physical and digital maps via mobile phones (also CALLAS). I am trained in Visual Arts, Humanities and Digital Media Design Science, and have worked as a researcher and academic over 7 years, as well as, as an installation, and new media artist with a 19-year exhibition history and 9 years multimedia industry experience. I constructed a digital-physical interactive art installation (a speech-to-text installation installed as a geodesic yurt dome installation) as a case study for my PhD research to gauge audience participation and to consider the nature of ludic engagement with interactive technologies. Prior to this I worked as a researcher and academic with The Information Environments Program, School of ITEE, at The University of Queensland (UQ) teaching studio process, physical computing interactive environments, visual thinking and information visualisation. During my four years at UQ I was involved with the Interaction Design Research Division (IDRD) and the Australasian CRC for Interaction Design (ACID) collaborating in locative, and social and mobile projects, augmented reality educational environments, and collaborative digital/physical systems and communities. I also coached a global UQ and Stanford team on an [iRoom re-configurable spaces project](#) and worked as a researcher/designer/consultant with [HxI Initiative](#)—a national ICT Roundtable venture with [\[braccetto\]](#) project.

Research Interests

- + Engagement and Play in Tangible Interactive and Mixed Reality Environments
- + Locative Media, Social and Mobile and Locative/ Situated Experiences
- + Community and Context in Participatory Design
- + Inter-disciplinary Iterative Design Processes
- + Bridging Inter-disciplinary Languages

Professional Positions

2008- Helsinki Institute for Information Technology, a research institute between HUT and Univ of Helsinki as project manager and researcher for IPCity—CityWall and MapLens projects. Developing content and more interaction modalities for multi-touch displays and working with presence/ engagement with mixed reality environments in cultural and/or public settings

2004- 2008 Information Environments Program, School of ITEE, University of Queensland Developing content, in particular furthering studio and project-based courses in Interactive Tangible Environments and Information Visualisation as directives for Multimedia program.

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 developing program.

1998- 2000 Consultant, Designer and Authoring, *Anmore Digital*, 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. (More detail available as required)

1996- 2004 *Silverbrook Research*, Sydney. 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 inventor.

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 projects and residencies. Traveled, lived in UK and Europe, studio residencies and extensive exhibitions.

Research Funding, Creative Awards, Travel Awards and Studios

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 running 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. (three months), 1991.
Large Project Grant, *Performing Arts Board*, Australia Council, 1990.

Publications in Peer Reviewed International Conferences/ Journals

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, Nice, France, May, 2008.

Morrison, Ann, Mitchell, Peta & Brereton, Margot (2007) *The Lens of Ludic Engagement: Evaluating Participatory Interactive Art Installations*, ACM Multimedia 2007, Augsburg, Germany.

Morrison, Ann. (2007) *Talk2Me: Engaging Interactive Environments*, Graduate Symposium Presentation and ACM Publication Proceedings Creativity and Cognition Conference, Washington DC, USA.

Baharin, Hanif & **Morrison, Ann**. (2006) *Eliciting Audience's Experience to Improve Interactive Art Installation*, Engage 4th International Symposium, Creativity and Cognition Studios at the University of Technology, Sydney, November.

Morrison, A & Mitchell, Peta (2006) *Artefact and Iteration: circular entanglements*, Human Dimensions M Work The object of interaction - the role of artefacts in interaction design, OZCHI 2006, UTS, Sydney.

Morrison, Ann, Mitchell, P & Muhlberger, M. (2006) *Talk2Me: The Art of Augmenting Conversation*, ACM Multimedia (ACM2006) Interactive Arts Program, Conference Track. Oct 22-28, 2006, Santa Barbara, California.

Morrison, A, MacDonald, L, MacColl, I, & Simpson, M. (2006) *The Pedagogical Practice of Locative Experience* LEA Locative Media Special Issue.

Morrison, A & Simpson, M. (2005) *The Practice of Locative Experiences*. Workshop Digital Arts and Culture Conference 2005 (DAC2005), Copenhagen November, 2005.

Turner, Jane and **Morrison, Ann** (2005) *Suit Keen Renovator: Alternate Reality Design* The Second Australasian Conference on Interactive Entertainment (IE2005), Sydney, November, 2005.

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

Education

+ Confirmed Candidature for Doctor of Philosophy (2007) (PhD) by Thesis *Understanding Engagement in Interactive Art Installations* Co-supervision between Information Environments Program, ITEE and School of English, Media Studies, & Art History, 2005- present.

+ Candidate for Master of Design Science (Computing), Key Centre, Faculty of Architecture and Design, University of Sydney (deferred) Part-Time, working with 3D, Interactivity and The Internet. Programs: C Programming, VRML, CGI and Object-Orientated Programming Language for MOOVE, and various sound, image, 3D and authoring programs. 1996-2000.

+ One week workshop, Prisms, *Vislab*, University of Sydney, 1996.

+ Australian Network for Art and Technology (ANAT) Summer School working as I of 14 artists selected nationally for 3 week intensive workshop with technology, Australian National University, Canberra, 1996.

+ Master of Arts (including exegesis *Girlye*), Women's Studies, University of Western Sydney, 1994.

- + Graduate Diploma in Visual Arts (Sculpture/Performance/Installation), including 10,000 word paper ... *Now... and... Then...*, Sydney College of the Arts, University of Sydney, 1992.
- + Diploma of Art (Arts), Sculpture, Royal Melbourne Institute of Technology, (RMIT) University of Melbourne, 1989.

Art Installations/ Public Exhibitions

Selected Large Scale Art Works (Performance and Installation)

- Talk2Me#3*, at The Next Level Games exhibition, Brisbane. This version included SMS-in and was an iterated version in terms of content and interaction possibilities from feedback from version #1, November 2007.
- Talk2Me*, at ReActive exhibition, The Block, QUT, Brisbane. This physical computing interactive environment or interactive art installation is an adaptation of a virtual environment into a hybrid physical and virtual environment. speaking hearing interactive writing work housed in a large dome space. <http://anmore.com.au/> One month exhibit Feb-March, 2006.
- The Word: The Wall #2*, **On-line interactive virtual performance** screened at Digital Arts and Culture Conference 2000 in **Bergen, Norway** (DAC2000). Two other performers located in Sydney, conceived and directed as a collaborative work. 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) Supported with equipment and in-kind University of Sydney, 1997.
- URBAN CONSTRUCTION PROJECT*, City Square, Melbourne. **A seven day, time-based Installation Performance** (Video-documented, conceived and directed by Ann Morrison and Andrew Charker). Involved nine performers sponsorship generation, management and collaboration and co-ordination in performance with 25 different companies within both the arts and the construction industries. Funded by Australia Council for the Arts, March 1990. (Fieldwork in-situ on building sites as lead-up research).

New Media Exhibitions

- Over the Moon*, and *Roaming* video works at International Digital Art Awards exhibition (IDAA2006), The Block, Brisbane, May 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**, Seventh 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*, Painting 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 Reviews/ 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.

Selected Invited Lectures

MOOving the MOO: Expansion | Advancement | Enhancement, Malmo Interaction Design, Sweden.(2004); *Moove Environments Communities Workshop*, Tilt Conference and Symposium, Imperial Slacks, Sydney (2003); *Virtual Environments and Communities*, Digital Media Department, Swinburne University, Melbourne (2000); *Virtual Environments and Communities*, Digital Media Department, RMIT University, Melbourne (1999); *Performing the Phenomenal*, Diverse Feminisms Conference, University of Sydney (1995); *Professional Practice*, College of Fine University of New South Wales, Sydney (1990); *Public Art*, Royal Melbourne Institute of Technology, Melbourne (1990).

Current/ Recent Research Collaborations

Dual Reality Calendar system with Stephen Viller, 2007.
ACID consultancy with [bracketto] project with Margot Brereton and Ian MacColl, 2007.
Locative Experiences Group with Ian MacColl, Matthew Simpson, Lorna MacDonald, 2005-2006.
Collaboration while supervising UQ student with *aware* group (based in Finland) to develop flash-lite interactivity with mobile phone, 2005.

Member of Review Committee for international conferences: Digital Arts and Culture 2007; Physicality Workshop 2007; and OZCHI 2007.

Referees

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