Mr Ian Grant (Curriculum Vitae)

TVU Specification Curriculum Vitae

    Name
    Current post
    Contact details
Education
    Qualifications
    Membership of professional bodies and learned societies
    Short Courses and Specialist Training
Employment Record
    Teaching: Broad Areas of Interest and Expertise
Publications / Scholarship / Research
    Current Research areas and scholarly activity
        Doctoral study
    Public output from research and scholarly activity
        Authored books (in preparation)
        Articles and chapters in edited books
        Other refereed articles
        Non-refereed articles
        Refereed and published conference proceedings
        Other refereed and/or non-published conference contributions
        Exhibitions/Performances
        Review articles (excluding book reviews)
        Official reports
        Other forms of public output
        Computer Software
    Research supervision
    Membership of university committees and task groups (TVU)
    Consultancy and industry links
    Research grants and awards
    Overseas links

Prepared: Ian Grant
Date: January 2010

N a m e

° Grant, Ian John

C o n t a c t D e t a i l s

° TVU, Ealing.
 Faculty of the Arts
 Thames Valley University
 Ealing, UK. W5 5DX
  – ian.grant@tvu.ac.uk
  – mobile: +44 (0) 7734 113206 work tel: +44 (0) 20 8579 5000 extension 2119
  – web: http://www.tvu.ac.uk/artdesign/Welcome.jsp
  – web: http://www.daisyrust.com

C u r r e n t p o s t

° Acting Up: Head / Deputy Head of School Art and Design
° Senior Lecturer in Digital Art (and Media) / Deputy Head of School Art and Design
° Faculty of the Arts, Thames Valley University, Ealing. UK.
° Hybrid / Interdisciplinary Practice Research Group
° Urban Kinetics Research Group

E d u c a t i o n

° Yeovil Technical College, Somerset, UK
  – (1987-1989)

° Bucklers Mead School, Yeovil, Somerset. UK.
  – (1982-1987)

° Higher Education Institutions
  – Royal Holloway and Bedford New College, University of London, UK
   (1990 - June 1993)
   Full Time.
  – University of Manchester, Manchester, UK
   (1994-1997)
   PhD Study Full Time.
  – Thames Valley University, London, UK
   (2006-2007)
   Part Time Staff Development - MA.
  – University of East London, UK
   (2008- present)
   PhD Registration

Q u a l i f I c a t i o n s

° B.A. (Hons.), Drama and Theatre Studies, Royal Holloway. (June 1993) (First Class)

° M.A., Computer Arts, TVU. (March 2007)
  – Seven Ordinary Levels. Grades A-C.
  – Three Advanced Levels:
  – Communications (AEB) Grade A
  – English (Cambridge) Grade A
  – Theatre Studies (AEB) Grade B

Membership of Professional Bodies and Learned Societies

° Membership of professional body(ies) and/or membership of learned society(ies)
– ACM SIGGRAPH
– Member   Student Member
– From 2005   From 2009

– Computer Arts Society (BCS affiliated interest group)
– Member
– From c2005

– Eurographics
– In application
– Oct 2009

Short Courses and Specialist Training

– Methods in Arts Research, PhD research seminars. University of Manchester, 1994-1995. I registered for a PhD 1994-1997 at Manchester University, where there were mandatory sessions for MPhil / PhD registrants. The sessions included: Literary Studies, Textual Analysis, Hermeneutics, Anthropological Methods in Performance, Historiography, Interpretative approaches, Phenomenology and other Qualitative approaches (mainly in Educational Research but across performance studies).
– Using Computers in Qualitative Research, a series of workshops organised by SAGE and Qualitative research software company QSR (on NuDist) (1998)
– PG Certificicate in Higher Education equivalent via staff development at Brunel University (1997-1999) including modules in assessment, teaching and learning in HE; QA; PhD supervisor training; Teamworking; Validation; Research Skills;
– Mac OS X Fundamentals and Training the Trainer, Apple, UK. (2007)
– Maya Core, Escape Studios, London. (2008)
– Camera Tracking for VFX, Escape Studios, London. (2008)
– Puppet Making for Animation, Little Angel Puppet Theatre, London (1994)

Employment Record

° Previous employment history giving for each post or appointment starting with the most recent before the current post

– **August 2001 to present**
Thames Valley University, London, UK
Senior Lecturer in Digital Art (and Media)
Thames Valley University, London, UK
– **2008 to present**
Acting Deputy Head of School: Art and Design
Acting Up: Head of School: Art and Design

– **August 1997 to 2001**
Brunel University, Twickenham and Uxbridge, UK
Lecturer in Modern Drama Studies

– **1996-1997**
Royal Holloway, University of London, London, UK
Sessional Lecturer, Drama Dept. Two modules.

– **October 1994-1997**
University of Manchester, Manchester, UK
Postgraduate Teaching Assistant, Drama Dept. One module.

Teaching: Broad Areas of Interest and Expertise

°   History of Computer Art; Virtual & Augmented Reality; Real-time 3D Graphics and Processing; Applied Visual Effects; Digital Puppetry and Animation; Live and Digital Performance; Kinetic Sculpture, Form and Light in Virtual and Physical Performance; Improvisation and Acting Training; Social Media; Creative Social Networks; Narrative and Games; New Media and Cinematics; Applied Media Technologies; Futurology, Internet and Digital Culture; e-Learning and Virtual Learning Environments; Problem Based Learning; Critical Theory; Jazz Studies;

Modules taught (primary author unless stated):

°   TVU: Media (2001-c2004)
   –   Media Arts Work Placement.
   –   Ethics & Audience - cross media audience research theory and practice.
   –   Key Concepts in Culture and Communication (team member, not author).

°   TVU: Creative Technologies and Art and Design (L4-L6 UG and PG) (2001-present)
   –   Dissertation, Single Project & Double Project Supervision (UG and PG).
   –   Digital Culture - creative technology and social transformation.
   –   Digital Narrative - sound and vision.
   –   Virtual Space - designing virtual and augmented realities.
   –   Digital Arts Processes (team member, co-authored).
   –   Network Aesthetics (team member, co-authored).
   –   3D Hybrids - virtual and physical fabrication.
   –   Experimental 3D (leader, not-author).
   –   Interactive Game Play Design (team member)
   –   History of Special Effects (leader, co-authored).
   –   Internet & Network Art - explorations in contemporary internet culture.
   –   Multimedia Applications (team member, not authored).
   –   Experimental Digital Media (PG, leader, co-authored).
   –   Creativity & the WWW (PG, leader, co-authored).
   –   Designing Social Software (leader, not-authored).
   –   Control and Signal Writing for Special Effects (leader).
   –   Digital Media Principles (leader)
   –   iPhone Game Design for Beginners (author, leader)

°   Brunel University (1994-2000)
   –   BA Modern Drama Studies
   –   Elements of Performance (Voice, Movement, Mask Improvisation, Puppetry) (team member)
   –   Documenting Performance (team member, author)
   –   Applied Theatre (prisons, schools, hospitals) (leader, author)
   –   Devising, Acting and Directing (team member)
   –   New Theatre Writing (team member)
   –   Final Project Supervision (team member)
   –   Stand Up: Writing for Performance [not delivered]
   –   Cross Dressing: Subtitle: You pass to pass [not delivered]

°   Royal Holloway (1993-4)
   –   BA Drama and Theatre Studies
   –   Theatre in Education and Therapy (leader not-author)

°   University of Manchester (1990-1993)
   –   BA Drama
   –   PhD Student / Sessional Tutor
   –   Contemporary Theatre Writing
   –   Applied Theatre (prisons)
   –   Theatre in Education

Pedagogic interests

°   Designing Online Virtual Learning and Assessment Environments.
   –   Thames Valley University and JISC (2005-2007) gave an e-Learning development grant for 'Dialogue: The Feedback Machine' of £14,000. The funding allowed me to design and programme a web based tutor support system. The system, written in PHP, XHTML, Javascript, using a MySQL database, integrates with the Blackboard Virtual Learning Environment (V.L.E.) and, when complete, will have an online and a 'paper to pdf ' digital workflow delivering written assessment feedback directly to students via a number of means including: RSS feeds, SMS, automated email, audio, via Blackboard and via other innovative means. Explored Blackboard plugin production.

°   A software study and case study in teaching and learning about how art and design students learn complex 3D software and other computational processes
   –   Proposed Research in the Teaching Environment, TVU. Accepted as paper to Computational Creativity, 2008. Madrid. Learning to Learn Complex Creative Software: 3D Software in Art and Design Contexts proposed to TVU (2008-2009)

°   Socially engaged creative participatory workshops in art, design and technology
   –   I am expressing this interest through my PhD and work with SmartLab, Digital Media Institute. UEL, London. UK.

Publishing / Scholarship / Research

Current Research areas and scholarly activity

°   History of Computer Art; Virtual & Augmented Reality; Real-time 3D Graphics and Processing; Applied Visual Effects; Digital Puppetry and Animation; Live and Digital Performance; Kinetic Sculpture, Form and Light in Virtual and Physical Performance; Improvisation and Acting Training; Social Media; Creative Social Networks; Narrative and Games; New Media and Cinematics; Applied Media Technologies; Futurology, Internet and Digital Culture; e-Learning and Virtual Learning Environments; Problem Based Learning; Critical Theory; Jazz Studies;

°   **Doctoral Study**
   –   SmartLab, Digital Media Institute. UEL, London. UK
   –   **Title:** Expressivity and the Digital Puppet: Mechanical, Digital and Virtual Objects in Games, Art and Performance
   –   **Supervisory Team:** Dr Leslie Hill, Dr Sher Doruff and Dr Susan Kozel.
   –   July 2008-2012

Public output from research and scholarly activity

1. **Authored books:** author(s); year of publication; title of book; publisher; place of publication; number of pages.

In preparation
Ian Grant. (2010/2011) Quartz Composer for OSX, a Pragmatic Guide. A book in progress for the US publisher 'The Pragmatic Programmers'. www.pragprog.com.

Accepted Chapter: Tactile Interfaces for Interactive Character Control in Digital Puppetry for "Multiple Sensorial Media Advances and Applications: New Developments in MulSeMedia" Edited by Dr. George Ghinea (Brunel University), Dr. Frederic Andres (CVCE/NII), and Dr. Stephen Gulliver (University of Reading)

2. **Articles and chapters in edited books**: author(s) (of article); year of publication; title of article; (in) title of book; (edited by) editor(s); publisher; place of publication; first and last pages.

Ian Grant (2008) Transdisciplinary Digital Art: Sound, Vision and the New Screen, Chapter: Experiments in Digital Puppetry: Video Hybrids in Apple's Quartz Composer. Communications in Computer and Communication Science. Edited by Randy Adams, Steve Gibson, Stefan Muller Arisona. Springer. 342-258.

Ian Grant. (June 2001) Digital Production in Hill, Leslie and Helen Paris Guerilla Performance and Multimedia London and New York:Continuum 1st Edition: "Guerilla Performance and Multimedia Handbook"
2nd Edition: "The Guerilla Guide to Performance Art: How to Make a Living as an Artist". 1st Edition: ISBN: 0826453309. 2nd Edition: ISBN-10 0826473. 1st Edition Pages: 236-244

3. **Other refereed articles:** (for example, articles in professional journals and popular but serious journals where refereed): author(s); year of publication; title of article; title of publication; volume or equivalent; first and last pages.

(1996) Formation of a Research Design: Towards a Critical Ethnography of Educational Theatre: Poster Abstract (and Review by Joyce Wilkinson) in Somers,john, ed. 1996. Drama and Theatre in Education: Contemporary Research. North York, Canada: Captus Press.

4. **Non-refereed articles:** author(s); year of publication; title of article; title of publication; volume or equivalent; first and last pages.

(Jan 2001) Finding the Wooden Voice in Puppetry Into Performance: A Users Guide. London: Theatre Museum, Central School of Speech and Drama and the Puppet Centre Trust. 29-31. ISBN 09537729-42

5. **Refereed and published conference proceedings**

(February 2007) Talking Toys and Digital Puppetry. Artificial Intelligence and Simulation of Behaviour (AISB) '07 at Newcastle University, Newcastle Upon Tyne, 2-5 April 2007.

6. **Other refereed and/ or non-published conference contributions*:** author(s); year of publication; title of presentation or abstract; conference organisers; venue of conference.

(July 2007) Of Minnie the Moocher and Me: Explorations in Digital Puppetry. Video Hybrids in Apple's Quartz Composer Digital Puppetry Performance Workshop and Paper (to be published in proceedings). Digital Art Weeks Festival 2007 / DAW07. ETH Zurich, Zurich, Switzerland. www.digitalartweeks.ethz.ch

(July 2006) Chair for the AM session of Developing Digital Diversity, a conference organised by the Faculty of the Arts, TVU at the ICA, London. UK.

(June 2004) Creative industry day at Truman Brewery presented: Flash and XML: Proprietary Software and Emerging Standards.

(June 2000) From Craft to IT: The Art of the Puppet Technology. A paper delivered at Digital Scenography, a conference held at the University of Kent, UK.

(April 1995) Formation of a Research Design: Towards a Critical Ethnography of Educational Theatre at the International Conference: Researching Drama and Theatre in Education held at the University of Exeter School of Education, April 10th-13th

7. **Exhibitions/ Performances:** exhibitor(s) (that is, sole or group); title of exhibition; venue; dates; title(s) and/or number of exhibited works; details of any published critique of the exhibition.

(April / May 2008) Brussels Meets Brighton. Bilingual explorations of Jacques Brel. Piano/Live Visuals.
As Department Head of Contemplation. The Institute of Unnecessary Research
www.unnecessaryresearch.org

(March 2007-April 2007) Sense Detectives Group Exhibition. Watermans Arts
Centre London. UK. Work" Texturisr - a networked social media installation.

Charlie Gere, author, historian of digital art and academic, has written the catalogue introduction for the Sense Detectives Exhibition: http://mercury.tvu.ac.uk/~richardc/kwomodo/sensedetectives3.php

Paul B Davis, of the BEIGE ensemble/collective, says of 'Texturisr':
"While Web 2.0 is a bit of a technical buzzword, as it's underlying delivery technologies are no different than whatever you'd want to call what existed before, to me it represents a conceptual shift in thinking about network-based information. As pieces like texturisr demonstrate, the semantic web really takes shape when we stop thinking about the network as a broadcast medium and instead think of it as a medium for user-guided information interchange. Collaboration, communication, remixability…these are the operative words which describe our Web 2.0 interactions. These interactions are a sort of meta-level complement to current information infrastructure, and they have the potential to be equally comfortable at home, in public space or a gallery."

(January-August 2002) Seaside Towns. An online artistic collaboration with curious.com. Funded by South East Arts. www.placelessness.com/seaside

8. **Review articles (excluding book reviews):** author(s); year of publication; title of review; (published in) title of publication; edited by (if appropriate); refereed or not; publisher; place of publication; first and last pages.

Conference Review
(1996) Conference Review: 'Creative Time': The Second European Conference on Theatre and Prison In Research in Drama Education 1

9. **OffIcial reports** (for example, consultancy reports; report of chaired external committees); author (s); year of publication; title of report; report commissioned by whom; first and last pages.

Ian Grant, Tony Jackson, Pekka Korhonen and Elina Rainio,(1998) Educational Theatre in Finland and the UK: A Comparative Study. A Report to the British Council.

10. **Other forms of public output:** (for example, production; direction; choreography) musical works; works of art; computer programmes): provide details including details of any published critique of the work.

including: 11. **Computer Software**

(2007) Dialogue, the Feedback Machine; JISC funded e-learning project with TVU;

(2007) QCStereoscopicRecorded Computer Software by Ian Grant; Record real-time 3D analglypic movies.

(2006) TigerReflections Computer Software by Ian Grant; Real-time graphics Plugins

(2006) Various Real-time Plugins for FactoryFX; Real-time graphics plugins for Final Cut Pro & Avid;

With Dr Stephen Todd. (April 2004) Presentation of an interface solution to the Irish Post Office in Dublin for Complete Genius / Paper River

(Nov 2000) Language Genie and e-Learning a paper present at The Future of e-Learning: Innovative Small Companies held at the London Chamber of Commerce at HEBUS, the London Network of Business and Higher Education.

(June 2000) From Craft to IT: The Art of the Puppet CAD. A paper delivered at Digital Scenography, a conference held at the University of Kent, UK.

(April 1995) Formation of a Research Design: Towards a Critical Ethnography of Educational Theatre at the International Conference: Researching Drama and Theatre in Education held at the University of Exeter School of Education, April 10th-13th

Research supervision

- (2001) Supervising PhD Students. Staff Development Training. Brunel University.
- No research students at present.

Membership of University committee(s) and task group(s)

° Membership of University Committees or Task Groups (during the last five years)

- Employer, Engagement and Enterprise Committee (University)
- 2008-present
- Committee Member

- Cross University Foundation Degree Development Group
- 2007-present
- Committee Member

- Faculty PDP Working Group
- 2006
- Group Member

- Faculty of the Arts Executive
- Sept. 2008
- Acting Deputy Head of Art and Design

- Reading Project Board
- Sept. 2008
- Acting Deputy Head of Art and Design

- Faculty of the Arts Research and Scholarship Committee
- Sept. 2008
- Acting Deputy Head of Art and Design

- Faculty of the Arts Academic Planning Committee
- Sept. 2008
- Acting Deputy Head of Art and Design

- Faculty of the Arts Academic Standards Committee
- Sept. 2008
- Acting Deputy Head of Art and Design

Administrative roles

° list of administrative roles during last five years

- Acting Deputy Head of Art and Design (acting up as Head of School, Art and Design)
- September 2008

- Pathway Leader Digital Arts (Minor)
- 2003-2009

Media experience

° productions/exhibitions
- (July 2008) One Dot Zero Industries. Contributed to visual programming for Kasabian World Tour (pop/rock tour).
- (March 2007-April 2007) Sense Detectives Group Exhibition. Watermans Arts Centre London. UK. Networked Art Piece.
° performance
- (July 2005-2006) Piano/Vocal Performance Regular pianist at Kevin Spacey's Old Vic Theatre, London and other venues (ongoing at other venues)
° online
- (January-August 2002) Seaside Towns. An online artistic collaboration with curious.com. Funded by South East Arts. www.placelessness.com/seaside

Consultancy and Industry links

°   iPhone and Macintosh Software Development
- 2005-present
- Consultancy on native application programming for the iPhone and Apple Mac
- Registered iPhone Developer
- Attended Apple Computer's Worldwide Developers Conference 2005 and 2006
- Freelance, Research and Development and Consultancy work.

°   One Dot Zero Industries
- June 2008
- Consultancy on real-time performance programming techniques with Apple technologies
- £1000

°   Complete Genius, Ltd, London, UK
- Director of Interactive Multimedia Strategy April 2000-2006
- Complete Genius, Ltd
- Old Truman Brewery
- Brick Lane
- E1 6QL
- www.completegenius.com
- Interface design for websites, software and embedded systems (multifunctioning devices in paperless work-flows) Flash animation / content creation for language e-learning. Clients included: BBC, House of Commons, Irish Post Office;
- Mostly unpaid consultancy.

°   British Council Research Project
- January-March, 1998
- University of Manchester and the Finnish Theatre Academy and Continuing Education Centre
- A comparative study of the provision of theatre for young people and the status of drama in the formal education sector in Finland and England.

Research grants and awards

°   Apple Computers Worldwide Developers Conference Scholarship (2006 and 2007)
- Travel (TVU) and scholarship (Apple) to attend the WWDC. San Francisco,
- £4,000

°   Thames Valley University and JISC (2005-2007)
- E-Learning development grant for 'Dialogue: The Feedback Machine'
- £14,000

°   Brunel University (1999-2000)
- Object Theatre Research Bursary
- £2,000

°   British Academy (1994-1997)
- PhD Full Time Studentship Award Full Fees and Maintenance

°   Tony Jackson, Pekka Korhonen and Elina Rainio. University of Manchester and the Finnish Theatre Academy and Continuing Education Centre.
- A comparative study of the provision of theatre for young people and the status of drama in the formal education sector in Finland and England.
- A Report to the British Council.
- British Council Research Project
- January-March, 1998
- £ Travel, accommodation for two exchanges to Finland.

°   Royal Holloway, University of London (1993)
- University of London (Royal Holloway) Distinguished Student Award
- Small cash prize.

Overseas links

- Pragmatic Programmers. US. P.O. Box 293325. Lewisville, TX 75029-3325 www.pragprog.com
- Noise Industries LLC, Visual Special Effects Specialists. Boston, USA www.noiseindustries.com
- UTH, Zurich
- Bruce Damer: Biota; Adobe, NASA, Library of Congress, USA;
- Additional Contacts through SmartLab: BANFF New Media Institute; Serious Games Institute;