

INSTITUTE OF CREATIVE TECHNOLOGIES
MASTER'S IN CREATIVE TECHNOLOGIES
STUDENT SHOWCASE CLASS OF 2008



Dr Sophy Smith | Programme Leader

This brochure showcases some of the exciting work produced by the IOCT Master's Class of 2008. The students come from a wide variety of backgrounds across Art and Design, Computing and Humanities, all united in an interest in the trans/multi/inter-disciplinary potential of creative technologies. None of them sit solely within traditional disciplines – they may be technologists with a creative dimension, artists working with technologies, designers with programming skills, or any one of many more such 'crossovers'.

As areas 'between' traditional disciplines grow, the modern Master's student needs a portfolio of skills and knowledge to become employable in the future. The IOCT Master's students will be uniquely equipped for this future world, by gaining an insight into a range of methods and practices, research and development, knowledge and understanding, uniquely drawn from a number of Faculties in De Montfort University.

Throughout the course the students have developed and strengthened their individual creative technologies practice, bringing together e-Science, the Digital Arts and Design and Humanities to cross traditional disciplines and boundaries, explore new ways of working and learning and broaden their future horizons. This has been an exhilarating year for all of us involved in the Master's programme, reflected in the exciting and innovative work showcased in this brochure.

Dr Sophy Smith
Programme Leader



John Ashmore | BSc (Hons) Audio and Recording Technology

Key skills and interests

I'm a perfectionist, put in 110% and can rapidly adapt to new challenges that may face the creative technologist.

I have always been interested in music and audio and aim to continue with audio engineering throughout my career, especially how technology can be used creatively in music production.

About my work

The Immersive Surround Sound Environment is a performance technology that allows users to generate and control sounds and music within a 3D environment. The system uses Nintendo Wii remotes to allow wireless, multi-modal interaction with the sound environment. This performance technology also allows a group of users to perform in the surround sound space as a string ensemble, for example, with each person playing a different instrument from one Wii remote with control over note length, note pitch, surround sound panning and vibrato.



Ben Harvey | BA (Hons) Music, Technology and Innovation



Student work

Key skills and interests

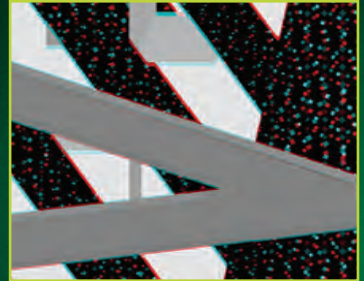
I have been a musician from an early age, with interests in live performance, studio engineering and computer programming and throughout my undergraduate course developed performance tools and software plug-ins for audio software. During the Master's course I have become interested in Augmented Reality, working with the AR Toolkit and AR Toolkit Plus and using OpenGL graphics and lighting processing. This is the focus for my Major Project and an area that I would like to continue researching into after the course.

About my work

Influenced by Merce Cunningham's Biped and the Pepper's Ghost projection technique, I created MVR.01. This work is an interactive public art installation that utilises public spaces as visual projection surfaces. A live image of the user moving through corridors and stairways is projected onto the environment with a delay added to give the user a reflection of their previous movements.



Paul Edward Scattergood | BA (Hons) Fine Art



Student work

Key skills and interests

I am an experienced artist in the fields of fine and applied arts, visual communication and advanced technologies in both academic and commercial settings. I aim to develop a creative practice that uses multimedia communications platforms, focusing upon creative exploration of understanding and perception. My research interests have been concerned with 3D illusionistic projection, encompassing holography, lenticular imaging and stereoscopic digital video.

Following completion of my studies at the IOCT, I will be pursuing a research career, initially undertaking an MPhil at the Royal College of Art in London (UK), within the Department of Communication Art and Design.

About my work

Spatial Distortion # 6 is a piece produced using various media. The work is an anaglyph image, which is a form of stereoscopic imaging. It will appear 3D if viewed with red and blue glasses, however it may equally be viewed without access to any visual aids. The piece is an exploration of the processes of vision and also of the medium of anaglyph image generation.

Photographic images of the work can be seen at [flickr.com/photos/16978407@N05/2074477508/](https://www.flickr.com/photos/16978407@N05/2074477508/)



Zoë Allman | BSc (Hons) Media Production

Awarded the Frank May medal for achievement (2006),
De Montfort University



Student work

Key skills and interests

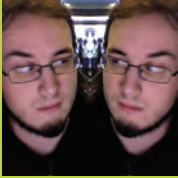
I enjoy creative design, project development and the technical implementation of work to support creative ideas and using a range of coding techniques. I am focused, creative, aim for high quality, well organised and have good communication and team working skills.

I wish to continue to explore the notions of inter-disciplinary work and aim to incorporate this into future academic work. In my spare time I will use knowledge from across the disciplines to inform future productions.

About my work

I have explored the subject of 'memory' through the development and creation of lenticulars and holograms and am investigating the research potential in The Dance Box. The Dance Box is a performance technology installation, which enables me to collate data about users, comparing visual output with data provided, drawing links between participants and the ways in which they interact with the installation. The installation is interactive and encourages audience members to become performers and then return to being audience members.

Zoë's IOCT Blog can be found at
ioctzoe.blogspot.com



Andy Warrington | BA (Hons) Music, Technology and Innovation



Student work

Key skills and interests

I am a multi-instrumentalist – I play guitar, bass, drums and piano, and am a keen vocalist. I am a composer across a variety of styles, a graphic and web designer and am an accomplished writer in different styles including fiction, blogs and web.

I am interested in on-line communities, social networking, blogs and on-line publishing of creative works and aim to pursue these areas in my future career.

About my work

I've started various blogs during my studies, including a gaming blog that covers various aspects of gaming culture. As well as giving my opinions on a variety of interactive computerised games, I am currently developing a community and other forms of interaction with the blog.

My website provides links to a number of blogs I write, and can be found at congical.com



Matthew Fedak | BSc (Hons) Music, Technology and Innovation



Student work

Key skills and interests

I am a creative web application designer also undertaking server side programming, with object orientated design skills. I am passionate about web accessibility and usability standards. I enjoy working as part of a team and in particular enjoy collaborative on-line projects.

I aim to apply transdisciplinarity to web application development. My next project will be to create a web application for the Digital Media Centre, opening Summer 2009 in Leicester's Cultural Quarter.

About my work

My Research Project is a quantitative profile analysis tool which has been implemented as an application within Facebook to analyse the content we share and publish in our profiles. The application highlights issues regarding consistency and validity of profile contents. I am currently developing the system so that it will automatically validate and monitor the consistency of profile data.

The research project was implemented as an application within Facebook and can be found here

facebook.com/applications/fedaksresearchpro/8886369844



Dave Dhonau | BA (Hons) Photography and Video



Student work

Key skills and interests

I have a diverse range of practical skills as well as conceptual flexibility and imaginative insight. I think laterally, combine diverse influences and make connections between seemingly disparate ideas, images and texts.

I have ongoing interests in exploring video production, photography, drawing, audio composition, lenticular and holographic imaging and Flash programming. I am also interested in artificial intelligence and philosophical notions of consciousness in general.

About my work

My work exhibits characteristics of playful subversion of technology as well as its more conventional application, resulting in occasionally lo-fi or humorous pieces. An aim is to explore notions of time, space, sound and vision. Work exists in a range of media and I enjoy the challenge of bringing together the fragmentary strands of experimentation into a coherent body. Recognisable themes recur, including notions of mind and perception, the pseudo scientific, sometimes absurd activities, depiction of sound, exploration of time and light, the line between subjective and objective, religious and esoteric traditions, algorithmic systems of poetic. Musical compositions take place within an ever-diversifying oeuvre.

For info about my work, see
davedonhau@blogspot.com



Danny Dursley | BA (Hons) Music, Technology and Innovation

Key skills and interests

I am a composer and musician, and am competent using Max/MSP. I create sound installations and I am also skilled in sound design, photography and lenticular design.

I am using my MA as a foundation for my future work that will include composing for music and film, creating interactive sound installations and advances in lens-based media. I aim to study for a PhD in the future.

About my work

The pieces I have made are lenticulars that focus on memories. I have used perspective and focal length to highlight certain areas of the image in order to create the illusion of space. I see memories as a cluster of specific events in time and have tried to show the decay of these events by using colour, aperture settings and focal points.

Background image: Student work

About the Master's in Creative Technologies

Studies include the following subject areas:

Research Methods gives a grounding in the ethos and approach of creative technologies, covering methodologies and techniques across art and design, humanities and computing sciences.

Advances in Modern Lens-Based Media reviews modern optics and the use of holographic and lenticular technology as a creative tool, including three-dimensional photography.

Creative Digital Media Design provides critical appraisal of current digital media technology, related creative and management processes and production techniques in a professional context.

Design in Contexts: Theories, Methods, Issues is characterised by an emphasis on analysis, history and theory covering issues such as the ethics of design, design in commodity cultures, design and cultural/national identities, and gender and design.

Gaming Technologies builds knowledge and understanding of critical, cultural and intellectual perspectives of gaming technologies to examine digital culture, including the role of play in human culture and community-building.

Applied Computational Intelligence examines historical, philosophical and future implications of Artificial Intelligence in relation to both theoretical and practical aspects.

Digital Image Processing is concerned with the representation, enhancement and interpretation of images.

Evolutionary Computing uses Genetic Algorithms, ie, the principles of natural selection, to artificially evolve a population of candidate solutions through simulated reproduction and mutation.

Fused Media and Applications encompasses media and technologies in a single framework including augmented reality, virtual environments, virtual studio and machinima to examine fusion of different media streams in real time.

Graphical Data: Interfaces, Visualisation and Representation introduces programming techniques required for the development of Graphical Data (1D, 2D and 3D) their interfaces and visualisation.

Interactive Media and Applications develops understanding of different modalities of interactive media and corresponding hardware and software components.

Aesthetics and Ideas in Sonic Arts covers the evolution of and analytical approaches to sonic arts and associated new media, including an historical view of the development of music technology tools.

Creative Writing and New Media emphasises Transliteracy and explores the opportunities available to the writer wishing to work across different kinds of texts such as print, email, hypertexts, blogs, MOOs, chat, messaging, wikis, and other formats.

Digital Cultures evaluates key ideas in critical and cultural theory that affect creative technologies and the creative industries.

Performance Technologies builds knowledge and understanding of the use and role of creative technologies within performance.

For further information and an application pack, contact the Programme Leader, Dr Sophy Smith (see back page for details).

The logo for 'Hiro' is presented in a bold, black, sans-serif font. The word 'Hiro' is centered within a white square, which is itself centered within a larger black square. The 'H' is particularly prominent, with a thick vertical stroke and a horizontal top bar that is slightly wider than the vertical stroke. The 'i' is a simple dot above a vertical stem. The 'r' has a vertical stem and a curved bottom. The 'o' is a simple circle.

For information about the Master's in Creative Technologies, contact:

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