

**Personal
Statement**

I am a designer, researcher and educator working at the intersection between art, sound & technology. At the heart of my work lies a commitment to making, co-design, and participation. I believe that workshoping and tinkering serve as vital pathways for creativity, enabling shared explorations and collaborative discoveries. My interdisciplinary practice spans digital media, sound art, and media archaeology, with a focus on creative coding, hands-on creative practice and discovery. As a member i-DAT and a founding member of the Hotwire~ Interactive Arts Collective, I have written widely on the materiality of digital media, investigating the cultural implications of technological obsolescence and the vibrancy of noise. I have spoken, performed and exhibited widely, including in New York, Tokyo, Berlin, Brno, Žilina, London, Aarhus and Roskilde, Vilnius, Nanjing and Bogota.

Employment

**Associate
Professor
& Subject Leader
in Digital Design
2019 - 2025**

My approach is always to focus on collaboration, so during this role I worked closely with my team of 10 staff, to boost student numbers and staff morale, particularly through energising the area of games and launching post graduate courses in experience design and games. Recognising the need for dedicated facilities, we pursued an internal capital bid for a new development space and established ourselves as Unreal Academic Partners. This approach expanded the subject focus to include a more arts-centered and narrative-driven perspective. By 2025, our efforts resulted in a ranking of 1st in the South West for Creative Arts and Design learning opportunities and 2nd in the UK for Creative Arts & Design in the National Student Survey.

We built a strong foundation for emerging staff research, and promoted vertical integration among undergraduates, postgraduates, and PhD students through extracurricular activities like Doodle Club and DAT Cinema, and joint off-site exhibitions to enhance visibility and acclaim. Engagement with initiatives such as Digital Plymouth network and the Plymouth Design Collective, alongside a vibrant visiting lecture program, empowered our students to leverage technology in their artistic endeavors.

**Lecturer
& Senior Lecturer**
2004 - 2019

As a lecturer and later, senior lecturer on Media Arts, I led modules, developed curricula, and managed teams and course materials. My teaching specialised in creative digital practices, including graphic design and motion graphics, utilising the Adobe Creative Suite, as well as creative coding through tools like Processing, MaxMSP, and Arduino. Later, I became Programme Leader of BA (Hons) Sound & Music Production, focussing on sound design interactive sound. Through hands-on workshops, tinkering and lo-fi making, I always emphasised a collaborative approach, for example co-designing and co-running exhibitions with students. This methodology not only engaged students but also equipped them with essential skills, fostering an environment where they had real agency. Additionally, I organised national (London, Exeter, Bristol) and international trips (Berlin, Barcelona), further enriching their educational experience and broadening their horizons in the creative digital landscape.

**Education &
Qualifications**

2009 - 2015 *PhD: Medialities of Noise*, University of Aarhus, Denmark
2005 - 2006 *PG Cert Learning & Teaching*, University of Plymouth
2003 - 2004 *MA Digital Futures*, University of Plymouth
1997 - 2000 *BA (Hons) Fine Art*, University of Wales Institute, Cardiff

References

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