Curriculum Vitae

Name   Anthony Rowe
Phone   +44 7968 028730
Email   anthony.rowe@aho.no

Statement
15 years experience in digital media and interaction design; in practice, research and education. Currently a fulltime Research Fellow at Oslo School of Architecture and Design. I am working on a PhD entitled "*Symbiotic Realities: Affect, immersion and embodied interaction in shared mixed reality experiences*". Prior to this, I was Associate Professor, Interaction Design for 2009-2012, where my responsibilities included strategy and coordination of the taught masters curriculum in Interaction Design, some teaching, and research. I am also founder of internationally recognised collaborative arts practice Squidsoup. This work is closely linked to my design research, which is practice-led and concerned with the experiential aspects of placing, visualising and interacting with virtual systems in physical 3D space.

Academic
Oslo School of Architecture and Design: Research Fellow (from September 2012)
Oslo School of Architecture and Design: Associate Professor, Interaction Design (Jan 2009 – Aug 2012)
Arts Institute Bournemouth (www.aucb.ac.uk) Associate Lecturer, Interactive Media (2005-2008). Member of research committee (2007-8). Research Fellow 2008.

Publications (selected)
Within an Ocean of Light: Creating Volumetric Lightscapes, Anthony Rowe, in: Leonardo, Vol. 45, No.4, pp358-365 (MIT Press, 2012)
Developing Creative Audience Interaction: Four Projects by Squidsoup, Anthony Rowe, in: The Mobile Audience, Media Art and Mobile Technologies, ed. M. Rieser (Rodopi, Amsterdam, 2011).
Glowing Pathfinder Bugs: A Natural Haptic 3D Interface for Interacting Intuitively with Virtual Environments, Anthony Rowe and Liam Birtles, in Leonardo, Vol. 43, No.4, pp350-358 (MIT Press, 2010).
Dynamic visualisation in three physical dimensions, Anthony Rowe and Andrew Morrison, in: DAC09 (UC Irvine, LA, USA, December 2009).
Come Closer: Encouraging Collaborative Behaviour in a Multimedia Environment, Cliff Randell and Anthony Rowe, in: Interactive Technology and Sociotechnical Systems; 12th International Conference, VSMM 2006, pages 281—289 (Springer-Verlag, October 2006). (BEST PAPER)

Practice
Founder and creative lead, Squidsoup. 1997 onward. www.squidsoup.org. Exhibited extensively and internationally, including Sundance (USA, 2011), Scopitone (France, 2011), Ars Electronica Festival and Museum (Austria, 2010), Glastonbury Music Festival (UK 2010), Kinetica Art Fair (UK 2010), SIGGRAPH (USA 2001, 2010), onedotzero (2009), ISEA (Japan 2002 and UK 2009), Late at TATE Britain (UK 2006, 2007). Awards include an Honorary Mention at Prix File Lux (Brazil, 2010), a BAFTA nomination (2002) and an International EMMA (2000).
Curator and co-founder of LUX, a series of seminars/exhibitions exploring the overlaps between light, space and interaction. Oslo (Jan 2011, Feb 2013), Wellington NZ (July 2011, September 2012).

Education
1996-7 MA Design For Interactive Media (Middlesex University)
1982-5 BSc (Hons) Mechanical Engineering with Subsidiary Mathematics (Reading University)

Personal information
Born: Oslo, Norway, 23 March 1964
Nationality: British