

## CONFERENCES • EXHIBITIONS • PUBLICATIONS • RESEARCH

### Andy Polaine – Academic, Writer, Interaction Designer

Contact: <http://www.polaine.com/contact>

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#### International Conference and Seminar Presentations

- Polaine, A. (2009) *An Interaction Designer's Guide to Play*, Flash on the Beach, Brighton, England.
- Polaine, A. (2009) *Small Things, Big Difference*, AGDA Design a Better World Conference, Powerhouse Museum, Sydney, Australia.
- Polaine, A. (2008) *Designing Education's Future: Online, collaborative, playful and socially aware*, School of Design Staff Conference 2008 (September), Northumbria University, England.
- Polaine, A. (2008) *The future isn't what it used to be - emerging trends and their implications for higher education*, Associate Deans Conference 2008 (June), Northumbria University, England.
- Polaine, A. (2007) *Playful Revolutions*, Flash on the Beach, Brighton, England.
- Bennett, R. & Polaine, A. (2007). *Exploring Emerging Online Cultures, Social Networking and Creative Collaboration Through e-Learning to Offer Visual Campaigns for Local Kenyan Health Needs*. Paper presented at the Icoagrada World Design Congress Education Network Conference, La Habana, Cuba.
- Polaine, A. (2007) *Social Learning Master Class: Developing and Facilitating Online Creative Collaboration*, Northumbria University, England.
- Polaine, A. (2007) *Creative Collaboration and the Future of Education*, Urban Learning Space Seminar Series, Urban Learning Space, Glasgow, Scotland.
- Polaine, A. (2007) *Converging and Emerging Online Cultures: creative collaboration and a future for learning*, Learning Futures: Beyond Distance Conference 2007, University of Leicester, UK.
- Bennett, R., Polaine, A., Dziekan, V. McIntyre, S. (2006) *Small World Global Classrooms: Exploring the Potential and Advantages of Fully Online Global Learning Communities*, Online Educa Berlin, 13th International Conference on Technology Supported Learning and Training, Berlin, Germany.
- Polaine, A. (2006). *Announcing the Launch of a New Online Global Community: Omnium Creative Network [OCN]*. Paper presented at the Global Education, Digital Communities Symposium, Enschede, The Netherlands.
- Polaine, A. (2006) Conference summary: *Treating change within Art & Design education as a design problem*, Enhancing Curricula: 3rd International conference, Centre for Learning and Teaching in Art and Design, Lisbon, Portugal.
- Bennett, R & Polaine, A (2006) *Online collaboration and creative processes*, Enhancing Curricula: 3rd International conference, Centre for Learning and Teaching in Art and Design, Lisbon, Portugal.
- Polaine, A. (2006) *Emotion and Interaction Seminar*, The Powerhouse Museum, Sydney.
- Polaine, A. (2006) *Online interaction and cultures in the workplace and the lessons they provide for e-learning*. Pushing the boundaries: Building the e-learning research agenda, University of Leicester, UK.
- Polaine, A. (2005) *The Flow of Interactivity*, Interactive Entertainment Conference 2005, University of Technology, Sydney, Australia.
- Polaine, A. (2005) *Why Big Fine Art doesn't understand interactivity, REFRESH! First International Conference on the Histories Of Media Art, Science and Technology*, Banff Institute, Canada
- Bennett, R., Chan, L. K., Polaine, A. (2004) *The Future Has Already Happened: Dispelling some myths of online*

- education*. Australian Council of University Art and Design Schools Annual Conference 2004. Canberra, Australia.
- Polaine, A. (2004) *The Playfulness of Interactivity*, Fourth International Conference on Design and Emotion, Ankara, Turkey.
- Polaine, A. (2003) *The Language and Aesthetics of Interactivity*, International Forum for Animation and Digital Arts, Taipei, Taiwan, October 2003.
- Polaine, A. (2003) *Collectives*, DIGIT Expo, Sydney, Australia, September 2003.
- Polaine, A. (2003) *No Meat on the Gravy Train (or Ideas not Upgrades)*, WebTech, Sydney, Australia.
- Polaine, A. (2001) *Bland New World*, IdN Fresh Conference, Sydney, Australia
- Polaine, A. (2000) *Craft in digital media*, Zero Craft Symposium, National Gallery of Australia, Canberra, Australia
- Polaine, A. (1999) *Antiom's collaborative design process*, Connect 4 Symposium, UNSW, Australia
- Polaine, A. (1999) *'Virtual mentoring in the Omnium Virtual Design Studio*, Design in Education Council Australia (DECA) Conference '99 UNSW, Australia

## Published Conference Papers

[R] = Refereed

- Bennett, R. & Polaine, A. (2007). [R] *Exploring Emerging Online Cultures, Social Networking and Creative Collaboration Through e-Learning to Offer Visual Campaigns for Local Kenyan Health Needs*. Paper presented at the IcoGrada World Design Congress Education Network Conference, La Habana, Cuba. URL: [http://www.icograda.org/events/event\\_archive/articles1014.htm?query\\_page=1](http://www.icograda.org/events/event_archive/articles1014.htm?query_page=1)
- Polaine, A. (2006) *Conference summary: Treating change within Art & Design education as a design problem*, Enhancing Curricula: 3rd International conference, Centre for Learning and Teaching in Art and Design, Lisbon, Portugal. ISBN: 0-9541439-5-7
- Bennett, R & Polaine, A. (2006) [R] *Online collaboration and creative processes*, Proceedings of Enhancing Curricula: 3rd International conference, Centre for Learning and Teaching in Art and Design, Lisbon, Portugal. ISBN: 0-9541439-5-7
- Polaine, A. (2005) [R] *The Flow of Interactivity*, Proceedings of the Interactive Entertainment Conference 2005, University of Technology, Sydney, Australia (p.151 158). Creativity and Cognition Studios Press. ISBN 0-9751533-2-3
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- Polaine, A. (2005) [R] *Why Big Fine Art doesn't understand interactivity*, Proceedings of REFRESH! First International Conference on the Histories Of Media Art, Science and Technology, Banff Institute, Canada. URL: [http://www.banffcentre.ca/bnmi/programs/archives/2005/refresh/conference\\_docs.asp](http://www.banffcentre.ca/bnmi/programs/archives/2005/refresh/conference_docs.asp)
- Bennett, R., Chan, L. K., Polaine, A. (2004) [R] *The Future Has Already Happened: Dispelling some myths of online education*. Proceedings of the Australian Council of University Art and Design Schools Annual Conference 2004. Canberra, Australia. ISBN: 0-7315-3040-3. URL: <http://www.acuads.com.au/conf2004/conf2004.htm>.
- Polaine, A. (2004) *Play and playfulness as an interactive design process*, proceedings of the Sydney Design Symposium 2004. UTS, Sydney. URL: <http://www.cdm.uws.edu.au/sds2k4/statements.html>
- Polaine, A. (2004) [R] *The Playfulness of Interactivity*, proceedings of the Fourth International Conference on Design and Emotion, Middle East Technical University, Ankara, Turkey and The Design and Emotion Society.
- Polaine, A. (2003) *The Language and Aesthetics of Interactivity*, International Forum for Animation and Digital Arts, Taipei, Taiwan.

## Book Chapters

- Polaine, A., & Bennett, R. (2009). Creative Waves: Exploring Emerging Online Cultures, Social Networking and Creative Collaboration Through e-Learning to Offer Visual Campaigns for Local Kenyan Health Needs. In Rummler, Scott & Ng, Kwong-Bor (Eds.), *Collaborative Technologies and Applications for Interactive Information Design: Emerging Trends in User Experiences* (pp 39-51). Hershey, PA: IGI Global. ISBN: 1-6056-6727-7
- Polaine, A. (2004), *Play: Towards a language of interactivity*, Art and New Media, Digital Center, Tainan National University of Arts; Ministry of Education, Taiwan.
- Polaine, A. (2004) *Antiform*, The art of experimental interaction design, International designers Network IdN Special 04. Systems Design Ltd, Hong Kong. (p. 16-17).

## Book, magazine, newspaper, CDROM and DVD Publications

- Polaine, A. (2009). Foreign Policy: Icon on the Move. *Desktop Magazine*, 253 (September), 34-35.
- Polaine, A. (2009). Foreign Policy: Bright Lights, Big City. *Desktop Magazine*, 252 (August), 56-57.
- Polaine, A. (2009). Foreign Policy: Pushing the Outer Limits. *Desktop Magazine*, 251 (July), 52-53.
- Polaine, A. (2009). Foreign Policy: Monkeying Around. *Desktop Magazine*, 250 (June), 52-53.
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- Polaine, A. (2009). Foreign Policy: Mobile Motion. *Desktop Magazine*, 247(March), 48-49.
- Polaine, A. (2009). Foreign Policy: Game Play. *Desktop Magazine*, 246(March), 34-35.
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## **Selected Articles and Citations of A. Polaine's Activities**

- Carter, M., Geczy, A. (2006) *Re-framing Art*, Art in the Digital Age, UNSW Press, Sydney, Australia.
- Cameron, A. (2004) *The art of experimental interaction design*, International designers Network IdN Special 04. Systems Design Ltd, Hong Kong.
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## **Andy Polaine / Antirom Performances and Exhibitions**

- Polaine, A. (2006) *Time Sketches*, The Powerhouse Museum, Sydney.
- Polaine, A. (2002) Interactive video performance: *d>Arto2 Launch*, The Museum of Contemporary Art, Sydney, 2002
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- Polaine, A. (1999) *Antirom: RGB Performance*, Transcinema, San Francisco, 1999
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- Polaine, A. (1998) *Antirom*, Fuse, San Francisco, USA, 1998
- Polaine, A. (1998) *Antirom: RGB Performance*, Cyber Theatre, Brussels, Belgium, 1998
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- Polaine, A. (1997) *Antirom: Interactive Sound Toys*, Sonar Advanced Music Festival, Barcelona, Spain 1997
- Polaine, A. (1997) *Antirom: Interactive Sound Toys*, onedotzero Digital Film Festival, Institute of Contemporary Arts, London, UK, 1997
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- Polaine, A. (1994) *Antirom*, Camerwork Gallery, London, UK, 1994

## Grants and Awards

- 2005 Conference & Travel Grant: *REFRESH! First International Conference on the Histories Of Media Art, Science and Technology*, Banff Institute, Canada. College of Fine Arts, The University of New South Wales, Australia.
- 2004 UNSW Postgraduate Coursework Learning and Teaching Award: Bennett, R., Chan, L., Blackmore, M., McIntyre, S., Polaine, A., *Improving accessibility, engagement and experience for postgraduate (coursework) students in art and design through the provision of a course-specific online information literacy assistant*.
- 2004 Conference & Travel Grant: *Fourth International Conference on Design and Emotion*, Ankara, Turkey. College of Fine Arts, The University of New South Wales, Australia.
- 2004 COFA Online Fellowship: *Collaboration and Play in Interactive Art and Design*. College of Fine Arts, The University of New South Wales, Australia.
- 2004 COFA Online Fellowship: *The Language of Interactivity*. College of Fine Arts, The University of New South Wales, Australia.
- 2004 Faculty Research Grant: *Developing a language of interactivity through the theory of play*. College of Fine Arts, The University of New South Wales, Australia.
- 1997 British Design and Art Direction Silver Pencil awarded for Levi's Strauss & Co Ltd. Interactive Kiosk
- 1994 New Collaborations grant: *Antirom*. The Arts Council of Britain, UK.

## Other Notable Activities

- 2009 **Jury Member, Art Directors Club Awards** - Interactive, New York.
- 2008 Editorial Board Member, **Fibreculture Journal**
- 2007 Jury member, Webcuts 2007, Germany
- 2007 Conference paper referee, *ConnectEd: International conference on design education*, Sydney, Australia
- 2006 Guest Professor "Gestaltung medialer Umgebungen", Bauhaus Universität, Weimar, Germany
- 2006 Conference paper referee, *Engage: Interaction, Art and Audience Experience* conference, UTS, Sydney
- 2006 Co-convener, *The Omnium Creative Network*

2005 Special Guest for *Creative Waves*, International online student design project, ICOGRADA & The Omnium Project.

2005 Conference paper referee, IE2005, UTS, Sydney.

2004 11<sup>th</sup> Australasian Interactive Media Industry Association Awards judging panel

2004 Guest Professor, Tainan National College of the Arts, Taiwan

2003 Collaboration on *United People* project, Fabrica, Treviso, Italy

2003 *Conference Paper Peer Reviewer*, Create.ed Conference, RMIT, Melbourne, Australia

1999 AWARD Awards judge, Australia