

DR NICOLA PLANT

Job title

Postdoctoral Research Assistant

Orcid ID

0000-0001-7625-1875

Email

nicola.plant@cssd.ac.uk

Social media

nicolaplant.co.uk

[LinkedIn](#)

[Instagram](#)



PROFILE

I am a new media artist, researcher and lecturer with an academic and artistic practice that spans embodiment, technology and movement-based interactive art.

Over the past 15 years I have been creating digital interactive artworks, installations and performances. I specialise in real-time graphics and movement-based interactivity using motion-capture, sensors and depth cameras. Most recently my practice has developed interactive XR artworks. These works explore how expressive movement can cross the boundary from the inner world of experience to a human connection. My practice broadly addresses the question of how technology can augment or deconstruct the experience of embodiment. I have exhibited my work at venues such as the Barbican Centre, the V&A Museum and internationally.

I completed a PhD in Media and Arts Technology at Queen Mary University of London funded by a Digital Economies EPSRC grant. My research explored embodied communication using various conversation and movement analysis techniques from motion-capture and video data. Since completing my PhD in 2017, I have worked as a Research Associate on the [4i](#) project at Goldsmiths College, University of London, as Research Assistant on the [Teaching London Computing](#) project at Queen Mary University of London, and as a Lecturer of Interaction Design at Bristol University.

At Central I am currently working on the [Visceral Histories, Visual Arguments: Dance-Based Approaches to Data](#) project that engages with emerging digital techniques and technologies from the perspective of dance-based knowledge practices.

AREAS OF EXPERTISE

- Computational art and performance
- Embodiment and technology
- Movement-based interactive art
- Augmented and virtual reality for creative practice

KEY PUBLICATIONS

2022. "Expressive Movement in Virtual Reality: Touching Sentience". Robotic Vision and Virtual Interfacings: Seeing, Sensing, Shaping. eds. Luci Eldridge and Nina Trivedi. Edinburgh: Edinburgh University Press.

2021. "[Interactive Machine Learning for Embodied Interaction Design: A tool and methodology](#)", with Clarice Hilton, Rebecca Fiebrink, Marco Gillies, Carlos Gonzalez Diaz, Ruth Gibson, Bruno Martelli, Phoenix Perry and Michael Zbyszyski. In Proceedings of the Fifteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '21). ACM.

2021. "[InteractML: Making machine learning accessible for creative practitioners working with movement interaction in immersive media](#)" with Clarice Hilton, Rebecca Fiebrink, Marco Gillies, Carlos Gonzalez Diaz, Ruth Gibson, Bruno Martelli, Phoenix Perry and Michael Zbyszyski. In Proceedings of Symposium on Virtual Reality Software and Technology (VRST'21). ACM.

2020. "[Movement interaction design for immersive media using interactive machine learning](#)" with Clarice Hilton, Rebecca Fiebrink, Marco Gillies, Carlos Gonzalez Diaz, Ruth Gibson, Bruno Martelli, Phoenix Perry and Michael Zbyszyski. In Proceedings of the 7th International Conference on Movement and Computing (MOCO '20). ACM.

2020. "Using Machine Learning to Design Movement Interaction in VR" with Clarice Hilton, Rebecca Fiebrink, Marco Gillies, Carlos Gonzalez Diaz, Ruth Gibson, Bruno Martelli, Phoenix Perry and Michael Zbyszyski. In Proceedings of EVA London 2020: Electronic Visualisation & the Arts. BCS: The Chartered Institute for IT.

2015. "When Words Fail: Collaborative Gestures During Clarification Dialogues" with Pat Healey, Christine Howes and Mary Lavelle. In Proceedings of Association for the Advancement of Artificial Intelligence Spring Symposium Series.

2014. "[Introducing Teachers to Computational Thinking Using Unplugged Storytelling](#)" with Paul Curzon, Peter McOwan, and Laura Meagher. In Proceedings of the 9th Workshop in Primary and Secondary Computing Education. ACM.

2013. "[Surface Tension](#)" with Pat Healey. In CHI'13 Extended Abstracts on Human Factors in Computing Systems. ACM.

EXTERNAL PRACTICE

2019. [Parallax](#) Movement-based interactive VR Artwork. Presented at Amar Gallery (London), Event 2 with the Computer Society (London), Speculum Artium (Trbovlje, Slovenia).

2018. [Affective Delineation Series](#) VR Artwork. Produced for a digital residency at Gazelli.io.

2015 - 2016. [Sentient Flux](#) Movement-based interactive VR Artwork. Presented at Barbican Centre (London), cultureTech Festival (Derry, Northern Ireland), TechtoberFest (London), SCANNED_NETWORKED_EMBEDDED Symposium (London).

2012 - 2013. [Surface Tension](#) Mixed media and electronics installation. Presented at ACM CHI'13 Conference on Human Factors in Computing Systems (Paris), Digital Shoreditch Festival (London).

2011. [Sound Mapping London Tea Houses](#) Interactive installation with G.Hack Collective. Presented at the V&A Museum (London).