



BODY>DATA>SPACE

LEARNING EXPERIENCES

Developing future workplace skills through creativity!



body>data>space is an East London design collective creating innovative connections between performance, architecture, virtual worlds and new media. We work to share and extend future scenarios of virtual / physical blended space. We produce action-research projects, commissions, exhibitions, debates, conferences, learning experiences and websites with a wide range of sectors.

In this imperative point in time, at the peak of the digital revolution, a radical shift in ways of learning/teaching is required to support the huge behavioural shifts in ways of being, working, living and playing. We offer an engaging and innovative set of Learning Experiences in the areas of: **Avatars & Virtual Worlds, Telepresence, Online communication & Social media, Robotic, Virtual Physical Event Production & Management**, and more generally in the fields of new technologies, audio, video and performance. These multifaceted learning activities facilitate young people's development of the types of skill-sets, aptitudes, resources and methodologies they will require for the workplace of the future.

How can I use Twitter and Facebook to launch my own on-line campaign?

Can I have a face to face meeting with friends and partners living all around the planet?

How can I help my parents and grandparents to understand and use online communication technologies?

How can I design and create 3D shapes in virtual worlds?

Does a robot think and dream?



Robots and Avatars Learning Experiences 2010-2012

Key Objectives

We explore issues of identity, communication, collaboration / team work, problem solving and critical thinking for the 21st century. Key areas of interest are collaborative futures, multi-identity issues, future workplace environments and future career opportunities. The main objectives of our workshop are to encourage:

- **Employability:** developing innovative, creative skills and knowledge that will be required for future jobs.
- **Active citizenship:** enabling young generations to understand and become active participants of their social and technological environment
- **Personal development:** encouraging individual achievement and creativity through an open, participative pedagogy

Our workshops are stimulating ICT and media “hard skills” that may be used in a professional given context: **Software mastering, programming, 3D web design creation, web streaming, video (projection, lighting and camera work), social media mastering, websites and blog management, basic robotics, event management, web marketing etc.**

Simultaneously the experiences look to develop “soft skills” including **self-confidence, team work, creativity, concentration, motivation, improvisation, body and spatial awareness etc.**

Proven Track Record

Since the mid 90's the body>data>space team has demonstrated a cutting-edge expertise in delivering learning experiences for young professionals and people from diverse sectors and backgrounds. We are well known as top level mentors and excellent facilitators within the arts and creative industries in the UK, in Europe and internationally.

Accredited Learning provider for NESTA. Between June 2010-July 2011 body>data>space has run a series of Robots and Avatars Learning Experiences in the framework of NESTA's idiscover education programme, a radical scheme which helps young people develop the skills and attributes needed in an innovation-driven society.

www.idiscover.org.uk/

More than 400 students have taken part from the Harris Federation, a large federation of multi-cultural secondary academies in South London. Most of these participants are between 13 and 16 years old, mixed groups of boys and girls of varying abilities, most of which are willing to specialise into Media, ICT, Enterprise or Performing arts, Graphics, Design, Engineering etc.

We are now developing this set of Learning Experiences on a national and European scale, as well as in the framework of our EU funded project, Robots and Avatars: www.robotsandavatars.net

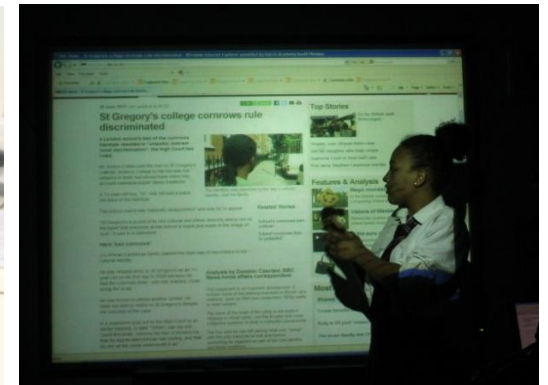
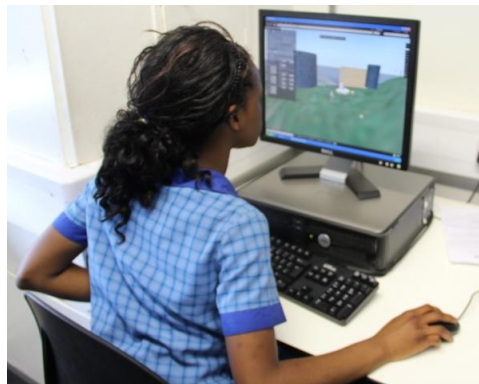
Recent project include a sound and visual show co-produced and conceived with partnership with Watermans Centre and local schools (including special needs and learning development centre) through a series of workshops in Brentford following a new water-themed opera based on "The Owl and the Pussycat" directed and performed by the Royal Opera House. July 2012.

The skills I developed today: "How to make a 3D dimensional shape"

"Self manager and social skills" "Teamwork" "I developed my creative skills"

"Confidence in front of a camera"

"ICT and media skills" "Observation"



Manipulating 3D shapes and avatars / A participant presenting the Facebook campaign she has been working on with her team

Bespoke experiences

body>data>space creative team has been focusing on key questions to bespoke its offer:

How can our workshops stimulate young people's spirit of initiative, their ability to task risk and to think in a creative way?

How can our activities make a real difference in their employment prospects?

We are continually developing our expertise and enriching our Learning Experiences with new content, up-to-the-minute issues and debates. Our workshops are designed to provide top level content to a very diverse range of participants, coming from different cultural, age, gender and abilities backgrounds. Our trainers bespoke their lesson plans, the activities included and the level of technicality, dependant on the expectations and needs of the group.

These Learning Experiences can be delivered individually, as 2 or 3 together (e.g. Robotics with Avatars and Virtual Worlds) or as a complete whole suite of 5.

The duration depends on the needs of the participants: the Learning Experiences can range in duration from half a day to 1 whole week. We can also extend the experiences to take place across a term or an academic year, or co-design final an audio-visual performances with students.



*Things I learnt: “**Making a difference in society**”*

*“**Perform together in remote spaces**”*

*“**How to interact in a virtual world**”*

*“**How to control and create an avatar in Second Life**”*

*“**What you could make because nothing is impossible**”*

PROJECT IN FOCUS : Technology-based workshops around “Visions of Our Communal Dreams”

Visions of Our Communal Dreams is a new media art installation by Michael Takeo Magruder, commissioned by body>data>space to be presented in the framework of the Robots and Avatars Exhibition at FACT/Liverpool, from March to May 2012.

To support this endeavour, the project has encompassed a programme of interrelated educational workshops with Yr 9 female students from Weatherhead Media Arts College, who have been learning skills relating to avatar customisation and collaborative content creation that fed back into both the artwork and its underlying creative processes.

Through this programme of technology-based workshops the students learned how to create a communal forest within a shared 3D environment in virtual worlds. Industry standard and transportable skills include: basic scripting and animation, avatar body and clothing customisation and constructing and texturing builds.

The ‘forest’ was exhibited in FACT’s gallery and public spaces, with the audiences be able to interact and see it through a series of windows or ‘portals’ in unexpected places in the building.

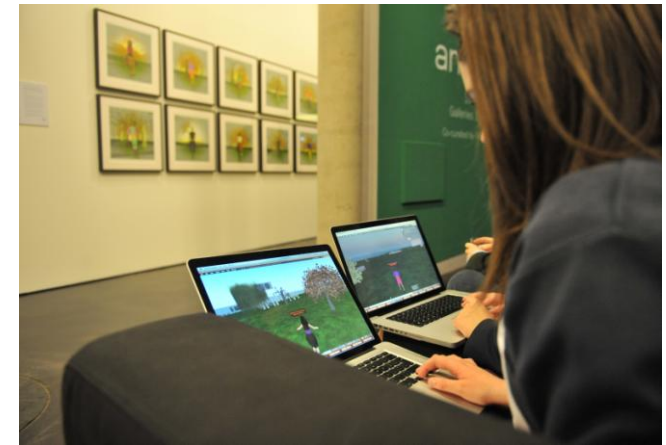
Watch video here:



Visions of our Communal Dreams

DIGITAL ART

0 350 06:14 11/04/2012



Our methodology

Interactive, open pedagogy. We focus on non-formal learning methodology, actively involving the participants, encouraging them to create and experiment. Our methodology aims at avoiding passive listening and we offer them a space for expression, interaction and creativity. It reflects our vision of a society that should promote young people's active participation and citizenship, being content producers and not only consumers.



Creative Trainers at work!

Top level facilitators. All our trainers have extensive experience in delivering top level learning experiences with participants from different cultural, social and professional backgrounds, age and gender. Fully accomplished pedagogues and professional artists, all of our teachers are fully CRB (Criminal Records Bureau) checked. Each workshop is delivered by a multi-skilled team, comprising a lead trainer and facilitators.

“It was fun!”, “It is truly unbelievable!”

“body<data<space team were really helpful in assisting us making videos for OUR campaign”

“It was a great experience and I learnt a lot from it”

Some of our creative trainers include:

- **Simon Green / Audio-Visual** Simon works with a broad range of organisations, agencies and artists, as a technical director, technical producer and freelance contractor to deliver innovative events and other creative projects throughout the UK and Europe. Recent projects include indoor and outdoor events, multi-media productions, tours, conferences, films, courses and workshops. He has directed, produced and managed every aspect of event production, concerts and conferences, from finding the perfect venue to organising the whole event and every step in between.

-**Leanne Hammacott / Creative Producer & Telepresence** Leanne has worked with body>data>space since its formation in 2005. Coming from a background in dance/body and technology, she has been leading on the Learning Experiences, and specifically she delivered a series of telepresence workshops. She has been involved in the rehearsal direction and content development of several dance and technology projects including Virtual Incarnations (ICA/Dance Umbrella), Akademi of Indian Dance leading and Virtual Physical Bodies in Paris.

-**Michael Takeo Magruder / Avatars and virtual worlds workshops** He is an artist and researcher at King's Visualisation Lab, King's College London. His work uses emerging technologies, including high-performance computing, mobile devices and virtual environments, blending Information Age technologies with modernist aesthetics to explore the networked, digital worlds. His work has been showcased in exhibitions in more than 30 countries.

- **Gemma Riggs / Video and Animation** Gemma is a film, video and installation artist who graduated from Wimbledon School of Art in 2002. Gemma has worked extensively within theatre and performance, developing a real passion for working with the 'live' and investigating how image technologies work with that. She enjoys using space and environment to explore immersive experience. Creating imagery that incorporates live-action, animation, scratched film, drawing and photography, she creates a rich and textured visual experience.

- **Sasha Spasic / Performance & Telepresence** Sasha was trained at Bath Spa University (BA Honours.) Her qualities as a dancer lie within contemporary dance, physical theatre, site specific work and digital media. Since graduating in 2006 Sasha has performed with The Body Cartography Project (Minnesota) and Cheshire Dance in 'Station Stationary,' for the Cultural Olympiad covered by the BBC News.

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