

# Annie Spinster

## Curriculum Vitae

### 2010

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Second Life IM spinster Voom

#### Education

2009 MA Interactive Digital Media (Distinction), Ravensbourne College of Design & Communication  
2006 BA Fine Art (First), London Metropolitan University  
2001 Foundation Course in Art and Design with Computers, The Shadwell Centre, London E1

#### Exhibitions and Presentations

2007 - 2008 Group exhibition "Down to Earth", Nine Artists, Oh! Art, London and the Colchester Institute, including Artist's Talk at Colchester  
2007 "Now They Are Surrounded: Reconfigured", with Art & Language and Chris Smith, Unit 2, London E1  
2007 "PgUp", curated mixed-reality performance, Notice, London SE8 and Odyssey, Second Life  
2006 "ambient\_light", presentation at DorkbotLondon, The Boxing Club, London E14  
2001 Group exhibition "Mixed Media" at the Woburn Gallery, London WC1

#### Awards

2008 AHRC Professional Preparation Masters Award  
2002 Ellen Rosenberg award

#### Work

2007 - 2008 Second Life product design for Myrl.com, Creative Commons, London and "Das Kleine Field Recordings Festival", Raum, Berlin and Odyssey, Second Life

- 2007 - 2008 Digital Media Coordinator for Research Assessment Exercise 2008, and webmaster, Sir John Cass Dept. of Art, Media & Design, London Metropolitan University
- 2007 Web design, Systems Art symposium and exhibition, Whitechapel and Unit 2, London
- 2005-2007 Researcher and Digital Media Coordinator for "Pages" project in association with London Metropolitan University
- 2003 Film crew for "Architecture Parallax: Visual Crisis" by Alexander Pilis, Unit2 gallery, London.

## **Research**

My research and practice explore a variety of interests, including biology – genetics, ecosystems and artificial life; language – phonemes, graphemes and meme theory; complexity theory and emergent properties of systems in general.

I am currently interested in the ways in which different parts of an open system interact with each other and with parts of neighbouring systems.

I explore these issues through the creation of complex systems, using digital media, programmed animation and graphical web applications. I am currently researching more tangible ways of presenting my work, and ways of producing work in the virtual world, Second Life.

## **Personal Profile**

Born in Birmingham in 1969, I grew up in Essex and now live in South London.

## **References**

Available on request.