

King's has a long history of hosting and working with artists within its faculties and across its wide range of research areas. Six artists have collaborated with leading King's academics during 2017-18 as part of King's Artists, an innovative project that enables artists to develop their practice in partnership with academic research.

*King's Artists – New Thinking, New Making* is a new exhibition of creative responses to these collaborations. We are grateful to the artists, academics, departmental teams and the wider cultural community at King's who have been involved in supporting and delivering the exhibition and events programme.

**Project manager** Dominica D'Arcangelo  
**AV design** Curtis-Knight Creative  
**Art technician** Martin Abrams  
**Exhibition design** Susen Vural  
**Exhibition construction** The White Wall Company  
**Documentary filmmaker** Gemma Riggs

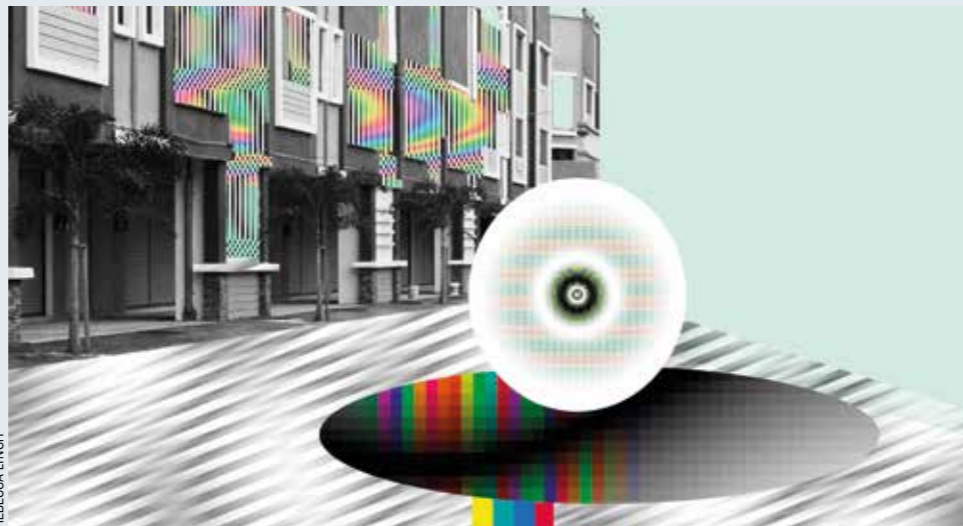
*For the King's College London Culture team*  
**Director of Cultural Programming** Alison Duthie  
**Head of Cultural Programming** Leanne Hammacott  
**Programming Coordinator** Kaye Mahoney  
**Programming Assistant** Rosanna McNamara

An associated events programme is running alongside the exhibition. Please visit the website to book [kcl.ac.uk/cultural/whatson](http://kcl.ac.uk/cultural/whatson)

#KingsArtists

The Arcade at Bush House is part of the Cultural Quarter at King's College London, and is home to a varied programme of events, installations and exhibitions. It offers a forum where students, academics and local communities can engage with each other, alongside artists and cultural partners. [kcl.ac.uk/culture](http://kcl.ac.uk/culture) | @CulturalKings

DESIGN Susen Vural Design | www.susenvural.com | Approved by brand@kcl.ac.uk | October 2018



REBECCA LYNCH

**REBECCA LYNCH & PROFESSOR ELIZABETH SKLAR**  
**DEPARTMENT OF INFORMATICS, FACULTY OF NATURAL & MATHEMATICAL SCIENCES**

*Dreaming Machines, Humans in Residence*

As creative writer-in-residence at King's, Rebecca Lynch worked in collaboration with Professor Elizabeth Sklar, head of the Centre for Robotics Research at the Department of Informatics. *Dreaming Machines* is a series of digital collages incorporating adversarial images – strange abstract patterns that artificial intelligence (AI) incorrectly identify as familiar objects – provided by researchers at the Evolving Artificial Intelligence Laboratory, Wyoming. Collages were fed back through the neural network to be classified, with the results used in the title of each work (*Barbershop Bullet, Menu Clock...*). Referencing surrealism, dadaism and psychedelic pop art, the work suggests that AI may one day develop an aesthetic appreciation for these digital 'hallucinations' or dreams. *Humans in Residence* is a multimedia story series exploring what it means to be human in a world increasingly made and managed by artificial agents.

**ARTIST'S VOICE**

This project was originally inspired by my interest in classic science fiction and how it has shaped technological development. Today, some aspects of technology are progressing so quickly that we don't fully understand how to control and direct them. Can we work collaboratively with AI to shape a fairer, better society, or will we end up enslaved or displaced? The work in this exhibition combines elements of my original and current interests.

**ACADEMIC'S VOICE**

I believe that the public is not well informed about robots and AI, largely due to sensationalised storytelling. Throughout this collaboration, my aim has been to develop socially responsible, technically accurate portrayals of robotic and intelligent systems. We have explored ways that students and researchers can communicate their work to non-technical, non-engineering audiences. I hope these evolving stories will help us improve public understanding of advanced robotic systems in an impactful, positive way.

**PROJECT TEAM**

Rebecca Lynch, Professor Elizabeth Sklar.

**ADDITIONAL PARTNERS**

Jason Yosinski, Evolving Artificial Intelligence Laboratory, Wyoming.



JOHN NGUYEN/PA WIRE

**NASSIA INGLESSIS & DR RICHARD OVERILL**  
**DEPARTMENT OF INFORMATICS, FACULTY OF NATURAL & MATHEMATICAL SCIENCES**

*A Disobedient Intelligence for a Disobedient Space*

Can space possess embedded intelligence that disobeys our perception of architecture as static or emotionally inert? Can we redefine our interaction with space and structure, as we evoke the inquisitive act of disobedience? Nassia Inglessis explores space as an encompassing intelligent agent. Led by Nassia, design engineers at Studio INI London and Athens couple rigorous design research with audience participation to create experiential installations. Nassia uses computation and digital fabrication tools to embed material and structural logic to establish intelligent behaviour in physical systems, in the search for an augmented materiality. Nassia and King's collaborator Dr Richard Overill invite students to also consider space as an intelligent agent; to interpret interactions in this augmented materiality; and to propose algorithmic constructs of an intelligent space where both space and visitor can engage in acts of disobedience.

**ARTIST'S VOICE**

For as long as there have been rules, there has been disobedience. Scientists discover by disobeying the assumptions of predecessors; children learn by disobeying the boundaries of parents; designers create by disobeying the norm.

**ACADEMIC'S VOICE**

The Department of Informatics is keen to encourage creative and lateral thinking in its students, and we hope that the workshops run in parallel with the exhibition will enable many of our students to discover novel connections between artificial intelligence, or AI, and various ideas of disobedience.

**PROJECT TEAM**

Nassia Inglessis, Studio INI, Dr Richard Overill.

**ADDITIONAL PARTNERS**

Studio INI: E Brial; M Vordonarakis; L Walker; N L'Huiller; A Yioti; Neiheiser Argyros; C Hornzee-Jones; Elliott Wood Partnership Ltd. Thanks to: G Piscitelli; J Bertolaso; S Roots; F Avgerinos; A Lavail.

# KING'S ARTISTS

## NEW THINKING, NEW MAKING

*An exhibition of new work from six contemporary artists resident across the university*

**23 October – 15 December 2018**

Arcade at Bush House, South Wing, Strand WC2B 4PJ





MANUEL VASCON

**TERESA ALBOR, DR SALLY MARLOW & PROFESSOR SIR JOHN STRANG  
ADDICTIONS DEPARTMENT, INSTITUTE OF PSYCHIATRY, PSYCHOLOGY & NEUROSCIENCE**  
*Unconditional*

Teresa Albor worked in collaboration with Dr Sally Marlow, Engagement and Impact Fellow and Professor Sir John Strang, Head of the Addictions Department at King's. Their project explored unconditional love and heroin use. Teresa was initially interested in how the availability of Naloxone, an antidote to heroin overdose, affected the relationship between users and those who love them. Guided by scientists in the Addictions Department, she had conversations with dozens of people with a lived experience of heroin use. Professor Sir John Strang has pioneered research into the use of Naloxone. Over the past 20 years, he and his team have demonstrated that Naloxone is safe, effective and, crucially, saves lives, and are currently supporting the United Nations and the World Health Organisation. Together, John and Sally have been working on strategies to increase patient and public involvement in Naloxone research.

**ARTIST'S VOICE**

Loving someone isn't always pretty. Unconditional love can't be turned on and off. The most tender of feelings – signified by lullabies – can coincide with rage. I asked people, some with a lived experience of heroin use, to sing a lullaby and re-enact rage triggered by someone they love. I made video, sound, photographic pieces and performances as documentation of these conversations which, in reality, constitute the substance of *Unconditional*.

**ACADEMIC'S VOICE**

Scientists and artists are trying to interrogate how the world works, using different methodologies. We start with heroin and its antidote Naloxone and study how these drugs affect brain and body, with measurable outcomes. In *Unconditional*, Teresa Albor expresses what heroin and Naloxone use feels like at its very rawest, considering the voices, tensions and relationships of users and those who care for them.

**PROJECT TEAM**

Teresa Albor, Dr Sally Marlow, Professor Sir John Strang.

**ADDITIONAL PARTNERS**

**Performers:** Rhiannon Armstrong, Smashlyn Monroe, Danielle Imara, Mike Wells, Tara Fatehi Irani; Jamie Scott, *Garden*; Jan Van Ijken, *The Art of Flying*. Those who spoke anonymously to Teresa Albor; www.adfam.co.uk; PhD students, scientists and staff at the Addictions Department.



PROFESSOR MICHAEL TRAPP

**GEN DOY & PROFESSOR MICHAEL TRAPP  
DEPARTMENT OF CLASSICS, FACULTY OF ARTS & HUMANITIES**

*Mare Nostrum, Traces and Vitrine – Strand Lane 'Roman' Bath*

Centred around the so-called 'Roman' Bath on Strand Lane, next to King's Strand Campus, Gen Doy's residency examined the history and cultural mythology of the site. Gen was resident in the Department of Classics and worked in collaboration with Michael Trapp, Professor of Greek Literature and Thought, and Lynn Dennison. The National Trust site has been a long-running puzzle for historians and architects and, in fact, the 'Roman' identity of the bath is bogus. The site actually originated in Stuart pageantry in the 17th century. Three works, *Mare Nostrum, Traces* and *Vitrine – Strand Lane 'Roman' Bath* emerged from the historical and archival sources interrogated by Professor Trapp's research. Their aim is to explore how a creative and imaginative artistic intervention in and around the bath may elicit differing and reactive responses from students and members of the public.

**ARTIST'S VOICE**

My residency at the 'Roman' Bath invited visitors to experience sights, sounds, smells and temperature in a space that initially offers few obvious pleasures. Collaborations experimented with creative approaches to historical sites. Often, digital recreation is found at these sites, and it can play a part. But here we wanted imaginative responses rather than reconstruction to play the role they have clearly played for many in the past who have encountered the bath.

**ACADEMIC'S VOICE**

Working with Gen and Lynn has opened fascinating perspectives on the 'Roman' Bath and its historic surroundings in Strand Lane. With multiple angles of approach – the bath as shaped space, its physical impact, as ancient monument – it invites new audiences into the same games of imaginative projection that have given the bath its longevity. This provides fruitful models for the reanimation and experience of complex historic sites.

**PROJECT TEAM**

Gen Doy, Lynn Dennison, Professor Michael Trapp.

**ADDITIONAL PARTNERS**

Strandlines Digital Community at King's, the Modern Classicisms project in the Department of Classics at King's, National Trust and Westminster County Council.



FLANDERS TAPESTRIES

**DR KAI SYNG TAN & PROFESSOR PHILIP ASHERSON  
SOCIAL, GENETIC & DEVELOPMENTAL PSYCHIATRY CENTRE, INSTITUTE OF PSYCHIATRY, PSYCHOLOGY & NEUROSCIENCE**

*We sat on a mat and had a chat and made maps! #MagicCarpet – I Run and Run, Let Out an Earth Shattering Roar, and Turn into a Giant Octopus*

#MagicCarpet draws on emerging research on the universality of mind wandering and how it relates to visual art and Attention Deficit Hyperactivity Disorder (ADHD). The 'magic' it aims for is not to seek or provide answers, but to raise questions, to allow us to learn from and challenge one another, and to irritate existing assumptions about how we relate to the world, self and one another. At the heart of the project is a tapestry designed by Dr Kai Syng Tan that weaves research and narratives about mind wandering together. Decorative yet grotesque, it has shades of Perry, Bosch, Chagall and 'outsider' artist Henry Darger. It 'takes off' when audiences react and interact with the piece. #MagicCarpet is a 2017 Unlimited commission funded by Arts Council England and delivered by Shape Arts and Artsadmin.

**ARTIST'S VOICE**

Channelling the exuberance of Grayson Perry's tapestry art, the work embeds within it my lived experience as a mind-wanderer extraordinaire. Through a programme of talks, workshops and the creation of a new participatory tapestry art installation, #MagicCarpet aims to generate a creative space to explore the lines – squiggly, fractured, actual, imagined, messy, fascinating – between 'normal' and 'abnormal' behaviours, imagination and pathology, art practice and scientific research, as well as the physical weave and digital pixel.

**ACADEMIC'S VOICE**

#MagicCarpet is an exciting, innovative integration of art and science: a wonderful platform for clinicians and scientists to develop dialogues on mental health and wellbeing with a wider community, and to communicate the science of ADHD through Kai's art. Now a key member of our research team, Kai has contributed to local, national and international training with healthcare professionals and researchers. At King's, her work is considered a leading example of scientific-cultural sector collaboration.

**PROJECT TEAM**

Dr Kai Syng Tan, Professor Philip Asherson, Alessandra Cianetti, Philip Tan (Philbeat), Michael Larsson (Ohsoweird).

**ADDITIONAL PARTNERS**

Submit To Love Studios (Headway East London), UK Adult ADHD Network, Flanders Tapestries.



EMMA GIBNEY

**BROOKE ROBERTS INNOVATION AGENCY (BRIA) & DR MATTHEW HOWARD  
DEPARTMENT OF INFORMATICS, FACULTY OF NATURAL & MATHEMATICAL SCIENCES**

*Experimental Smart Textiles*

BRIA's team explored digital knitwear design and the development of experimental 'wearable' smart textiles. *Experimental Smart Textiles* combines the team's expertise in digital knitwear design and sensor-embedded yarns with the ongoing 'wearables' research of Dr Matthew Howard and his team at King's. Manufactured using industrial knitting machines with multiple materials and knitting structures, the 'wearables' will pick up, actuate and capture human behavioural data through embedded sensors. BRIA was co-founded by Brooke Roberts-Islam, a digital knitwear designer and consultant, and Moin Roberts-Islam. They have recently started developing smart, sustainable textiles for a number of fashion houses. Dr Matthew Howard is a lecturer in the Department of Informatics, and a member of the Centre for Robotics Research at King's, where he leads the Robot Learning Lab.

**ARTIST'S VOICE**

At BRIA we conduct materials research and development for fashion and other industries. We practice cross-disciplinary research and design. Our residency at King's Department of Informatics allowed us to exchange knowledge and skills in knitting, electronics and soft robotics. We extended our practice and created an installation displaying the radiography-inspired digital knitwear upon which BRIA was founded, in addition to the conductive textiles we have begun developing in collaboration with the King's Informatics team.

**ACADEMIC'S VOICE**

The primary research interests of the Robot Learning Lab are machine learning for control, especially as applied to robotics; notably allowing robots to learn skills by watching humans. With this end in mind, we are developing wearable, textile-based sensors that are able to measure human movement and behaviour; to enable robots to understand how to move and behave themselves. This collaboration has enabled students to develop skills in knitting and textile fabrication.

**PROJECT TEAM**

Brooke Roberts-Islam, Moin Roberts-Islam, Anna Veglio-White, Yaqi Xie, Piera Dencker Rasmussen de Mascoli, (BRIA); Dr Matthew Howard, Samuel Pitou, Liam Richardson (Department of Informatics).