

# MD GIN.GOLD

Melbourne – Australia – 1975

## BIOGRAPHY

Matt Gingold is an Australian electronic artist and audiovisual designer. With a practice that spans performance and installation contexts, his solo and collaborative works have received critical and popular acclaim.

As a collaborative artist working on screen, stage, community and interactive projects he has helped to create award-winning works that integrate technology with contemporary narratives, often bridging cultural, technical and artistic divides.

As a solo artist his work interrogates the effects and affects of technology. Fascinated by the role it plays in the production of desire, perception and identity, Gingold is also deeply wary of technology. Whilst it is often the context, means and subject of his works, his practice emerges from this ambivalence about technology, consumer culture and the commercialization of knowledge. The beauty and magic of technology are always evident in his distinctive works. But so too are technology's false promises, failures and potential for abuse and alienation.

His work has been widely presented nationally and internationally, including at Ars Electronica (Austria), Werkleitz (Germany), Medialab-Prado (Slovenia), Teatro Mayor (Columbia), MOCA Taipei (Taiwan), Expo Bicentenario (Mexico), Seoul Festival (Korea), Melaka Festival (Malaysia), Simon Fraser University (Canada), OneArtSpace (NY), MONA's Festival of Music and Art (TAS), Perth Institute of Contemporary Art (WA), Malthouse (VIC), Sydney Theatre Company (NSW), Carriageworks (NSW), Brown's Mart (NT), Melbourne Museum (VIC) and the National Portrait Gallery of Australia (ACT).

Gingold has also participated in several residencies, including at Ars Electronica's prestigious FutureLab (2012), Media-Lab Prados' Interactivos (2012), the Yamaguchi Centre for Media Arts Inter-Lab (Japan, 2008), and was a core artist for Aphid's, Atelier Eden OzCo Arts Lab (2011-12). He has also won a Green Room Award for Best Video Design (Calpurnia Descending, 2014) and a Prix Ars Electronica Distinction in Interactive Media (It's A Jungle In Here, 2012).

Since 2012 Matt Gingold has been creating a series of 'Orkestras' that explore the relationship between technology, science and consumer culture. The first in the series, Domace Volt Orkestra involved devising a 'sequencer' to create music with domestic appliances (Media Lab Prado/Ljudmila, 2012). That work led to the Perth Institute for Contemporary Art commissioning Filament Orkestra, an installation investigating social networks and the performance of memory (PICA, 2014).

In 2015 Gingold was artist in residence at Werkleitz Gesellschaft, where he researched 'psychophysics' – the study of the relationship between physical stimuli and bodily sensation – and developed the third of his 'Orkestra' series, Phase Orkestra, which investigates the role of science and technology in changing 'perception' and creating 'meaning'. The project was commissioned and exhibited as part of the EMARE/Move On: New Media Art from Australia, Canada and Europe with the support of the Culture Program of the European Commission and the Goethe-Institut.

Gingold was born in 1975 in Melbourne, Australia and is a dual Australian/British citizen, currently living in Halle (Saale), Germany.

He holds a Bachelor of Media Arts with Distinction from the Royal Melbourne Institute of Technology, and has also studied Law, Science, Humanities (Melbourne University) and Electronic Design and Interactive Media (RMIT).

His multi-disciplinary education extends to his professional arts practice, with many of his projects involving diverse collaborations between arts, science and cultural institutions. Examples include research into machine learning and choreography (Simon Fraser University), documentation of Australian indigenous communities (Melbourne Museum), research into the sonification of particle physics (CERN) and ongoing contributions to open source creative coding projects (openFrameworks).



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## CURRICULUM VITAE

### EDUCATION

2001  
Bachelor of Media Arts with Distinction,  
Royal Melbourne Institute of Technology  
(RMIT).

### SELECTED RESIDENCIES AND AWARDS

2016  
Sonar Innovation Challenge, Barcelona,  
Spain

2015  
European Media Art Residency & Ex-  
change Program, Werkleitz Gesellschaft,  
Germany

2015  
Green Room Award, Best Video Design  
(Calpurnia Descending)

2013-14  
Research Fellow, Simon Fraser University  
(SFU), Vancouver Canada

2012  
Prix Ars Electronica, Distinction in Inter-  
active Art (It's a Jungle In Here)

2012  
Ars Electronica Artist-In-Residence, No-  
vamedia/Australia Council, Linz, Austria

2012  
Media-Lab Prado Interactivos? '12  
Ljubljana, Ljudmila Slovenia

2011  
Atelier Edens, Aphids/Australia Council  
Arts Lab

2009  
Aphids' Tactical-Media Residency, Centre  
for Interactive Art/PVI, Perth WA

2008  
InterLab Camp, ANAT/Yamaguchi Centre  
for Arts and Media (YCAM), Yamaguchi  
Japan

### SELECTED EXHIBITIONS

2016  
SuperVision, Triennale der Moderne,  
Dessau Germany (with dunutztmich-  
nuraus)

2016  
Longing & Forgetting, OneArtSpace, New  
York (with Thecla Schiphorst, Philippe  
Pasquire)

2015  
Phase Orkestra, Move.On. Festival,  
Werkleitz Gesellschaft, Germany

2014  
Filament Orkestra, Perth Institute of Con-  
temporary Art, Perth WA

2013  
Conversations, Melbourne Museum, Mel-  
bourne VIC (permanent installation)

2012  
Domače Volt Orkestra, Media-Lab Prado,  
Ljudmila Slovenia (with Ben Ollsen and  
participants)

2011  
It's A Jungle In Here, Melbourne Interna-  
tional Arts Festival (with Van Sowerwine,  
Isobel Knowles)

2012  
Flying Falling Floating, Museum of Con-  
temporary Art, Taipei Taiwan

2010  
The Perfect Artist, National Portrait Gal-  
lery of Australia, Canberra ACT

2009  
Circuit 8, Melbourne Fringe Commission,  
simultaneously at 8 artist-run galleries,  
VIC

2007  
Ghosts of the Uncivil Head, Bus Gallery,  
Melbourne VIC

2006  
That Pretty Little Thing You Can't Ignore,  
Seventh Gallery, Melbourne VIC

2004-5  
ScreenTest, Australian Centre for the  
Moving Image, Melbourne VIC (with  
Keely O'Shannessy).



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## SELECTED STAGE PRODUCTIONS

2014-5  
Production & AV Design/System,  
The Experiment (Mark Ravenhill & David  
Chisholm) Sydney, Adelaide and  
Melbourne International Arts Festivals

2014  
AV Design/System, Culpurnia  
Descending (SistersGrimm) Malthouse &  
Sydney Theatre Company

2014  
FX Tracking & Projection System,  
Multiverse (Australian Dance Theatre)  
The Space, Adelaide SA

2014  
Director/Composer, ZeroZero (Tony  
Yapp, Yumi Umiumare) Melbourne  
International Arts Festival

2013  
AV System, Prompter (Sam Fox/  
Hydrapoesis) Arts House, Melbourne VIC

2011  
Director/Editor, Tomb (Balletlab)  
Museum of Old and New Art, Hobart, TAS

2011  
AV Design & Composer/Performer,  
Eulogy of the Living (Tony Yapp) Melaka  
Festival, Malaysia.

2008  
Video Design, The Zombie State (Daniel  
Schlusser) Melbourne University Theatre,  
Melbourne VIC

2008  
Video Design, Love Monkey (John-Paul  
Hussey & Kelly Ryall) Northcote Town-  
hall, Melbourne VIC

2007-11  
AV Design/System, Great Wall of Books  
(Well Theatre) Touring: Macau, Mexico  
and Korea

2006  
AV Design/System, Ray of Glass Needles  
(P:Media Arts) Nextwave/Dancehouse,  
Melbourne VIC

## SELECTED AV PERFORMANCES

2010  
Roberto Morales, Live video, robotic  
instruments and audio-visual collabora-  
tion, Mexico

2003-9  
Gameover vs KoS (with Keely O'Shan-  
nesy), VJ for many artists and venues,  
including Terriarki Anarki Saki (2003-7),  
First Floor (2003-6), Outpost (2006-9),  
Electundra (2005/8), Victorian Design  
Awards (2006), Melbourne International  
Arts Festival (2005/7) and the Big Day  
Out (2005-8)

2006  
Black Arm Band, Director live camera,  
Melbourne International Arts Festival,  
Hamer Hall

2006  
Fusion Festival (Cabaret at the End of  
the World), Live video performance,  
Germany

2003-4  
Floating Point Curated live AV perfor-  
mance showcases, First Floor (with  
Keely O'Shannesy)



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## SELECTED TECHNICAL DIRECTION/ INSTALLATION (FOR OTHERS)

2008  
Playground ++, Experimenta Media Arts,  
Sculpture Square, Singapore (ISEA).  
2008: NEW '08, Australian Centre for  
Contemporary Art.

2007  
Cinema Paradiso, Australian Centre for  
Contemporary Art

2007-9  
Playground, Experimenta Media Arts,  
Touring 6 national venues

2007  
Baby Love, Experimenta Media Arts, Car-  
riageworks, Sydney; Awesome Festival,  
Perth

2006-7  
Vanishing Point, Experimenta Media Arts,  
Touring 11 national venues

2006  
Under the Radar, Experimenta Media  
Arts, FACT, Liverpool

## AUDIOVISUAL CONSULTATION & DOCU- MENTATION (SELECTED CLIENTS)

2011  
Balletlab – documentation of After,  
Tomorrow, Aviary, Thumb, Miracle &  
Amplification

2011  
Secret/Sacred – 3D scanning and  
custom viewer for indigenous artifacts,  
Australian Museum

2010-11  
Gapuwiyak Calling – installation & video  
design for North East Arnhem Land  
community

2010  
Brown's Mart (Darwin) – public art pro-  
jection consultation for heritage theatre  
venue

2009  
ANZ Digital Screen – technical consult-  
ant for Docklands digital screen develop-  
ment

2008  
Daniel Crooks – technical consultation  
and render farm implementation (2009)  
David Rozetsky – technical consultation  
and installation

## SOFTWARE DEVELOPMENT (SELECTED CLIENTS)

2009  
ScreenWorlds ACMI, 25+ interactive  
video jukeboxes for permanent exhibition  
(Flex/Flash)

2010  
VoidLove Aphids Online video documen-  
tary exploring dark matter  
(<http://voidlove.tv>) (Flex)

2008  
Other People, (AFC development) video/  
social networking site,  
(Streaming, Flash, PHP, Java)

2008  
Trading Post, Sensis, Help tutorial con-  
tent and playback system,  
(Online, Flash, XML)

2006  
The Learning Federation, CSIRO, 6 learn-  
ing components, (Online, Flash, XML)

2005  
Hoyts Cinema, PIVoD, movie information  
kiosks (intra-net, Flash/Director, MPEG,  
XML/SOAP)

## LECTURING & WORKSHOPS (SELECTED VENUES)

2012, 2014, 2015  
Artist Talks, Ars Electronica, PICA,  
Werkleitz

2012  
Physical computing & openFrameworks,  
Media-Lab Prado/Ljudmila

2011  
Introduction to openFrameworks, CIA  
Studios, Perth

2008  
Fringe Mentoring Program, Mentor for  
Jemma Woolmore (Melbourne 2010)  
Curating Media Art Forums,  
OzCo/Experimenta Media Arts, Sydney,  
Adelaide, Perth

2004-2007  
Digital Storytelling, ACMI, Community  
storytelling facilitation and production

2006  
Victorian University of Technology, Media  
Hub, Alternative Media Art Careers Work-  
shop





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