

Kevin Walker – Curriculum Vitae

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I have a diverse background across research, technical development and the arts, trained originally as a journalist. As an experienced leader in arts and technology, I have co-founded an R&D practice, an AI research group, an award-winning software development team, and two technology-focused graduate programs in top arts universities. I have supervised and mentored more than 300 Masters and PhD students in the arts, and my own work in sound, video and installations has been exhibited and commissioned internationally.

APPOINTMENTS

- 2025— **Co-founder**, Philosophy Machines, London/New York.
an R&D lab for artistic research and development, building specialized AI models and robots.
- 2020-26 **Associate Professor**, Centre for Postdigital Cultures, Coventry University, UK.
leading the research group 'AI and Algorithmic Cultures', co-led the Curatorial Research and Practice-based Research groups, supervised PhDs, and led funded research projects.
- 2019-21, **Senior Teaching Fellow**, M.Arch Design for Performance and Interaction, University College London.
leading design, contextual theory and research methods and supervised M.Arch student projects.
- 2012-19, **Head of Programme**, MA Information Experience Design, Royal College of Art, London.
designing and leading this programme in the world's leading postgraduate art and design university, merging artistic practice with experimental design, grounded in research and theory.
- 2011-12, **Course Leader**, MRes Information Environments, University of the Arts London.
running this unique Master of Research program teaching research methods and information design, including technical instruction and funded research projects.
- 2004-10, **Researcher**, London Knowledge Lab, University of London.
conducting funded research on learning and technology, including leading research dissemination for a €9m EU-funded network in Technology-Enhanced Learning, with 76 partners in 23 countries.
- 2000-03 **Lead Multimedia Specialist**, West Office Exhibition Design, Oakland, California.
leading ambitious multimedia projects for institutions including the National Cowgirl Museum, Women's Museum, and Copia Food and Wine Museum.
- 1996-2000 **Senior Software Designer for Exhibitions**, American Museum of Natural History, New York.
creating award-winning installations and websites on astronomy, genetics, biodiversity, infectious diseases, ethnography, history and contemporary art.
- 1990-1993 **Journalist**, KTVU-TV, Oakland, CA; and KPFA-FM, Berkeley, CA. I currently write a tech newsletter.

EDUCATION

- 2010, **PhD**, Museums and Technology, University of London.
- 1996, **MPS**, Interactive Telecommunications, New York University.
- 1993, **BA (Honors)**, Anthropology + Mass Communications, UC Berkeley.

FUNDED RESEARCH

- 2025, *Poirot* AI model development and evaluation based on critical spatial practices.
- 2025, *Cross-Cultural AI* video analysis and ethnographic AI model development and evaluation.
- 2024, *Algorithmic Cultures of Time* ethnographic study on perceptions and uses of time in Silicon Valley.
- 2023, *Uncanny Machines* R&D and film about AI based on Surrealist poetry.
- 2023, *Ethnographic AI* computer vision experiments and development of teaching examples.
- 2022, *Performing AI* public engagement project, with Serpentine Gallery and former MA students.
- 2021-22, *Respiratrees* hardware prototyping and community workshops on hyperlocal air pollution.
- 2014, *PhysicSpace* co-curated exhibition with artists and quantum physicists.
- 2014, *Methodological Innovation in Digital Arts & Social Sciences* developed new research methods.
- 2013, *Dataspace* co-curated exhibition using digital urban data, analog materials and interactive installations.
- 2011, *Designing with Intent* commission about counterterrorism with UK security services.

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TEACHING

2025, *Digital Storytelling for Climate Justice* course, London. Workshops on electronics and filmmaking.
2024, *Postdigital reality MA Digital Cultures workshop*, LUCA School of Arts, Belgium.
2024, *Ethnographic AI PhD and MA workshop* at University of Modena & Reggio Emilia, Italy.
2020–25, **guest lectures and workshops, various BA and MA courses and PhD seminars**, Coventry University.
2019–21, *M.Arch Design for Performance and Interaction*, UCL. I supervised students and taught theory.
2017, *De-computation workshop* for BA and MA design students, Musashino Art University, Tokyo.
2016, *Radio Waves MA workshop* with designer Yuri Suzuki at Kyoto Institute of Technology.
2013, *Design Research / Research Design professional workshop*, Stanford University.
2012–19, *MA Information Experience Design*, Royal College of Art. I led the MA, taught skills, theory, methods.
2011–12, *MRes Information Environments*, University of the Arts London. I led and taught research methods.
2008–9, **Teacher training workshops** in science and technology, University of London.

ACADEMIC SERVICE

2025-present, **member of Artistic Intelligence** EU-funded COST action.
2023-present, **Board Member**, Institute of Creativity
2020-present, **Senior Management Team**, Centre for Postdigital Cultures, Coventry University
2020–2024, **Research-Enhanced Learning lead**, Centre for Postdigital Cultures, Coventry University
2017–19, **Ethics and Sustainability Committees**, Royal College of Art
2012–19, **Senior Leadership Team**, School of Communication, Royal College of Art

SUPERVISION OF RESEARCH DEGREES

2026, **Alex Parry**, Coventry University PhD, *Making Art Together? A practice-led study of participatory artworks and the role of workshops in creating artworks with others.*
2025, **Marley Treloar**, Coventry University PhD, *Critical Infrastructures as Practice: Habit building for collective solidarity together as artists and institutions.*
2025, **Sanna Wicks**, Coventry University PhD, *Using digital media to enhance a sense of place.*
2024, **Maria Tsilogianni**, Coventry University PhD, *Domestic digital guests: Speculative approaches to AI in the home.* <passed without corrections>
2024, **Melani de Luca**, IUAV PhD, *Automating visual identity through machine learning.* <passed cum laude>
2023, **Stephen Dawkins**, Coventry University PhD, *Power relations in the construction of space in 360 documentary production.*
2021, **Federico Campagna**, Royal College of Art PhD, *Metaphysics and metaethics in the design of strategy video games.* <passed without corrections>
2020, **Michaela French**, Royal College of Art PhD, *Taking the long view: Cultivating an ecological worldview through the artistic observation of light.* <passed without corrections>
2019, **Ben Dalton**, Royal College of Art PhD, *Taking on the network: making space for the identity play of networked publics.* <passed without corrections>
2018, **John Fass**, Royal College of Art PhD, *Representing experiences of digital systems: The design of externalising models.*
2017, **Yiyun Kang**, Royal College of Art PhD, *The spatiality of projection mapping: A practice-based research on projected moving-image installation.* <passed without corrections>
2011, **9 MRes students**, 9 completions, 3 Distinctions

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EXAMINATION OF RESEARCH DEGREES

2022, **Tomislav Medac**, Coventry University PhD, *Disrupting technologies: Can the planetary technosphere be steered politically toward a post-capitalist metabolism?*

2018, **Luke Pearson**, Bartlett School of Architecture PhD, UCL, *Architecture of the 'Half-Real': Exploring the Videogame as a New Medium for Architectural Expression.*

2017, **Ollie Palmer**, Bartlett School of Architecture PhD, UCL, *Scripted performances: Designing performative architectures through digital and absurd machines.*

2014, **Florian Wurfbaum**, Royal College of Art School of Architecture MPhil, *The Use of Unused Space.*

EDITORIAL

2023— I write a newsletter about art and technology

2023— **Reviewer**, *Visual Resources: An International Journal on Images and their Uses*

2019-23, **Reviewer/Editorial Board**, *Architecture and Film symposium*

WORKS & PUBLICATIONS

Please find a complete list at <https://kevinwalker.me/>