

EDUCATION

- 1994-1997 MA, Royal College of Art, London, England
1990-1993 1st Class BA Honors Degree, Glasgow School of Art, Scotland

CREATIVE PRACTICE

- 1997- Artist, Designer, Researcher, Educator
1997-2004 Interactive Architectural Design Partnership KRD (Kitchen Rogers Design), London
1993-1994 Exhibition Designer, MET Studio, London

TEACHING + RESEARCH

- 2024- Full Professor, Art & Design, Unibz, Bolzano, Italy.
2014-2024 Dept Head, Digital + Media, Rhode Island School of Design (sabbatical-AY20-21+AY17-18)
2023-2024 Full Professor, Digital + Media, Rhode Island School of Design, Providence, RI
2012-2023 Associate Professor, Digital + Media, Rhode Island School of Design, Providence, RI
2000-2002 Visiting Tutor Computer Related Design, Royal College of Art, London
2010-2011 Artist/Designer in Residence, Stanford University, Graduate Design Program
Awarded by Stanford's Institute for Creativity and the Arts, CA. Working with 6 graduate students on robotics in collaboration with Bill Smart of robotics lab Willow Garage
2009 Adjunct Faculty, Architecture, California College of the Arts, San Francisco
2007-2010 Associate Professor, CADRE/Computer in Art, Design, Research and Education, (Sculpture, Experimental Media) San Jose State University, CA
2008-2010 Adjunct Faculty, Art Center College of Design, Pasadena, CA, Graduate Media Design Program
2006 Researcher, (RFID tagging systems embedded in the architecture of the everyday). Department of Advanced Information and Media Studies, Aarhus, Denmark
2005-2006 Department of Advanced Information and Media Studies, Aarhus, Denmark, Workshop/Lecture
2003-2006 Adjunct faculty in Design Products, Royal College of Art, London
2006 Aarhus School of Architecture, Denmark, Workshop/Lecture
2005 Bezalel School of Art, Jerusalem, Workshop/Lecture organised by British Council
2002 Glasgow School of Art, Scotland, UK, Workshop/Lecture
1997-2001 Research Fellow, Computer Related Design, Royal College of Art, London

EXHIBITIONS

- 2023 Another Twilight Zone, exhibited at tenth edition of the Arte, Science and Technology Festival, FACTO 10, theme "Nature in Metamorphosis" Aug 23rd to Sept 23rd, at the Art-Science-Technology-Museum (MACT), Federal University of Santa Maria, Brazil.
2022 Other Days Other Eyes, ISEA, Barcelona 27th International Symposium on Electronic Art Barcelona 10-16 June 2022 La irrupció at Santa Mònica arts centre, USA.
2022 32 °C _ _ _ _ Collapse Exhibition 20 Washington place, Rhode Island School of Design, Providence, for the Center for Complexity (Kitchen, Shibuya)
2022 Artist-at-sea travelling exhibit (Another Twighlight Zone, Foraging from Midwater to Deck six) Port of Seattle's Pier 66. SOI's Artist-at-Sea exhibit at the UN Ocean Conference (Kitchen, Ogasian)
2022 Artist-at-sea travelling exhibit (Another Twighlight Zone, Foraging from Midwater to Deck six) Portugal June 27 - Jul 1 at the UN Ocean Conference. Altice, Lisbon (Kitchen, Ogasian)
2021 Made Ground 01, Gelman Gallery, Faculty Show, RRISD (Kitchen, Ogasian)

- 2021 Made Ground 01, Currents Virtual 2021, Santa Fe, New Mexico. (Kitchen, Ogasian)
- 2021 Another Final Frontier: Spoil Island Habitat, exhibition + public program on Governors Island, Manhattan, NYC. (Kitchen, Ogasian)
- 2020 Another Final Frontier as part of "The People's Sea", Landskrona Light Art Festival, Sweden
- 2020 Another Final Frontier (Public Programming & Site Responsive Installation), Merritt Island National Wildlife Refuge & Kennedy Space Center. Titusville, FL (Kitchen, Ogasian)
- 2020 Another Final Frontier: Spoil Island Habitat, exhibition at Atlantic Center for the Arts, New Smyrna Beach + on island site public programs, Merritt Island National Wildlife Refuge, Florida.
- 2019 Other Days Other Eyes, exhibition at Dilalica Gallery, Barcelona, Spain.
- 2018 Neighborhood Watch, RISD Museum, Modern and Contemp Galleries. (Kitchen, Hooker)
- 2018 Hope, Technological Landscapes v.5 exhibition: ISLANDS AT THE WURKS2018 (Kitchen, Ogasian)
- 2018 Neighborhood Watch, RISD Museum, Modern and Contemporary Galleries (Kitchen, Hooker)
- 2017 ImageObjectLandscapeEvent, AIADO Hallway Gallery, Chicago (Kitchen, Hooker)
- 2017 Hope, DocuFlorida, Pensacola Museum of Art, Pensacola, Florida (Kitchen, Ogasian)
- 2016 Landscape, JIKJI, The Golden Seed, Jikji Korea International Festival
- 2016 Setting Out, contemporary expeditions Curator/exhib Apexart gallery, NYC (Kitchen, Ogasian)
- 2015 Neighborhood Watch: The Fuse Factory, Columbia, Ohio (Kitchen, Hooker)
- 2014 Archiving Endangered Technological Landscapes, compositing existing technologies in order to create an alternative archive, allowing range of audiences to virtually experience and explore a series of historically inaccessible and currently endangered man-made landscapes Site of study: NASA Ames, Silicon Valley (Kitchen, Ogasian)
- 2014 Cellular Noisemaker, Electromechanical foliage (Kitchen, Hooker)
- 2013 Neighborhood Watch new narratives, domestication of industrial UAV's (Kitchen, Hooker)
- 2010 "Small Wonders" – Exhibit design for collection of art, client, 01SJ Biennial, San Jose Airport
- 2008 Core promotional graphic ZERO1, Global Festival of Art On The Edge, San Jose
- 2007 The Weekend, permanently installed, Akademie Schloss Solitude, Stuttgart (Kitchen, Hooker)
- 2007 DataNature, tickets permanent collection, Victoria & Albert Museum, London (Kitchen, Hooker)
- 2007 Electroplex Heights "Open House" exhibition for Vitra Design Museum, Center for Contemporary Art, Warsaw, Art Center College of Design, Zeche Zollverein, Essen (Kitchen, Hooker)
- 2007 Domestic Wilderness Channel, 12 Cinema, San Jose
- 2007 Domestic Wilderness Channel, a site-specific installation Montalvo Arts Center, CA
- 2006 Electroplex Heights of "Open House" for Vitra Design Museum, Norsk Forms, Oslo, Center for Contemp Art, Warsaw, AC College of Design, Zeche Zollverein, Essen (Kitchen, Hooker)
- 2006 Electroplex Heights – A conceptual project about the future of housing, 1 of 12 commissioned by Vitra Design foundation for "Open House: Intelligent Living by Design" (Kitchen, Hooker)
- 2005 PopNoir: Critical Designs, group exhibition, Israel Museum, Jerusalem (Kitchen, Hooker)
- 2005 PSP Site Specific, Sony Design club, exhibited Victoria Miro Gallery, London (Kitchen, Hooker)
- 2004 Edgetown, Viper, Basel (Kitchen, Hooker)
- 2004 A conference about generations on the move (Kitchen, Hooker)
- 2004 The Other, Spiazzi Gallery, Architecture Biennale, Venice (Toran, Kitchen, Hooker)
- 2004 Edgetown, Minus One Event, Aldwych underground station (Kitchen, Hooker)
- 2004 "Smart Homes In Smart Cities", Experimental housing project Nanterre, Paris (Kitchen, Hooker, Supelveda)
- 2002 Edgetown, Automaten, part of Urban Drift conference, Berlin (Kitchen, Hooker)

KITCHEN ROGERS DESIGN PRACTICE COMMISSIONS 1997-2004

- 2004 Brilliant, lighting exhibition at The Victoria and Albert Museum, London
- 2004 Menswear section, selfridges, Oxford Street, London
- 2004 Design Museum Space, Design Museum, Canary Wharf, London
- 2004 Chelsea House Interior, London
- 2004 Energy Shutdown, Interactive kinetic game for Science Museum, London
- 2003 Michel Guillon, design of opticians incorporating kinetic elements, Sloane Square, London
- 2003 Al Ostoura, store design, Sahab Tower, Kuwait City
- 2002 Joseph, retail store design, 230-236 Westbourne Grove, London, New York
- 2001 Comme des Garçons Flagship Store, Paris. Store design, automated art installation
- 2001 Taurus To Taurus 100%, immersive BMW, Drive-in Exhibition, Cologne Furniture Fair
- 2001 RAT (Rogue Ambience Table) Launched at 100% Design '01
- 2000 Big Torino 2000, 1st biennial of emerging artists, Turin (KRD) 1999 Responsive Space, Kelvingrove Museum, Glasgow City of Architecture '99
- 1999 Naked, interactive installation, Collins Gallery, Glasgow City of Architecture '99
- 1999 Invasion Of The Accessories Top Shop kinetic window installation, London 1998 Deutsche Bank, London. Exhibition design Futures + Derivatives Exhibition, Barbican Center, London
- 1998 Bisley Office Furniture, London. Design an exhibition stand at Spectrum '98 Furniture fair at the Royal College Of Art, for Bisley Office Furniture.
- 1998 FSB @ Allgoods, London. Commissioned to design an exhibition stand at Spectrum '98 Furniture fair at the Royal College Of Art, for FSB @ Allgoods.
- 1998 London Beach Skateboard Store Design , Portobello Road, London

PUBLIC ART

- 2010- "HIGH---LOW" public artwork – Solar-powered landmark synchronised with the tide, it serves as a tribute to the historical importance of Deptford's all-but-forgotten tidal Creek Deptford, London for Creative Process, London - Sponsored by Deutsche Bank
- 2010- "Dreaming FIDS" (Flight Information Display System) – A public artwork for the Mineta San Jose International Airport, combining forms and technologies derived from familiar airport information and security systems with an ecosystem – an aquarium of shoaling fish. A self-perpetuating, dynamic system of surveillance and display, record and playback. (Kitchen, Hooker)
- 2006 "Data Nature" – A multi-site electronic artwork centered around the San Jose International Airport. Two ticket machines dispense printouts which superficially resemble boarding passes, but on closer inspection are unique artworks containing live imagery and other information about behind-the-scenes activity at the airport. Commissioned by the San Jose Public Art Program for ISEA2006 Symposium + ZERO1 San Jose: A Global Festival of Art on the Edge. (Kitchen, Hooker)
- 2003- The Minotaur, permanent maze, Kielder Castle, Northumberland (Kitchen, Coombe)
- 2006- "Hospital Street" – Mechanical artwork integrated within the architecture of Walkergate Park Centre for neuro-rehabilitation in Newcastle Upon Tyne, UK

SELECTED PANELS & TALKS, VISITING CRITIC

- 2023 Talk: 32 °C _ _ _ _ at the 5th Taboo Transgression Transcendence in Art & Science, Malta.
- 2022 Talk: Ammerman Center 2022 Bienial Symposium on Arts and Technology, Connecticut College, New London
- 2022 Lighting talk, Collapse Exhibition 20 Washington place, Rhode Island School of Design, Providence, organized by the center for complexity
- 2021 Talk at AGU conference, LA (advancing earth and space science): Title: Modes of collaboration between Artist, Scientist, Technologist, and biology
- 2021 Lecture: Tsinghua International conference on Art & Design Education
- 2021 SCI-Arc, LA: Channel Interview
- 2020 Visiting critic Zurich University of the Arts
- 2020 Lecture: Scripps College, Los Angeles
- 2017 Lecture + panel discussions: EAST-the International Conference on Education, Art, Science and Technology. CAFA Art Museum, Beijing
- 2017 Invited panelist: Shift X Design Harvard School of Business
- 2017 Guest critic: SAIC, Chicago. Master of 2017 Lecture: "imagined propositions" Dept Architecture, Interior Architecture, and Designed MIT, Boston
- 2016 Lecture: Department of Architecture, MIT, Boston
- 2015 Invited panelist, Far-Sited conference, CSU. Public art for the 21st century
- 2015 Lecture on the social, cultural, ethical implications of emerging technologies, MIT, Boston
- 2014 Lecture + seminar Art + Technology, Oregon State University
- 2013 Lecture: Department of Communication Design, Kolding School of Design, Denmark
- 2012 Invited judge, City of San Jose public art program, new Convention Center commission
- 2012 Invited presenter, panelist for Americans for the art Public art pre-conference, San Antonio. Panel title: Ops and Apps: The Art of Technology.
- 2011 Lecture: Department of Art & Design, Interior Design, Columbia College, Chicago
- 2010 Lecture: Leonardo, International Society for Art, Sciences + Technology, Mountain View, CA
- 2009 Invited Presenter and Panelist, Johnson & Johnson, Global Design Office, New York, NY
- 2008 Lead Artist /Designer to develop proposals, part of the process of urban design and social engagement for a Master Design programme for Deptford Creekside in southeast London
- 2008 Artist: Master Plan urban design + social engagement prog for Deptford, London
- 2007 Panelist, Montalvo Arts Center, "artists R&D for high tech businesses", San Jose, CA
- 2007 Panelist, Public Art Department, City of San Jose Office of Cultural Affairs
- 2007 Panelist, 1st ACT Silicon Valley (investment in art and technology)
- 2006 Lecture: San Francisco International Film Festival, Pocket Cinema, Kabuki Theatre, SF,CA
- 2005 Lecture: Creativity in Design, Art + Science conference, University of Aarhus, Denmark
- 2005 Judge, Environmental Design and Architecture, 2005 D&AD Awards
- 2005 Lecture: Center for Design Research AFA, School of Architecture, Copenhagen
- 2005 Lecture/Workshop: Bezalel School of Art, Jerusalem organised by The British Council
- 2004 Lecture: Viper, Basel. A conference about generations on the move
- 2004 Lecture: 4dspace/OneDotZero, Institute of Contemporary Arts, London
- 2004 Judge, FX Design Award 2004
- 2003 Lecture: NIRE57, Nordic Interactive Research School, University of Aarhus, Denmark
- 2003 Lecture: "Edge Town", The Digital Hub, Dublin
- 2003 Lecture: 4dspace/OneDotZero, Institute of Contemporary Arts, London

- 2002 Lecture/Workshop: Aarhus School of Architecture, Denmark
- 2002 Lecture: "Doors of Perception", Amsterdam
- 2002 Lecture: Automaten, part of Urban Drift conference, Berlin
- 2002 Lecture: "Public Reveries, Private Spaces", London School of Economics, London
- 2002 Talent Seeker for the Nesta Graduate Pioneer Programme, London

RESEARCH

- 2022 32 °C _ _ _ _
Nature is the result of billions of years of collapse. All life resulted from great explosions which have collapsed and re-established themselves several times. Now, collapse is occurring as a result of human actions. Humans have degraded habitats, destroyed and abused idyllic natural sites for predominantly technological and biological advancement. However, nature has resisted human pressures in surprising ways. How long can nature resist the insistent collapse created by humans? This research project explores nature's resilience by visualizing microorganisms present in landscapes. (Kitchen, Shibuya)
- 2022- NRI: Robotic Iceberg Sentinels (RISE)NSF National Robotics Initiative 3.0, Robotic Iceberg Sentinels (RISE). Lead, Dr Mingxi Zhou, GSO, University of Rhode Island. Scientist, artist collaboration. Faculty/Researchers and research assistants in the Research studio Technological Landscapes, will work closely with Faculty/Researchers and students from University of Rhode Island Oceanographic Institute to develop new artistic modes of communicating hard science through artistic modes of storytelling through varying mediums. (Zhou, Kitchen)
- 2022 Hyundai Collaborative with RISD Nature Lab + Techlands Research Studio (Dept Digital + Media, RISD) Techlands Theme for this collaborative Failure + Resilience
- 2014- Techlands Research Studio is an experimental, interdisciplinary research studio open to all graduates students at RISD. Focusing on the intersection of place, landscape and technology. Participants in Technological Landscapes are passionate but critical observers of today's physical and virtual environment in relation to ubiquitous, integrated, and emerging technologies.
- 2021 Pathway to Robot-Integrated Bay-scale Ecosystem Observatory (RI-BSCO) Rhode Island Research Alliance Grant. Addressing three RI-STAC C-AIM research questions on innovation in data collection, new tools for engagement led by Dr Mingxi Zhou, GSO, University of Rhode Island. Scientist, artist collaboration, developing novel visualization approaches developed by Technological Landscapes Research Studio. Developing new visual products (Lead: Kitchen, Rhodes) Kitchen and Rhodes will participate in the initial deployment of the robotic instruments and begin research into the sampling processes used to collect modeling data and how that relates to artistic inquiry. Field data and model results will be used to construct data-driven, storytelling animations on Novel content for the platform.

- 2018- IMAGEOBJECTLANDSCAPEEVENT investigates novel ways to understand and inhabit technologically dense interior spaces and urban landscapes, and the interfaces between them. As daily life contains ever more windows into electronic environments, and virtual realities increasingly occupy our minds, projects engage the play between many realms to imagine new kinds of technology-dependent lifestyle. (Kitchen, Hooker)
- 2018-20 Another Final Frontier explores architectural habitats at the margins of habitability on earth by producing a site specific artwork on an artificial island shared between NASA's Kennedy Space Center (KSC) and Merritt Island National Wildlife Refuge (MINWR). (Kitchen, Ogasian)
- 2013 Future Scenarios: RISD-Samsung Research Lab-2013 "Future of Living Space"
Semester long workshop, crossdiscipline, 4 departments, 14 students. Outcome Exhibition, presentation and publication: Process Book- "Methodology/Tool" <http://www.amazon.com/Future-Scenarios-RISD-Samsung-Research-Lab-2013/dp/069235817X>
(Lead designers/faculty_Kitchen, Holman)
- 2014- "Archiving endangered technological landscapes" composites existing technologies in order to create an alternative archive, allowing range of audiences to virtually experience and explore a series of historically inaccessible and currently endangered man-made landscapes. These facilities form an integral part of our technological history, but are often dismantled and repurposed once they have outlived their function, with little to no documentation taking place. Site of study: NASA Ames, Silicon Valley. (Techlands Research Studio)
- 2013- "Neighborhood Watch" is a collection of landscapes, each exploring new narratives that may emerge as our everyday environments are transformed by the domestication of industrial and military technologies, particularly unmanned aerial vehicles (UAVs). (Kitchen, Hooker)
- 2010- "Friends of Friends" – A research project exploring alternative experiences within our electronically-mediated lives. Funded by Intel's People and Practices Research group, CA – (Kitchen, Hooker)
- 2006 "Electroplex Heights" – A conceptual project about the future of housing, one of 12 commissioned by Vitra Design foundation after competitive selection as part of an international touring exhibition entitled 'Open House: Intelligent Living by Design'. The project consists of an architectural model, images, video animation and writings. Exhibited: Norsk Forms DogA, Oslo, Center for Contemporary Art, Warsaw, Art Center College of Design, Pasadena, Zeche Zollverein, Essen (Kitchen, Hooker)
- 2002 "Edge Town" – A two-year project to explore how interactive electronic systems that use sensors and displays can be designed along side or integrated into the existing built environment, so that existing spaces are electronically extended to amplify their richness, intricacy and narrative possibilities. Funded by an IBM faculty grant and Proboscis as part of the Public Reveries Private Spaces project. (Kitchen, Hooker)

- 2000 "Flirt" – Flexible Info and Recreation for mobile Telephone users: A two-year team research project funded by the EC's IT for Mobility programme involving a trial of speculative mobile phone services in Helsinki. The project exploited the physical structure of the cellular phone network to align different electronic and physical spaces to create location specific events that would only occur on certain phones in specific places in the city invoking social interaction and play. (Raby, Kitchen, Hooker, Walker)
- 1999 "Presence" – A two-year research project funded by the European Commission through the Intelligent Information Interfaces (i3) programme. The project explored high-tech and low-tech interactive technologies to "increase the presence of older people in their local communities" and culminated in a deployed a system of networked street furniture in a Dutch housing estate, thus blurring domestic boundaries, bringing neighborhood issues into the home while allowing people's attitudes to affect public spaces. (Dunne, Gaver, Hooker, Kitchen, Walker)
- 1996 "JAL" – Virtual Airport – Research project within the CRD department at The Royal College of Art which investigated multimedia possibilities for air travelers in and around the airport. The goal was to investigate how new media technologies can help reawaken the excitement, wonder, and anticipation of travel currently buried beneath aggressively economic travel systems. Commissioned jointly by Japan Airlines and The Netherlands Design Institute, Amsterdam. Presented at "The World Design Conference on Global Age of Aviation", Hanada Airport, Tokyo.
1996. A synopsis was delivered at "Speed," The Doors of Perception conference, Amsterdam. (Raby, Kitchen, Barton)

PUBLICATIONS

- 2024 Techlands Research Studio 2014-2024 self-published artist book.
- 2024 Made Ground. Self-published artist book (Kitchen, Ogasian)
- 2022 Made Ground 01: Another Final Frontier Self-published artist takeaway produced for Swale House, Governors Island. (Text by Charlie Hailey & Damian White, artwork by Kitchen and Ogasian)
- 2021 Life on the Artificial Islands of the US East Coast The Terraforming: Strelka Institute. Moscow, Russia. Strelka Mag, 26.09. For Planetary Governance (Hailey, Kitchen, Ogasian)
- 2019 IMAGEOBJECTLANDSCAPEEVENT Self published booklet
- 2013 FUTURE OF LIVING SPACE, RISD_Samsung: Process Book- "Methodology/Tool"
ISBN-10: 069235817X ISBN-13: 978-0692358177
- 2007 4dsocial: Interactive Design Environments. Lucy Bullivant (Guest Editor), AD/Wiley, July 2007. Project Featured: Datanature - ISBN: 978-0470319116
- 2006 OPEN HOUSE Architecture and Technology for Intelligent Living
Vitra Design Museum, Germany, Art Center College of Design, USA
Project Featured: Electroplex Heights - ISBN: 3-931936-66-X
- 2004 Responsive Environments: Architecture, Art and Design by Lucy Bullivant. V & A Publications
Projects featured: Energy Shutdown + Edgetown - ISBN: 18517748152004

- 2004 Retail: architecture and shopping
Ian Luna, Rizzoli Projects featured: KRD/Kitchen Rogers Design - ISBN: 0847827046
- 2000 Flexible Information and Recreation for Mobile Users, F.L.I.R.T
RCA CRD Projects Paperback
Publisher: RCA Computer Related Design Research – ISBN 1-874175-29-2
- 1999 PRESENCE with Anthony Dunne, Bill Gaver and team.
A two year research project funded by the European Commission through the Intelligent Information Interfaces (i3) programme
Published Paperback - ISBN 187417532 2

CURATION

- 2022 Based on outstanding achievements and contributions in digital Media Art, invited to participate as an international curator, and curate the Information, Digits and Interaction sector of the exhibition. Academy of Arts & Design of Tsinghua University. The Second International Biennale of Jinan
- 2016 Contemporary expeditions. Curator/exhib Apexart gallery, NYC. (Kitchen, Ogasian)

AWARDS, RESIDENCIES, GRANTS

- 2023 Residency: Peaked Hill Trust Arts and Science Program residency, historic dune shacks Cape Cod National Seashore.
- 2022 Center of Complexity Award to explore the subject of collapse.
- 2021 Residency: Schmidt Ocean Institute's Artist-at-Sea Program – an expeditionary residency that pairs artists with ocean scientists and engineers aboard the oceanographic research vessel Falkor . Trip #2 will take place Aug 2021. The work utilizes footage collected on the ROV SuBastian using URI and Harvard's RAD Sampler and Monterey Bay Aquarium Research Institute's DeepPIV in combination with artistic fieldwork in the ocean.
- 2020 Social Equity and Inclusion Grant: RISD. Providence, RI
- 2019 Residency: Schmidt Ocean Institute Research Vessel Falkor. Honolulu, HI
- 2019 Residency: Merritt Island National Wildlife Refuge. Merritt Island, FL
- 2018 Conference + Presentation Fund: RISD. Providence, RI Professional Development Grant
- 2017 NASA Rhode Island Space Grant (w Shona Kitchen): Space Grant Consortium. Providence, RI
- 2017 Professional Development Grant: RISD. Providence, RI
- 2015 Studio Residency: Montalvo Arts Center. Saratoga, CA
- 2015 Bridge Grant. RISD Research Office: Providence, RI Unsolicited Proposal Winner, apexart. NYC
- 2011 American for the Arts Public Art Network for "Dreaming FIDS" at SJC Airport
- 2004 RIBA Award (Royal Institute of British Architects) for "The Minotaur" maze
- 2004 D&AD Silver Award for "The Minotaur" maze
- 2004 Natural Stone Award, Creative North East Award for "The Minotaur" maze
- 2004 Creative North East Award for "The Minotaur" maze Kielder Park, Northumberland
- 2001 FX Award, Best Store Design for Commes des Garçons, Paris
- 2001 RSA (Royal Society of Arts) Award for "The Minotaur" maze
- 2000 Everest Conservatory Design award
- 1994 Bram Stoker Award for "Most Imaginative Student," Glasgow School of Art