

Academic & Creative Research Profile

Mitch Goodwin | Melbourne, Australia

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BRIEF BIO

Mitch Goodwin is an interdisciplinary artist-researcher with twenty-five years of teaching expertise predominately in studio and lab-based media disciplines (Film and TV Production, Critical Media Studies, and Media Arts). He has published in the fields of immersive media, techno-ethics, performance studies and connected learning pedagogies. He has contributed feature essays for M/C Journal, Rolling Stone and Frankie magazine, and when time permits pop cultural musings for The Conversation.

In his academic role at the University Melbourne Mitch has been revitalizing the Arts curriculum by implementing his media production and industry capstone assessment models in a variety of programs, including Media & Communications, Digital Studies, Journalism and Arts & Cultural Management. Previously, Mitch was the Program Director for Media Arts at James Cook University and the School's Director of Teaching and Learning. Prior to this, at Birmingham City University in the UK, Mitch authored the undergraduate degree BSc program in Digital Film Production. During his time in Birmingham, Mitch was also the Director of two Masters programs in Interactive Media and Digital Television Production while also overseeing the studio production feasibility study, systems design and equipment budgeting for the new Curzon Street Studios.

Mitch has a successful <u>creative media</u> and curatorial practice that is recognised internationally. He has curated numerous exhibitions and festivals, including <u>Screengrab International</u> and most recently the A.I. art intervention, <u>Slow Down Time</u>. Mitch is an enthusiastic and passionate member of his local community, having consulted for numerous local government cultural programs, activated art spaces for emerging performers and artists, managed industry-community partnerships, and mentored many young media producers, artists and film makers.

EDUCATION - Griffith University

Doctor of Philosophy (2014)

Dark Euphoria: The Neo Gothic Narrative of Millennial Technoculture

BA Honours in Arts & Humanities (2000)

Millenniamodernity & the Magic of Television

Bachelor of Arts in Creative Arts (1995)

Double Major in Creative Writing & Contemporary Theatre

EMPLOYMENT PROFILE

University of Melbourne, Faculty of Arts, Parkville, Australia Lecturer (Tenured), Arts Teaching Innovation	(Since 2016)
Griffith University, Brisbane, Australia Lecturer (Adjunct), Screen Writing	(2014 – 2017)
James Cook University, Townsville, Australia Lecturer (Tenured), Media Design	(2008 – 2014)
Birmingham City University, Birmingham, UK Lecturer (Tenured), Screen Production	(2005 – 2008)

TERTIARY EMPLOYMENT - CURRENT

University of Melbourne, Faculty of Arts, Parkville, Australia Lecturer (Tenured), Arts Teaching Innovation

(Since 2016)

Project Management / Production

- AI & HASS Lead investigator (2023)
- Arts Discovery (2019)
 - Subject Coordination
 - Assessment design and validation
 - o New Futures research catalogue curation and publication design
 - o Meet the Researcher video series writer and producer
- HASS-VR and Virtual Production Lead investigator (2019)
- Digital Studies Program design (2020)
- Digital Media Literacy Project lead (2020-21)
- The Connected Capstone Experience (Lead author) (2017-19)
- Professional Communication Fundamentals (MSPACE, 2019)
 - Project Manager (Faculty of Arts)
 - o PCF Industry Interviews (Screen Writer, Producer & Interviewer)
 - o PCF Workplace Series (Screen Writer, Producer & Presenter)
 - Subject Author (Visual Communication)



TERTIARY EMPLOYMENT - HISTORIC

James Cook University, Townsville, Australia	(2008 - 2015)
Lecturer (Tenured) Media Design & Interdisciplinary Arts	

Academic Roles

Program Director New Media Arts	(2010 - 2013)
Director of Teaching & Learning School of Creative Arts	(2010 - 2011)
Adjunct Lecturer & Producer, Creative Cultures	(2014 - 2015)

School & Faculty Committees

School of Creative Arts - Executive Committee First Year Experience Coordinator Faculty Indigenous Support Committee eMerge Gallery - Curator & Education Manager Literacy & Numeracy Forum

Awards

JCU Teaching Citation for Excellence in Teaching	2010
JCU Inclusive Practice Award	2008
North Queensland Best Exhibition Award	2009 & 2015

Birmingham City University, Birmingham, UK Lecturer (Tenured) Screen Production (2005 – 2008)

Academic Roles

Founding Program Director <u>Digital Film Production</u>	(2005 - 08)
Program Director Interactive Media (<u>Digital Media Computing</u>)	(2007 - 08)
Program Director Digital TV Production & Technology	(2007 - 08)

Project Management / Production

Creative Exchange Forum – Industry liaison
BBC <u>Big Screen</u> – Education Producer / Curator
Film & TV <u>Production Studios</u> – Design and budgeting
Staffordshire University – External academic validation
(Screen Production)

(2006-2008)



Griffith Film School, Griffith University, Brisbane Lecturer / Course Convener

(2003 - 2005)

Film and Screen Media Production

Digital Media Production Methods * Writing for the Web *

Griffith University, QLD College of Art & School of Arts, Gold Coast Tutor / Lecturer / Course Convenor

(1998 - 2005)

Visual Arts

Video As Art *
Contemporary Arts Practice II
Digital Production Methods

Creative Arts

Writing For the Web *
Creative Writing
E - Theatre
Cyber Studies
Basic and Advanced Video Production *

Communication & Journalism

New Communication Technologies *
The Business of Film & Television
Film Industry
News & Current Affairs Production
Broadcast Journalism *

^{*} Denotes additional Course Convenor and/or curriculum refresh responsibilities

MEMBERSHIPS

The Australia Council for the Arts

Peer Assessor (2015-18)

Association of Internet Researchers

Member (Since 2015)

The Screen Studies Association of Australia & New Zealand

Member (Since 2017-20)

Australasian Association for Digital Humanities

Member (Since 2021)

Art Association of Australia & New Zealand

Member (2015, 2018 & 2023)

Design Institute of Australia

Faculty Member (2012-15)

The Australian Collaborative Education Network

Faculty Member (Since 2010)



MAJOR WORKS IN DEVELOPMENT

Digital Gothic

Monograph & media assemblage - Critical examination of digital culture and media convergence at the turn of the millennia. Publication targets: Zero Books and Repeater

The Atmospherics of Automation

Reader - The socio-political impact of A.I. on the creative industries, education and social constructs. Publication targets: Bristol University Press and INC

Rabbit Hole Deluxe

Art Book / Essay - Explorations in Al image making through the networked art intervention, Slow Down Time. Publication target: Perimeter Books

FORTHCOMING PUBLICATIONS

The Swarm: drone as composite technology and neo-liberal fantasy

Book Chapter: Drone Aesthetics: War, Culture, Ecology

Richardson, M. & Pong, B. (eds), Technographies (OHP), August 2024

Slow Down Time: A collaborative art intervention exploring the relationship between text, image and machine.

Conference Proceedings: 29th International Symposium on Electronic Art, Brisbane, June 2024 Exhibition: 19th D-ART - International Symposium on Digital Art, Portugal, September 2024

You, Me & ChatGPT: How the Arts, Humanities and Social Sciences can Flourish in the A.I. Information Crush

Journal article: Studies in Symbolic Interaction, Vol. 61, Symbolic Interaction and AI, September 2024



SELECT PUBLICATIONS (2019 - 2024)

Book Chapters

The Hunger's deathly shadow: The sweet annihilation of David Bowie, NYC, circa. 1983

I'm Not a Film Star: David Bowie as Actor,

Dixon, I. & Black, B. (eds) Bloomsbury (2022)

The Liquid Electric - Tracing Nature's Machine Code

<u>Virtualities and Realities: New Experiences, Art and Ecologies in Immersive Environments</u> Smite, R. & Smits, R. (eds), Acoustic Space, Volume 17, RIXC, (2019)

The Capstone Experience: Five Principles for a Connected Curriculum

<u>Higher Education and the Future of Graduate Employability: A Connectedness Learning Approach,</u> with Are, K, Schmidt, M, Goodwin-Hawkins, B, and Aayeshah, A. Bridgstock, R. & Tippett, N. (eds), Edward Elgar (2019)

Peer Reviewed Conference Proceedings

The Prompt Wrangler: AI text-to-image generation as curatorial practice

EVA Berlin, Bienert, A & Lengyel, A (eds), Staatliche Museen zu Berlin (2023)

Digital Gothic: the techno-cultural narrative of Bruce Sterling's dark euphoria

Art+Australia / Amazon, Colless, E (ed), Art+ publications, (2021)

Journal Articles

Screen Circuits: Fear & Loathing in the Sprawl (circa. 1995)

Breen, S. & Thompson, DJ. (eds)

M/C Journal feature essay, The Nineties, Volume 21, No. 5 (2018)

Highlights from the IEEE VIS 2016 and 2017 Arts Program (VISAP'16 and '17)

<u>Leonardo Journal Special Edition: Highlights from the IEEE VIS 2016 and 2017 Arts Program</u> Forbes, AG., Chung Han, Y., Bravo, EG., Boy, J. (eds), MIT, Boston, USA (2020)

Feature Essays (Media)

Dark Side of the Sky: How the Age of Surveillance Makes Us All Targets

Rolling Stone, June-August 2023

Synthetic futures: my journey into the emotional, poetic world of AI art making

The Conversation, October 10, 2022

Turning to the Code 46 soundtrack: bearing solitude in a time of sickness

The Conversation, July 22, 2020

The Friday essay: Space Dreaming – Romancing the Moon

The Conversation, July 5, 2019

The Friday essay: The Art of the Pinch – Popular Music and Appropriation

The Conversation, November 30, 2017

PAPERS, PANELS & APPEARANCES (2015 – 2024)

Mitch has appeared in a variety of public arenas over the years in both an academic and artistic capacity. Mitch has been a regular presenter at SXSW Interactive in Austin, Texas, first as an invited panellist in 2013 for 'Warhol Goes Social: art in the age of social media', and then in 2015, when he presented his research into cultures of surveillance, Liquid Ambient Futures.

Mitch has been a regular speaker at the RIXC Open Fields conference in Riga, Latvia an event that author Bruce Sterling described as "something of a legend in net.art circles". Most recently, Mitch delivered a keynote at Supercomputing Asia on imbedded biases and inequalities in generative AI.

Screen Culture & Critical Media (2015-2023)

Slow Down Time: an art intervention that examines the relationship between authorship, memory and algorithmic technique

Panel chair & speaker: AAANZ, Griffith University, Gold Coast (December 2023)

Digital Gothic: the techno-cultural narrative of Bruce Sterling's dark euphoria

Dark Eden: The Sixth International Conference on Transdisciplinary Imaging, Artspace, Sydney, Australia, (November 2020)

A Punch in the Spleen: The Paradox of Cinematic Virtuality

<u>SSAAANZ Conference – The Uses of Cinema</u>, Melbourne (November 2018)

Screen Dance: Interfacing Culture and History in the Urban Space

Geographies of Disruption Symposium, Sydney (Apr 2018)

Screen Flow: Cultural Mirroring Through Movement and Ambience

Screening Melbourne, Melbourne (February 2017)

Towards A New Media Literacy: Resisting the Urban Space as a 404 Page

Conference Paper: Media Innovations, Tallin, Estonia (Oct 2017)

Mineral Machine Music: An Interdisciplinary Collaboration

Gallery essay: IEEE VIS 2016, Baltimore, Maryland, USA (October 2016)

Liquid Ambient Futures

SXSW Interactive, Austin, Texas, USA (March 2015)

Art, Media & Technology (2015 – 2023)

EDI. AI & the Arts: In Practice and into the Future

Keynote Speaker: Supercomputing Asia, Equality, Diversity and Inclusion,

Sydney Convention Centre, (February 2024)

Dystopian Algorithms and the Urban Imaginaire

Synthetic City, Dublin City University, Dublin, Ireland (September 2023)

The Prompt Wrangler: AI text-to-image generation as curatorial practice

EVA Berlin, Staatliche Museen zu Berlin (November 2023)

Gen-A.I. and Swarm Aesthetics

Renditions, Project8 Gallery, Melbourne (November 2023)

The Swarm: drone as composite technology

Drone Cultures: an interdisciplinary symposium, UNSW, Sydney (December 2020)

Mechanised Ecologies: The atmospherics of automation and emergent systems of control

Global Control: Open Fields, Riga, Latvia (September 2018)

The Liquid Electric: Tracing Nature's Machine Code

<u>Virtualities & Realities: Open Fields</u>, Riga, Latvia (October 2017)

The Liquid Electric

Balance/Unbalance, Arizona State University, USA (March 2015)

The Violent Body: A History of Forgetting

AAANZ Conference, Image Space Body, GOMA, Brisbane (November 2015)

Tin Can Blues: Moonage, Earthrise & Bowie

The Stardom and Celebrity of David Bowie Symposium, Melbourne (July 2015)

The Ambience of Automation: Big Data, A.I. and Drone Culture

Australian Anthropological Society, Moral Horizons, Melbourne (December 2015)

Teaching & Learning (2017 – 2024)

The Capstone Experience: Five Principles for a Connected Curriculum

Conference Paper: <u>eLearning & Innovative Pedagogies</u>, Hobart (May 2019)

Interdisciplinary & Production Orientated Curriculum Design

Invited Education Mentor: SXSW EDU, Austin, USA (Mar 2018)

The Third Space: Managing Disruption and Building Capacity in the Arts

Conference Paper: e-Learning & Innovative Pedagogies, New York, USA (Mar 2018)

Omeka: Digital Tools for Researchers

Invited Speaker: Research Bazaar Conference, Melbourne (Feb 2018)

Towards A New Digital Literacy: Building New Media Capacity in Arts Graduates

Symposium Paper: Digital Literacy Symposium, Melbourne (May 2017)

The Third Space: Managing Disruption and Building Capacity in the Arts

Conference Paper: HaSS Futures: BA Conference, Brisbane (Sep 2017)

Slow Pedagogy: Making Space for Ethnography in Higher Education Practice

Conference Paper: Oceania Ethnography and Education Network, Melbourne, w/ Aayeshah, A. & Goodwin-Hawkins, B. (Aug 2017)

Beyond the classroom: Finding & surviving the third space

Symposium Paper: CSHE Teaching and Learning Conference,

Melbourne, w/ Aayeshah, W. (Jun 2017)



MEDIA / ART PRACTICE – Highlights, 2010 – 2024

Mitch was the Founding Director of the <u>Screengrab</u> International (2009-15) and curator of the associated <u>exhibition program</u> which interrogated the political and technical infrastructures of network culture. He has been shortlisted for both the MADATAC06 video art award (Spain) and the prestigious <u>Lumen Prize</u> (Cardiff). Which the Guardian has described as "the world's pre-eminent digital arts prize." He was invited to exhibit at the <u>16th WRO Media Arts Biennale</u> in Wroclaw, Poland for the European Union's 2015 City of Culture program and he has won the North Queensland Arts Award for Best Exhibition twice (2009 & 2015).

His <u>screen-based work</u> has been shown across Australia and overseas, including Amsterdam, Athens, Baltimore, Berlin, Cardiff, Dublin, Hong Kong, London, Madrid, New York, Sheffield (UK), Slovenia, and Vermont.

Slow Down Time (August 2022 – September 2023)

Collaborative dialogue with generative A.I. + text, image and video

Project Archive, Melbourne, Australia

Synthetic City, Dublin, Ireland

Electronic Visualisation and the Arts, Berlin, Germany

Art Association of Australia and New Zealand, Gold Coast, Australia

Supercomputing Asia, Sydney, Australia

Framing the Machine (August-September 2023)

Exhibition of generative AI art works from the <u>Slow Down Time</u> project Workshop, Melbourne, Australia

2020 was a Glitch (August-October 2022)

Photographic work selected for the Compact Prints Exhibition <u>Umbrella Studios</u>, Townsville, Australia

POTUS45 COVID19 (April-September 2020)

Photo-mosaic, street paste-ups and QR code stickers

Project Archive, Melbourne, Australia

<u>A Journal of the Plague Year</u>, Arizona State University & University of Melbourne

RGB Dreams (Commissioned, November 2019)

Moving image work: Blindside Gallery, Melbourne & Sydney

'Run and Fly, Monster Tooth!' (May 2019)

Exhibition curation, Christella Demetriou, Darebin Art Centre, Melbourne

Boomerang Festival photography & mentorship (April, 2019)

Photography & Production Consultant, NITV, Byron Bay & Sydney

Invasion Day March photographic essay (February 2017)

Photography (with text by Jack Latimore), Koori Mail, Brisbane

Screen Dance: Cultural Mirroring Through Movement and Ambience (February 2017)

Photography, text and performance, Screening Melbourne Symposium, Melbourne

Mineral Machine Music experimental film 1080P (9 min) (2014-2016)

Photography, Sound Design & Video Editor

IEEE VIS 2016, Baltimore, Maryland

16th WRO Media Arts Biennale, Wroclaw, Poland

Lumen Prize Tour, Athens, New York, London, Tokyo, Cardiff and Amsterdam

MADATACO6, Madrid, Spain

Prism 16, Millennium Gallery, Sheffield, UK

Line & Form photographic series (2014)

Digital prints on metallic paper

Lines Curated Exhibition, Darkroom Gallery, Vermont, US

Glitchaclysm media intervention 1080P (2 min, 2012)

Image Extraction & Video Editor

Glitch Moment(um) exhibition Furtherfield Gallery, London, UK

Vonnegut's Fire Fight Fuzz Box single channel video installation (8 min, 2011)

Remix & Video Editor

Cereal Box artist run space, Townsville, Australia

My Endless Dystopian Summer Blockbuster 2x channel video installation (8 min, 2011)

Remix, Glitch & Video Editor

Dark Euphoria exhibition, at eMerge Media Space, Townsville, Australia

Primary Propaganda 4x channel video installation (12min, 2011)

Photography & Video Editor

<u>Dark Euphoria</u> exhibition, at eMerge Media Space, Townsville, Australia

As I Stood Idly By 2x channel video installation (8min, 2010)

Photography & Video Editor

James Cook University's 40th Anniversary exhibition, Townsville, Australia Electrofringe Festival, regional gallery tour

Electroshock, experimental film (4min, 2004 & 2010)

Director, DV Photography & DV Editor

Film Fantastic Festival, Gold Coast, Australia (2004)

<u>Electroprojections</u>, G3 Artspace in Parkdale Victoria, Australia (2010)



COMMUNITY & INDUSTRY ENGAGEMENT PROJECTS – Highlights, 2010-2019

Renditions (2023)

Discussion Paper: Gen-A.I. and Swarm Aesthetics, Project8 Gallery, Melbourne

From European misrepresentations of Australian Indigenous animals to the darker implications of Artificial Intelligence (AI) this live event considered how artifice, representation and the nature of copies intersect to shape contemporary aesthetic and social landscapes.

Moonage Daydream (2023)

Introduction and Q&A: FEIT Film Festival, Science Gallery, Melbourne

A guest lecture and Q&A on how space travel dominated popular culture in the late 1960s, and why David Bowie was a most influential figure in this age of technological transformation.

Boomerang Festival (2019)

Mentorship, Photography & Production Consultant (w/ Jack Latimore & NITV)

Providing production consultation and photography services for NITV's coverage of the Boomerang Festival. The theme of the coverage speaks to the large issues of Constitutional amendment for the recognition of First Nations people and The Statement from the Heart.

Yarra Yarra: History, Place, Belonging (2018)

Media Design and Research (w/ Latimore, J.)

Research of the Yarra River's Elizabeth Street precinct for the Disruption to Geographies Symposium at Macquarie University. Conceptual design for an augmented reality application to illustrate through media and storytelling the Indigenous and environmental history of Birrarung.

Screengrab International Media Arts Award, Townsville, Australia (2009 - 2016) Founding Director & Curator

Screengrab International was a new media arts award established to bring cutting edge screen-based media to North Queensland. The exhibition themes interrogate the political and technical infrastructures of network culture: Intervention (2009), Network (2010), Nostalgia (2011), Control (2012), Ambience (2013) Velocity (2014) and Resistance (2015).

Women's Mural Documentation Project (2016)

Project Mentor, Augmented Reality, Smith Street, North Fitzroy.

Working with community stakeholders and Yarra City Council in the development of potential AR production strategies to document and preserve the <u>Women's Mural</u> in North Fitzroy.

Upwelling Festival, Portland, Australia (Jul - Oct 2015)

Project Manager, Birds Without Borders, Portland, Victoria

The Upwelling Festival is an annual community and cultural event that culminates in a major art project and street parade. The arts component was devised by puppeteer Jenny Ellis and involved workshops and prop production with 18 schools across the South-West region.

Northern Lights Film Festival, Townsville, Australia (2009 - 2013) Founding Director & Curator

A short film festival established to give young and emerging film makers in North Queensland an outlet for their productions and provide High School and University students an opportunity to have their works screened professionally in an appropriately cinematic environment.

Renew Townsville, Townsville, Australia (2010 – 2012) Founding Director & Artistic Advisor

Urban renewal project in Townsville's CBD based on the successful Newcastle model. Additional roles included consulting the Creative Industries, liaising with artists and students, maintaining the web & social media presence and negotiating contracts with property owners and local council.

Artspaced Inc., Townsville, Australia (2010 - 2012) Board Member, Mentor & Media Advisor

Artspaced Inc. is a not-for-profit artist run initiative for emerging and marginalized practitioners in the Townsville region.



PROFESSIONAL REFEREES

Prof. Sean Redmond

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Deakin University
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A/Prof. Wendy Haslem

Screen Studies University of Melbourne Melbourne, Australia Faculty of Arts wlhaslem@unimelb.edu.au 0400 074 757

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PERSONAL REFEREES

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