Visual Artist David Carson and Digital Strategist Paul Houghton are currently collaborating on several projects, which explore complex stories in new creative ways using digital media, making them relevant to today’s audiences. They explore aspects of storytelling on multiple levels bringing together techniques of crowd-sourcing, immersive 360° image and video capture and interactive ePub-plishing with other emerging technologies. One such story currently being developed is that of the world water speed record achieved in Western Australia 50 years ago by Donald Campbell, due to be shown at the Mandurah Performing Arts Centre in November.

Using this and other projects they are developing a ‘transmedia’ digital story-telling framework which explores the intersection of art and technology in the context of creating meaningful digital outcomes suited for exhibitions, iBooks and learning environments.

Bio’s

David Carson’s first art project in Western Australia was with Kalgoorlie Consolidated Gold Mines as artist-in-residence, working with Brian McClave (then at Rhode Island School of Design in Providence, USA).***

They developed a multi-media exhibition called the Kalgoorlie Mine Project in 1997 which evolved into Geoderma. This included an innovative 3D video projection as part of an installation showcased in the Festival of Perth in 1998 at PICA before touring Australia and going to the Hoxton Centre for new media in London in the UK. Geoderma involved creating partnerships with many WA entities including IMAGO, KCGM, Royal Perth Hospital. MAPTEK and Jumbo Vision International.

Since this first collaboration Carson has worked with many art and industry partners such as Royal Perth Hospital, Landcare Vision inc., Cultural Corridors, Red-Ochre Productions UK and Scitech. He made two visits to the Sodankylä Geophysical Observatory in Lapland, helping produce the world’s first moving image recording of the Aurora Borealis in 3D, again working with McClave. This was shown as part of Painted Sky in the BEAP Festival in 2007.

Other more recent projects include Auspex Australis, a collaboration with seabird ecologist Dr Janos Hennicke, research fellow at the world renowned Chizé Centre for Biological Studies in France. This was part of a residency at Scitech and the resulting work was screened at the Horizon Planetarium as part of National Science Week in 2010.

Carson was awarded a Creative Development Fellowship at the West Australian Department of Culture and the Arts in 2012 and developed a project working with Associate Professor Paul Bourke at iVEC@UWA and Noongar Elder Dr Noel Nannup.
He is currently working with digital strategist Paul Houghton on the DESERT-snowball project about Donald Campbell’s world record achievements in Australia in 1964.

***Brian McClave is now the Director of SITE-EYE a commercial film production company specialising in time-lapse video capture, the biggest in the UK. He worked with Anish Kapoor on his Olympic tower sculpture and many high profile projects for companies like Landlease, Bovis, British Nuclear Fuels and the BBC.

**Paul Houghton** has spent the last decade as Director of KT Studio before starting Emergent Form - exploring new digital domains across many collaborative projects with government, corporate and educational organisations.

He is currently working to develop a digital storytelling framework for immersive engagement across a range of technologies and spaces. This is based on 20
years experience with digital media and models of engagement in different digital models from learning and innovation to art and science.

Paul has a background in digital technology from the Australian Bureau of Statistics, policy development in Premier and Cabinet and Treasury, as a CIO in the State Government and research director that brings a sound conceptual focus and pragmatic project execution.

Working people like CSIRO on knowledge systems for water management with Prof Jeff Camkin, UWA on eResearch and publishing (Prof David Kennedy), new learning models in K-12 schools and even new learning spaces (Prof Stephen Heppell) - these projects involve elements that can be applied in different contexts such as exhibitions. There is a strong digital dimension to all of these projects.