

## SVEN ANDERSON

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## RECENT COMMISSIONS, RESIDENCIES & AWARDS

- Strategic Arts Award 2016: Wicklow County Council Strategic Projects Funding awarded to produce a two-month artistic intervention in Bray in May & June 2016, exploring the establishment of a temporary public office for acoustic planning on the main street in this seaside town.
- Arts Council Bursary 2016: Awarded funding to curate two rounds of new works within the *Continuous Drift* sound installation framework and to present the project at an international project space in 2016.
- European Soundscape Award 2014: *MAP* project awarded the European Soundscape Award by the European Environmental Agency (EEA). This award order to promote regional / alternative approaches to addressing the sound environment and the issue of noise pollution in the wider European context.
- DCC Public Art Commission 2013 – 2016: Proposal selected for Dublin City Council (DCC)'s *Strand II* public art commissioning scheme. Project is based on creating the role of *Urban Sound Designer / Acoustic Planner* within DCC's planning department, and working in this role to establish a *Draft Dublin City Acoustic Plan* and other project- and research-oriented outputs. Extension of project from 2014 – 2016.
- Fire Island Artist Residency (USA) June 2014: Proposal selected for an artist residency located on the Fire Island National Seashore, part of the US National Parks System. The residency led to the development of a new work *Almost nothing (for Watch Hill)* and is currently being negotiated for installation as a permanent listening station set in Watch Hill, working with the National Parks Service (USA). Supported by an Arts Council Travel and Training Award.
- Arts Council Bursary 2013: Researching a new series of works that combine concepts from distributed sound installations, networked media assemblages, and emergent narrative forms.
- Arts Council Project Award 2012: Developing a new audio / visual / haptic work that explores the experience of structure-borne vibration in an urban architectural context, for presentation in solo show in Boston, USA (2013), with support from the Arts Council of Ireland.
- ISSTC Keynote Sound Art 2012: Selected to serve as keynote presenter for the category of *Sound Art* in the *Irish Science, Sound, and Technology Convocation* (ISSTC) 2012. Presented a sound/ video / new mixed-media installation entitled *Two Recurring Transitions*.

## EDUCATION

- 2003- 2008 PhD Candidate/ Research Assistant; CTVR & NTRG Telecommunications Research Groups; Trinity College, Dublin, Ireland.
- 1999 BA- English & Comparative Literature; Graduated *Cum Laude*; Cornell University, Ithaca, USA.

## RESEARCH COLLABORATIONS

- 2010 *Center for Advanced Visual Studies (CAVS) & Krzysztof Wodiczko (Artist); MIT; Cambridge, MA, USA.*
- 2003- 2004 *The Story Networks Research Group; MediaLab Europe; Dublin, Ireland*

## EXPERIENCE

- 2010- 2016 Nonlinear media system designer and consultant, Gerard Byrne, Dublin, Ireland.
- Worked as system designer and consultant for the artist Gerard Byrne, designing and installing control systems for authoring multi-channel video works within diverse international gallery / exhibition spaces including Mead Gallery (Coventry), Kunstmuseum St. Gallen (St. Gallen), FRAC des Pays de la Loire (Carquefou), Bonniers Konsthall (Stockholm), The Hessel Museum of Art / CCS Bard (Annandale-on-Hudson), The Whitechapel Gallery (London), The Gulbenkian Modern Art Centre (Lisbon), dOCUMENTA 13 (Kassel), VOX Centre de l'Image Contemporaine (Montreal), The Irish Museum of Modern Art (Dublin), Van Abbemuseum (Eindhoven), and The Renaissance Society at The University of Chicago (Chicago).
- 2014 Symposium Curator & Moderator, *Beyond Noise and Silence: Listening for the City*, Dublin Ireland.
- Organized symposium with Dublin City Council, NCAD, and the Goethe Institut to explore the intersection of contemporary sound art with architecture, urban design & urban planning communities. Presenters included Christina Kubisch (Artist), Sven Anderson (Artist), María Andueza Olmedo (Artist and Curator), Dennis McNulty (Artist), Ailbhe Murphy (Artist), Sarah Lappin (Architect), Steve Larkin (Architect), Brian McManus (Head of Traffic Noise & Air Quality Unit, DCC), and Gascia Ouzounian (Musicologist / Artist).
- 2010- 2014 Editorial Board, *Interference: A Journal of Audio Culture*, Dublin, Ireland.
- 2003- 2012 Research Assistant, Networks and Telecommunications Research Group, Trinity College, Dublin, Ireland.
- 2004-2009 Project Manager, *Streets: Past, Present, and Future*, Railway Procurement Agency (RPA), Dublin, Ireland..
- 2008- 2009 Exhibition Manager, Music and Media Technologies Graduate Show, Trinity College, Dublin, Ireland.
- 2005 Exhibition Manager, *The Art of Decision*, Fionnuala Conway / The Digital Hub, Dublin, Ireland.
- 2002- 2004 Co-Founder, *Soundin* experimental music and sound art collective, Ireland.

## PROJECTS / PERFORMANCES

- 2013- 2016 *MAP: Manual for Acoustic Planning and Urban Sound Design*; Public art commission with Dublin City Council
- 2016 *Glass House*; Permanent multichannel, responsive sound installation sited in Smithfield Plaza, Dublin Ireland, as part of the *MAP* commission. [Forthcoming / February 2016]
- 2015 *Near and Far*; Four-channel sound installation commissioned for the exhibition *Years of Pilgrimage*, curated by Eilis Lavelle for Glebe House; Donegal (Ireland).
- 2015 *Continuous Drift*; Curator of permanent sound installation for Meeting House Square (Dublin) as part of the *MAP* commission, featuring work from Bik Van der Pol (NL), David Blamey (UK), Karl Burke (IE), Taylor Deupree (US), FM3 (CN), Russell Hart (IE), Slavek Kwi (IE), Brandon Labelle (US), Mattin (ES), Danny McCarthy (IE), Dennis McNulty (IE), Garrett Phelan (IE), Sarah Pierce (IE), RAQS Media Collective (IN), Steve Roden (US), Dawn Scarfe (UK), Jed Speare (US), Stalker/ON (IT), Wolfgang Voigt (DE), Mark Peter Wright (UK), and Miki Yui (JP/DE).

- 2014 *Almost nothing (for Watch Hill)*; Site-specific recording project undertaken as part of a two-week artist residency set in the Fire Island National Seashore, NY (USA).
- 2014 *Performance for Too Many Dinner Parties*; Improvised sound performance with Russell Hart; Curated by Engage Studios, Shelly McDonnell, Carol Anne Connolly and Vicky Smith; 126 Artist-Run-Gallery, Galway, Ireland.
- 2013 *Untitled Sound Installation*; Sound installation sited in abandoned Pigeon House Power Station as part of the *Landing Place* exhibition curated by Commonage; Dublin, Ireland.
- 2013 *Performance for Fluxfilm Part 1*; Live score accompanying screening of Fluxus films with *economicthoughtprojects* for the Experimental Film Club Projection 30 curated by Eilís Lavelle; IFI, Dublin, Ireland.
- 2012 *Two Recurring Transitions*; Sound / video / mixed-media installation; Irish Sound, Science, and Technology Convocation (ISSTC), CIT, Cork, Ireland. [This project was presented as the keynote in the *Sound Art* category.]
- 2012 *Strange Attractor*; Improvised performance with Danny McCarthy, Anthony Kelly, David Stalling, Mick O'Shea, Irene Murphy, Jed Speare, EL Putnam, Derek Hoffend, and Ed Osborn; Studio Soto, Boston, USA.
- 2010 *Performance for Auto Mano*; Improvised performance with Fergus Byrne, Anthony Kelly, Slavek Kwi, and David Stalling; Talbot Gallery, Dublin, Ireland.
- 2009 *Performance for Ritual Flux 51*; Improvised performance to accompany screening of Fluxus films with *economicthoughtprojects* as part of *Ritual Flux 51* curated by Eilís Lavelle, Carl Giffney & Ruth Lyons; Birr Theatre and Arts Centre, Birr, Ireland.
- 2009 *Performance for Live @ 8*; Improvised performance with *economicthoughtprojects* supported by the Galway Arts Centre; Bar No.8, Galway, Ireland.
- 2009 *Untitled Intervention*; Sound installation / Performance for *Apply Within: Experience Essential* curated by Jennie Guy; Ard Bia @ Nimmo's, Galway, Ireland.
- 2009 *Streets: Past, Present, and Future*; Permanent, responsive audiovisual installation; Connolly Station LUAS Terminus, Dublin, Ireland.
- 2008 *Low Frequency Studies # 2*; Interactive video and tactile installation; VISIT 2008 at Broadstone Studios, Dublin, Ireland.
- 2004 *Travellers, There Are No Paths*; Site-specific sound installation and live performance; Mor Festival, Tullamore, Ireland.
- 2004 *8 x Disintegration Process*; Live performance; International Cultural Heritage Informatics Meeting (ICHIM), Haus der Kulturen der Welt, Berlin, Germany.
- 2004 *Performance for Volume 1*; Live performance with *Soundin*; Temple Bar Gallery and Studios, Dublin, Ireland.
- 2004 *Untitled / Blue*; Site-specific sound installation; DIT School of Architecture, Dublin, Ireland.
- 2003 *The Private Concert Series*; Site-specific performance series; Multiple venues, Los Angeles, USA.
- 2003 *Performance for i&e (Improvisation and Electronics) Series*, Live Performance; The Printing House, Dublin, Ireland.
- 2003 *Squealer: Distributed Public Interaction # 1*; Mixed-media installation & flyer campaign; The Digital Hub, Dublin, Ireland.
- 2003 *Passing Glances*; Interactive installation with *The Story Networks Group*; Medialab Europe, Dublin, Ireland.

2002- 2004 *Situaction Performances*, Live performance series with *Soundin*; Multiple venues, Dublin, Ireland.

#### SELECTED PAPERS / PUBLICATIONS / CATALOGS

- 2016 *The Incidental Person: Reviewing the Identity of the Urban Acoustic Planner*; The Journal of Sonic Studies, Issue 11- Recomposing the City: New Directions in Urban Sound Art.
- 2013 *Praxes Cycle 1 Paper No. 2*; A conversation with Sven Anderson, Gerard Byrne and Cassandra Edlefsen Lasch focused on the evolution of the system used to present Byrne's multichannel video works in different exhibition contexts. ([www.praxes.de](http://www.praxes.de))
- 2013 *Dublin City Acoustic Planning and Urban Sound Design Programme*; Poster for COST TUD Action TD0804 *Soundscape of European Cities and Landscapes* presented in Proceeding of AIA DAGA 2013 Merano.
- 2012 *Sonic Membranes: Sound Design Between Interior and Exterior Spaces*; InterNoise 2012: Proceedings of the 41st International Congress and Exposition on Noise Control Engineering.
- 2012 Guest-curated edition of *Ear Room* online interview-based publication featuring an interview with artist / curator Jed Speare; ([www.earroom.wordpress.com](http://www.earroom.wordpress.com)).
- 2008 *Microsound in Public Space: Compositional Methods to Enhance Site-Specific Sound*; Organised Sound 13, Cambridge University Press.
- 2006 *Streets: Past, Present, and Future*; Project catalogue published by Fire Station Artists' Studios.
- 2004 *Ambient Urban Interludes: Passing Glances* (Co-author); Conference on Human Factors in Computing Systems (CHI).
- 2003 *Texting Glances: Ambient Interludes from the Dublin Cityscape* (Co-author); eNARRATIVE 5, Hypertext. Narrative. Art. Technology.

#### LECTURES / ARTIST PRESENTATIONS

- 2016 *On First Listen: Reconsidering the City as an Acoustic Territory*; Presentation for International Conference for the project *Common Cultural Heritage: Preservation and Dialogue Between Turkey and the European Union*; Sinop, Turkey.
- 2014 *Introduction to the Manual for Acoustic Planning and Urban Sound Design Project Framework*; European Environment Information and Observation (EIONET) Noise Workshop; Bern, Switzerland.
- 2014 *From Noise Control to Urban Acoustic Design: Exploring Civic Responses to an Activated Urban Soundscape* at the *Recomposing the City* Symposium; Queens University, Belfast, Ireland.
- 2013 *Toward a Minor Architecture: Manual for Acoustic Planning* at the *Art in Public Space* conference; FUGA Budapest Architecture Centrum, Hungary.
- 2013 *Praxes Parlor*; In conversation with Gerard Byrne and Tirdad Zolghadr ; The Praxes Center for Contemporary Art, Berlin, Germany.
- 2013 *Urban Acoustic Planning and Sound Design* at the *Urban Knights* lecture series; Science Gallery, Dublin, Ireland.
- 2011 *Distributed urban sound environments: Extending site-specific sound strategies for public urban spaces* at ISSTC (Irish Sound Science and Technology Convocation); University of Limerick, Ireland.

- 2010 *Mapping Acoustic Territories: Jed Speare's Quiet Zones*; Presentation for CTVR Spectrum Workshop; Darklight Festival; Dublin, Ireland.
- 2010 *Exploring Real-Time Locational Input in the Design of Responsive Sound Installations Situated in Public Space*; Presentation for the *SoundActs* conference, Aarhus University; Aarhus, Denmark.
- 2009 *The Aural Articulation: Working with Site Specific Sound in Public Space*; Presentation for the *Performing in the City* seminar, Trinity College; Dublin, Ireland.
- 2008 *Long-Term Management of Interactive Public Art Installations*; The Dublin Art and Technology Association (DATA) Event 28; Dublin, Ireland.
- 2004 *Streamlining the Production of Dynamic Sound Installations: Programming Modular Graphic User Interfaces for Pure Data*; The Dublin Art and Technology Association (DATA) Event 18; Dublin, Ireland.
- 2004 *Mobile Technologies and Social Sculpture*; Mobilise: Artists' Lecture Series; The Digital Hub, Dublin, Ireland.

#### TEACHING / WORKSHOPS

- 2016 Workshop for postgraduate architecture and urban planning students as part of the project *Common Cultural Heritage: Preservation and Dialogue Between Turkey and the European Union*; Sinop, Turkey.
- 2016 Lectures for undergraduate students; National College of Art and Design (NCAD); Dublin, Ireland.
- 2015 Lecture for postgraduate architecture and sound studies students; Queens University, Belfast, Northern Ireland.
- 2015 Lectures for postgraduate students in the *Art in the Digital World* masters programme; National College of Art and Design (NCAD); Dublin, Ireland.
- 2015 Workshop with undergraduate art students at the Dun Laoghaire Institute of Art, Design + Technology.
- 2015 Lecture at Northeastern University (Boston) discussing urban acoustic planning with postgraduate architecture and media arts students.
- 2015 Lecturing and distributed Media workshop (with Gerard Byrne) for students in the School of Time-Based Media at the Royal Danish Academy of Fine Arts, Copenhagen, Denmark.
- 2014 Field recording workshop (with Gerard Byrne) in Berlin for students in the School of Time-Based Media at the Royal Danish Academy of Fine Arts, Copenhagen, Denmark.
- 2014 *Mobile Art School / Thinking Visual*: Six-week artist residency / workshop series at Blessington College, Co. Wicklow, working with transition year students on sound art & installing semi-permanent outdoor sound installation in their school; Blessington College, Wicklow, Ireland.
- 2014 Lectures for postgraduate students in the *Art in the Digital World* masters programme; National College of Art and Design (NCAD); Dublin, Ireland.
- 2014 Lectures for postgraduate students in the *Fine Arts MFA* and *Art in the Contemporary World* programmes; National College of Art and Design (NCAD); Dublin, Ireland.
- 2013 *Impossible Ecologies* workshop at the Irish Museum of Modern Art.
- 2012 *Impossible Ecologies* workshop for *Mobile Art School* project, curated by Jennie Guy and Cleo Fagan.
- 2011 Lecture series for UCD undergraduate art & science module. Organized by Emmanuel Reynaud in conjunction with RKD Architects.

- 2008 Supervision of written masters' theses and development of final projects (Music and Media Technologies / Multimedia Systems); Department of Electronic and Electrical Engineering / Department of Computer Science, Trinity College, Dublin, Ireland.
- 2008 *Interactive Design & Installations with Arduino and VVVV*; Lectures; Department of Electronic and Electrical Engineering / Department of Computer Science, Trinity College, Dublin, Ireland.

#### DESIGN / INSTALLATION PROJECTS

- 2011 Installation design, sound design, and location recording for *When Things Meet* by Rhona Byrne; for *Commonage* exhibition; Callan, Ireland.
- 2011 Location recording for *Dressage* by Bea McMahon; for *Quantified Self* exhibition; The Lab, Dublin, Ireland.
- 2011 *The Literary New Music Trail* - Installation / design of outdoor interactive sound installation & Layar-based augmented reality project for the Contemporary Music Centre, Ireland. Design of project microsite.
- 2009 Workshop series for the National Council for the Blind Ireland (NCBI); Field recording and soundscape composition workshops and community art project development in collaboration with Siobhan Clancy.
- 2009 Electronics and system design for *Bit Symphonies* sound sculpture / installation by Liam O'Callaghan.
- 2008- 2009 Recording and sound design for *Trespass*, by Aoife Desmond and Seoidin O'Sullivan.
- 2008 Installation management and design for *Here Lies in Film*, by Christopher Doyle and Operating Theatre.
- 2008 Interactive electronics and interface design for *Just Tell Me the Truth*, by Jennie Guy and Louise Cherry.
- 2008 Sound recording / design for *Public Arena*, by Bikvanderpol.
- 2008 Robotics & system design for *Untitled Acting Exercise (in the Third Person)*, by Gerard Byrne.
- 2004 / 2008 Web design for [www.themetropolitancomplex.com](http://www.themetropolitancomplex.com), with Sarah Pierce.