

CV

Chris Howlett

Born 1974, Kokopo in Papua New Guinea, currently lives in Brisbane, AUS.

Education

- 2020 *Doctor of Philosophy (PhD)*, Queensland University of Technology, Brisbane, AUS.
2000 *Master of Fine Arts*, California Institute of the Arts, Valencia, Los Angeles, U.S.A.

Professional Experience

- 2020-21 Lecturer, Foundation Sculpture, Queensland College of Art, Brisbane, QLD, AUS.
2016-17 *Board Member*, Boxcopy Artist Run Space, Brisbane, AUS.
2014-15 *Tutor*, Creative Industries, Queensland University of Technology, QLD, AUS.
2008-12 *Lecturer*, Interdisciplinary Sculpture, Queensland College of Art, Brisbane, QLD, AUS.
2006 *Curator*, Debut III, Blindside Artist Run Space, Melbourne, Victoria, AUS.
Committee Member, Blindside Artist Run Space Inc., Melbourne, Victoria, AUS.

Awards, Grants and Scholarships

- 2020 *stART Grant program*, Arts Queensland, Brisbane, AUS.
2014 *Jeremy Hynes Award*, Institute of Modern Art, Brisbane, Queensland, AUS.
2013 *Sunshine Coast Art Prize – 3D*, Noosa Regional Gallery, Queensland, AUS.
Ian Potter Cultural Trust, Brisbane, Queensland, AUS.
2004 *Arts Queensland Monthly Grant*, Brisbane, Queensland, AUS.
1998 *Anne & Gordon Samstag International Visual Art Scholarship*, South Australia, School of Art.

Selected Solo Exhibitions

- 2019 *New Statements*, The Block Gallery, QUT, Brisbane, AUS.
2013 *New Dawn*, Boxcopy, Brisbane, Queensland, AUS.
ARGARMENIA, Tumo – center for creative technologies, Yerevan, Armenia.
2009 *Flashbacks*, Metro Arts, Gallery 2, Edward Street, The City, Brisbane, QLD, AUS.
2006 *InOut*, Blindside Artist Run Space Inc., Nicholas Building, Melbourne, Victoria, AUS.
2005 *Weapons on the Wall*, Institute of Modern Art, Fortitude Valley, Brisbane, QLD, AUS.
2003 *Weapons on the Wall*, The Farm Space, The City, Brisbane, QLD, AUS.
2000 *Hire Me Out*, Gallery 1, California Institute of the Arts, Valencia, Los Angeles, U.S.A.
1999 *Untitled Exhibition*, California Institute of the Arts, Valencia, Los Angeles, U.S.A.

Selected Group Exhibitions

- 2021 *All my friends are leaving returning to Brisbane*, Outer Space, Judith Wright Centre of Contemporary Arts Brisbane, QLD, AUS.
Machinae Anima, Berthold Centre, Saint-Petersburg, Russia
2020 *EUROPEAN MEDIA ART FESTIVAL (EMAF)*, Osnabrück Germany.
2016 *GAME VIDEO/ART. A SURVEY, XX1* Triennial International Exhibition, IULM Milan
2015 *Electrofringe*, IRL Digital Festival, Brisbane Power House, QLD, AUS.
2013 *Biennale 01*, Armenian Center for Contemporary Experimental Art, Yerevan, Armenia.
MACHINIMA @ GAMERZ 9, Aix en Provence – curated by Isabelle Arvers, France.
FILE - Electronic Language International Festival, FIESP Cultural Center, Brazil.
2012 *DJ Culture: Contemporary Australian Video Art*, GoMA Cinémathèque, Brisbane.
exURBAN SCREENS, Frankston, Melbourne, Victoria, AUS.
2011 *Kick Off: curated program of contemporary video art*, Gold Coast Stadium, QLD, AUS.
2010 *Finalist: Premier of Queensland's National New Media Art Award*, GoMA, QLD, AUS.
Videoholica - International Video Art Festival: Keep the Illusion Alive, Varna, Bulgaria.
Vocal Thoughts, Contemporary Art Centre of SA Inc., Adelaide, South AUS.
Finalist: Hobart Art Prize, Hobart Art Gallery, Hobart, Tasmania.
Machinima, The Block, Creative Industries, QUT; Pinnacles Art gallery, Townsville, AUS
2009 *Sweet Lip*, Accidentally Annie Street Space Artist Run Initiative, Brisbane, QLD, AUS.
Visual Dust, Parer Place screens, Creative Industries, QUT, QLD, AUS.
Everything (et al), Metro Arts, Gallery 2, Edward Street, The City, Brisbane, QLD, AUS.

- 2007 *Christopher Howlett Enterprise: this is not art but design*, Victoria, QLD, AUS.
 2005 *Arc Biennial: Art & Design*, City Hall: Sherwood Room, Brisbane, QLD, AUS.
 2004 *Contraband Stowaway Lounge: Artist-Made Karaoke Videos*, 12th Inter-Society of Electronic Arts, Helsinki, Finland and Stockholm & Tallinn, LA Freewaves 9th Festival of Film, C-level, China Town, Los Angeles, U.S.A.
 2000 *Ply*, Art Center College of Design, Pasadena, Los Angeles, U.S.A.
 1996 *Cue*, KickArts, Cairns Contemporary Art Space, Cairns, QLD, AUS.

Public Art & Commissions

- 2011 *Kick Off*, Gold Coast Suns Metricon Stadium, QLD, AUS.
 2010 *QUT Billboard project*, Kelvin Grove, Creative Industries Precinct, Brisbane, QLD, AUS.

Interviews

- 2013 *The World of Alternate Reality Gaming in Armenia*, CIVILNET, Yerevan, Armenia.
 2012 *Artistic Machinima and Britney Spear's Pink Mansion by Mathias Jansson*, Art21 Blog, Art in the Twenty-First Century, PBS, U.S.A.
 2010 *Australian Art Market Report: Interview by Serena Bentley*, Issue 36, April, NSW, AUS.

Selected Publications

- 2014 *In Profile: Chris Howlett*, ARGARMENIA by Christy Dena, RealTime Arts Magazine online.
 2013 *Interview with Mathias Jansson in Machinima! Theories. Practices. Dialogues* by Bittanti, Matteo & Lowood, Henry (Eds.), Milan: Edizioni Unicopli, page 237-251, ISBN 9788840016542.
Eyeline Review, Chris Howlett: New Dawn by Tim Walsh, Eyeline Contemporary Art Magazine, Issue 80, pg.102-103, Queensland AUS
 2012 *Confronting Consensus: The Art and Politics of Christopher Howlett* written by Mark Webb and Mark Pennings, Eyeline Contemporary Visual Arts, Issue 76, p.38-47, QLD, AUS.
 2010 *In the not too distant future by José Da Silva*, Premier of Queensland's National New Media Art Award Catalogue Essay, p16-19, QLD, AUS.
The past informs the future by Danni Zuvela, RealTime Magazine: Issue 99, Oct-Nov, AUS.
 2009 *Flashbacks by Mark Webb*, Flashbacks Catalogue Essay, August, Brisbane, AUS.
Bold Intersection in Time by Suzanna Clarke, In the Frame, ETC, Courier Mail, Aug, AUS.
Flashbacks by Mark Pennings, Eyeline: Contemporary Visual Arts Number 70, p.83, AUS.
 2006 *A Semiotic Analysis: Sound & Text Exercises by Chris Howlett*, Blindside Cat. Essay, AUS.
 2005 *Let's Get Political by Rex Butler*, in BAM, The Courier Mail, Jan 1st, Brisbane, AUS.
 2004 *Weapons on the Wall: Seduction is Important by Chris Handran*, IMA catalogue, QLD, AUS.
 2003 *Reviews by Chris Handran*, Eyeline: Contemporary Visual Arts, Number 52, p.47, QLD, AUS.

Statement of Professional Practice

Presently, my art practice utilizes interactive video, performance and sound art, site-specific sculpture, machinima, and painting to explore a number of fundamental questions around the way in which new technologies shift cultural and political understandings of our physical and psychological selves. Through combining 3D game play with interactive game mods, video projections, sound works and site-specific installations, my works activate an immersive space from which to critically and creatively consider how reality and simulated environments both construct and reconfigure our ideas about the nature of identity. By doing this, my work asks us to reflect on how we function as a society in response to these new spaces of interaction, how we might respond to the political dimensions of these expanded sites of inhabitation, and how they might also represent a more troubling scenario for the possibility of dissent or opposition in our media saturated culture.

Bio

I currently hold a Doctor of Philosophy degree (PhD) from Queensland University of Technology, in Brisbane, Australia and graduated with a MFA at the Californian Institute of the Arts in 2000. My works have been exhibited internationally including the XXI Triennial International Exhibition in Milan, GamerZ in Marseille, France, Inter-Society of Electronic Arts in Helsinki, Finland and Stockholm; Videoholica International Video Art Festival in Bulgaria; Los Angeles Freewaves Festival of Film, Video and New Media and exhibited work at the Art Centre College of Design in Pasadena, California. My solo and collaborative

works have also been exhibited locally at the Gallery of Modern Art, Institute of Modern Art, the QUT Art Museum, The Arc Biennial for Art & Design and interstate at the Contemporary Art Centre of South AUS, Hobart Art Gallery, Cairns Contemporary Art Space and Blindside Artist Run Space in Melbourne. My public art commissions include "KICK OFF" which was a curated screen-based program at the new Metricon Stadium Homeground of the Gold Coast Suns and AUS's largest public art canvas the QUT billboard project. In 2012, I was part of the DJ Culture: Contemporary AUSn Video Art, screening in the Cinémathèque at Gallery of Modern Art and in 2013 underwent a residency in Armenia at Tumo – center for creative technologies where I completed a series of Alternate Reality Games called ARGARMENIA.