

Fred Adam - Currículum Vitae

English - 2023



Nationality: French
. Live in Spain since 1999
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Year of birth: 1968, Morlaix, France

CGeomap project
info.cgeomap.eu
Locative Media online courses
supercluster.eu
Locative Media Research
gpsmuseum.eu
oikaspain.com
Artistic projects (archive)
transnationaltemps.net

New Media artist, researcher and freelance expert in spatial narratives and locative media oriented to ecology.

International awards:

Obtention of several international awards and artistic grants in the field of digital art. First price category CD.Rom *INA Imagina 96* in Milano. Scholarship of the *Fondation de France* in 1996 .Third international price from the Fundación Telefónica for the international contest *Vida 4* in 2001. Elected *Artist Generation 2004* by the Fundación Caja Madrid.

Profile

Fred Adam is a French creative specialist in Locative Media and a Freelance Art Director for Locative Storytelling & Mobile Learning projects with the co-creation of the CGeomap editor (<https://cgeomap.eu/info>). He is member of the pioneer Art collective Transnational Temps (transnationaltemps.net), at the confluence between ecology, digital Art and environmental activism since the year 1999. Fred is especially interested in the potentials of Locative Media and spatial narratives in the public space for the better understanding of our surrounding, exploring space, time and the beauty of Earth and the Universe (oikaspain.com). The Supercluster Locative Media online playground (supercluster.eu) he created with the artist Geert Vermeire is the place where he experiments with a growing network of artists and researchers and through the organization of online courses and workshops, the potentials of an emerging interactive audiovisual language rooted in the intelligence of Nature. A very important place is given to the locative sounds in a set of experimental hypermedia creations mixing in different ways, games, mobile learning, history, Earth science and Cosmology.

Art Direction of environmental projects with scientists

Ocean of Know educational project, NY (USA) (1996-2001), *The Walk through Time* app. with Geoff Ainscow, ex member HP LAB laboratories, CA (USA) (2011-2014), Big History Association IBHA event, 2012, Grand Rapids, MI (USA). *A Deep Time Walk* app. Schumacher College University in England (2014-2017). Several Oika project, especially the *Oikaspain.com* project in collaboration with the American scientist Rich Blundell (2014 - present)

Art Direction of artistic technological projects with cultural institutions

Sonidos Rituales app. Museum of America in Madrid (2015), *Mapa del Exilio Español*, Spanish Cultural Center of Mexico DF CCEMX. *Enclave Cultura Territorio* collaborative cultural maps with the city of Murcia, Spain. Several projects with the storyteller from Canada David Merleau.

Collaboration with sound artists and storytellers

Collaboration with the artists Soundwalk Collective and the sound artist Francisco López for the creation of a mobile app, a *Jungle-ized* sound locative route, sonic reconstitution of the Amazon forest above Times Square (2016) and Miami Design District (2017). Creation for the Museo Reina Sofía of the *Audiosfera* app for sounds exhibition in collaboration with the sound artist and exhibition curator Francisco López. (2020). Co-creation of the walking app *Antventure* with the storyteller David Merleau (2023)

European projects

Project 101100392 - No One Forgotten (2023-2025), European Education and Culture Executive Agency (EACEA), *The Art of Connection*, Integration of people with disabilities and special needs with theatre, music and dance.

Project 101131773 - Walking Arts & Local Communities (2024-2028) CREA-CULT-2023-COOP, WALC builds on the previous work of hundreds of artists and researchers in a shared network practicing and interested to explore Walking Arts as a collaborative medium.

Organization of online courses

LOCATIVE MEDIA FOR EARTHLINGS IN A CHANGING WORLD, 2020

Collaboration with the artist and curator Geert Vermeire and the University Kings College of London for the creation and direction of the online course *Locative Media for Earthlings in a Changing World* addressing the Covid environmental crisis. A cohort of more than 30 participants from around the world joined for two weeks to learn about and experiment how locative media can be used to understand issues of (im)mobility, climate change and the COVID-19 pandemic.

THE MEETING OF THE WATERS - LOCATIVE MEDIA OCEANIA, 2021

Collaboration with the Australian artist Tracey Benson, the artist and curator Geert Vermeire and the University of Canberra for the creation and direction of the online course *The Meeting of the Waters* (meetingoceania.org) addressing environmental issues with water in Oceania with the participation of First Nation people. A cohort of 35 participants from around the world joined for more than two weeks to learn to respond collectively to issues with water.

READING WATER - CONTEMPLATIVE ECOLOGY, 2022

Collaboration with the artist Eman Abdou, the archaeologist Fay Stevens and the artists and curator Geert Vermeire, a project supported by a grant from the British Council. This online course is an encounter between 2 rivers, the Thames and the Nile. A cohort of more than 30 participants from around the world joined for one month to explore the concept of Contemplative Ecology.

publications

2015 – Chapter *Mobile Content and Walking Documentary, Teaching and Learning Science Step by Step with Smartphones* – for the book *Emerging Perspectives on the Mobile Content Evolution* IGI GLOBAL Publisher; Universidad de Murcia UMU - Spain

2015 – Chapter *Teaching Aris Games in Art Schools* – for the book *Mobile Media Learning: Innovations and Iterations*. ETC Press - Carnegie Mellon University – Pittsburgh USA

2012 – Chapter *Creativity and Hypermedia discourse* - ISBN 978-84-15463-44-3 – for the book *Arte Individuo y Sociedad* ISSN1131- 5598 - Universidad de Murcia UMU – Spain