

Kevin Walker

My work balances the computational and the critical, driven by a love/hate relationship with technology. While I relish experimenting with hardware and software, I stay attuned to the bigger picture, examining the values and assumptions embedded in technology and society.

My process alternates between analog and digital, zooming in and out to explore different perspectives. Drawing has always been central to my practice, forming the foundation of my creative process. It feeds into diverse outputs, including performance, installation, sound, and moving image works. I am deeply hands-on, programming my own software and creating bespoke electronics, plus building using a range of methods and materials.

Increasingly, my work bridges cultural and philosophical traditions, informed by a background in anthropology. I seek to balance science with cross-cultural spiritual practices, sustainability and social justice, infused with elements of randomness and surrealism.

By combining computational, critical, and cross-cultural perspectives, I aim to provoke audiences to question their assumptions—and the underlying structures of the reality systems we inhabit.

EXHIBITIONS, COMMISSIONS, RESIDENCIES

- 2025, ***Planetary Vexations*** 360 immersive work to be exhibited in May at Andromede planetarium, Marseille.
- 2024, ***Reserva na Fábrica residency***, Oeiras, Portugal. I produced a series of site-specific drawings.
- 2023, ***Fold Me, Bend Me, Break Me, Said the Computer*** film about AI commissioned by The New Real, one of five films selected for the 2024 *Nowness Short Film Awards*, Shanghai.
- 2023, ***Living on Nine Earths*** film commissioned by the British Council, premiered in Vietnam and London, exhibited at 2024 Gwangju Biennale.
- 2022, ***Daily Rituals*** film commissioned by the British Council, premiered in Seoul and UK, exhibited at 2024 Gwangju Biennale.
- 2022, ***FOlded 1n*** multisensory installation exhibited at NDSM Fuse Amsterdam 2022-23, collaboration with Anna Drupka.
- 2020, ***Connection Lost*** sound work commissioned by the UK Acoustics Network, exhibited at the Sorbonne, Paris, collaboration with musician/sound engineer Alexia Charoud.
- 2019, ***Return to Stone*** fabric prints and lightbox drawing exhibited at *Contemporary Archaeologies*, Athens.
- 2019, ***Interior Futures*** exhibition I curated at Royal College of Art in London.
- 2018, ***If a Tree Falls*** group exhibition between cosmologists & artists, Grizedale Sculpture Centre, UK
- 2017, ***L'Observatoire Bizarre*** performance at Royal Academy of Arts, London, collaboration with artists Michaela French and Helga Schmid.
- 2016, ***Space Station*** lightbox using real-time data commissioned by Transport for London, exhibited at Old Street Underground station, 2013-14; and *Space 2016* group exhibition.
- 2014, ***Welcome Home*** projected animations commissioned for permanent installation by Kensington Palace, London, collaboration with Nelly Michenaud.
- 2013, ***Panopticon*** animatronic installation and co-curated exhibition at The North Lodge, London.
- 2012, ***Traces*** prints exhibited in group exhibition at Motorcade/Flashparade Gallery, Bristol, UK.
- 2012, ***Epitaph*** sound and projection design for immersive theatre performance at Arnos Vale Cemetery, UK.
- 2012, ***Happenstance*** residency at Spike Island gallery, Bristol, UK.

EDUCATION

PhD, Museums and Technology, Institute of Education, University of London.

MPS, Interactive Telecommunications, Tisch School of the Arts, New York University.

BA (Honours), Anthropology + Mass Communications, UC Berkeley.