ROSELLA PAULINA GALINDO ESPARZA

London, UK
Rosella.GalindoE@gmail.com
Skype: paw_yum

EDUCATION

Ph.D. in Media and Arts Technology, Queen Mary University of London, United Kingdom. **now**

Advanced Placement Project: "Filling in Memory Holes: the green screening research." (*Detailed information in the Appendix*)

Supervisor: Pat Healey (Cognitive Science Research Group, QMUL)

Host: Split Britches & In Company Collective

M.A. in Art, area of specialization: analysis of art. Universidad Autónoma de Aguascalientes, Mexico. *Summa cum laude* (Overall GPA 9.62 / 10.00) **2014**

Thesis: "Dance and Interactivity: reflections on the aesthetic experience of the performer in Dance with Digital Media through the technique of Motion Tracking." (*Detailed information in the Appendix*)

Supervisor: Professor Juan Pablo Correa Ortega (UAA)

Co-supervisor: Professor Johannes Birringer (Brunel University)

Postgraduate Visiting Researcher. Brunel University, London, United Kingdom. **2014**

Supervisor: Professor Johannes Birringer (CCDP).

Research focused on Interactive Systems, New Media and Digital Performance. Assistant and Performer at the DAP-Lab (Brunel University, Sadler's Wells and BBC Radio).

B.A. in Performing Arts, area of specialization: contemporary dance. Universidad de Guadalajara, Mexico. *Academic distinction* and *Highest grade point average* (Overall GPA 98.98 / 100.00) **2014**

B.A. in Sciences and Techniques of Communication. Universidad Interamericana para el Desarrollo, Mexico. *Highest grade point average* (Overall GPA 9.68 / 10.00) **2011**

A.A. in Multimedia Production. Universidad Interamericana para el Desarrollo, Mexico. *Academic excellence and Highest grade point average* (Overall GPA 9.73 / 10.00) **2009**

B.S.E. in Computer Systems Engineering. Universidad Panamericana, Aguascalientes, Mexico. One year of college-level studies. **2004**

DANCE STUDIES

Integral Training. Universidad de las Artes, Aguascalientes, Mexico. *Contemporary Dance Programme. Training in: Graham dance and Ballet (Russian technique).* **2010 2012**

Integral Training. MESJENET Dance Studio, Aguascalientes, Mexico. *Advanced level. Training in: Jazz dance, Contemporary dance and Ballet.* **2006 2008**

Jazz Dance Training. Dance School, Cultural Institute of Aguascalientes. Mexico. **2002 2006**

Ballet Training. Dance School, Cultural Institute of Aguascalientes. Mexico. **2005 2003**

ADITIONAL TRAINNING	

Digital Lab module, M.A. in Contemporary Performance making. Lecturer: Johannes Birringer. Brunel University, London, United Kingdom. **2014**

'V Seminario Internacional de Educación Artística', Art and Interdiscipline: science, politics and religion. UAA. **2013**

Technology and Media Art workshop. Lecturer: Susana Pérez Tort. UAA.

Aesthetic Politics: production and empowerment in contemporary choreography workshop. Lecturers: Esthel Vogrig & Nuria Fragoso. V International Fest 'Cuatro X Cuatro'. **2013**

The intermediate body: Intermedial scenic composition workshop. Lecturers: Esthel Vogrig & Nuria Fragoso. V International Fest 'Cuatro X Cuatro'. **2013**

Corporal reflection and dancistic unlearning: without a priori workshop. Lecturer: Nadia Lartigue & Leonor Maldow. V International Fest 'Cuatro X Cuatro'. **2013**

Cultural Management workshop. Lecturer: Javier Martínez-Burgos, INAH & UNAM cultural heritage representative. UAA. **2012**

'IV Seminario Internacional de Educación Artística y Gestión Cultural', Thinking art and its management during XXI century from university. UAA **2012**

Digital Graphic Design diploma. Instituto Autónomo de Estudios. **2012**

4th Professional Training Centres for Contemporary Dance Meeting. Instituto Nacional de Bellas Artes y Efel Danse A.C. **2011**

Physical and Gestural Theatre: mime, pantomime, and body. Grupo Rehilete y Academia de la Danza de Aguascalientes. **2011**

Contemporary (Graham technique), Ballet (Russian technique), Folk dance, Modern dance. Universidad de las Artes, Aguascalientes Cultural Institute. **2009 2011**

Choreography workshop. Lecturer: Alicia Sánchez. Universidad de las Artes, Aguascalientes Cultural Institute. **2010**

Adobe After Effects workshop, certified by Adobe Systems Inc. Universidad la Concordia. **2009**

English major. Harmon Hall. **2007**

Analog Photography. Visual Arts Centre, Aguascalientes Cultural Institute. **2006**

Jazz Dance, 4 years training. Georges Berard Dance School, Aguascalientes Cultural Institute. **2002 2006**

Ballet, 2 years training. "Georges Berard" Dance School. **2003**

Aguascalientes Cultural Institute. **2005**

FELLOWSHIPS AND AWARDS	

Queen Mary Principal's funded research studentship, in the School of Electronic of Engineering and Computer Science. Funding for Ph.D. studies at Queen Mary, University of London (United Kingdom). **now**

National Council for Science and Technology (CONACyT) 'Beca Mixta'. Funding for research stay in the Centre for Contemporary and Digital Performance at Brunel University, London (United Kingdom). **2013 2014**

National Council for Science and Technology (CONACyT) 'Beca Nacional'. Funding for the M.A. in Art programme at Universidad Autónoma de Aguascalientes, Mexico. **2012 2014**

Representative of Mexico in the Hip Hop International event. MegaCrew category. Performer at "Beyond the Groove" Dance Company. Las Vegas, Nevada, United States of America. **2013**

'Programa de estímulo a la creación y al desarrollo artístico. Aguascalientes' award (ICA/CONACULTA). Under the Research and Dissemination of Cultural Heritage category. Grant for the research "The shadow of Dance. The historical development of dance at the Cultural Institute of Aguascalientes." **2012**

'Fondos Mixtos' award (ICA/CONACULTA). Under the Attention to Youth **2010**

category. Grant for the artistic project "Dance to the Beat III: Breaking borders."

Honor student. Lyrical Jazz dance and Hip hop dance workshop. Advanced level. Estudio Profesional de Danza MESJENET durante el Verano. **2006**

Honor student. INDEP-JAZZ '1er. Encuentro Estatal de Danza'. **2004**

RESEARCH & PRACTICAL WORK

Dance, performance and digital media. Invited lecture. Contemporary Art Seminar for the B.A. in Art Sciences and Cultural Management, Universidad Autónoma de Aguascalientes (Aguascalientes, Mexico). **2015**

Dance and Technology. A reflection upon interactivity processes in dance with digital media. Conference and Magazine article. Arts Education International Seminar (SIEA), Universidad Autónoma de Aguascalientes (Aguascalientes, México). **2015**

Dance and Interactivity. Master's thesis research: methodology, experience and results. Invited lecture. M.A. in Art Induction Course (2015-2017 generation), Universidad Autónoma de Aguascalientes (Aguascalientes, Mexico). **2014**

The shadow, by Manaskarn Insang. Interactive software assistant. Insang's final project for the M.A. in Contemporary Performance Making, Brunel University (London, United Kingdom). **2014**

For the time being (Victory over the sun). Perfomer and Assistant. DAP-Lab interactive performance at BBC Radio & Lilian Baylis Theatre/Sadler's Wells (London, United Kingdom). **2014**

Dance and Interactivity. Reformulation of the language in the scenic space through interactive digital media. Case study: Glow, by Obarzanek and Weiss. Paper. 4th International Conference "Postgraduate Research", Universidad Autónoma de Aguascalientes (Aguascalientes, Mexico). **2013**

Dance in the entertainment industry. Round table. Round table moderator. Academic activity for the B.A. in Performing Arts, Universidad de Guadalajara (Aguascalientes, Mexico). **2013**

The shadow of dance. The historical development of dance at the Cultural Institute of Aguascalientes. Conference and video production/projection. 1st Contemporary Dance National Festival 'Bienal Innexo' (San Jose de Gracia, Aguascalientes, Mexico). **2013**

Contemporary dance and Technology. An analysis of the current trends at Mexico. Paper. 1st Forum for Contemporary Dance Production and Management experiences, within the XXVIII Contemporary Dance Metropolitan Meeting (Monterrey, Mexico). **2013**

Cultural dissemination politics in Aguascalientes. A chronological analysis of mass media in Aguascalientes. Thesis research. B.A. in Sciences and Techniques of Communication, Universidad Interamericana para el Desarrollo (Aguascalientes, Mexico). **2011**

Production of promotional videos for the Cultural Institute of Aguascalientes. Internship research and Video production. A.A. in Multimedia Production, Universidad Interamericana para el Desarrollo (Aguascalientes, Mexico). **2009**

PROFESSIONAL EXPERIENCE

Teacher of History of Art, Dance and Choreography. Colegio del Arte y las Ciencias (Aguascalientes, Mexico). **2014 Pres.**

Teacher of English as a second language. Preparatoria Forum de Universidad la Concordia (Aguascalientes, Mexico). **2014 Pres.**

Executive producer. Belly Gym dance academy. Shows management (Aguascalientes, Mexico). **2014 2015**

Freelance filmmaker and photographer. Filmmaking and photography for cultural and art events. Art events planning. Multimedia and graphic design for performing arts (Aguascalientes, Mexico). **2007 Pres.**

Dance teacher. Contemporary dance, Jazz dance and Street dance. Belly Gym dance academy, Ollín dance academy, Family Development Centre, and Cultural Institute of Aguascalientes (Aguascalientes, Mexico). **2008 2013**

Filmmaker and multimedia designer for the university Term Closing Events. Centro Regional de Educación Normal de Aguascalientes (Aguascalientes, Mexico.) **2009 2010**

Communication and public relations assistant. Filmmaking and multimedia production. Promoting the Institute's cultural and art events. Universidad Interamericana para el Desarollo's Internship programme in the Cultural Institute of Aguascalientes (Aguascalientes, Mexico). **2008**

RESEARCH INTERESTS

Body, time and space in performance and technology.
Telematics, robotics and virtual reality embodiment.
Communication and aesthetic responses into interactive multimedia systems.
Reformulation of artistic languages through interactive digital media.
Dance technology.
Aesthetics of performance and technology.
Avant-garde and contemporary forms of art.

LANGUAGES

Spanish:
  Native speaker.
English:
  Advanced user.

APPENDIX

DETAILED SYNOPSIS OF ADVANCED PLACEMENT PROJECT

<u>Filing in Memory Holes</u>
The Green Screening Research

This research aims to develop new mixed-reality stage environments for the project 'Green Screening': a workshop for stroke survivors, created by the performance company 'Split Britches'.

The workshop process currently uses chroma-key techniques to place stroke survivors in a fantasy world of their own making. The underlying idea is that this provides a productive and therapeutic way for them to fill in the 'blank spaces' left behind after a stroke with new images and insights. The objective of this project is to provide a new, more effective technical infrastructure for this project that goes beyond chroma-key by taking advantage of the potential for projecting embodied interaction into a virtual environment.

We explore the concept of real-time configurable digital scenography for a live audience, as a means to push a stroke survivor's imagination and creativity forward and aiming to answer the questions: Can performance techniques help people to recover from a stroke? And how is stroke survivors' experience transformed through the implementation mixed-reality techniques?

This research is being developed in collaboration with Queen Mary University of London, as well as the hosts of the placement: Split Britches / In Company Collective. Active elements of the project: Pat Healy (supervisor), Matt Delbridge (researcher) and Davy Smith (developer).

DETAILED SYNOPSIS OF MASTER'S THESIS

<u>Dance and Interactivity</u>
Reflections on the aesthetic experience of the performer in Dance with Digital Media through the technique of Motion Tracking

This thesis provides a critical view of the aesthetic experience of the performers in the Digital Dance Performance (DDP) with Motion Tracking (MT). The focus of this view is the process of interactivity between the performer and the digital media.

The research was built upon the academic work of researchers of performing arts, media and technology, as well as on literature about the experience of dancers, choreographers and performers associated with DDP and MT.

It aims to answer questions like: What happens when digital media turn into an active role within the DDP with MT? And how is performers' aesthetic experience transformed through interactivity in DDP with MT? Such answers led to characterize the transformation of performers' self-perception and aesthetic experience in the DDP with MT through a set of constructs.

First, the performers' perception is described trough four interconnected categories: dialog between actors, digital partners, the rethinking of the space and amplification of the conscience. Second, the aesthetic experience of the performers of the DDM with MT is consequently characterized through four intertwined constructs: technological body, augmented reality, playful element and adversity.

This research was created in collaboration with the *Centre for Contemporary and Digital Performance* at *Brunel University*, UK, and the *Research Centre for Cultural Development and Artistic Education* (CIDCEA) at the *National Institute of Fine Arts* (INBA), Mexico. Funded by the *National Council for Science and Technology* (CONACyT), Mexico.

APPENDIX

EDUCATION: MAIN MODULES COVERED

Ph.D. in Media & Arts Technology	Interactive digital multimedia techniques, Sound recording and production techniques, Design for human interaction, Digital Arts Documentary, Research Methods, Networks planning, finance and management, and Advanced placement project.
M.A. in Art	Theory of art, Aesthetics, Reader-response criticism, Avant-garde and Contemporary art, and Art critic. Modules in research methodologies applied to the study of art were included in each semester.
Postgraduate Visiting Researcher	*Digital Lab* module included Visual processes, Audiovisions, Sonic art / Performance, Introduction to electronics, Isadora software, Digital objects, Real – time interactive programming, and Mixed realities.
B.A. in Performing Arts	Art, science and society, Aesthetics, Contemporary theories of art, Folk, classical and contemporary dance, Formal and existential performance, Scenic space, Set design, and Scenic illumination.
B.A. in Sciences and Techniques of Communication & **A.A.** in Multimedia Production	Research methodologies, Screenwriting workshop, Computer science, Audio-visual production, Multimedia digital edition and interactivity, Photography, Sociology of the communication, and TV production.
B.S.E. in Computer Systems Engineering	Introduction to engineering, Differential and integral calculus, Algebra, Linear algebra, Physics, Digital circuits, Analysis and designs of algorithms, C/C++ programming and Chemistry.