

Sarah Kenderdine (b.1966, Sydney, nat. NZ)

Sarah Kenderdine is at the forefront of research into immersive experiences for location based entertainments centers, principally museum and galleries, and collaborates with major international organizations and researchers in the pursuit of these interests. Her current research focus for built media is the use of augmented high-resolution stereographic panoramas and spherical video for heritage-based interpretation of tangible, abstract and intangible heritage. This includes the development of immersive audiovisual, algorithmic and interactive strategies that engage participants in a kinesthetic inhabitation of virtual environments, methodologies for co-evolving narrative which equalize the relationship between object and user, and the application of artificial intelligence for situated mass public interactivity in immersive serious games.

Sarah Kenderdine is by training a maritime archaeologist and curator, and has published a number of authoritative books on shipwrecks. Since 1994 she has developed seminal portal websites and groundbreaking digital environments for cultural organizations. Sarah Kenderdine has an extensive fieldwork history for cultural heritage projects predominantly in the greater Asian region and exhibits her built work worldwide. She is currently head of Special Projects and Project Manager for The Virtual Room at Museum Victoria, and a Director for International Society of Virtual Systems and Multimedia. Sarah Kenderdine publishes widely and co-edited and co-authored *Theorizing Digital Cultural Heritage* with MIT Press in 2007. Her recent works include *Sacred Angkor* (2004), *Place-Hampi* (2006) and *The Eye of Nagaur* (2008), and she is curator, designer and contributing artist for the upcoming exhibition *Ancient Hampi: the Hindu Kingdom Brought to Life* at the Immigration Museum, Melbourne.

Selected Publications: (2004-2008)

2008, "The Eye of Nagaur Visualising the inner life of Ahichatragarh Fort at Nagaur, Rajasthan"
VRMAG accessed online: May 2008

<http://www.vrmag.org/vartist/spotlight/THE_EYE_OF_NAGAU.html>

2008, & Jeffrey Shaw with Dennis Del Favero and Neil Brown, "Place-Hampi: Co-Evolutionary Narrative & Augmented Stereographic Panoramas, Vijayanagara, India", chapter, *New Heritage: New Media And Cultural Heritage*, eds. Yehuda E. Kalay, Thomas Kvan, and Janice Affleck, Routledge., an imprint of Taylor & Francis Books, Ltd., 2 Park Square, Milton Park, Abingdon, Oxfordshire.

2008, "An Entanglement of People-Things: Place-Hampi", special issue on Digital Matter Intangible Cultural Heritage for the International Journal of Digital Cultural Heritage and E-Tourism (IJDC). Inderscience Publishers Ltd. In press.

2007, "Place-Hampi: Stereoscopic Panoramas of Vijayanagara, India", *Museum Australia Magazine*, August 2007, Australian Museum and Galleries, Australian Capital Territory.

2007 "Somatic Solidarity, Magical Realism and Animating Popular Gods: Place-Hampi "where intensities are felt"", in (eds). Banissi, E., Burkhard, R. A., Grinstein, G., Cvek, U., Trutschl, M, Stuart, L., Wyeld, T. G., Andrienko, G., Dykes, J., Jern, M., Groth, D., and Ursyn, A.) proc. of the 11th European Information Visualisation Conference, IV07, Zurich, Switzerland, July 03-07, IEEE Comp Society, pp. 402-408.

2007, "The Irreducible Ensemble: Place-Hampi", selected Proceedings, *13th Annual Virtual System and Multimedia Conference*, Brisbane, September 2007, Lecture Notes in Computer Science, Publisher Springer Berlin / Heidelberg.

& Cameron, F. 2007, eds *Digital Cultural Heritage: a critical discourse*, MIT Press: Media in Transition, Cambridge, Massachusetts.

2007, "Speaking in Rama: Panoramic vision in cultural heritage visualisation", chapter in Fiona Cameron and Sarah Kenderdine, eds, *Digital Cultural Heritage: a critical discourse*. MIT Press: Media in Transition series, Cambridge, Massachusetts.

2006, "Place-Hampi: Co-Evolutionary, Narrative & Augmented Stereographic Panoramas, Vijayanagara, India", *VR Mag*, url:

http://vrm.vrway.com/vartist/spotlight/PLACE_HAMPI_STEREOGRAPHIC_PANORAMAS_OF_VIJAYANAGARA_INDIA.html

2006, & Jeffrey Shaw et al, "Place-Hampi: Co-Evolutionary Narrative & Augmented Stereographic Panoramas, Vijayanagara, India", *New Heritage Beyond Verisimilitude*, Proceedings of the New Heritage Conference, eds, Kvan, T. & Kalay, Y. The Faculty of Architecture, University of Hong Kong, 13-14th March. ISBN: 9627757-08-X.

2005, "VROOM (Virtual Reconstruction of Olympia Model): The creation of a Virtual Tour from a digital model", chapter in *The Sydney 2000 Olympics Book, sport and festival in the ancient Greek world*, eds. Drs D. Phillips and David Pritchard, Classical Press of Wales. ISBN 0-9543845-1-2

2004, "Stereographic panoramas of Angkor, Cambodia", Virtual System and Multimedia, Gifu, Japan, November 2004, *International Society for Virtual Systems and Multimedia*.

2004, "Stereographic panoramas of Angkor, Cambodia" Virtual System and Multimedia, Gifu, Japan. Virtual Systems and Multimedia.

2004, "Avatars at the Flying Palace: Stereographic panoramas of Angkor Cambodia", ICHIM 2004, Berlin, Museum Archives and Informatics. CD ROM.

2004, and Doornbusch, P. "Presence and sound: Identifying Sonic Means to "Be There". Consciousness Reframed, Beijing, November.

2003, and Hart, T. "This is not a Peep Show! The Virtual Room at the Melbourne Museum", *International Committee on Hypermedia and Interactivity 2003*, Paris. Museum Archives and Informatics. CD ROM.

Selected works: (2004-2008)

2008-, *Ancient Hampi: The Hindi Kingdom Brought to Life*, Immigration Museum, exhibition curator/designer and exhibiting artist (*Place-Hampi*), until Feb 2010, Melbourne, Australia

2008, *UNMAKEABLELOVE*, premier, eArts/eLandscape, Shanghai, China

2008, *Place-Hampi*: eArts/eLandscape, Shanghai, China

2008, *The Parallax Arcades*, platform premier eArts/eLandscape, Shanghai, China

2008, *The Eye of Nagaur*, Nagaur Fort, permanent on site installation, Rajasthan, India

2008, *Place-Hampi: Panorama Festival*, ZKM, Karlsruhe, Germany

2007, *Place-Hampi*: Berlin Festival, *From Spark to Pixel*, Martin Gropius Bau, Berlin, Germany

2006, *Place-Hampi*: (co-production with iCinema Centre, UNSW; Epidemic, France, ARC), *Lille3000*, Opera House, Lille, France

2006-, *Zoom In Up Close, the Macro World of Peter Parks*, The Virtual Room, Museum Victoria 2006-2006, curator for The Virtual Room, Singapore Science Centre, Singapore: December 2006-March 2007.

2006, *Place-Hampi*, (co-production with iCinema Centre, UNSW), IDM Jamboree, Singapore Science Centre, Singapore: January 2007 (sponsored by UNSW Asia). A single interactive 3D journey through augmented stereographic panoramas of Vijayanagara, India.

2006, *Sacred Angkor, ArcheoVirtual*, Paestum, Italy

2005, *Victoria Goes Expo*, The Virtual Room, commissioned by State Govt of Victoria, toured through State of Victoria.

2005, curator for The Virtual Room, Museum of Transport and Technology, Auckland, New Zealand: December 2005-August 2006.

2005, curator for The Virtual Room, Toyota Museum, AICH, World Expo

2005, curator for The Virtual Room, Miriakan Museum, Toyko

2004-, *Sacred Angkor*, The Virtual Room, permanent exhibition, Museum Victoria.