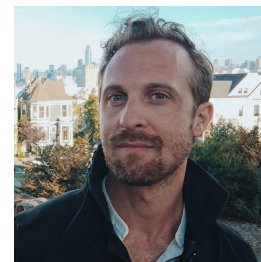


Peter NELSON
Assistant Professor
Academy of Visual Arts
Email: peteracnelson@hkbu.edu.hk



Employment

Assistant Professor

Academy of Visual Arts
Hong Kong Baptist University
Hong Kong
1 Sept 2022 → present

Research outputs

Choreomata: Performance and Performativity after AI

Alonso Trillo, R. (ed.), Poliks, M. (ed.), Munster, A., Rossiter, N., Parisi, L., Bolt, B., Tilford, K., Negarestani, R., Impett, J., McCormack, J., Cavia, AA., Audry, S., Vincze, D., Cuan, C., Stiles, S., Anadol, R., Kivrak, P., Musil, T., Vosecká, K., Rosa, R., & 4 othersSchubert, A., Mattin, Nelson, P. AC. & Walshe, J., 21 Dec 2023, 1st ed. Routledge. 528 p.

Descendent: Understanding the Digital Production Process From Human Interpretation to Algorithmic Interpolation to AI Inference

Nelson, P., 20 Dec 2023, *Choreomata: Performance and Performativity after AI*. Alonso Trillo, R. & Poliks, M. (eds.). 1st ed. London; New York: Chapman and Hall/CRC, p. 467-481 15 p.

Rethinking Instrumental Interface Design: The MetaBow

Alonso Trillo, R., Nelson, P. & Michailidis, T., 4 Dec 2023, (Accepted/In press) In: *Computer Music Journal*. 47, 2

Computer Games As Landscape Art

Nelson, P., 1 Sept 2023, 1 ed. Switzerland: Palgrave Macmillan. 201 p.

Claustrophobia, Repetition and Redundancy: The Economy and Aesthetics of User-Generated Content in Sandbox Computer Games

Nelson, P., Jul 2023, In: *Game Studies*. 23, 2

Re-Envisioning Myriad Happenings: Through Digital Lens: 2023 Shenzhen-Hong Kong-Macao Digital Design Exhibition

SHIN, G. J., WANG, Y., SEO, H., NELSON, P., WONG, W. S., WHITTLE, M., CHAN, K., LAM, K. & LI, X., 27 Apr 2023

Perform | Augment | Remix

Alonso Trillo, R., Nelson, P. & Sudhee, L., 10 Dec 2022

Machine Visions

Alonso Trillo, R., Nelson, P. & Poliks, M., 19 Nov 2022

Realism in the Age of the Simulated Image: Two Black Holes

Nelson, P., 1 Oct 2022, In: *Leonardo*. 55, 5, p. 489-492 4 p.

3—F.N.S.X@ 未来历史: F.N.S.X@ 未来历史 : 艺术与科技展览

Fong, J. M. Y., Nelson, P., Shanken, D., Fei, J. & Xu, Y., 26 May 2022

Getting Creative with 3D Graphics: Evaluating Pedagogical Experiments During 18-months of Online Learning
Nelson, P., 24 Sept 2021.

2—First CITYA 2021: curated International Art exhibition: City as a Medium

FONG, J. M. Y., LEE, W. K., WAN, A. L. K., NELSON, P., SHANKEN, D., O'DEA, T., NG, K. S. K., MAK, H. S. A., LEUNG, M. P., ALTENBURGER, E., WHITTLE, M., MARIDET, C., NIXON, L. & ABBAS, N., 17 Sept 2021

Ersatz Intelligence: Implications of Machine Learning for the Generation and Interpretation of Art and Artifacts

Shanken, D., Alonso Trillo, R., Mouillot, F., Nelson, P., Antony, M., Au, R., Duan, M. & Mai, J., 10 Jun 2021, *Art Machines 2 = 藝術儀貳: International Symposium on Machine Learning and Art 2021 Proceedings*. Allen, R. W. (ed.). 1st ed. Hong Kong: School of Creative Media, City University of Hong Kong, p. 224-225 2 p.

Landscape Forms: Machine Learning, 3D Form and Figuration (Abstract)

Nelson, P., Alonso Trillo, R., Mouillot, F., Shanken, D., Antony, M., Au, R., Duan, M. & Mai, J., 10 Jun 2021, *Art Machines 2: International Symposium on Machine Learning and Art 2021 Proceedings*. Allen, R. W. (ed.). School of Creative Media, City University of Hong Kong, p. 222-223

Experience-Based Learning in Extreme Environments: Expeditions and Media Art

Garner, A. O., Hessels, S. & Nelson, P., 3 May 2021.

The Billionaire Simulator is a Junkyard: The Semiotics of User-Generated Computer Game Landscapes

Nelson, P., 25 Mar 2021.

Collaborative Artistic Production Using Generative Adversarial Networks

Nelson, P., Shanken, D., Alonso Trillo, R., Mouillot, F., Antony, M., Au, R. & Duan, M., 19 Nov 2020.

Phantasmal spaces: archetypical venues in computer games

Nelson, P., 6 Nov 2020, In: Burlington Magazine.

Data stones

NELSON, P., 15 Oct 2019, *MM 2019 - Proceedings of the 27th ACM International Conference on Multimedia*. Association for Computing Machinery (ACM), p. 1139-1140 2 p. (MM 2019 - Proceedings of the 27th ACM International Conference on Multimedia).

Reconstructing A Historical Site Within A Computer Game

Nelson, P., 2 Aug 2019, *Serious Games = 严肃游戏*. Shanghai: HOW Art Museum, p. 10-14 5 p.

Encoding the Symptom or the Cause? Values in the Design of Computer Games that Represent School Mass-Shootings

Nelson, P., 13 Aug 2018, *Proceedings of The Philosophy of Computer Games Conference, Copenhagen, 2018*. IT University of Copenhagen, 16 p.

A Game Made From Other Games: Actions and Entities in Garry's Mod

Nelson, P., Nov 2017, p. 1-14. 14 p.

Awful Windmills: Power and Landscape

Nelson, P., 1 Jun 2017, In: Runway Journal. 33

Colliders with Context: Trees in First Person Shooter Computer Games

Nelson, P., 1 Nov 2016, *Proceedings of the Philosophy of Computer Games Conference, Malta, 2016*. Institute of Digital Games, University of Malta, p. 1-13 13 p.

Grottspace

Nelson, P., 1 Jun 2016, In: Runway Journal. 30

Starcraft II and Chinese Scroll Painting: Narrative Ideas for RTS Computer Games

Nelson, P. & MacMillan, E. H., 16 May 2016, *ISEA2016 Hong Kong CULTURAL R>EVOLUTION: Proceedings of the 22nd International Symposium on Electronic Art*. Leino, O. T. (ed.). School of Creative Media, City University of Hong Kong, p. 121-127 7 p.

Activities

Machine Visions

Peter NELSON (Participant) & Roberto ALONSO TRILLO (Participant)
19 Nov 2022 → 21 Jan 2023

Half-Real: The Computer Game as a Workshop

Peter NELSON (Speaker)
24 Oct 2022

Chinese Digital Games Research Association Annual Conference 2021

Peter NELSON (Moderator)
4 Dec 2021

A Books of Trees (Videotage Hong Kong || CITYA 2021)

Peter NELSON (Participant) & Janet M Y FONG (Participant)
17 Sept 2021 → 8 Oct 2021

First CITYA - Curating large-scale exhibition

Janet M Y FONG (Participant), Wing Ki LEE (Participant), Michael WHITTLE (Participant), Louis NIXON (Participant), Tom O'DEA (Participant), Nadim David ABBAS (Participant), Daniel SHANKEN (Participant), Peter NELSON (Participant), Annie L K WAN (Participant), Ekkehard ALTENBURGER (Participant), Mee Ping LEUNG (Participant), Kingsley S K NG (Participant), Hoi Shan Anson MAK (Participant) & Cedric MARIDET (Participant)
17 Sept 2021 → 16 Nov 2021

And The Ship Sails On

Peter NELSON (Participant)
28 Jun 2021 → 18 Jul 2021

Constructing Contexts

Peter NELSON (Participant)
10 Jun 2021 → 14 Jun 2021

Stroll: From Community to Nature

Peter NELSON (Participant)
30 May 2021 → 29 Aug 2021

Digital Birth: Zooming in on NFT@Art Basel Hong Kong 2021

Peter NELSON (Participant)
21 May 2021

Leave Your Body Digital Residency (Videotage Hong Kong || Art Basel Hong Kong)

Peter NELSON (Participant)
26 Nov 2020 → 30 Nov 2020

Autosave Redoubt (Collaboration with Yale University and the Yale China Association)

Peter NELSON (Participant)

31 Oct 2020

Artist in residence by Videotage Hong Kong

Peter NELSON (Participant)
1 Sept 2020 → 18 Sept 2020

Game Engines Beyond Games symposium

Peter NELSON (Participant)
29 Aug 2020

The Mod Theory conference

Peter NELSON (Organiser)
18 May 2020 → 28 May 2020

ACM MM Art Show 2019, Nice

Peter NELSON (Participant)
21 Oct 2019 → 25 Oct 2019

When Artists Enter The Factories, curated exhibition

Peter NELSON (Participant)
19 Oct 2019 → 22 Nov 2019

Brooklyn Army Terminal

Peter NELSON (Speaker)
18 Oct 2019 → 22 Nov 2019

Serious Games

Peter NELSON (Participant)
2 Aug 2019 → 2 Nov 2019

Mod Theory, Digital Geography Research Group Symposium

Peter NELSON (Participant)
3 Jul 2019

ISEA Curated Exhibition

Peter NELSON (Participant)
22 Jun 2019 → 28 Jun 2019

RMeS Workshop: Platforms, Play, Cartography

Peter NELSON (Participant)
27 May 2019

Procedural Generation and Chinese Aesthetics', Transmodern Festival of Comparative Literature

Peter NELSON (Participant)
23 Mar 2019 → 12 Apr 2019

Liminal Encounters

Peter NELSON (Participant)
7 Nov 2018 → 6 Jan 2019

'When to use a first-person shooter as a historical tool? Ludic site preservation in Hong Kong', Chinese DiGRA Conference

Peter NELSON (Participant)
7 Sept 2018 → 9 Sept 2018

Production and Consumption: The Significance of Garry's Mod as a Contemporary Landscape

Peter NELSON (Participant)

1 May 2018

Heterotopia/On The Route

Peter NELSON (Participant)

3 Feb 2018 → 1 Apr 2018

Multiple Approaches to Game Analysis Workshop

Peter NELSON (Participant)

5 May 2017

Asia Hotel/REAL ESTATE/LANDSCAPE

Peter NELSON (Participant)

9 Dec 2016

ISEA 2016 Juried Exhibition

Peter NELSON (Participant)

16 May 2016 → 22 May 2016

SafARI, Artist-run festival

Peter NELSON (Participant)

11 Mar 2016

4th Chongqing Biennale for Young Artists

Peter NELSON (Participant)

29 Dec 2015 → 22 Jan 2016

Channels Video Art Festival

Peter NELSON (Participant)

18 Sept 2015 → 27 Sept 2015

SYD/DRW

Peter NELSON (Participant)

8 May 2015 → 10 May 2015

Landscape Tractate

Peter NELSON (Participant)

29 Apr 2015 → 24 May 2015

Chongqing/Sydney

Peter NELSON (Participant)

22 Jan 2015

Wondermountain

Peter NELSON (Participant)

1 Mar 2014 → 25 May 2014

Artist in residence - City of Sydney

Peter NELSON (Participant)

1 Jan 2014

The Art & Australia Collection

Peter NELSON (Participant)
14 Dec 2013 → 27 Jan 2014

New Waves of NPM

Peter NELSON (Participant)
5 Oct 2013

Extensions of a No-Place (The Clockwork Man)

Peter NELSON (Participant)
12 Sept 2013 → 16 Sept 2013

Othering (realities in landscape)

Peter NELSON (Participant)
30 Jun 2013

Extensions of a No-Place (Wen Zhengming)

Peter NELSON (Participant)
26 Jun 2013

Scroll Painting and Computer Games: Structure and Narrative

Peter NELSON (Participant)
19 Apr 2013

Grants

Projects

"Future Cinema Systems: Next-Generation Art Technologies"

SHAW, J., LIU, J., ALONSO TRILLO, R., NELSON, P., ZHOU, C., CHEN, L., WAN, R., LIU, Y. & Guo, Y.
1/11/22 → 31/10/24

MetaBow

ALONSO TRILLO, R., NELSON, P., Michailidis, T., Mailles, A., Silva, H., Leman, M., Williams, I., Bevilacqua, F. & Chiliguano, P.

MetaMaps Workshop and Performance Series

ALONSO TRILLO, R. & NELSON, P.
1/11/23 → 1/11/25

Press/Media

Machines Like Me

Peter NELSON & Roberto ALONSO TRILLO
3/01/23
1 item of Media coverage

Tradition and the individual talent

Peter NELSON & Roberto ALONSO TRILLO
30/12/22
1 item of Media coverage

人工智能的應用愈趨廣泛，連藝術界也以此能進行創作，惟卻引起爭議。香港浸會大學教授Peter AC Nelson及Roberto Alonso Trillo，聯同訪問音樂家和創意技術專家Marek Poliks於奧沙畫廊舉辦Machine Visions展覽，糅合虛擬現實、動畫、雕塑等元素，展出一系列由本地研發的新型創意人工智能工具所創作的作品。

Peter NELSON & Roberto ALONSO TRILLO
19/11/22
1 item of Media coverage

浸大教授呈現人工智能工具創作藝術作品
Peter NELSON & Roberto ALONSO TRILLO
17/11/22
1 item of Media coverage

浸大教授呈現人工智能工具創作藝術作品 展現非一般美感
Peter NELSON & Roberto ALONSO TRILLO
17/11/22
1 item of Media coverage

浸大教授呈現人工智能工具創作藝術作品 展現非一般美感
Peter NELSON & Roberto ALONSO TRILLO
16/11/22
1 item of Media coverage

浸大教授呈現人工智能工具創作藝術作品 展現非一般美感
Peter NELSON & Roberto ALONSO TRILLO
17/11/22
1 item of Media coverage

浸大教授舉辦人工智能創作藝術品展 呈現非一般美感
Peter NELSON & Roberto ALONSO TRILLO
17/11/22
1 item of Media coverage