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ACADEMIC HISTORY:

University for the Creative Arts, Farnham, UK Subject Lead Year 2 Leader Senior Lecturer, BA in Film & Digital Art	2019-
Institute for Creativity and Innovation, Xiamen, China Link Tutor, BA in Digital Media Arts	2021-
University for the Creative Arts, Farnham, UK Acting Programme Director Fine Art & Photography	2020
University of Westminster, London, UK Visiting Lecturer, MA in Art & Visual Culture	2019-2020
University College London, London, UK VR Tutor, MA in Immersive Factual Storytelling	2017-2019
University of Brighton, Brighton, UK Lecturer, MA in Digital Media Art	2016-2019

EDUCATION:

Postgraduate Certificate in Creative Education (PGCE) University for the Creative Arts, Farnham, UK	2019-2020
Doctor of Philosophy (PhD) University of Brighton, Brighton, UK	2015-2019
Master of Science (MSc) in Interactive Digital Media Trinity College Dublin, Dublin, Ireland	2013-2014
Master of Philosophy (MPhil) in Film Theory & History Trinity College Dublin, Dublin, Ireland	2010-2011
Bachelor of Arts with Honours (BA Hons) Institute of Art, Design and Technology, Dublin, Ireland	2005-2009

SELECTED RESEARCH PROJECTS:

Hung out to Dry, Artist (Zhengzhou, China) • CEIDA Member Excellent Works Exhibition	2020
Out of sight, out of mind, Artist (Reset> Mar Menor, Spain) • Residency / Exhibitions with Prof Paul Sermon and Dr Charlotte Gould to collaborate on an interactive media artwork dealing with anthropocentrism in partnership with the University of Murcia.	2018-2020
Vanishing Point, Artist (Oculus Experiences) • Launched this interactive 360° application on the Oculus Go store.	2018
Virtually No Exit, Software Development (University of Brighton, Brighton, UK) • Assisting with the research and development of the first 360° telematic video link between remote spaces as a networked public performance installation platform.	2018
Creative Technologist, XR Circus (University of Brighton, Brighton, UK) • AHRC-funded research project into new generation immersive performance practice in collaboration with a wide-range of industry partners.	2018
Systems of Seeing, Artist (Chelsea College of Art, London, UK) • Practice-based PhD research exhibition as part of the TECHNE consortium.	2018

Mimesis, Artist (University of Brighton, Brighton, UK)

2017

- Pier-side showcase of interactive artworks hosted by the British Science Festival, University of Sussex and the University of Brighton.

PUBLICATIONS

Ambrose, J., 2020. Towards A New Pedagogical Mindset: Digital Technologies and Learning Theories. [online] JUICE. Available at: <<https://juice-journal.com/2020/03/03/towards-a-new-pedagogical-mindset-digital-technologies-and-learning-theories/>> [Accessed 2 April 2020].

Ambrose, J., 2019. Narratives of Ocular Experience in Interactive 360° Environments. <https://ethos.bl.uk/OrderDetails.do?uin=uk.bl.ethos.782550>.

Ambrose, J., 2018. "Systems of Seeing: Virtual Gaze Interaction." *Virtual Creativity* 8.2. pp.145–57. https://doi.org/10.1386/vcr.8.2.145_1.

PHD SUPERVISION (2nd SUPERVISOR – CURRENT PHD STUDENTS)

Research Programme: PhD (Rethinking blackness and race: new developments of black identity in contemporary visual culture)

Postgraduate Student: Mr Cameron Haynes

Location: University for the Creative Arts

Research Programme: PhD (Exploring ways that interdisciplinary practice-based research can generate new knowledge in critical performative pedagogies within the Integrated Foundation in Fine Art context in UK creative arts HE)

Postgraduate Student: Mr Jonathan Kellam

Location: University for the Creative Arts

Research Programme: PhD (Book as social space: the contemporary photobook at the intersection of independent publishing and social art practice)

Postgraduate Student: Ms Emma Lambert

Location: University for the Creative Arts

SELECTED PRESENTATIONS, WORKSHOPS, INTERVIEWS AND INVITED LECTURES

University of Sussex – Guest Lecture Series (2020)

ISEA 2019 – *Out of sight, out of mind (Narratology)*, Asia Culture Center, Gwangju, South Korea (2019)

Experimental 360° Film Workshop – University for the Creative Arts (2019).

Mar Menor Lab – Art & Science in an Emergency Landscape (2018).

XR Circus – Wired Sussex Immersive Lab (2018).

Introduction to Interactive VR/360° Filmmaking – UCL, London (18/19).

John Berger Now Conference – *Systems of Seeing*, CCCU (2017).

Robot Futures: Vision and Touch in Robotics – London Science Museum (2017).

HONORS AND AWARDS

First Aid at Work – British Red Cross 2020

Fellow of the Higher Education Authority 2020

Associate Fellow of the Higher Education Authority 2020

Fellow of the Cybernetic Society 2020-

Director of China Europe International Design Culture Association (CEIDA) 2020-

Associate Member of the TECHNE Consortium 2015-2019

PhD Studentship 2015-2019