

Mr. Andy STRATFORD
Managing Director, FutureEverything

Mr. Stratford has oversight of FutureEverything's role as a consortium partner in EC H2020 Citizen Observatories project GROW (2016-2019), the InnovateUK funded Smart City IoT Demonstrator project CityVerve (2016-2018) and is project lead on EC H2020 project CREATE IoT (2017-2020) which specifically investigates how Art and artists can have an impact on innovation in the technology sector, and how artistic intervention can be utilised to create informed debate and engagement with user-stakeholders in the critical domains of trust, privacy and security of IoT.



Mr. Stratford also manages the FAULT LINES Arts Council England programme (2016-2019) which compliments and aligns with CREATE IoT and CityVerve, and is responsible for the organisations (FE) UK and International festival strategy, including British Council partnerships.

Mr. Stratford was previously Managing Director of Walk the Plank, an organisation that focused on co-creation, participatory engagement, programming and technical production of large scale celebratory events in the UK and Europe, many of which were associated with the Capitals of Culture programme.

FutureEverything

FutureEverything's (FE) mission is to bring societal change through art, design and participation.

This takes many different forms: art installations, new media festivals, human centred design and social experiments at a massive scale. Digital media and new technologies are core to this mission. For 21 years, FE has pushed the boundaries of new media art, engaging the wider arts community, city makers, policy-makers, businesses and academics around digital engagement and creativity. The outcomes are exemplars for the way digital tools and media can be shaped, customised and adapted to aid and enable artistic expression and audience development.

FE believes art offers imaginative ways to engage the public in envisioning the future of technology and society, and illuminates how technology can become a creative, playful and deeply impactful part of everyday living. Art can demonstrate how technology impacts on life at a profound level, often interacting with us in fascinating and unanticipated ways. It can contribute new insights on how to make cities more liveable at human scale.

This coming together of art and technology can bring the voices of creatives and communities into the conversation on the future of smart technology and the IoT. The opportunity is to bridge the separation between the worlds of technology, government and industry, and of society, art and culture, to contribute to an enlightened vision for the future of society and culture.

Andy STRATFORD 先生 **FutureEverything 執行總監**

Stratford 先生負責管理 FutureEverything 參與的多個合作項目，當中包括英國政府創新機構 InnovateUK 資助的「Smart City IoT Demonstrator」計劃內的「CityVerve」(2016-2018) 項目，以及「歐盟展望 2020」計劃內的 GROW Observatory (2016-2019) 項目、「CREATE-IoT」(2017-2019)項目。「CREATE-IoT」專門研究藝術和藝術家如何影響科技產業的創新，以及怎樣通過藝術介入，在物聯網 (IoT)涉及到信任、私隱和安全性等關鍵議題，為用家及持份者提供思辯及參與的平台。

Stratford 先生同時管理英格蘭藝術委員會的項目「FAULT LINES」(2016-2019)，該項目與「CREATE-IoT」及「CityVerve」等項目相互補助。此外，他亦統籌 FutureEverything 在英國及國際性藝術節的策略，當中包括與英國文化協會的合作。

Stratford 先生曾擔任 Walk the Plank 的執行總監，該組織主要負責英國及歐洲大型慶祝活動的共創、參與、節目編排及技術製作，當中多個項目都與「歐洲文化之都」計劃有關。

FutureEverything

FutureEverything 的宗旨是透過藝術、設計及大眾的參與，為社會帶來改變。

藉着數碼媒體和嶄新技術，FutureEverything 透過裝置藝術作品、新媒體藝術節、人本設計以及大型的社會實驗去貫徹宗旨。過去 21 年，藝術節不斷突破新媒體藝術的界限，向更廣泛的界別提倡數碼參與及創意，當中包括藝術社群、都市規劃者、政策制訂者、企業及學術界人士。活動的成果印證了數碼工具和媒體可以通過塑造、自訂及修改，輔助和支援藝術的表達及觀眾的拓展。

FutureEverything 深信藝術提供天馬行空的方式，讓大眾可以一起展望未來的科技和社會，同時闡述怎樣令科技成為日常生活中具創意、趣味和影響力的元素。藝術能體現科技如何為生命帶來深遠的影響，並以有趣和意想不到的方法跟我們互動，為建造更宜居的城市帶來新啟發。

藝術與科技的結合可以匯聚創意人材和廣泛大眾，讓各方就智能科技及物聯網的未來展開對話。這將有助跨越科技、政府及業界、社會、文化及藝術範疇之間的鴻溝，共同為社會和文化的未來確立全新的願景。