

# MARLOT MEYER

INTER(Active|Net)-  
MULTI(Media|Disciplinary)-ARTIST

## CURRICULUM VITAE

[marlotmeyer.com](http://marlotmeyer.com)  
[marlotmeyercontact@gmail.com](mailto:marlotmeyercontact@gmail.com)  
+31621802980  
Den Haag, Nederland  
KvK 78473047  
BTW-ID NL003335528B75

## EXPERIENCE

2021

### **Innovatie Lab: Theatre Utrecht**

Utrecht , Nederland

[LINK FOR MORE INFO](#)

A trajectory in partnership with Theatre Utrecht to work towards ideas of the future of theatre. During the course of the year I worked through a concept, prototype 1 and 2 phases, and experience phase next year, to develop a new form of interactive theatre, where technology will learn from the participants and their interactions with each other and a space, and attempt to influence their behaviour to encourage a flow state.

### **Teacher Interactive Media Design The Royal Academy of Art**

Den Haag , Nederland

Since 2020, I have taught the class Interactive Spatial Design. This includes workshops, mentoring, theoretical and practical skills.

### **Artist (Freelance)**

Nederland

ZZP, since 2020, to create, produce, and exhibit artworks, often of large scale, including technology, digital and physical space, the human body, and natural systems, which can be visited, experienced, performed in, and interacted with.

12.11.2020

### **MU Play&Learn Artist Workshop**

MU Hybrid Art House

Eindhoven, Nederland

3D Vormgeving workshop at St Lucas VMBO.

30.07.2020 - 04.10.2020

### **Summer Sessions Residency V2 Lab for the Unstable Media**

[LINK FOR INTERVIEW](#)

V2 Lab for the Unstable Media  
Rotterdam, Netherlands

Artist residency period to develop a concept. The final results are exhibited at a TestLab event, and as part of Kunstavond XL Rotterdam.

## EXHIBITIONS

21.01.2022 - 28.02.2022

### **Sim-biocene Art Claims Impulse**

Solo Exhibition

Berlin, Germany

Exhibited as part of the 'Voorspiel' of Transmediale Festival, this work will simulate and test a new symbiotic relationship between humans, nature and technology where reciprocity lies at its core.

17.09.2021 - 19.11.2021

**Touch-Ground**  
**Stichting Heden**

Solo Exhibition

Den Haag, Nederland

[LINK FOR MORE INFO](#)

During this two month exhibition, Heden was occupied by a living organism encompassing of growing grass and seeds, water, air, fire, human bodies, technology, flies, mushrooms and electricity. The organism grew, and was influenced by the public.

01.04.2021 - 11.04.2021

**Een Museum Voor Jezelf +1: LIMB+1**  
**Maakhaven**

Group Exhibition

Den Haag, Nederland

[LINK FOR MORE INFO](#)

The exhibition ran during the corona lockdowns, offering the exhibition to two visitors at a time, proving much needed cultural experiences that were deprived for many months.

13.12.20

**Future Intel x Uit Het Gareel**

Den Haag, Nederland

[LINK TO WORK](#)

Live streamed performance with technology reacting to both online input and muscle sensor input.

06.11.20 - 31.01.21

**'Nieuwe Oogst': LIMB-2.0**  
**Expo Bart**

Solo Exhibition

Nijmegen, Nederland

[LINK FOR MORE INFO](#)

Invited by Bart to create a new work for their exhibition Nieuwe Oogst. This 2.0 version was digitally connected to the version 1 which was exhibiting in Eindhoven at the same time.

18.09.20 - 22.11.20

**'The Self Design Academy': LIMB-O**  
**MU Hybrid Art House**

Group Exhibition

Eindhoven, Nederland

[LINK FOR MORE INFO](#)

Group exhibition also shown as part of DDW. The interactive installation stood on its own, and was also performed in where my body acted as the mediator between digital and physical space, using muscle sensors and electrical stimulants.

10.09.20 - 13.09.20

**KABK Graduation Show: LIMB-O**  
**The Royal Academy of Art**

Group Exhibition

Den Haag, Nederland

[LINK FOR MORE INFO](#)

04.09.20

**KunstAvond XL: Summer Sessions**  
**V2 Lab for the Unstable Media**

Group Exhibition

Rotterdam, Netherlands

As part of KunstAvondXL, the results of the residency was visited by public.

03.09.20

**Test\_Lab: Summer Sessions**  
**V2 Lab for the Unstable Media**

Group Exhibition

Rotterdam, Netherlands

[LINK TO WORK](#)

The final results of the residency is shown and tested out on public for the first time.

## EDUCATION

2016-2020

**BA INTERACTIVE MEDIA DESIGN**  
**The Royal Academy of Art**

Den Haag, Nederland

2015-2016 (not completed)

## **BA AUDIO VISUAL COMMUNICATION**

**Cape Town Creative Academy**

Cape Town, South Africa

2015

## **IEB MATRICULATE 7 Distinctions**

**Reddam House Constantia**

Cape Town, South Africa

Den Haag, Nederland

## **REPRESENTATION**

2021

Art Claims Impulse

Berlin, Duitsland

[LINK FOR MORE INFO](#)

## **AWARDS & NOMINATIONS**

2020

### **VPRO Tegenlicht Pioneer**

#### **Nomination**

VPRO & Netherlands Online Film

Festival

### **Thesis Department Award**

Interactive Media Design

Royal Academy of Art, Den Haag

### **Department Prize Nomination**

Interactive Media Design

Royal Academy of Art, Den Haag

### **Heden Start Prize**

Interactive Media Design

Royal Academy of Art, Den Haag

### **Stroom Encouragement Award**

Interactive Media Design

Royal Academy of Art, Den Haag

## **ONLINE**

[MU: Marlot Meyer talks about Self Design](#)

[I/M/D ALUMNUM Marlot Meyer Interview](#)

[Interview Beeldende Kunst Nijmegen](#)

[Dutch Design Week: The relinquishment of Touching](#)

[Glamcult: KABK Graduates Interview](#)

[Filosofie.nl "Het zelf staat niet of zichzelf"](#)

[Join IIs: LIMB-O](#)

[LinkedIn](#)

[Instagram](#)

[Facebook](#)

## **PUBLICATIONS**

2021

### **Touch-Ground**

People in Print

Stichting PIP