

Emma Dorothy Conley

Portfolio 2023



Six Recent Projects

Overview

1.
New National Dish: UAE
Client: Alserkal Avenue (2020)
2.
LOCI Food Lab
Client: Victoria & Albert Museum (2019)
3.
In Case of Emergency
Client: Science Gallery Dublin (2017)
4.
Smog Tasting Synthesizer
Client: World Health Organization (2015)
5.
Spice Mix Super-Computer 2.0
Client: Kew Royal Botanical Gardens (2015)
6.
The Microbiome Security Agency
Award: Bio Art & Design Awards (2015)

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Other work examples available upon request:
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New National Dish: UAE 2020

A creative research and futuring installation that asks how climate change will change what people eat.

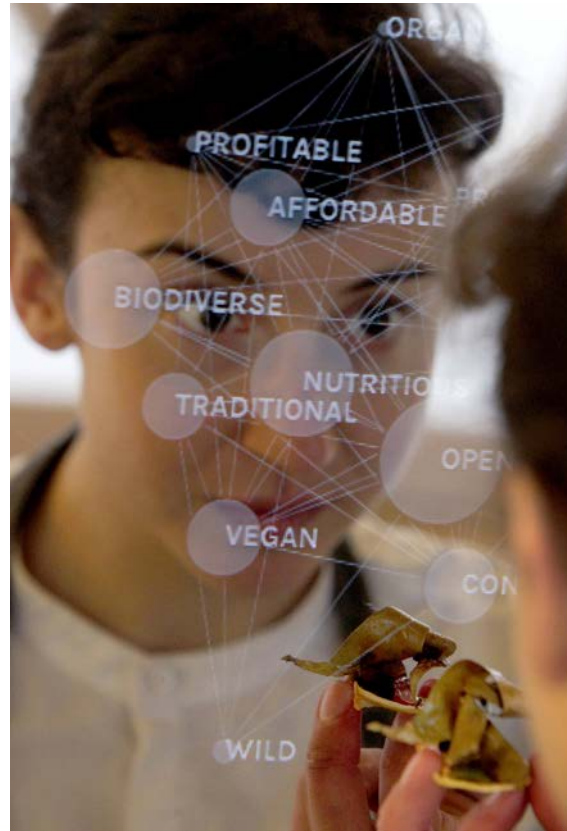
It tells the story of four different possible future scenarios in the year 2030 with a flag and a recipe for each. The four scenarios draw on research about environmental, economic, and social impacts of climate change. Visitors to the installation can explore each scenario, tasting and debating the future of food.

Client: Alserkal Avenue, Dubai



My Roles

Production Management
Visitor Experience
Interaction Design
3D Design of Installation
2D Design of Install & Comms
Video & Animation
Install Instruction Design



LOCI Food Lab

2019

A travelling food cart for prototyping, serving, and debating a range of bioregional food futures at different sites around the world.

A bioregion is an area bounded by natural rather than political borders, which has characteristic flora and fauna, and includes one or more ecosystems. Visitors to the cart explore 'bite-sized bioregionalism' by identifying the attributes of the food system that are important to them. After identifying the three most important qualities of an ideal food system, they are served a customised, algorithmically-generated snack from a set menu of ten ingredients, all from within their bioregion.

Client: Victoria & Albert Museum, London



My Roles

Production Management
 Visitor Experience
 Interaction Design
 Wireframing for Digital
 3D Design of Installation
 Video & Animation
 Install Instruction Design
 Specialized Manuals & Training



In Case of Emergency

2017

An exhibition at Science Gallery Dublin that explored human species extinction and what we can do about it. The show's principle interactive installation was an immersive Situation Room where visitors could debate tough ethical questions in the face of disaster, through guided game play.

"What's the difference between a collapse, a downfall, and a downright apocalypse? How will it all end, and why do we love to wonder? And can we do anything to stop the decline? IN CASE OF EMERGENCY is an exhibition that explores why the disastrous can be devilishly entertaining, and whether there's any truth to these dismal predictions."

Client: Science Gallery Dublin, Dublin



My Roles

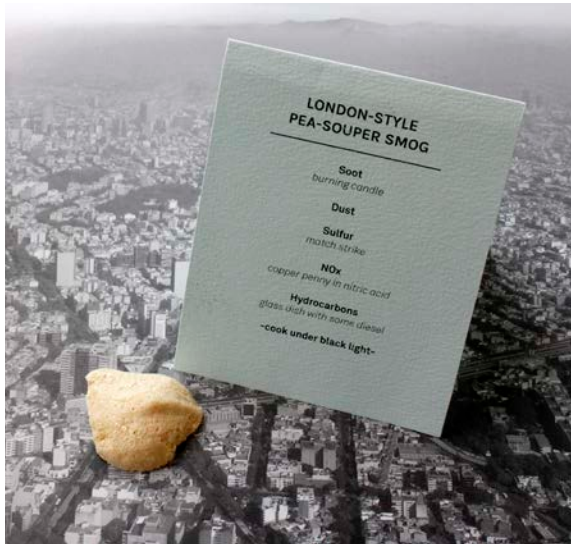
Curation

Initial Thematic Research
Curatorial Narrative

Immersive Interactive Installation

Game Development
Split Narrative Story Development
Visitor Experience
Interaction Design
Wireframe for Digital
Video & Animation





Smog Tasting Synthesizer

2015

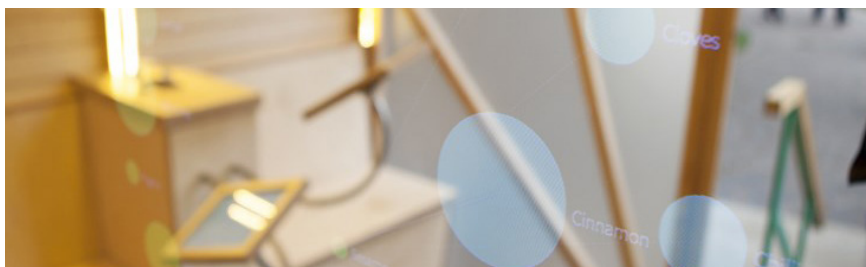
An experimental food cart for simulating the smell and flavor of air pollution from various places and times.

This project builds on previous work by the Center for Genomic Gastronomy in harvesting smog using meringue cookies. The Smog Synthesizer uses recipes created in collaboration with smog scientists from UC Riverside. A variety of precursor chemicals are combined in the Smog Synthesizer's chamber, and meringue cookies, which can be up to 90 percent air, are whipped in the smoggy chamber, baked, and served during a public Smog Tasting event. The Smog Synthesizer allows visitors to not only taste and compare smog from different geographic locations, but also different time periods.

Client: World Health Organization, Geneva

My Roles

- Production Management
- Translation of scientific requirements for 3D
- Wireframe sketches of 3D design
- Visitor Experience (Storytelling & Science)
- Interaction Design (Visitor Journey)
- Specialized Training Documents



Spice Mix Super-Computer 2.0 2015

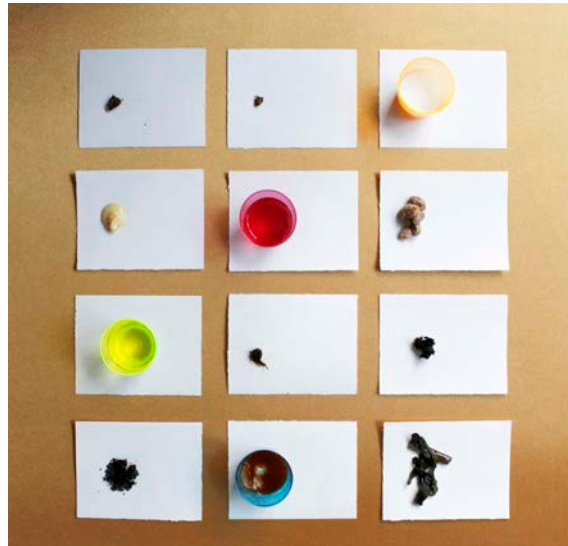
A mobile creativity machine designed to blend and record every spice combination possible on earth. Visitors to the Spice Computer see, smell, choose and take home their own spice blend from tens of thousands of possible combinations.

This multi-sensory project brings together many areas of design to create a unique visitor experience. It included elements of architecture and mechanics, electronics and interactive digital tools, data visualizations, print media, food, and humans.

Client: Kew Royal Botanical Gardens, London

My Roles

Production Management
 Visitor Experience
 Interaction Design
 Wireframing for Digital
 Small Electronics Design & Install



Microbiome Security Agency 2015

An art-sci research investigation into the future of microbiome privacy issues, aiming to prepare citizens for a future where our personal information is at risk through our biological datasets. Project created by artist Emma Conley in partnership with TNO Systems Biology Group, Netherlands.

Your microbiome is a unique composition of bacteria, forever in flux. It changes based on the environments you come in contact with, and has the potential to function as a record, revealing information about the people and places you've encountered. Empowering citizens to secure their own data, The MSA researches and prototypes future scenarios, systems, products and processes for choosing your own microbiological privacy settings.

Award: The Bio Art and Design Awards, NL

My Roles

Production Management
Award application concept & presentations
Art-sci collaboration w/ scientific partner
Concepting & Storytelling
Experiment design
3D / 2D design
Presentation