

## Education

**Doctor of Philosophy,  
Swinburne University  
Art and Design**  
Melbourne  
2013-2021

**The Dark Ride : Reimagined For Virtual Experience**  
A 6-year project using VR to document historic dark rides and study their impact on cinema and immersive media. The artefact was a major piece of production design in the form of an original ride experience.  
<http://hdl.handle.net/1959.3/462687>

**Master of Fine Art,  
Monash University  
Art and Design**  
Melbourne  
2005-2009

**The Translation of Cinema into Spatial Experience**  
A 4-year study of ride culture and history culminating in a series of experience-based cinematic installation works.  
<https://monash.hosted.exlibrisgroup.com/permalink/f/31uhmh/catau21146821820001751>

**Honours, Media Art  
RMIT University**  
Melbourne  
1999-2002

**Animation and immersive storytelling**  
Undergraduate units included performance, animation, fine arts imaging, audio visual theory, video installation and sound design.

## Employment

**Lecturer, Level B  
Screen and Design  
Deakin University**  
Melbourne & Geelong  
2012-Present

Current position includes internship supervisor, member of the Deakin Motion Lab, Public Arts Initiative and Hycel research group. Curriculum designed and delivered includes: 3rd year Collaborative Practice Studio, Design for Space, Digital Design Skills and Professional Practice.

**Lecturer, Animation  
& Games Design  
Noroff University**  
Kristiansand, Norway  
2013-14

Secondment role. Development and design of curriculum in the newly formed Bachelor of Animation. Units designed and delivered included: 3rd year Interactive Studio, 3D Computer Graphics and Design Skills.

**Associate Lecturer,  
Multimedia & Digital Art  
Monash University**  
Melbourne  
2005-2011

Position included teaching subjects in the Bachelor of Multimedia and Bachelor of Fine Arts Photomedia. Units designed and delivered included: Digital Imaging 1+2, 3D Modelling, 3rd Year Multimedia Studio and Motion Graphics.

**Sessional Lecturer,  
Photography  
RMIT University**  
Melbourne  
2011

Position included teaching in the Bachelor of Fine Arts Photography. Curriculum design and delivery in alternative imaging practice.

**Sessional Lecturer,  
Graphic Design  
ACU University**  
Melbourne  
2002-03

Position included teaching into the Bachelor of Arts. Curriculum design and delivery for the newly formed Bachelor Visual Arts and Design.

**Major Research  
Projects**

**Saturation  
Film Installation  
South Side Festival**  
May 2022  
Grant \$25,000

A film of the Voices of Frankston choir designed for display on a custom-built digital water screen. Designed by Joel Zika and Collide Public Arts Initiative. Commissioned by the South Side Festival 2022.

**Collision  
Screen Installation  
Federation Square**  
Jan 2021  
Grant \$19,000

Interactive projection design work re-interpreting the architectural space of Federation Square. Designed by Joel Zika and Collide Public Arts Initiative. Commissioned by the Victorian Government.  
<https://vimeo.com/506877339>

**Night-Mass  
Immersive Installation  
Dark Mofo Festival**  
June 2019  
Research Commission \$20,000

Multi-screen installation space and performance. Designed by Joel Zika and Moth Design. Commissioned by Asahi for Dark Mofo.  
<https://joelzika.com/2019/11/01/dark-mofo-dome/>

**Dark Ride Project  
Historic VR archive**  
July 2017  
Crowdfunding \$19,000

Archival film project with immersive media heritage. Virtual reality and HD works documenting the history of the dark ride. Crowdfunded.  
<https://www.indiegogo.com/projects/dark-ride-project-haunts-in-vr#/>

**District  
Cinematic Installation  
Night Lights**  
June 2017  
Grant \$18,000

Major installation on Australia's largest permanent projection screen. Designed by Joel Zika and commissioned by the City of Wagga Wagga.  
<https://joelzika.com/nightlights-projection>

**Peer Reviewed  
Publications**

**Dark Rides: From Early Immersion to Virtual Reality**  
Joel Zika (2018), Vol. 2, pp. 103-105, Panorama : The International Panorama Council Journal, Luzern, Switzerland. C1

**Dark Rides and the Evolution of Immersive Media**  
Joel Zika (2018), Vol. 1, pp. 1-7, Journal of Themed Experience and Attractions Research, Toronto, Ont. C1

**A Century of Virtual Amusement**  
Malcolm Burt, J Zika (2018), Vol. 30, Refractory: a journal of entertainment media, Melbourne, Vic. C1

**Dark Rides: The Dawn of Virtual Reality**  
Joel Zika (2017), Vol. 2, pp. 1-17, International Journal of Contemporary Humanities, Queenscliff, Vic. C1

**The Dawn of the Dark Ride at the Amusement Park**  
Joel Zika (2014), pp. 1-4, Proceedings of the 2014 10th Conference on Interactive Entertainment: Interactive Sound and Smart Things, Newcastle, New South Wales. E1

**The Dark Ride: The Attraction of Early Immersive Environments and their Importance in Contemporary New Media Installations**  
J Zika, V Dziekan(2005). Vol. 18, pp 18-22, Mesh Journal Experimenta Media Arts Inc, Melbourne, VIC. C1

# Joel Zika

Lecturer, Screen  
& Design

<b>Selected Exhibitions</b>	<b>Federation Square</b> , 'Collision'	<b>2021</b>
	<b>Montsalvat Gallery</b> , 'Waterline'	<b>2020</b>
	<b>Greenaway Art Projects</b> , 'Love in the Time of Covid'	
	<b>Dark Mofo</b> , 'Night-Mass'	<b>2019</b>
	<b>Wagga Wagga City Council</b> , 'District'	<b>2017</b>
	<b>City of Wiloughby</b> , 'Concourse'	
	<b>RMIT Gallery</b> , 'Photo130'	
	<b>Strange Neighbour Gallery</b> , 'Horror Show'	<b>2016</b>
	<b>Diane Tanzer Gallery</b> , 'Miracle Strip'	<b>2013</b>
	<b>Gippsland Regional Gallery</b> , 'Dreamweavers'	<b>2012</b>
	<b>Mars Gallery</b> , 'New Romantics'	<b>2011</b>
<b>Block Projects</b> , 'Not Fair'	<b>2010</b>	

<b>Screenings</b>	<b>GBiennale</b> , 'A Southern Dark Ride', Vic	<b>2021</b>
	<b>Moss Arts Center</b> , 'A Southern Dark Ride', Virginia Tech	<b>2019</b>
	<b>South By Southwest</b> , Austin Texas	<b>2018</b>
	<b>Virtual Reality World Conference</b> , Toronto	<b>2017</b>
	<b>St Kilda Film Festival</b> , 'VR documentary shorts', Vic	
	<b>Geelong After Dark</b> , 'Facade'	
	<b>Melbourne International Fringe Festival</b> , 'VR Shorts'	<b>2016</b>
	<b>Gertrude Projection Festival</b> , 'Cabiria'	<b>2013</b>

<b>Prizes</b>	<b>Burnie Art Prize</b> , finalist	<b>2015</b>
	<b>Agendo Art Prize</b> , finalist	
	<b>Substation Contemporary Art Prize</b> , finalist	<b>2014</b>

<b>Public Collections</b>	<b>Art Gallery of South Australia</b>	<b>2021</b>
	<b>Gippsland Regional Art Gallery</b>	<b>2013</b>

<b>Articles</b>	<b>The Conversation</b>	<b>2016</b>
	'Preserving fright, one haunted house at a time'	
	<b>Vice</b>	
	'Virtual Reality Is Preserving the Dying Art of Spooky Dark Rides'	
	<b>Virtual Reality News</b>	
	'How the Dark Ride Project is saving indoor amusements with virtual reality'	

<b>Bibliography</b>	<b>Tofts, D., 2015. View in Half or Varying Light: Joel Zika's Neo-Baroque Aesthetics.</b> In: S. Cubitt and D. Palmer, ed., Digital Light. [online] Melbourne University, pp.193-204.	
	<b>Gregg, S., 2011. New Romantics: Darkness and Light in Australian Art.</b> Australian Scholarly Publishing, pp.56-59.	