

28th November 2024.

To whom it may concern,

This letter is to support and recommend Neal Coghlan in his application for Immersive Arts Experiment Funding.

I'm a Senior Lecturer and researcher at Goldsmiths, University of London, where I specialise in film, affect and immersive media theory. I engage in AHRC and British Academy-funded research projects addressing digital dance performance, creativity, accessibly and inclusivity. This research incorporates experimentation in dance motion capture data-streaming and producing remote virtual performances in shared digital spaces. My book *The Digital Image and Reality: Affect, Metaphysics and Post-Cinema* was published in 2019 with Amsterdam University Press.

I've collaborated with Neal in my capacity as Principal Investigator and project manager for several years now on some complex practical research projects with AHRC, British Academy, IBC Accelerators, and XR Network+ - often with moving goals and short deadlines. He has come to be the person that I most rely upon for insight into technical creative practice, and he has often proven himself to be enormously capable as well as flexible in working towards our project outcomes.

I first met Neal in 2016, working towards a large-scale outdoor dance performance in Malta for Valletta 2018 European Capital of Culture. This involved many dance capture sessions, and the creation of some beautiful and unique 3D avatars for the dancers, created solely by Neal. Neal worked extremely well with the dance artists and dramaturgs in several meetings to understand the narrative and aesthetic goals of the project, and to translate these into the technical creative outputs. During this project our excellent working relationship was established.

When I began to initiate my own funded research projects, Neal was my first go-to person, acting as consultant, advisor, and conceptual sounding board with regard to both aesthetic and technical goals of the research, and with an expertise in the bleeding-edge of real-time performance technology in motion capture, 3D design, game engines, and virtual and mixed reality.

I would have no hesitation in supporting Neal in his own application for Immersive Arts funding as he has proven himself more than capable of managing and delivering complex projects, and of moving between technical and creative goals.

Your sincerely,

Dr. Dan Strutt

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