

HANNAH NICKLIN

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IN BRIEF

Hannah Nicklin is a writer, game designer, producer, theatre maker, and academic. Her practice focuses on new writing for games and performance, game design, devising and socially engaged practices, working in many different media; sound-based performance, installation work, digital and real-world game design, interactive theatre and community theatre.

EDUCATION

2009-2012 **Loughborough University** – PhD with practice looking at gamed-influence theatre and theatre influenced games – new narrative strategies in a digital age, and their potential as resistive practices in late capitalism.

2007-2008 **University of Birmingham** - MPhil(b) Playwriting Studies

2005-2007 **Loughborough University** - BA (single hon) in Drama: **First Class** - Highest in Class. Won the 2007 *Drama Prize* for outstanding achievement.

SELECT PRODUCTION AND PRACTICE

Creative Producer: Forest of Sleep Feb-December 2016. Design, production, and fundraising on Twisted Tree's new game *Forest of Sleep*. *Forest of Sleep* is a procedurally generated graphical storytelling game, inspired by Eastern European folktales, beautifully hand-illustrated and animated, with a specially commissioned dynamic soundtrack of folk music from the region. I particularly worked on securing and running the process of a UK Games Fund grant, and was involved in creative as well as logistical work on the project. <http://twistedtreegames.com/forest-of-sleep/>

Co-designer and producer: A Bonfire Summer 2016. A short vignette sketch of a game-thing in reaction to a collection of stories from residents and activists involved in Sweets Way Resists, made by me and George Buckenham. Accompanied by a zine for free download, or now at Houseman's Radical Bookstore. <http://hannahnicklin.itch.io/a-bonfire>

Co-convenor of Module: Digital Narrative, Goldsmiths University (Design Dept). Spring 2016. Wrote and co-convened a module on digital storytelling for Goldsmith University Masters Students.

Producer and Curator: Games and Play for Big Outdoor Days. January 2016. A curated game jam between devising theatre makers, pervasive game designers, and computer game developers. <http://festivalgamejam.tumblr.com>

Lead artist/producer/evaluator: Teviot Tales Autumn 2015-Spring 2016. Teviot Tales was a new storytelling game designed by Hannah Nicklin with artwork from Michael Parkin. Based on a 6 month part time residency where Hannah ran poetry, game design and storytelling workshops for all ages on the Teviot Estate in East London, exploring the local area, speaking to residents, inviting them to tell her their stories. It culminated in a free exhibition offering residents and visitors an opportunity to play the storytelling game (made in free software 'Twine') and to explore a selection of the writing, game design and stories that came out of the workshops. <http://poplarpeople.co.uk>

A Psychogeography of Games (and other writing credits). 2015 onwards. I continue to write creative and critical responses for games press and academia, particularly Rock Paper Shotgun, and Read Only Memory. A Psychogeography of Games was a series of performance talks for Videobrain on how place affects the landscape of independent videogame design, these were turned into articles for Rock Paper Shotgun and collected in a zine in early 2016.

Lead artist/guest lecturer Stop And... May 2015. A project alongside Applied Theatre undergraduates at UEL in East London – a series of lectures around community-based storytelling practices, followed by a project that collected stories from the residents of Stratford, and a re-telling of those stories through participative or games-influenced theatre.

Game Jam mentor – UAL April 2015. A mentor for the 2 day undergrad game design course game jam.

Lead artist/writer: Your Home From Here – a Ridges&Furrows Commission. May-July 2015 A new piece of headphone theatre made in residence in the town of North Hykeham, Lincolnshire, out of stories gathered from the streets of the town. Also run alongside a series of free writing workshops for residents. <http://yourhomefromhere.com>

Lead artist and producer: Equations for a Moving Body – Title Pending 2014 winner. Feb 2015-present, in association with Third Angel, ARC Stockton, Northern Stage, CPT and supported by the Wellcome Trust and Arts Council England. Equations For A Moving Body followed me as I trained for and attempted an full-distance triathlon, sometimes known as an 'Ironman'. Alongside scientists and psychologists from the University of Northumbria, documentary footage from filmmaker Niall Coffey and with help and direction from collaborator Alexander Kelly, I told the story of my relationship sport, training for and attempting a great feat of endurance, and the reasons we do these (frankly ridiculous) kinds of things.

"[A]n outstanding combination of simple technology and story-telling." – Rebecca Coates

"So interesting, engaging and relatable. Beautifully human." – Audience feedback, Newcastle.

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Fun Palaces Digital Champion, July-October 2014, Supported by the **Arts Council England** and **BBC's The Space**. Based at **The Albany**, Deptford. A UK-wide festival of community arts science and technology with a radical heart. The role was to work with the 200+ organisations around the country on how they can be more inventive with the way they fold digital technology into the work they did. <http://funpalaces.co.uk/>

RSC commissioned writer – Midsummer Mischief July/August 2014 commissioned to produce a poem and piece of digital art as part of the Midsummer Mischief season of work at the RSC, which was a body of works in response to the provocation *A Well Behaved Woman Seldom Makes History*. The Patchwork Poem resulting from this commission can be viewed/listened to online at <http://midsummermischief.tumblr.com/>

Lead artist and producer for Songs For Breaking Britain, October 2013-Current. Mentored and supported by **Third Angel** and **Hannah Jane Walker**. Supported by **ARC Stockton**, **Ovalhouse Theatre**, and public funding by the National Lottery through **Arts Council England**, with additional support from **HUB Leeds** and **Theatre in the Mill**. This show was made up of stories collected from members of the public from cities around the country; turned into punk music. We (the band) tell you about the people we met, and the things they said through song and spoken word. A punk show about what we hear when we make the choice to listen. <https://www.youtube.com/watch?v=B-dUHNeVNdm>

"[has] the audacity to be simple in concept but big in heart." - Audience Member

"loud and moving and loud." - Audience member

"a punk rock agit prop social documentary" - Maddy Costa

Artist in Residence as part of **Northern Big Board** co-production between **Chol Theatre** and **Slung Low**, alongside playwright **Emma Adams**. Oct 1st – Nov 18 2012 A community theatre project drawing on the stories of the staff and public who work in and use Shipley Pool near Leeds. Duties included collecting stories from members of the public, running workshops, liaising with public and staff, collecting audio and visual footage, writing, recoding, editing, and co-producing 6-7 key digital installations along with guides and maps, and a 90 second video for the play written by Emma Adams.

Dust. A 3-day collaboration with technologist and artist **Nikki Pugh** commissioned by **MADE in Birmingham** in November 2011. Using clay, electronics, found objects, and collected stories, fragments and snippets of stories were left to be discovered or listened to throughout an area. Dust was a highly interactive exploration of city space using pervasive technology and community storytelling. More at hannahnicklin.com/2011/12/what-was-dust/

The Umbrella Project. 2011-2012 Produced by **Pilot Theatre** and **Loughborough University**, with music by Simon Ralph Goff. A city-wide pervasive storytelling project – collecting stories from the citizens of York through the passing of umbrellas. Retold in 3 intertwining sound experiences designed for different times of day. More at <http://umbrellaproject.co.uk> (also built website, ran online presence, and produced several trailers for the experiences)

"Amazing concept, words and music, beautifully performed and put together. [...] York is all the richer for what you brought out of it. Thank you" – a participant.

EVENTS

Performance in the Pub was a regular pay-what-you-can night of solo, DIY and punk performance put on in the gig-space of a pub in the heart of Leicester. Entirely conceived and run by Hannah, it was an experiment in response to a lack of innovative programming in the larger venues in the city, and an attempt to connect with the thriving DIY and gig culture already inhabiting Leicester. PitP reached out to entirely new audiences in an accessible, entertaining but still provocative way. The pay-what-you-can model in particular reached out to first-timers, and reflected a shift in other creative spheres (influenced by digital models in particular) in the relationship between artists and audiences.

Edgelands co-created and co-curated with Andy Field of Forest Fringe, this day-long festival of provocation, discussion and performance took place at the Forest Fringe in 2011. Speakers included Tim Crouch, Chris Goode, Matt, Erica Whyman, Kate McGrath from Fuel, and Annette Mees of Coney, installations from Third Angel and Tim Etchells, and performances from/via Arts Admin, Kieran Hurley, Chris Thorpe and Deborah Pearson. Site design, live blog, plus live broadcast and streamed presence all run by Hannah.

SOTA: Hannah has also co-run and co-curated the State of the Arts 'flash' conference 2011 for Arts Council England, which included programming a series of speakers, and setting up a website, live blog, and running the online presence on the day, and producing a series of videos, audio extracts and images after the event.

UNRELATED

Hannah races bikes. The pedal kind. She's currently working towards racing at a national, and elite level, and is coached by Cadence Performance.