

## *Curriculum Vitae*

**Peter F. E. Beyls**

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### **Professional profile**

- Interdisciplinary artist/scientist working on the intersection of computer science and the arts.
- Internationally acknowledged expert in interaction design and computational art. Specialist knowledge in computer-vision, sensor-based systems and machine learning in human-machine interaction.
- Educational background includes computer science, electronic engineering, music and visual art.
- Longstanding accomplished career in the global realm of the Media Arts. Active researcher, publicist, curator, systems developer and practicing artist.
- Extensive experience as educator. Developed innovative curricula, for example for teaching theory and history of Media Art, critical study of digital art, sound arts, physical computing and interaction design.
- Outstanding track record in successful teacher-student communication
- Extensive background in developing practice-based research programs in the arts. Developed and implemented the Transmedia Program (Leuven University College of Art and Design), Brussels and the Interaction Lab (School of Arts, University College Ghent Belgium).
- Successful developer, planner and grant writer. Developed conceptual, structural and financial structure for Interaction Lab and Hercules Lab at University College Ghent, Belgium
- Excellent skills in communication, organisation and social interaction. Actively involved in the international community of digital art, including ISEA.

### **Educational background**

- 2006-2010: PhD Computer Science, “Music As Complex Emergent Behaviour, An Approach to Interactive Music Systems”, University of Plymouth, UK
- 1977-1978: Slade School of Art, University College London, UK
- 1974-1976: Computer Science, Ghent University
- 1974: Computer music with Tamas Ungvary, EMS, Stockholm, Sweden
- 1973-1974: Sound engineering and music history, Royal Music Conservatory Brussels

- 1969-1972: Graduate degree in Electronic Engineering, VHTI, Kortrijk, Belgium

### **Research experience**

- 2013 – 2016: full-time research professor at CITAR (Centre for Research in Science and Technology for the Arts), Catholic University of Portugal, Porto
- 2004 – 2013: Director of research at the Interaction Lab, School of Arts, University College Ghent
- 2005-2010: Researcher in Evolutionary Computing and Interactive Music Systems, Interdisciplinary Centre for Computer Music Research, University of Plymouth, UK
- 1985-90: Researcher at the VUB Artificial Intelligence Laboratory, Brussels University. Director of the Media Program.

### **Teaching experience**

- 2014 – 2016: professor of Digital Sound/Image and Interaction Design, Catholic University of Portugal, Porto
- 2003 – 2015: visiting professor of Theory and History of New Media Art, School of Arts, University College Ghent
- 2003 – 2015: visiting professor of Interaction Design, Interaction Lab, School of Arts, University College Ghent
- 1990 – 2013: full professor of Media Arts at LUCA (Leuven University College of Art), Brussels.

### **Curatorial experience**

- Curator and chairman of the Sound Art Symposium, Museum Leuven Belgium, October 2012
- Curator of lecture series: Sound/Image Symposium. Collaborative project with Zebrastraat, KASK and Centre Pompidou, Paris, 2010
- As a member of the ISEA Board: ISEA International Symposium of Electronic Art: Université de Québec, Montréal (1995), School of the Art Institute of Chicago, Chicago (1997), Minneapolis College of Art and Design, Minneapolis, (1993), University of New South Wales, Sydney, Australia (1992).
- Chairman SIGGRAPH 1994, panel on Algorithms and the Artist, Los Angeles, 1994
- Chairman ISEA 1995, panel on Algorithms and the Artist, Montreal, 1995
- Artistic director of the VUB International Festival of Media Art at the *Vrije Universiteit Brussel*. 1988.
- Artistic director of the VUB International Festival of Media Art at the *Vrije Universiteit Brussel*. 1987.
- Artistic director of the International Festival of Electronic Music, Video and Computer Art, Brussels, 1981. Plan K, Brussels, Palais des Beaux Arts Brussels and Shell Auditorium Brussels.

- Artistic director of the Festival of Electronic Music, Brussels, 1980, Plan K, Brussels

## **Publications**

Beys, Peter: Açores - A Systemic Island, Generative Arts Conference, Florence, Italy, December 2016

Beys, Peter: Life-like Behaviour in a Gestural Interface for Interacting with Sound, 12<sup>th</sup> International Symposium on Computer Music Multidisciplinary Research, Sao Paulo, Brazil, July 2016

Beys, Peter and Perrotta, Andre: Rainforest, an Interactive Ecosystem, Proceedings of CHI2016, San Jose, CA, ACM, 2016

Beys, Peter, Bernardes, Gilberto and Marcelo Caetano: Eargram/Actors – An Interactive System Based on Social Behavior, CITAR Journal, volume 6, nr. 1, Porto, 2015

Beys, Peter: Towards Emergent Gestural Interaction, Proceedings of Generative Arts Conference 2015, Venice, Italy, December 2015

Beys, Peter: Drawing is a Thinking Machine, DW&B, Dietsche Warande en Belfort, (publication in Dutch), MER Publishing, Belgium, 2015

Beys, Peter, Bernardes, Gilberto and Marcelo Caetano: The Emergence of Complex Behavior as an Organizational Paradigm for Concatenative Sound Synthesis, xCoAx – Computing and Aesthetics Conference 2015, University of Glasgow, UK, 2015

Beys, Peter: Stormy Weather, Database-oriented Emergent Sonification, NIME2015 Conference, Louisiana State University, Baton Rouge LA, 2015

Beys, Peter: Cellular Automata Music, Algorithmic composition framework, 2015, MAT (Media Arts Technology Research Program), Porto, 2015  
<https://vimeo.com/131109899>

Beys, Peter: Cognitive Issues in Coding for Art, STAR2014 – International Conference on Science Technology Art Relations, Tel Aviv, Israel, November 2014

Beys, Peter (ed.), Simple Thoughts, with contributions by Joel Chadabe, Helena De Preester, Frieder Nake, Grant Taylor, Sahra Kunz, Luc Steels and Peter Beys, Monograph, MER Paperkunsthalle Publishing, Ghent, Belgium, November 2014  
<http://www.merpaperkunsthalle.org/projects/view/1079>

Beys, Peter: Simple Thoughts, in: Simple Thoughts Monograph, MER Paperkunsthalle Publishing, Ghent, Belgium, November 2014

Beys, Peter: Database-driven Mapping of Complex Dynamical Systems, Proceedings of *xCoAx2014*, Computation Communication Aesthetics and X Conference, Porto, 2014

Beys, Peter, Bernardes, Gilberto and Marcelo Caetano: Porto Actors with Eargram, an Audiovisual Framework, MAT (Media Arts Technology Research Program), Porto, 2014  
<https://vimeo.com/128499538>

Beyls, Peter: WindChime, Data driven Audiovisual Installation, MAT (Media Arts Technology Research Program), Porto, 2014  
<https://vimeo.com/128248373>

Beyls, Peter: Bit-by-Bit. Introductory text to solo exhibition at DAM, Exhibition catalogue, DAM Publishing, Frankfurt, 2013

Beyls, Peter: Crawlers, Audiovisual installation, MAT (Media Arts Technology Research Program), Porto, 2013  
<https://vimeo.com/128974280>

Beyls, Peter: Autonomy, influence and emergence in an audio-visual ecosystem, Proceedings of the Generative Arts Conference 2012, Lucca, Italy, 2012

Beyls, Peter: Interaction in Hybrid Spaces, Proceedings of ISEA, International Symposium of Electronic Art, University of Albuquerque, NM 2012

Beyls, Peter: London Orbital, GASATHJ, Generative Art, Science and Technology Hard Journal, Vol. 1, Issue 1, Rome, Italy, 2012

Beyls, Peter: Interfacing The Earth, Proceedings of the International Conference on Auditory Display, Georgia Institute of Technology, Atlanta, GA, 2012

Beyls, Peter and Jerry Galle: Found Systems as Glitch Culture, Proceedings of the Generative Arts Conference 2011, Rome, Italy

Beyls, Peter: The Headless Horseman, Contemporary Music in Flanders, Ed. Marc Delaere, KU Leuven, 2010

Beyls, Peter: Structural Coupling in a Society of Musical Agents, Book chapter, in: Artificial Life and Music, E. Miranda (ed.), A-R Editions, Evanston, WI, 2011

Beyls, Peter: Web-based Real-time Sonification of the Amsterdam Harbour, Proceedings of the International Computer Music Conference, New York, 2010.

Beyls, Peter: The Presumption of Ada Lovelace. Computer Art; the First Twenty Years. Book chapter, in: Longing for Abstraction. Exhibition catalogue Felix De Boeck Museum, Belgium, 2010

Beyls, Peter: Introductory note and contextualisation of Petri; an interactive audiovisual installation. UPDATE\_III, Exhibition catalogue, Lieds-Meesen Foundation, Belgium, 2010.

Beyls, Peter: Cellular Automata as Excitable Media. Synthesis of Spatiotemporal Patterns from Cellular Automata Exited by Human Brainwaves, Research proposal, St Lukas University College of Art and Design, Brussels & University of Plymouth, UK, 2009

Beyls, Peter: Interactive Composing as the Expression of Autonomous Machine Motivations, Proceedings of the International Computer Music Conference, Montreal, Canada, 2009

Beyls, Peter: On-line Development of Human-Machine Relationships: Motivation-driven Musical Interaction, Proceedings of the Generative Arts Conference, Polytechnic University, Milan, Italy, C Soddu (ed.) 2008

Beyls, Peter: Interaction and Self-organisation in a Society of Musical Agents, ECAL, 9th European Conference on Artificial Life, Centro Cultural de Belém, Lisbon, Portugal, 2007

Beyls, Peter: Interaction in Context, (Dutch/English), KASK Cahier, University College Ghent, September 2006

Beyls, Peter: Fingertips, in: UPDATE\_1 catalogue, Lieds-Meesen Foundation, Biënnale of Digital Art, Ghent 2006

Beyls, Peter: Introducing Virtual Robotics, Transfiguration Conference, OKNO, Brussels 2006

Beyls, Peter: A molecular collision model of musical interaction, Proceedings of the Generative Arts Symposium GA2005, Milan, C Soddu (ed.) 2005

Beyls, Peter: Evolving adaptive sensors in a synthetic listener, Proceedings of the International Computer Music Conference, Pompeu-Fabra University, Barcelona 2005

Beyls, Peter: Cellular Automata Mapping Procedures, Proceedings of the International Computer Music Conference, University of Florida, Miami, November 2004

Beyls, Peter: Selectionist Musical Automata, Proceedings of the Generative Arts Symposium GA2003, Milan, C Soddu, (ed.) 2003

Beyls, Peter: Integrating explicit instruction and evolutionary algorithms, Proceedings of the IX Brazilian Computer Music Conference, University of Campinas, Brazil 2003

Beyls, Peter: Synthetic Creatures in Context, Proceedings of INTERSENS 2000, in: Bulletin d'informatique Approfondie et Applications, Université de Provence, Marseilles 2002

Beyls, Peter: Genetic Algorithms for Interactive Composing, SONY Computer Science Laboratory, Paris, France 2003

Beyls, Peter: Evolutionary strategies for spontaneous man-machine interaction, Proceedings of the International Computer Music Conference, Beijing, China 1999

Beyls, Peter: Artificial life and the Arts, Cybertheatre Webcast Lecture Series, Cybertheatre Brussels, February 1998

Beyls, Peter: Synthetic Creatures in Context, ISEA 98 Symposium Proceedings, Liverpool and Manchester 1998

Beyls, Peter: Interactive Cellular Automata, ISEA 98 Symposium -- John Moores University, Liverpool, UK 1998 (CD-ROM)

Beyls, Peter: Actors, a musical ecosystem, ISEA 98 Symposium -- John Moores University, Liverpool, UK 1998 (CD-ROM)

Beyls, Peter: Statements, ICC Artists' Database - Working Research Version, 1997, CD ROM produced by Intercommunication Centre NTT, Tokyo, Japan 1997

Beys, Peter: The agents' paradigm in art and science, International Symposium on Art and Technology, V2 Organisation, Rotterdam, Holland 1996

Beys, Peter: A survey of agents based real-time interactive systems, Proceedings of the ICMC97, Thessalonica, Oct. 1997

Beys, Peter: Principles of biological evolution and social computing in the arts, ISEA 97 Conference, Chicago Art Institute, Chicago, IL, Oct. 1997

Beys, Peter: Aesthetic Navigation: musical complexity engineering using genetic algorithms, Proceedings of the JIM Conference, Lyon, France, May 1997

Beys, Peter: Introduction to the Artificial Creativity Panel (Nake, Sperka, Levy, Hofstadter and Beys), ISEA-95 Conference, Université de Quebec, Montreal, Canada, September 1995

Beys, Peter: Introduction to the panel on Algorithms, Proceedings of the SIGGRAPH-95 Conference, Los Angeles, CA August 1995

Beys, Peter: Algorithms for conceptual navigation, Proceedings of the SIGGRAPH-95 Conference, Los Angeles, CA August 1995

Beys, Peter: Art Education in the Binary Era, AVE Symposium, V2 Organisation Rotterdam, Holland, March 1995

Beys, Peter: Algorithms (statement on the panel on Algorithms and the Artist), ISEA94 Conference, Helsinki, Finland, September 1994

Beys, Peter: Creativity and computation. Tracing attitudes and motives, ISEA93 Symposium Proceedings, Minneapolis College of Art and Design, Minneapolis, MO, September 1993

Beys, Peter: Dynamic models for musical interaction in virtual reality, Proceedings of the International Computer Music Conference, San Jose State University, San Jose, CA 1992

Beys, Peter: Statement, Virtual Worlds Exhibition (with Roy Ascot), Exhibition catalogue, International Cultural Centre. Antwerp 1992

Beys, Peter: Self-organising control structures using multiple cellular automata, Proceedings of the International Computer Music Conference, Montreal 1991

Beys, Peter: Chaos and Creativity, ISEA Conference, SCAN Publications, Groningen, Holland 1991

Beys, Peter: Behavioural models for interactive composing, EMS, Stockholm International Symposium on Computer Music, 1991

Beys, Peter: Chaos and Creativity, The Dynamic Systems Approach to Musical Composition, Leonardo Music Journal, vol. 1, nr 1, 1991

Beys, Peter: Towards self-organising control structures, Proceedings of the International Workshop on Man-Machine Interaction, Pisa, Italy 1991

Beys, Peter: Discovery through interaction: a cognitive approach to computer media in the visual arts, Leonardo Journal of the arts and sciences, Vol. 24 nr. 3 Pergamon Press, UK 1991

Beyls, Peter: Symbolic and sub-symbolic approaches to visual intelligence, an exploratory study, Proceedings of the IMAGINA Conference, Monte Carlo, Monaco 1991

Beyls, Peter: Complex dynamics and musical creativity, Proceedings of the SISEA Conference, SCAN (ed.) Groningen 1990

Beyls, Peter: Sub-symbolic approaches to musical composition, a behavioural model, Proceedings of the International Computer Music Conference, Glasgow 1990

Beyls, Peter: Intimate Machine Interaction; an illustrated definition, The Visual Computer, Vol. 1, Nr. 1, Springer, 1990

Beyls, Peter: Musical morphologies from self-organising systems, Interface Journal of New Music Research, Vol. 19, Nr 2-3, Swetts and Zeitlinger, 1990

Beyls, Peter: The emergence of musical structures from self-organisation, Proceedings of the European Conference on Artificial Intelligence and Music, Genoa, Italy 1989

Beyls, Peter: The musical universe of cellular automata, Proceedings of the International Computer Music Conference, Columbus, OH 1989

Beyls, Peter: Introducing Oscar, Proceedings of the International Computer Music Conference, Cologne, Germany 1988

Beyls, Peter: Recent work in AI and music with lines for the future. Proceedings of the European conference on computer music, Rome, Italy 1988

Beyls, Peter: Artificial Intelligence and the Visual Arts, Konsthogskolan, Stockholm, Sweden 1988

Beyls, Peter: Knowledge-based systems in the arts, Intelligent Images Forum, IMAGINA Conference Proceedings, Monte Carlo, Monaco 1988

Beyls, Peter: Computer Aided Art, Hewlett-Packard Advances, HP Belgium Quarterly, nr. 2, March 1986

Beyls, Peter: Interactive Media, in: Da Vinci Quartely, vol. 3 nr. 6, LUCA Publishing, Brussels 1985

Beyls, Peter: ASA Drawings, Book chapter, in: Belgian Assembly, G. Schraenen (ed.) Antwerp 1984

Beyls, Peter: THRESH - Computer Graphics Work 1979-1983, An-Hyp (ed.) Antwerp 1984

Beyls, Peter and Rudi Blondia: Computer Controlled Environment, Cultural Computer Events, Flanders' Technology, Ghent, 1983

Beyls, Peter: Expanded Media, in: Book of the International Computer Art Festival, Omegalfa Pub. Brussels 1981

Beyls, Peter: Reflections on Computer Art, in: Book of the International Computer Art Festival, Omegalfa Pub. Brussels 1981

Beyls, Peter: A personal approach, International Media Festival, TATA Publications, Tokyo, Japan 1981

Beyls, Peter: On Complexity and Interaction, Symposium Art et Ordinateur, Centre Culturel Suedois, Paris, France 1979

Beyls, Peter: Search Programs, in: Aspects of the Computer in the Visual Arts, ICSAC Publications, R. Cocqart (ed.), Brussels 1981

Beyls, Peter: Personal Statement. PAGE, Computer Arts Society, D. Boreham (ed.) London, UK 1979

Beyls, Peter: Computer Drawings, Working Information, J. Spencer (ed.) London, UK 1978

### **Solo exhibitions and performances**

Mind the System, solo exhibition, DAM Berlin, Germany, February/March, 2016

Simple Thoughts – Survey Exhibition, IMAL Centre for Digital Culture, Brussels, November 13 – December 14, 2014

Bit by Bit, Solo Survey Exhibition, DAM Gallery, Frankfurt, Germany, May-June 2013

Gallery Mediaruimte Brussels, Solo exhibition of early algorithmic work, Curator: Lab [au], February 2011

Live Webcast performance “SwingArm”  
OKNO Transfiguration Conference, Brussels, April 25, 2006

VIB (Flemish Inter-University Institute of Biotechnology), Gent, 2003  
Large scale project for the inauguration of the new building complex; artificial life based interactive installation.

Gallerij Jan Colle, Gent, 2003  
Genetic algorithms based large-scale drawings.

De Willem 3 Kunstruimte, Middelburg, Holland 2001  
Cellular automata based interactive installation.

Gallery Le Mont des Arts, Brussels, 1994  
EWA Drawings.

Gallery Huize St Jacobus, Gent 1993  
Generative Drawings

Fylkingen Gallery, Stockholm, Sweden 1991

Fylkingen Gallery, Stockholm, Sweden 1988  
Symbolics Drawings

Kunstcentrum Carlos Demeester, Roeselare 1987  
EWA Drawings

Gallery Il Ventuno, Hasselt 1990  
Generative Drawings

Gallery XXI, Antwerp 1988  
Peter Beyls Solo



De Hallen, Kortrijk, 1986  
Actors Project (version 1), audiovisual computer based interactive installation

Ericsson Gallery, Zurich, Switzerland 1986  
Peter Beyls Solo

St Lukas Gallery Brussels, 1985,  
Recent EWA Drawings

An-Hyp Antwerp and Brussels, 1985  
Thresh Drawings

Museum of Contemporary Art, Ghent 1984  
Premiere of 'BIOTOPE', a large-scale interactive computer controlled audio-visual environment. Project in collaboration with Rudi Blondia.

Clicque, Ghent 1979  
Helix Project

Le Beau Bruxell, Brussels 1984  
Cellular Systems

Gallery Flor, Ghent 1984  
Generative Drawings

Gallery Surplus Hasselt 1983  
Generative Drawings

Vandekerkhove Gallery, Ghent 1978  
Computer Graphics projects 1975-1978

VMHK, Association of the Museum of Contemporary Art, Ghent 1978  
Search Programs

### **Group exhibitions**

Wenzhou International Design Biennial, Ho Art Museum, Wenzhou, China,  
November/December 2016

The Algorists, a cabinet exhibition with work from pioneers in computer art., Curated  
by Jerry Galle and Peter Beyls, Emergent, Veurne, Belgium, July-September, 2016

Rainforest, Art.CHI2016, Inter/Action: Digital Art That Responds, ACM SIGCHI  
CHI2016, San Jose, CA, May 2016

Project WindChime: SIGGRAPH Asia, Kobe, Japan, November 2015

*De Stille Dimensie* Exhibition at Leuven University Library, curated by Filip Luyckx,  
October 2015

Amsterdam Drawing, Amsterdam, Holland, September 2015

AESTHETICA, 50 Years of Computer Generated Art, May – August 2015, DAM  
Gallery, Berlin, Germany

Looking At The Future, Work by Phil Niblock, Peter Beyls and Valery Vermeulen, Gallery De Buck, Ghent, Belgium, February 2014

Generative Art, international exhibition, The School of Arts, UC Ghent, Belgium, October 2014

Project WindChime: ISEA 2014, Dubai/ Abu Dhabi, UAE

Project WindChime: NYEMF 2014, New York City, NY

Project WindChime, Historic Academy of Medicine, ICAD2012, Atlanta, GA, 2012

Graphology Chapter 3, Museum Hedendaagse Kunst Antwerpen, Curator: Edwin Carels, 2011

Systems Art, Gallery KunstZicht, Ghent, Winter 2010

Longing For Abstraction, Exhibition at the Felix De Boeck Museum, Drogenbos, Belgium, Fall, 2010

UPDATE\_III Biennale of Digital Art: Petri, an interactive audiovisual installation, Nominated for the Lieds-Meesen Foundation International New Media Award, Ghent, 2010

Imaging By Numbers: a Historical View of the Computer Print, Mary and Leigh block Museum, Northwestern University, Evanston, IL 2007-2008

40 jaar Campo Santo, Ghent, November 2006

Westergasfabriek Amsterdam, Holland, Interactive installation "ImageKeeper", 2006

Betekenen II – Cultural Centre, Hasselt, 2006

UPDATE Biennale of digital art, Zebrastraat, Gent, "Fingertips", computer vision based interactive installation, 2006

Computer Kunst / Computer Art, Museum de Stadt Gladbeck, Germany 2002

Straatlopers Project, Ghent, Genetic algorithms based graphics work, 1997

Muziek Verbeeld, Cultural Centre Heusden-Zolder, The Band: Interactive audiovisual computer installation exploring agents technology.1995

Virtual Worlds, International Cultural Centre, Antwerp, 1992

Computer Art Show, ISEA Gallery Sydney, Australia 1991

Dialoog 3\*2, Provincial Museum, Leuven Belgium 1989

Festival des Arts Electroniques, Rennes, France 1988

ACM/SIGGRAPH 88 Art show, Atlanta, GA 1988

Computer Graphics, ISELP Brussels, 1987

Ars Ordinata - Computer Art Exhibition, Cultural Centre De Krabbedans, Eindhoven, Holland 1987

Art Programme, Gallerie Medium,  
Arlon Belgium 1987

Computer Art, Museum Boymans van Beuningen, Rotterdam, Holland, 1986

Computers in art and design, Zurich, Switzerland 1986

Art Programme, Centre d' Art Contemporain, Brussels 1987

Tekenen, St Lukas Galerij Brussels 1987

International Computer Graphics, Exceter University, UK 1986

Computer Graphics International, Budapest, Hungary, 1986

Electronic Eye Exhibition, Watershed Gallery Bristol, UK, 1986

Prospect III - The art of drawing, Gele Zaal, Ghent, 1986

Assenede Art Show, Assenede,  
Artificial Bird Project: outdoors installation piece, 1986

Computer Art Retrospective Exhibition, SIGGRAPH 86, Dallas, TX,  
EWA, a knowledge-based system, 1986

Initiatif d' Amis, Gent, FSM Project; installation piece based on finite state machines,  
1986

Digitale Beelden, Bonnefanten Museum, Maastricht, Holland 1986

International Computer Art Show, Philadelphia, PA 1985

Works of art acquired by the Belgian State, Centre for Art and Culture, Ghent 1984

Museum of Contemporary Art, Ghent, Automata 1983

Kunst en kunst maken, travelling exhibition, Computer installation with knowledge-  
based graphics program, 1984-85

International Computer Art, Palais des Beaux Arts, Brussels 1981

Archive Space, Antwerp, 1985

European Computer Art, State Museum F. Masereel Kasterlee, Belgium 1980

Gallery Kint, Wetteren, Cellular automata based work, 1981

Plan-K, Brussels, "Network", first networked installation with 4 microcomputers,  
1980

Grand Palais, Paris, France, Audio visual concert (in collaboration with Louis  
Audoire), 1980

Proka, Ghent, Kinetic Project, interactive audio-visual installation, 1975

Electronic Photographic Images, Film As Art As Film, Gent 1974

Museum D'Hondt-Dhaenens, Deurle, Belgium 1974

## **Lectures and presentations**

Generative Systems, University of California Santa Barbara, CA, May 4, 2016

Art as Speculative Computing, ATEC, UT Dallas, TX, April 28, 2016

Artists Talk at DAM - Digital Art Museum, Berlin, July 22, 2015

Hybrid Systems, Harvestworks lecture at NYU, New York University, New York, June 12, 2015

Invited lecture at LISA, Leaders in Software and Art, New York, June 9, 2015

*Leda and the Swan*, Live audio DSP performance by Peter Beyls, Gouvernement, Ghent, Belgium, February 21, 2015

Conceptual Navigation, lecture for the Computer Arts Society, BCS (British Computer Society), London, UK, February 16, 2015

Reunion, Live performance by Peter Beyls and Hero Wouters, Ancienne Belgique, Brussels, February 15, 2015

Travelogue, Art/Science Lecture nr. 16,  
IMAL, Centre for Digital Culture, Brussels, November 2014  
<http://imal.org/en/activity/artssciences16-peter-beyls>

Towards Intimate Artistic Negotiation with Machines, New York University Abu Dhabi, UAE, October 2014.

Creative Companionship with Machines, Black & White Conference, UC Porto, 2014

The Evolution of Generative Thinking in The Arts, SVA - School of Visual Arts, New York, April 2013

Characterization of the Algorithmic Artist, DORKBOT Initiative Ghent, 2012

Towards a Philosophy of Aesthetic Survival, Immortality – A Symposium, Lieds-Meesen Foundation, Ghent, 2012

Drawing By Machine, Institute of Artificial Art, Amsterdam University and Perdu Foundation, Amsterdam, Holland, 2011

Towards human-machine interaction in common understanding  
Symposium on Biofeedback and the Arts, IMAL Centre for Digital Culture, Brussels, 2011  
<http://www.ustream.tv/recorded/17302392>

Sharing Aesthetic Decision making with Machines, University of New Mexico, Albuquerque, NM 2011

Music as Complex Emergent Behaviour, Santa Fe Complex, Santa Fe, NM, 2011

Selected Audiovisuals, University of New Mexico, Albuquerque, 2011

Animism Lecture, Museum of Contemporary Art, M HKA, Antwerp, 2010

Self-organisation in Nature, Art and Science. European Erasmus Workshop on Cultural Identity, ITU (Istanbul Technical University), Istanbul, Turkey, 2010

Perspectives of Media Art in Belgium, Lecture at SIVA (The Shanghai Institute of Visual Art), Shanghai, China, 2010

Autonomy and Motivation in Machines, Faculty of Industrial Design, Technical University Eindhoven, Holland, 2010

Music As Complex Emergent Behaviour, Workshop on Artificial Intelligence and Music, University of Plymouth, UK 2008

Interaction and Self-organization in a Musical Agency, University of Plymouth, UK 2007

Artificial Intelligence And The Arts, lecture at the occasion of the 50th anniversary of the Dartmouth Conference, Royal Flemish Academy of Arts And Sciences of Belgium, Brussels, 2006

Artificial Life And The Arts, University College of Art and Science, Ghent. Research workshop, 2004

Genetic Algorithms for interactive composing, SONY Computer Science Laboratory, Paris, France, 2003

Visiting lecturer: workshops and lectures on real-time interactive music systems, California Institute of the Arts, CA, 2000

Early-History of New Media Art, University College of Art and Science, Gent, 1999

Artificial life and the arts, Cybertheatre webcast lecture series, Cybertheatre Brussels, February 1998

The agents paradigm in art and science, International Symposium on Art and Technology, V2 Organisation Rotterdam, Holland, 1996

Artificial Intelligence and the Arts, Kunsthalle Lophem Foundation, Bruges, Belgium, 1995

The exploration of musical space by way of Genetic Algorithms, ISEA95 Conference, Université de Quebec, Montreal, September 1995

Genotypes modelled as cellular automata, International Computer Music Symposium, Institute for Psychoacoustics and Electronic Music, Ghent State University, April 1994

Dynamic Models for Musical Interaction. A sub-symbolic approach to collective computing for interactive applications, Mc Allester College, St Paul, MO, September 1993

Distributed computational models for artistic decision-making, Media Arts University, Cologne, Germany 1992

Concernant la psychologie des machines, Cultural Centre Le Botanique, Brussels 1991

Music and Cellular Automata, Centre for Contemporary Music, Mills College, Oakland, CA, 1990

Machine Partners for the Artist, Hochschule für Angewandte Kunst, Vienna, Austria, 1990

Music and Artificial Intelligence, FTI, Flanders' Technology International Symposium, Belgium 1989

Listening and playing with machines, International Festival of Electronic Music, Varadero, Cuba, 1989

Interactive composing with Oscar; a knowledge-based approach, Royal Music Conservatory, Den Haag, Holland, 1989

The development of ideas through visual interaction, Inter-faculty Centre for Information Science, VUB Brussels University, 1986

Recent developments in computer music and artificial intelligence, Magyar Tudományos Akademia, Institute for Musicology, Budapest, Hungary, 1986

Creativity and computation, Centre for Media Technology, University of the Arts, Utrecht, Holland, 1988

Modelling performance knowledge in music, International Symposium of Experimental Music, Bourges, France, 1987

Form, content and motivation in computer assisted art, Smart Art Symposium, Huyghens Foundation, Technical University Delft, Holland, 1987

Towards intelligent instrumentation for live performance, International symposium on interactive composing, STEIM Foundation, Amsterdam 1986

Music process navigation using vocal and kinaesthetic activity, International symposium on Interactive Composing, STEIM, Amsterdam, 1985

Lecture Series on Computational Art, Osaka Art University, Osaka, Japan, 1982

The living systems approach to computers in the arts, International Media Festival, Tokyo 1981

Art and Technology, IEEE lecture, Leuven University, Belgium, 1980

Art et Ordinateur, Academie Des Arts, Metz, France, 1980

Lecture on Live Electronic Music, Université de Quebec, Montreal, Canada, 1979

On the history of Computer Art, Queens University, Kingston, Canada, 1979

### **Professional affiliations**

Member of the ISEA International Advisory Board, 2013 – present.

Member of the Scientific Board of the IMAGINA Conference, INA (Institut National Audio-Visuel), Paris, France, 1988-1992.

Member of the Board of Directors of ISEA (Inter-society of the Electronic Arts Foundation), 1995 - 2000.

Member: Digital Arts Community, SIGGRAPH

Member: International Computer Music Association, San Francisco, CA

Member: Computer Art Society, London, UK

Member: Electronic Music Foundation, New York, NY

Associate editor, New Music World, New York

Associate editor: GASATJ Journal of Generative Art, Milan, Italy

Reviewer: Creativity and Cognition Conference

Reviewer: Leonardo Journal of the Arts and Sciences, The MIT Press,  
Cambridge, MA

Reviewer: xCoAx Conference

Reviewer: Brazilian Computer Music Symposium

Reviewer: John Wiley and Sons, Internet Encyclopedia of Computer Science

Reviewer: Journal of New Music Research, Routledge, Taylor and Francis, UK

Reviewer: International Computer Music Conference

Member Evaluation Committee GECCO – Evolutionary Arts, Design, and Creativity  
Competition, Genetic and Evolutionary Computation Conference