

# BRENDAN WALKER

## More about me:

I was originally trained as a Military Aeronautical Engineer at Imperial College and worked for British Aerospace for several years. I then gained an MA from the Royal College of Art in Industrial Design Engineering where I later returned to work as a Research Fellow and Senior Tutor in Interaction Design. Since 2003 I have been developing a unique strand of research, based around the Science, Engineering, Art and Design of Thrill. This has earned me the title of “the world’s only Thrill Engineer”. I am currently engaged as a Senior Research Fellow in the School of Computing at the University of Nottingham.

## Online, Print and Broadcast Media:

Over the last few years I have appeared on national and international television and radio stations talking about my work both as a Thrill Engineer, and a creator of Thrilling Entertainment. This includes appearances on BBC1, ITV, Radio4, Radio5 Live (UK), SBS (Aus) and Discovery (US), on shows such as Blue Peter, Bang Goes The Theory, and The One Show.

My work has featured extensively in both print and online articles and reviews, including New Scientist, New Design, and Telegraph (UK), Creative Review (US), AmPm (Taiwan), PingMag (Japan), DI (Sweden), and Design Indaba Magazine (SA) to name but a few (not forgetting Best magazine).

## Creator:

I run my own London design consultancy, Aerial, specialising in the creation of tailored emotional experience. I have developed interactive products, sculptures, installations, and experiences for art galleries, museums and corporate clients including the Royal Academy, Science Museum, Tate Britain, V&A, and Motorola. Most recently I have been working as a consultant Creative Director for Merlin Entertainment, developing concepts for brands such as LegoLand, Alton Towers, and London Dungeons. I also consult for Disney.

The Arts Council, Wellcome Trust, British Council, and government research councils in both the Arts and Science have all supported my work.

## Director and Performer:

I have devised and produced a public event called Thrill Laboratory, which was featured at the Science Museum in 2006 and at Alton Towers in both 2007&8. This event features me in my persona as a Thrill Engineer, working with my team of Thrill Technicians to entertain, and experiment on an audience. This event has received international attention, and was recently exhibited at MoMA, as well as receiving international TV coverage.

More recently, I produced the performance / installation *Airphoria: Terminal 3* at Shunt in London, which featured a death-slide based on a Korean air disaster from 1999. I performed as the airline captain, along with other members of Shunt as my crew. I continue to produce and perform at Shunt.

## Writing and Speaking:

I often write and present for an international audience as part of my ongoing research. In 2005 I wrote and published the twin volumes *Chromo11: The Taxonomy of Thrill* and *Thrilling Designs*, which featured my research on Engineering Thrill. In these publications I reveal the formula for *The Walker Thrill Factor*, and apply my theories to the design of both a new restaurant *Neophile* and aviation themepark *Airlife*.

I regularly give public talks about my work including lectures at Tate Modern and the Science Museum; at academic and corporate events; and I was recently invited to give a talk at the Royal Institution.

## At Home:

I enjoy riding motorbikes, and I can sometimes be spotted racing my whippets. I am a black belt in Shotokan karate and regularly teach at my club in East London.