

Fusion Fest

2026

Live Demos



Afterlight

Lauren Hall



Lauren Hall is a multidisciplinary artist, academic and advocate whose work sits at the intersection of performance, social justice and disability arts. Drawing from applied theatre, devised performance and dramaturgy, their practice is rooted in co-creation and inclusive methods, working with communities to centre lived experience and reimagine who performance is for.

Description of Afterlight

'Afterlight' is an immersive educational experience for secondary school students, designed to open meaningful conversations about grief and loss. Through interactive gameplay, it will explore the emotional cycles of grief in a safe, creative space, helping young people build emotional literacy and resilience.



Line of Sight

Madeline Squire &

Nicholas Shoesmith



Madeline Squire is a creative dance artist, choreographer, and movement director. She was a First Artist dancer with Scottish Ballet for eleven years, as well as a Guest Artist, performing at Lincoln Centre with Scottish Ballet 2026. She was awarded most recently, Artist in Residence, at The University of Edinburgh, Moray House School of Education and Sport. She creates works both with digital dance as well as on stage.

Her work is influenced from her own experience of neurological recovery and approach to disability. Celebrating and exploring the beauty in uniqueness, with a new perspective of working. She has created work independently and for Scottish Ballet, United Nations, Nowness, The University of Edinburgh, Royal Opera House (Draft Works), Royal Conservatoire of Scotland, London Vocational Ballet School and more.

Website: <https://www.madelinesquire.com/>

Nicholas Shoesmith is an Associate Choreographer with Scottish Ballet and former Soloist dancer with them. Since retiring from dance, Nick has been working as a freelancer within the sector, continuing to create works for Scottish Ballet, independent companies and also schools. He's also a teacher, working with young dancers and gymnasts across the country, becoming the Technical Lead for Ballet with Scottish Gymnastics. Most recent choreographic works include Scottish Ballet's 'Wee Nutcracker' as well as 'Underbelly' for the Royal Conservatoire of Scotland.

Statement about Madeline and Nicholas' collaboration

We have found a strong creative alignment between Maddy's approach to creation which leans into the celebration of individuality and Nick's focus on experimentation with classical form.

Description of Line of Sight

Madeline Squire, Nicholas Shoesmith, and Edward Hiscox, want to create a dance film that places the viewer in the driving seat of the performance. Using an FPV drone, the camera will weave between limbs, creating a sense of surveillance while interrupting moments of privacy and intimacy. This approach immerses the audience within the choreography and expands accessibility by bringing viewers closer to the physical and emotional experience of dance through film.

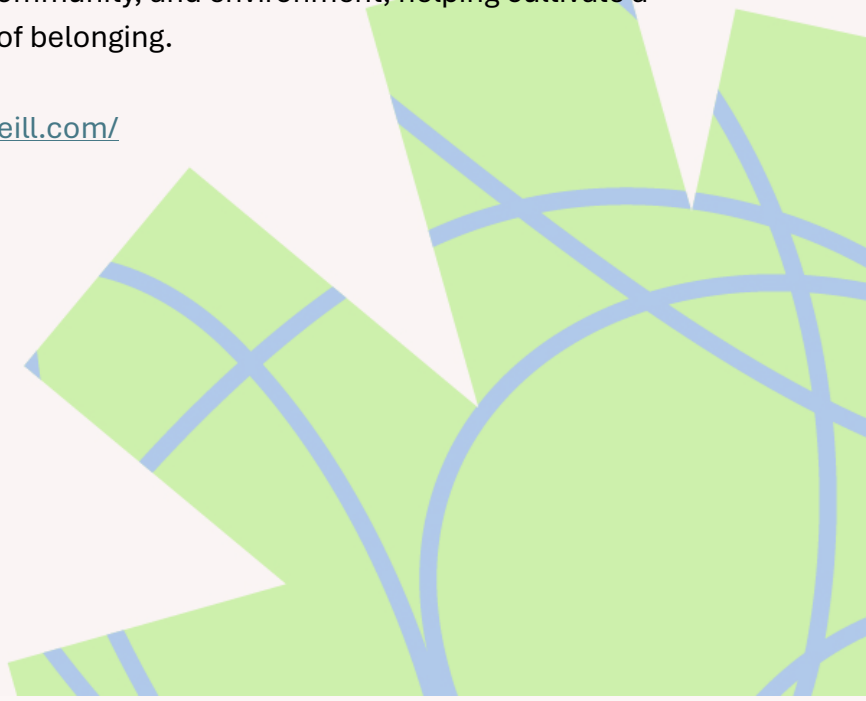
Nightbox

Martin O'Neil



I am a multi-disciplinary socially engaged artist, artistic director, and cultural strategist whose work draws on magical realism to transform the everyday into imaginative possibility. I explore the absurdity and magic within ordinary life, asking questions like, “How might a river become a radio signal?” or “What if a market traded in questions instead of goods?” By offering subtle shifts in perception, I aim to reveal new layers of truth through film, sound, light, voice, or words—though the form is always shaped by the community and place I am working with. At the heart of my practice is a commitment to uncovering collective possibilities rooted in shared experience and emancipatory values. I focus on creating moments of gathering, play, and democratic exchange, where stories and ideas can move freely between people. These shared spaces foster connection and collective imagination, inviting communities to dream together—whether by alleviating loneliness or reclaiming public space. As Artistic Director of the Stove Network in Dumfries & Galloway, I work across disciplines to drive creative innovation at the intersection of community development and urban planning. I lead a placemaking approach that uses art to deepen a community’s understanding of place, rights, and belonging. Through collective visioning and open invitation, I aim to challenge conventional views of self, community, and environment, helping cultivate a more inclusive and empowered sense of belonging.

Website: <https://www.martinjosephoneill.com/>



Performance Demo

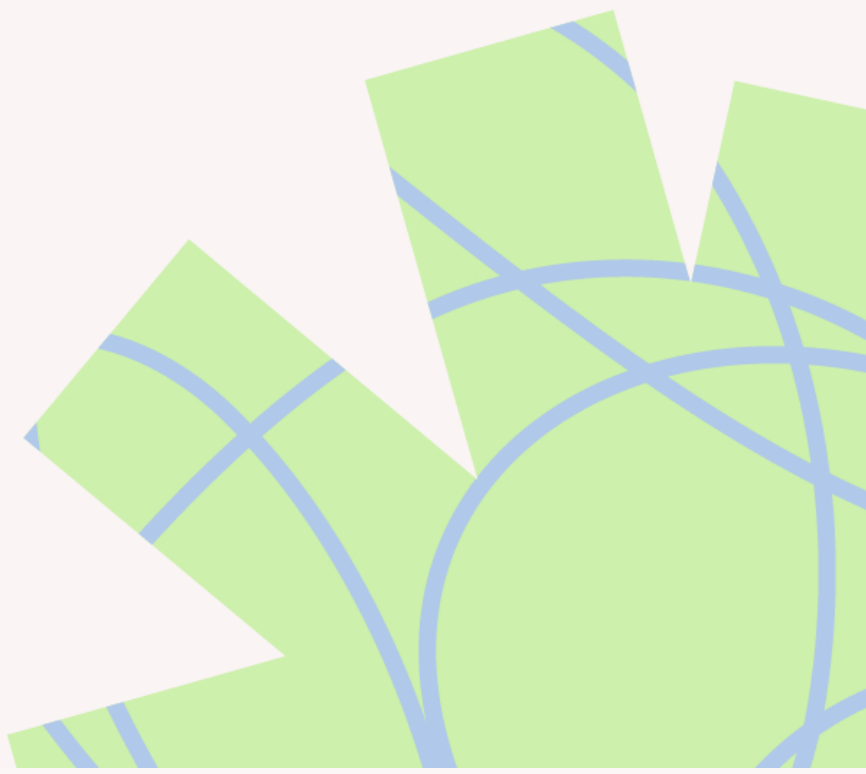
Jazz Hutsby



Jazz Hutsby is a Creative Technologist and Teaching Artist with 20 years of experience in entertainment and performance, specialising in lighting before extending his practice into CAD, visualisation and emerging technologies. Currently Lighting Tutor at the Royal Conservatoire of Scotland, previous projects include *The Tramway Revisited*, funded by Innovate UK (with Stageport Ltd), *The EIF Hub Challenge*, funded by Creative Informatics (with Stageport Ltd), *Night Fever: Designing Club Culture* (with ISO Design and Stageport Ltd), *The Land Wants Us Back* - Thulani Rachia, *Living in the Space Between* - FRAN.K and *Transcendance* - Queer Theory. Jazz Hutsby has a passion for emerging technologies in the Arts, for accessibility of the Arts to everyone and learning and teaching in the Arts.

DEMO Description

Explore how the Royal Conservatoire of Scotland is leveraging virtual reality in Production to aid in the design and technical solutions on stage, using Vectorworks and the Vectorworks Odyssey VR application for the Meta Quest 3.



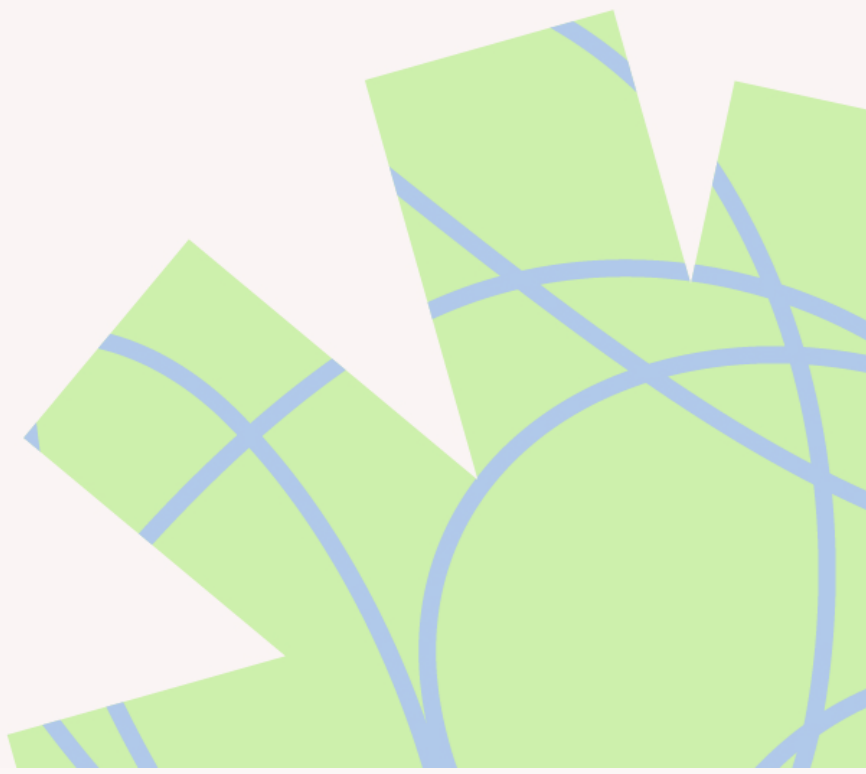
The Journey in VR

Austin Wolfe



Dr Austin Wolfe is a lecturer in 3D Modelling and Unreal at The Glasgow School of Art.

Austin has a PhD in Cinematic VR Storytelling, an MSc in Serious Games & VR, and a BA in Animation and Media Arts, as well as a background in Marine Biology. This education and research has allowed him to merge science and artistic technique to create The Journey. This immersive VR storytelling experience utilises artistic and psychological theory, as well as scientifically accurate models to transport users into the magic of the ocean. The Journey was showcased at the Aesthetica Film Festival in 2023, and is still being expanded upon today. The original version of The Journey helped inform two additional projects during his PhD, Aonar, which won a Student Bafta Award in 2022, and Isle, showcased at the Raindance Film Festival in 2023.



VR Pharm Demo for STEM

Bruce Robertson



Bruce has been a software engineer at the School of Innovation and Technology (SIT) since 2010, designing and developing 'serious games' and simulators in the Unity game engine. With a background in educational software, he has built virtual reality tours, museum interactive displays, teaching and assessment aids, and maritime simulations.

At FusionFest, Bruce is presenting an immersive, gamified VR experience created by CMAC, University of Strathclyde, in collaboration with The Glasgow School of Art. Built for Meta Quest headsets, it casts young students as scientists in a futuristic laboratory, programming machines, directing robotic helpers, and troubleshooting equipment. It introduces STEM concepts like automation and process control through age-appropriate gameplay to inspire the next generation of talent.



Empire Retold: Glasgow's 1938 Empire Exhibition in Augmented Reality

[Daisy Abbott](#)



“Uncovering Hidden History with Augmented Reality Walking Tours”

Daisy Abbott is an interdisciplinary researcher and research developer. She specialises in game-based learning, serious games, 3D visualisation, and issues surrounding digital interactions in the arts and humanities. In particular, she is investigating the use of games to teach academic and research skills in Higher Education and the use of Augmented Reality for telling stories about history and heritage.



AI Research Tools

Kieran Gunn



Kieran Gunn is a PhD candidate in the Department of Design, Manufacturing and Engineering Management at the University of Strathclyde. His research investigates how speech-based AI affects spoken interaction and design progression during conceptual design activity. He is currently developing the Design Conversation Lab, a digital research platform for studying how designers work with AI through speech.

Demo Description

The Design Conversation Lab is a platform developed to support research into speech-based AI during conceptual design activity, where the AI draws on the evolving conversation and design context to provide relevant spoken responses within the ongoing activity. The demonstration will show how the platform can be configured to structure and capture research studies in its Research Mode, while visitors may try out its Live Design Mode and experience how the AI responds when invited into a design conversation



Visually Impaired/Blind Website Access Support

[Abdul Eneser](#) & [Erin McGurk](#)



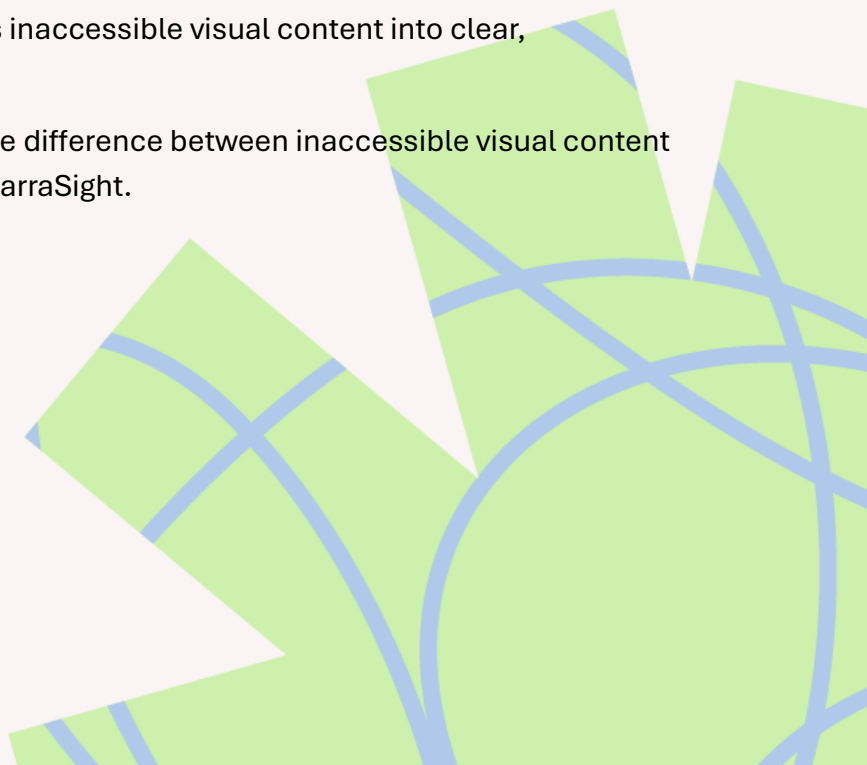
Erin McGurk and Abdul Eneser are part of the founding team behind NarraSight, an accessibility technology company helping businesses make visual digital content more accessible to blind and visually impaired users.

Abdul leads NarraSight's commercial direction, partnerships and pilots, while Erin leads product design and development, with a focus on UX, accessibility and inclusive digital experiences.

Demo Description

See NarraSight in action through a short 30-second video and a live workflow showcase, demonstrating how the platform turns inaccessible visual content into clear, meaningful descriptions.

Visitors will be able to see and hear the difference between inaccessible visual content and the experience created through NarraSight.



Mosaic Landscapes

[Design Hopes]

[Laura Maclean](#)



Dr Laura MacLean is a researcher in the Department of Design, Manufacturing and Engineering Management (DMEM) and a Part 2 architect. Her work operates at the intersection of architecture, health and environmental wellbeing. Her research explores the relationships between people and their environments, with a particular focus on how natural and designed landscapes can support health, wellbeing and sustainable futures.

Mosaic Landscapes is a participatory co-design tool developed to support better decision-making in landscape and spatial planning. Mosaics combines hand-crafted landscape elements, user personas, and a Landscape Index to guide participants through a shared process of exploration, discussion, and prioritisation. This allows groups to test ideas, understand trade-offs, and build consensus around what a place should deliver. The tool ensures that all voices are heard through a structured process.



AR Patient Leaflets

Victor Portela



Victor has a background in computer engineering and has specialised in VR and AR technologies, working at Glasgow School of Art's School of Innovation and Technology since 2013. He has delivered a wide range of projects built around VR, AR and the Unity game engine, and is currently completing his PhD as part of the EPSRC-funded ARTICULAR project.

Victor will be demonstrating CLEAR (Cleft Lip Education through Augmented Reality), developed with Prof. Steven Lo and the Canniesburn Plastic Surgery Unit. Inspired by the moving photographs of the Daily Prophet in Harry Potter, it turns a printed patient leaflet into an animated 3D guide to cleft lip surgery. The approach is wordless by design, so language and literacy are no barrier to understanding.

