

retune.

CREATIVE TECHNOLOGY CONFERENCE

27. 28. 29. SEP 2013



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about retune

Auf der ganzen Welt ermöglichen neue Technologien, neue Werkzeuge zur Produktion und Vertrieb noch nie da gewesene Innovationen und Möglichkeiten für den kreativen Ausdruck; gleichzeitig inspiriert und erweitert das Teilen, Verbinden und Austauschen von Wissen über Fachbereichsgrenzen hinaus neue Fragen, Theorien und Methoden.

Die retune.13 - creative technology conference ist ein Treffen von Künstlern, Wissenschaftlern, Designern, Hackern und Entrepreneurs, die sich mit diesen Entwicklungen beschäftigen und nach Möglichkeiten suchen, ihre Ideen und Fragen zum neuen Umgang mit Technologie auszutauschen.

Nach der erfolgreichen ersten retune in 2012 wird die retune.13 vom 27. - 29. September in Berlin stattfinden. Es ist eine Konferenz mit handverlesenen Workshops und Vorträgen, begrenzter Teilnehmerzahl und genügend Zeit zum diskutieren und vernetzen.

facts

datum

27. – 29. 09. 2013

teilnehmerzahl

150 – 200

(2012: 140)

teilnehmer

**interdisciplinary group of artists,
designers, engineers
and entrepreneurs**

outline

**3 days conference, approx. 16 talks and
5 workshops**

Freitag, 27.09.

**Workshops während des ganzen Tages,
Beginn der Konferenz um 18 Uhr,
get-together am Abend**

Samstag, 28.09.

Vorträge, Abendveranstaltung

Sonntag, 29.09.

**Vorträge,
Ende der Konferenz gegen 16 Uhr,
Abendessen mit den Speakern**

tickets

studenten 49 €

normal: 69 €

professional: 99 €

retune.de/2013

@retune_conf • fb.com/retuneconference

flickr.com/photos/retuneconference

kontakt

Julian Adenauer, julian@retune.de

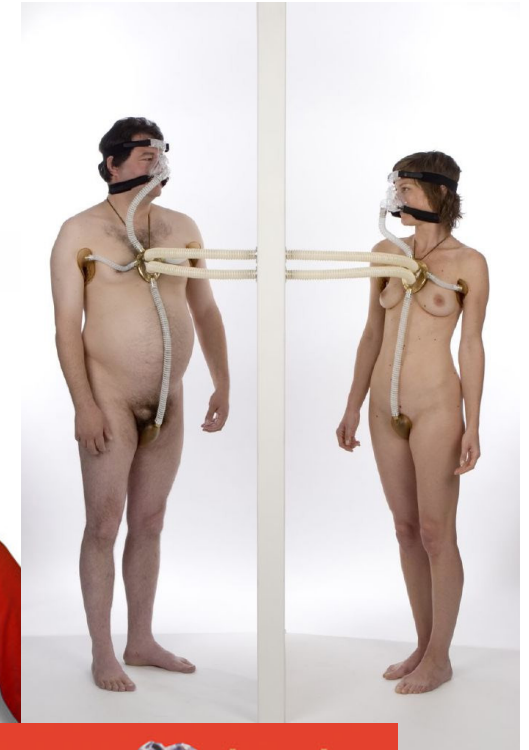
speakers* James Auger

James Auger is a designer, researcher and lecturer operating at the intersection of art and industrial design. Together with Jimmy Loizeau, James runs Auger-Loizeau – design studio based in London.

With a slight sideways step, Auger-Loizeau believes that by removing the commercial aspect from the requirements of the object, design it can adopt a whole different agenda, questioning the process that gives birth to it rather than blindly conforming to it. In this way design can comment on consumer culture, the role of products and the ubiquity and function of technology. Through the development

and dissemination of speculative and critical products and services they hope to instigate a broader analysis of what it means to exist in a technology rich environment both today and in the near future.

auger-loizeau.com



speakers*

Alexandra Deschamps-Sonsino

Alexandra Deschamps-Sonsino is an interaction designer & entrepreneur. She is the founder of **Good Night Lamp**, a family of internet-connected lamps.

in the design of everyday products since 2005.

designswarm.com

She also leads Designswarm an “internet of things” design studio & consultancy and works with clients who want to design next generation connected products. She also uses her expertise to help shape early business ideas around smart products. Her work has been exhibited at The Victoria & Albert Museum and the Museum of Modern Art in New York.

Alexandra has been focused on the “internet of things” and its implications



*) Die hier vorgestellten Speaker sind nur eine Auswahl. Es wird insgesamt ca. 16 geben. Mehr Infos auf der Website: retune.de

speakers*

Franziska Hübler

Franziska Hübler's main interest lies at the intersection of art and technology. Personal projects include soft sensors, sculpture and mixed reality installations. Parallel to her own work she is a Professor of Computergestütztes Experiment at the Hochschule für Angewandte Wissenschaften – Hamburg. Her collaborative course work (with students) has been exhibited at the Bucerius Kunst Forum Hamburg, Bauhaus Museum Berlin and at the Fabrik der Künste in Hamburg.

[computationalspaces.org /](http://computationalspaces.org/)
huebler.cc



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speakers*

Jeremy Bailey

„Jeremy Bailey is a Toronto-based Famous New Media Artist whose work explores custom software in a performative context. His work is often confidently self-deprecating in offering hilarious parodies of new media vocabularies.“

(Marisa Olson, Rhizome)
Recent projects include performances for Rhizome's Seven on Seven, Transmediale, the Stedelijk Museum, FACT, the Tate Liverpool and the New Museum in New York.

jeremybailey.net



speakers*

Kyle McDonald

Kyle McDonald is a media artist who works with code, with a background in philosophy and computer science. He creates intricate systems with playful realizations, sharing his source and challenging others to create and contribute. Kyle is a regular collaborator on arts-engineering initiatives such as openFrameworks, having developed a number of extensions which provide connectivity to powerful image processing and computer vision libraries.

For the past few years, Kyle has applied these techniques to problems in 3D sensing, for interaction and visualization, starting with

structured light techniques, and later using the Kinect. Kyle's work ranges from hyper-formal glitch experiments to tactical and interrogative installations and performance.

kylemcdonald.net

