retune.

CREATIVE TECHNOLOGY CONFERENCE

27. 28. 29. SEP 2013

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about retune

Around the world new technologies and new means of production and distribution enable unprecedented innovation and creative expression; while the sharing, forking and remixing of knowledge blend traditional fields in a way that informs and inspires new questions, theories and methods.

The retune.13 - creative technology conference is a gathering of artists, scientists, designers, hackers and entrepreneurs who are engaged in these developments, and looking to exchange their ideas and questions on new ways of working, thinking and expressing with technology.

After the very successful first retune in 2012, retune.13 takes place from Sept 27 – 29 2013 in Berlin. It is a single-track conference of hand-picked workshops and talks, with limited participants, and generous time for discussing and connecting.

facts

dates
27. − 29. 09. 2013

attendees
150 − 200
(2012: 140)

audience
interdisciplinary group of artists,
designers, engineers
and entrepreneurs

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

friday, 27.09.
workshops during the day,
begin of the main confence at 6pm,
get-together in the evening

saturday, 28.09.
talks, evening event

sunday, 29.09.
talks, end of the conference
around 4pm, speakers dinner

tickets
students 49 €
regular: 69 €
professional: 99 €

retune.de/2013
@retune_conf • fb.com/retuneconference
flickr.com/photos/retuneconference

contact
**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
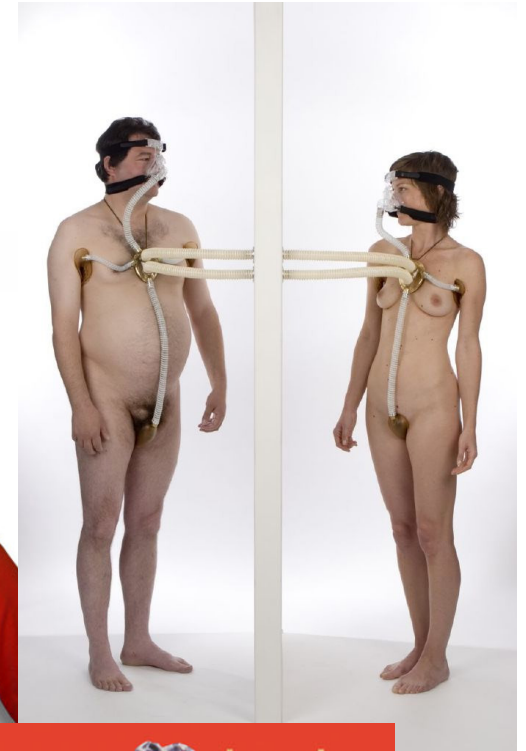
speakers*
Alexandra Deschamps-Sonsino

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

    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 in the design of everyday products since 2005.

designswarm.com

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 / huebler.cc

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