SPEAKERS 2014

IN ALPHABETICAL ORDER

JAMIE ALLEN likes to make things with his head and hands — investigations into the material systems of media, electricity, and information. His interests lie in the ways that creative uses of technology teach us about who we are as individuals, cultures and societies.

A PAREDE is a brazilian design research practice in Berlin. Their research interests are in Speculative and Critical Design, Gender and Sound Studies. They develop projects and workshops that question the status quo and not only address but also empower people to take a stand.

BEANOTHERLAB is an interdisciplinary art collective that conducts embodied telepresence experiments to promote empathy. Drawing on neuroscience protocols, they search for innovative possibilities in embodied interaction and use low-budget digital technology to run performances addressing social issues.

ZACH BLAS is an artist, writer, and curator whose work engages technology, queerness, and politics. Currently, he is producing a body of work that responds to technological control and refusals of political visibility through tactics of escape, disappearance, illegibility, and opacity.

CYBORGS E.V. is a society that promotes and critically observes the fusion of human and machines. They explore the consequences of a posthuman era where cyborg bodies are increasingly leaving their ancient fortress of skin and skull in favour of mental extension.

VINCENT DUBOIS is a french interaction designer. His work is focused on social interactions and users behaviors. As part of his research, he developed an interest about how personal data, digital identities and social interactions affect us all in our daily use of technology.

ANAISA FRANCO Searching for the creation of a "sixth" sense, she creates interfaces that interconnect the physical with the digital by using concepts of psychology and dreams, providing behaviors, feelings and imagination for the artworks.

MORITZ SIMON GEIST develops and performs with musical robots. The main theme of his work is the transition from a deterministic system into the physical and mechanical world. This transformation entails a greater stress on the "error" of the physical world and lets the object be both more tangible and vulnerable.

JARII VAN GOHL records sounds from buildings and their architecture to make music out of it. Architecture is his instrument. In that way, architecture becomes his instrument, featuring a remix of the sounds we are always surrounded by. The rest of his time he tours with his band DŸSE.

WOLF LIESER is a gallerist mainly focussing on digital media and their effect on culture, from the early pioneers of the 1960s to the present. In 2009 he wrote the introductory book "Digital Art".

STEFANO MIRTI is a designer, architect and educator. He has been working on new ways of teaching for many years, and recently started the course „Design 101", a MOOC on Iversity..

ROBIN PARMAR combines deep research with intermodal praxis in composition, improvisation, poetry, and film-making. His formal background is in theoretical physics, audio engineering, computer programming, and music technology.

DOMENICO QUARANTA is a contemporary art critic and curator. He focused his research on the impact of the current techno-social developments on the arts, with a specific focus on art in networked spaces.

RANDOM INTERNATIONAL is a studio for experimental practice within contemporary art. Taking science as a means to develop a new material vocabulary, their work invites consideration of the man/machine relationship through explorations of behaviour and natural phenomena.

JOACHIM SAUTER is a media artist and designer. He focusses on digital technologies and experimenting with how they can be used to express content, form, and narration. In 1988 he co-founded ART+COM with the goal to practically research digital technology as new medium in the realm of art and design.

SUSA SCHMID is a Berlin based artist and designer. Her interest is to visualize the gaze by using technologies like eye-tracking systems in a new way: rethinking concepts of vision and gaze and questioning the way we see the world and how we live in it, in order to enable new meaningful aesthetic experiences.

KARSTEN SCHMIDT explores the growing possibilities at the intersection of various design disciplines and software development. Karsten uses code as a primary design tool to build unique, highly adaptable platforms, installations, services and systems for some of the world's most respected & innovative brands.

GABRIEL SHALOM is an artist living and working in Berlin. His practice combines elements of experimental cinema, video art and musique concrète. He explores the hidden musicality in everyday objects, instruments and situations.

KARINA SMIGLA-BOBINSKI works as an intermedia artist with analogue and digital media. She produces and collaborates on projects ranging from interactive and mixed reality art in form of installations and performances, to digital and traditional painting, analogue interactive installations or kinetic sculptures.

UNITED VISUAL ARTISTS is a London based art practice. The studio's lines of enquiry include the tension between real and synthesised experiences — the questioning of our relationship with technology, and the creation of phenomena that transcend the purely physical.

FILIP VISNJIC is an architect, lecturer, curator and a new media technologist. He is editor-in-chief at CreativeApplications.Net, co-founder and curator of Resonate Festival, editorial director of HOLO Magazine and lectures at a number of universities in the UK.

ALICE WANG uses design as a language to explore social issues and reminds us about humans' complex emotions, using parody and irony to make people laugh and self-reflect.

WORKSHOPS

REGULAR

PROTOTYPING INTERFACES will be inspired by the workshop teacher's book "Prototyping Interfaces — interactive sketching with vvvv", in which they explore the method of doing, testing and iterating to explore new ideas and concepts with functional prototypes. Their claim: the best way to invent the future is to prototype it! They will show how to explore interface ideas by building it up and programming it in a rapid way.

Teachers: Jochen Leinberger and Mark Lukas

VVVV The workshop will give an easy introduction to vvvv by showing how to use and create GPU-based image effects, mixers and animations. Ever dreamed to have the layered, masked and fulloff-effects power of Photoshop in realtime? Are you doing live visual performances, creating animations, building interactive exhibits or just want to start using vvvv? This workshop is for you.

Teachers: Joreg and Anton

GLEMMER is a small, battery powered programmable light module. There are endless possibilities to light up 64 red glowing LEDs and even more possibilities to design something with it. An integrated microcontroller can be programmed via Arduino or Processing. Glemmer can be used for battery-powered New Media accessories, fashion gimmickry or small electronic intervention.

Teachers: Felix Hardmood Beck and Simon Schiessl

OPENFRAMEWORKS is a creative coding toolkit for artists and designers that allows to work with graphics, sound, video, computer vision and many others. The workshop will teach some basic knowledge to start program using openFrameworks.

Teacher: Arturo Castro

3D SCANNING AND PRINTING In the workshop participants will 3D Scan their head with a Kinect camera, modify it, prepare it for printing and print it.

Teacher: Bram de Vries

SUPEROBJECTS PARADIGM This workshop introduces the superobjects coding project. The first immediate goal of the work is to change the profile of who programmers are. To get away from the idea that programmers are mathematical-logical-engineering types and transform coding into a creative art form. In the superobjects paradigm, software is considered semi-alive, based on the metaphor of the living organism as an information system. Code will be poetic.

Teacher: Alan Shapiro

TWITTER ORCHESTRA Sometimes Twitter really looks like a participative, diffused, continuous, restless symphony in front of our eyes. But if that is just what we can see, then how does it sounds like? During the workshop we will not only give Tweets a voice, but we will try to make sense of them, a musical sense, conducting the music as a real orchestra.

Teacher: Alessandro Contini and Ramin Soleymani

BEANOTHERLAB For the past 2 years, BeAnotherLab has been working with an extended community of researchers, artists, and members of the public to create a system to promote empathy between individuals. During this two-part workshop, we will introduce participants to the technology and protocols used for the Machine to Be Another, and then discuss and experiment with new performances or use scenarios.

Teachers: Daniel Gonzalez-Franco and Arthur Tres

EXTENDED

REAL TIME VIDEO TOOLS The workshops is an open-collaborative environment in which participants will use their creative and technical backgrounds to develop an unrealized real-time audiovisual or VJ performance.

Teachers: Lucas Guitierrez and Klaas von Karlos

CHOREOGRAPHIC CODING LAB is a week-long gathering of movement hackers and practitioners who will be discussing and working on projects, ideas and challenges in a peer-to-peer setting. Offer ing unique opportunities of exchange and collaboration for digital media 'code savvy' artists who have an interest in translating aspects of choreography and dance into digital form and applying choreographic thinking to their own practice.

VENUE

ARENA GLASHAUS BERLIN
EICHENSTRASSE 4
12435 BERLIN

TEAM

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CREATIVE TECHNOLOGY CONFERENCE

WORKSHOPS
&
SPEAKERS

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A PAREDE
BEANOTHERLAB
ZACH BLAS
CYBORGS E.V.
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ANAISA FRANCO
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KARINA SMIGLA-BOBINSKI
UNITED VISUAL ARTISTS
FILIP VISNJIC
ALICE WANG**

THE

26.—28.09.2014

**ARENA GLASHAUS
BERLIN**

MIRROR

Program Schedule

Time	FRIDAY — 26.09. MAIN STAGE	FRIDAY — 26.09. SECOND STAGE	SATURDAY — 27.09. MAIN STAGE	SATURDAY — 27.09. SECOND STAGE	SUNDAY — 28.09. MAIN STAGE	SUNDAY — 28.09. SECOND STAGE
10:00			REGISTRATION			
11:00	WORKSHOPS		FILIP VISNJIC / DOMENICO QUARANTA / WOLF LIESER		SUSA SCHMID / CYBORGS E.V. / BEANOTHERLAB	
12:00	PROTOTYPING INTERFACES / VVVV / GLEMMER / OPENFRAMEWORKS / 3D SCANNING AND PRINTING / SUPEROBJECTS PARADIGM / TWITTER ORCHESTRA / BEANOTHERLAB			DISCUSSION	STEFANO MIRTI	DISCUSSION
13:00			LUNCH BREAK		LUNCH BREAK	
14:00			JARII VAN GOHL / GABRIEL SHALOM / MORITZ SIMON GEIST		ROBIN PARMAR / ANAISA FRANCO / K. SMIGLA-BOBINSKI	
15:00						DISCUSSION
16:00				DISCUSSION	KARSTEN SCHMIDT / JOACHIM SAUTER / RANDOM INTERNATIONAL	
17:00	REGISTRATION		A PAREDE / VINCENT DUBOIS / ZACH BLAS / JAMIE ALLEN			
18:00	INTRODUCTION					FEEDBACK & GOODBYE
19:00	ALICE WANG / UNITED VISUAL ARTISTS			DISCUSSION		
20:00	GET TOGETHER		BODYCONTROLLED #7 – ECHO @ LEAP LEIPZIGER STRASSE 63 10117 BERLIN			
21:00	MUSIC + DRINKS					
22:00	PRESENTATION / CHOREOGRAPHIC CODING LAB / PERFORMANCE / VJ WORKSHOP		AFTERPARTY AT LEAP @ LEAP LEIPZIGER STRASSE 63 10117 BERLIN			
23:00	PERFORMANCE / MORITZ SIMON GEIST					
24:00	DJ / THE CONSTITUTE					

FREE WIFI AVAILABLE!

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RETUNE 2014

INSIDE THE MIRROR

Mirrors allow us to look at the world and ourselves from the outside, enable us to see things otherwise hidden. Giving us the chance to learn something about us and our environment. Today's mirrors are not made of glass and metal but from silicon. The digital world is like a mirror-world, reflecting events, people, connections and places. Our behavior is being documented by countless data, social network activities, photos, videos and biometric data. Personal and global trends, affectations and reluctances can be analyzed. It is easy to fall in love with the wonderland in the mirror and our virtual self that is easy to reshape.

Reflections can be distorted, filtered or blurred without us noticing. It looks so familiar but is yet not the same. Finding out more about the mirror is hard because it keeps distracting us with its reflections. It evades observation, showing something else instead of revealing truth about itself and hiding what lies behind. And in the end what the mirror shows and what we see in it is not necessarily the same.

How do these reflections change us? How does technology reflect back on us? How is the reflection reflected in our behavior? How does art reflect these developments?

Sometimes it is hard to tell apart the real world and the reflection in the mirror, it's hard to find the way out of the house of mirrors. Everything seems blurry and we're left alone looking at ourselves in the reflection of our computer screens.

CREATIVE TECHNOLOGY CONFERENCE

As increasing parts of our lives are influenced and ruled by technology, its relationship towards humans, society and culture needs to be renegotiated.

From 26. - 28. September 2014 the retune conference brings together for the third time artists, designers, technologists as well as researchers and scientists to inspire interdisciplinary thinking and making. This annual gathering of international creative minds seeks to explore, shape, and critically question the future of living, working, and expressing with technology.

Within a three days conference international thinkers and practitioners will give inspirational talks and key note speeches; participants will gain further practical experiences in workshops and have the chance to discuss and connect with like-minded creatives from various interdisciplinary fields.