

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.

BEANOTHELAB 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.

CYBORG 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.

ANAISSA 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 GIEIST 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.

JARI 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 wealth of the sounds we are always surrounded by. The rest of his time he tours with his band DISE.

WOLF LIESER is a gallerist mainly focusing 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 MERTI 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 NOC on Inevity...

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

DOMENICO GUARANTA 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 human/machine relationship through explorations of behaviour and natural phenomena.

JOACHIM SAUTER is a media artist and designer. He focuses on digital technologies and experimenting with how they can be used to

express content, form, and narration. In 1988 he co-founded ANT-COW with the goal to practically research digital technology as new medium in the realm of art and design.

SUSASCHMID 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 music production. He explores the hidden materiality in everyday objects, installations and situations.

KARINA SMIGLA-BOBENSKI 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 synthesized experiences – the quantifying of our relationship with technology, and the creation of phenomena that transcend the purely physical.

FILIP VISNJC is an architect, lecturer, curator and a new media technologist. He is editor-in-chief at Travel Applications Ltd., co-founder and curator of Resonance Festival, editorial director of H&M Magazine and lectures at a number of universities in the UK.

ALICE WANG uses design as a language to explore social issues and provide 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 Leisberger and Mark Lukas

VVVV The workshop will give an easy introduction to vvvv by showing how to use and create GPU-based image effects, filters and animations. Ever dreamed to have the layered, stacked and full-of-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: Jureg and Anton

GLEMNER 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. Glemner can be used for battery-powered New Media accessories, fashion gimmicks or small electronic intervention.

Teachers: Felix Harbord Beck and Simon Schläp

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 work-

shop 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, real-time symphony in front of our eyes. But if that is just what we can see, then how does it sound like? During the workshop we will not only give Twitter 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 Ramon Sulaiman

BEANOTHELAB 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 unrivaled real-time audiovisual or VR performance.

Teachers: Lucas Gutierrez and Klaus von Karlos

CHOREOGRAPHIC CODING LAB is a week-long gathering of movement makers 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
KLOSTERSTRASSE 4
10435 BERLIN

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CREATIVE TECHNOLOGY
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WORKSHOPS

&

SPEAKERS

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A PAREDE
BEANOTHELAB
ZACH BLAS
CYBORG E.V.
VINCENT DUBOIS
ANAISSA FRANCO
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ALICE WANG

26. – 28.09.2014

ARENA GLASHAUS
BERLIN

MIRROR