8. 9. 10. 11. NOVEMBER'13

ICT ART CONNECT .2013

NEW TECHNOLOGY-BASED CREATIVE RESPONSES TO CONTEMPORARY SOCIETAL CHALLENGES

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iMAL
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Bozar
www.bozar.be
HLP Gallery
www.hl-projects.com
Hotel Bloom
www.hotelbloom.com
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www.waag.org

Contributions of FP7 project 'FET-ART', 'NESS' and 'MD' are acknowledged.

8. 9. 10. 11. NOVEMBER'13

ICT ART CONNECT .2013

NEW TECHNOLOGY-BASED CREATIVE RESPONSES TO CONTEMPORARY SOCIETAL CHALLENGES

.about

ICT ART CONNECT 2013, a 3-day event at the European Parliament, BOZAR, iMAL, HLP Gallery, and Hotel Bloom, will explore crossings of ICT - Information and Communication Technologies - and ART as a promising path for new technology-based creative responses to contemporary societal challenges.

ICT ART CONNECT 2013 will demonstrate how synergies of ICT and art can enhance creativity in both society and technology. To showcase such synergies, the event will link into the "New Narrative for Europe" project, launched in April 2013 by President J. M. Barroso. The belief is that European artists with the help of ICT could involve European citizens stronger in this project and engage them in creating a 'real European public space', as required by the New Narratives project.

The event is organized by DG CONNECT, the European Commission's Directorate General in charge of ICT, in cooperation with the European Parliament, Artshare, iMAL, Bozar, HLP Gallery, Hotel Bloom, and the FP7 funded project FET-ART.

8.NOV'13
PERFORMANCE
21h HOTEL BLOOM

ICT ART CONNECT .2013

PERFORMANCE
HOTEL BLOOM

HOTEL BLOOM
Hotel Bloom has invited 287 creative young artists from different European countries to paint the rooms of the hotel and make it something unique for its guests.

FLOW

The objective of this interactive performance/installation is to capture and amplify the most human moments of subtle intention and response, as well as to couple linguistic meaning with emotive+sensory impact. The audience will be asked to, meaningfully, both enhance and interfere with the event, cross temporal planes and audio-visual assumptions, as well as to encourage integrability of problem-solving and self-expression amongst the participants. The objective of all technology inserted into the space is to make the experience more human.

ANYA YERMAKOVA,
has a degree in biology and began her artistic career in Elektrostal, Russia, where she studied music and dance, which she continued in Chicago and Oxford. Her current project is exploring live mapping of energy diagrams from motion tracked on a dancer, which in turn serves as a score for musicians, the sound of which feeds back as the score for the dancers. She is currently working with Jill Johnson at Harvard, and is continuously expanding the vocabulary and applications for her diagrammatic notation of energy in performance.

.workshops

ICT ART CONNECT .2013

DIY WORKSHOPS

iMAL

These hands-on workshops aim to foster creative collaborations between artists and ICT professionals and to enhance interdisciplinary co-creation in projects and works of art that engage the citizens of Europe in debates around new technologies responding to societal challenges.

The workshops will be started with keynotes by William Latham and Honor Harger. Afterwards, participants will begin to form collaborative groups to work in parallel sessions. These groups will discuss in a supportive environment whilst experimenting with available technologies (e.g. 3D printers or hacking). Two concepts were prepared in advance and will be presented by Beth Coleman and Andrzej Nowak.

The most promising results from these groups will be presented during the session at the European Parliament. Furthermore, through the workshops a number of collaborative ICT & Art links might be developed. These links could be followed up in ICT&ART residencies sponsored by FET-ART.

FP7 project FET-ART

The FP7 funded support action FET-ART is contributing to the initiative around ICT & ART Connect. For instance, open calls for residencies will be offered to artists and scientists willing to contribute with a pilot project to this initiative. The FET-ART consortium is composed of Sigma Orionis (coordinator), Brunel University, Waag Society, Stromatolite and BCC.

www. ict-art-connect.eu

iMAL

iMAL, Center for Digital Cultures and Technology, is a non-profit association created in Brussels in 1999, with the objective to support artistic and creative practices using computer and network technologies as their medium. iMAL is the unique integration of a Contemporary Art Center producing various public events (exhibitions, lectures, concerts/performances) with a MediaLab and a FabLab for artists and creative people to research, experiment, share and exchange with and about new technologies. iMAL is a European and international meeting place for arts, sciences & innovation, located in the capital of Europe.

www.imal.org

9.NOV'13

WORKSHOP

10h.18h. iMAL

WILLIAM LATHAM,
was one of the first UK artists in the 80's to create evolutionary computer art. Trained as an artist at Oxford University and The Royal College of Art, he began to work with computing to develop his evolutionary drawings, becoming artist in residence at IBM UK Scientific Centre in the 1980s where he worked with mathematician Stephen Todd to develop a methodology for mutating and evolving forms. He is now Professor of Computer Art at Goldsmiths, University of London, and his current work explores the world of protein folding and scientific visualization. His recent solo exhibition "Mutator 1+2" was a highlight of Brighton Digital Festival 2013.

http://latham-mutator.com/

10:00 **Registration / coffee at iMAL**

10:25 **Welcome (Ralph Dum)**

10:35 **Introduction of the workshop format (Lucas Evers, Anna Dumitriu)**

10:45 **Keynote William Latham: EU societal challenges and the importance of ICT & art interactions for narratives for Europe**

11:10 **Two models for working group concepts to inspire speed dating (Beth Coleman, Andrzej Nowak)**

11:20 **Speed dating to discuss concepts for working groups (3 minutes each selected via colour badge)**

12:20 **Lunch - during lunch participants will be encouraged for further refinement of concepts**

13:15 **Formation of groups around issues, technologies and arts**

14:00 **DIY Working groups: Develop ideas/concepts/ prototypes based on issues, technology, arts. With the possibility of hands-on interaction using brought materials and Makey Makey, iMAL Fablab, AR tools**

17:30 **Conclusion of the day: Show and tell what people have been doing and making**

18:15 **End of first day**

10.NOV'13

WORKSHOP

10h.18h. iMAL

HONNOR HARGER,
is a curator and artist with a particular interest in artistic uses of new technologies. She worked for the Australian Network for Art and Technology, is one of the co-founders in 1998 of radioqualia, a group which explores how broadcasting technologies can create new artistic forms. She worked for Tate Modern as the Webcasting Curator. She worked as a freelance curator for among others the British Council, the BBC, the Sonic Arts Network and Transmediale. Honor Harger was the artistic director of the AV Festival in the cities of Newcastle/Gateshead, Sunderland and Middlesbrough. Harger's current position is artistic director of Lighthouse, a leading arts agency in South East England supporting, commissioning and showcasing new work by artists and filmmakers.

10:00 **Welcome and coffee**

10:25 **Keynote by Honor Harger: EU societal challenges and the importance of ICT & art interactions for narratives for Europe**

10:50 **Recap of the previous day and structuring presentations at Parliament**

11:15 **Workshops continue**

12:45 **Lunch**

13:30 **Workshops continue**

16:00 **Workshops continue with preparation of presentations for Parliament**

17:00 **Presentation of the groups ideas/concepts/prototypes/ achievements**

18:00 **End of workshop**

.exhibition

9.NOV'13
EXHIBITION
19h. HLP GALLERY

9.NOV'13
EXHIBITION
19h. HLP GALLERY

ICT ART CONNECT .2013

EXHIBITION

HARLAN LEVEY PROJECTS

PUBLIC DATA: APPEARANCE, COLLECTION, ANALYSIS, AND MANIPULATION IN ARTISTIC NARRATIVES.

The exhibition at Harlan Levey Projects will look at different ways information is produced, shared, and edited to form or transform contemporary narratives. Three main projects will be shown, which deal with public domain information, its analysis and potential rewriting.

HARLAN LEVEY PROJECTS

Harlan Levey Projects (HLP) Gallery is located in downtown Brussels. The gallery works closely with a small roster of international artists, hosting an annual program that includes solo projects, thematic group exhibitions, performances and community building/ educational activities that involve artists from around the world. HLP also provides critical texts to clients like Gingko Press (DE/USA). the VanAbbe Museum (Eindhoven), Showroom Mama (Rotterdam) and the Domein voor Kunst Kritique (Amsterdam), offering bilateral consultancy services for artists, government, creative industry partners and all types of contemporary art collections.

BROAD SENSE

Broad Sense is based on an intervention in the European Parliament in Brussels. First the same question about dress code in European Parliament was sent via e-mail to the local EP information office of each member state. Then the varying responses were printed on 19 T-shirts that the artist wore inside the Parliament over the course of three days. The video reveals the diversity of security responses to her visits. Broad Sense was awarded first prize of Prix de Rome Visual Arts competition in 2011 (NL).

http://www.pilvitakala.com/Broadsense01.html

PILVI TAKALA,

was born 1981 in Helsinki, graduated from the Finnish Academy of Fine Arts in 2006 (MFA) and was a resident at Rijksakademie, Amsterdam 2009-2010. Her solo exhibitions include Kiasma Museum of Contemporary Art, Helsinki; Turku Art Museum; Frac des Pays de la Loire, Nantes; Galerija Miroslav Kraljevic, Zagreb. Her work has been shown widely in group shows including the 4th Bucharest Biennial; Witte de With, Rotterdam; 5th Berlin Biennial; 9th Istanbul Biennial; Platform Garanti Contemporary Art Center, Istanbul; Helsinki City Art Museum and Kunsthalle, Helsinki.

PUBLIC AD CAMPAIGN VS REPUBLIC LAB

Seiler's ongoing work Public Ad Campaign deals with public visual landscape, legislation and the effects of imagery on social patterns, psychological input and ways to encourage civil participation as an alternative to passive consumption. A highly committed practice, this work has included large-scale advertising takeovers, the production of keys to advertising panels as borderline artworks and the sustainable re-appropriation of frames intended to hold transient fetish images. Since 2011, the project has included an augmented reality platform that has created architectural, advertising and extended environment interventions.

http://www.republiclab.com/
http://daily.publicadcampaign.com/

JORDAN SEILER,

is an artist / activist born in New York City and living in Brooklyn. His work revolves around the intersection of public and private media in our shared environments. Since 2006, Seiler's work has been exhibited in Norway, Spain, Belgium, Switzerland and across the US, including large scale projects in Stavanger, Toronto (CA), NY and Madrid. His collaboration with B.C. Bierman, REPUBLIC+LAB, was first presented at Art Basel Miami Beach and has earned acclaim in different sectors dealing with the facade of urban life including architecture, heritage, urban art and the development of information and communication tools including AR techniques.

BREATHLESS

This installation consists of three interactive sculptures. Two of them are connected to the RSS [web] feed via computers, and the third, with the aid of the anemomenter, provides input from the wind, temperature, and noise. The computer is programmed to search for all words, related to the concept "of fear" (for the first sculpture) and "desire" (for the second) in selected RSS feeds. The more such words appear, the brighter the object's LEDs become. The third object is based on the same principle. The spectator can walk inside where an additional airspeed sensor is located. When she/he blows on it, the pattern of illumination changes - the simple act of breathing becomes visible and important as the flow of data is interrupted by physical presence.

http://www.alexdementieva.org/installationpages/i_Breathless.html

ALEXANDRA DEMENTEVIA

main interests focus on social psychology, perception and their application in multimedia interactive installations. Her video work integrates different elements including behavioral psychology, developing narrative using a 'subjective camera'. Her interactive installation projects attempt to widen the mind's potential for perception using different production materials: computers, video projections, soundtracks, slides, photography, etc. By making certain historical, cultural and political allusions, her exhibition locations create the frame within which the idea develops.

.exhibition

10.NOV'13
EXHIBITION
19h. BOZAR

10.NOV'13
EXHIBITION
19h. BOZAR

ICT ART CONNECT .2013

EXHIBITION
BOZAR

Opening by European Commission Vice-President for the Digital Agenda Neelie Kroes and Director-general of Bozar Paul Dujardin

The exhibition at Bozar, through selected interactive and data visualization art pieces, proposes to underline the capacity that ICT and Art, together, have to create new interrelationships amongst arts and audience, between data and human bodies. Visitors will experience a process of entering a universe of new feelings and knowledge.

BOZAR
«Creativity, quality, and artistic diversity have been at the heart of the Centre's mission since its foundation. But for art not to be something abstract and distant, for it to be truly part of the "culture" of a society – and particularly in a city as variegated and international as Brussels – the public must be able to experience it in a way that is both natural and lively. Art and people must find and recognise each other, must interact with and enrich each other. For the greater happiness of all.»

Paul Dujardin, Director-general

//BOXOFFICE HALL

KAZAMIDORI, 2009

"Kazamidori" is a weathervane for the Internet age. "Kaza" (wind) "mi"(watch) "dori" (bird) is a Japanese expression for a weathervane. People of former days observed the natural behaviour of birds, which have a habit of looking towards the direction of wind, and this behaviour was incorporated in the design of weathervane. "Kazamidori" is a device to indicate the social wind of interests on the Internet. It works by using the social energy of web accesses to Ars Electronica. When somebody visits the Ars Electronica website, "Kazamidori" turns to point in the direction of the visitor. For example, if somebody visits from Tokyo, "Kazamidori" will point east.

www.howeb.org

h.o (JP) & ARS ELECTRONICA FUTURELAB
Futurelab focuses on the future at the nexus of art, technology and society. We consider our works as sketches of possible future scenarios in art-based, experimental forms. In this way, we are aiming at developing contributions through methods and strategies of applied science, the results of which reveal new knowledge and experiences of societal relevance in art and science.

//A.BOZAR SHOP

SHADOWGRAM, 2010

The Installation "Shadowgram – Zukunft Linz" first catches one's eye because of its results: Several hundreds of stickers in the form of silhouettes and speech bubbles on the walls narrate the people's vision of the future. Whoever wants to add his/her own idea, steps right in front of a wall of light and has his/her picture taken. The result is a picture of the silhouette. If the visitors are happy with their picture, it is cut out from an adhesive foil by a special printer. In addition, the visitors can capture their ideas and vision in a speech bubble. The shape of the silhouette, a speech bubble with a short statement and each theme cluster form the message. In a creative and demonstrative way, the concerns of the people of Brussels will be presented in the form of a "social brainstorming".

http://www.aec.at/futurelab/en/

FUTURLAB ARS ELECTONICA
Roland Haring, Hideaki Ogawa, Christopher Lindinger, Emiko Ogawa and Matthew Gardiner.

//HORTA HALL

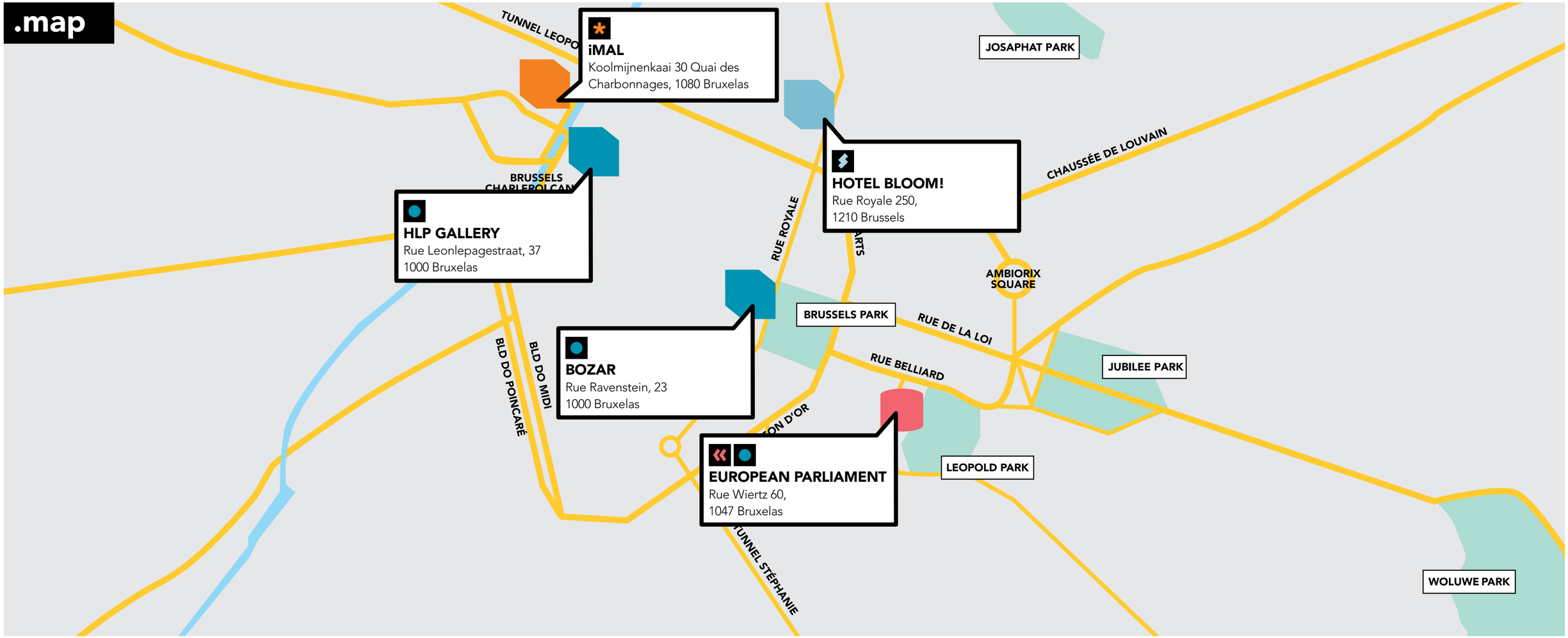
SKIA, 2010

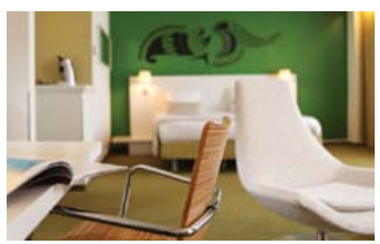
As natural as the daily sunshine, one's shadow, formerly a constant companion, now often escapes from attention. A silhouette of our physical form, one's shadow is no more than a flat, disembodied reduction of the contours of one's self. The installation skia examines the interplay of our shadows and our conscious awareness of our physical displacement of space. In this closed-circuit installation, visitor´s images are manipulated and projected as artificial shadows. What does it mean if one's shadow suddenly frees itself and develops an alien autonomy? And what has such an estrangement in common with the multiple identities of the post modern ego?

If a person is moving inside the installation s/he is detected by an infrared camera. This image is processed and manipulated by a software program written in openframeworks (C++ based framework) with opencv implementation. The manipulated image is projected as an faked artificial shadow by a video projector. If the person moves along, the personal silhouette is projected as an artificial shadow in real-time, but if it stops, the shadow is morphing into an alien one.

ANDREAS HAIDER,
Mag. art. Andreas Haider (aka muk), cameraman and new media artist, born 1976 in Lower Austria, living and working near Vienna.

.map





HOTEL BLOOM!
Rue Royale 250,
1210 Brussels

www.hotelbloom.com

Reaching Hotel BLOOM! is easy. The hotel is located beside the Brussels' inner ring road and adjacent to the beautiful Botanical Gardens.

iMAL
Koolmijnenkaai 30 Quai des Charbonnages,
1080 Bruxelas

www.imal.org

iMAL is an international meeting place for artists, scientists and creative people, ideally located in Brussels, capital of Europe.

HLP GALLERY
Rue Leonlepagestraat, 37
1000 Bruxelas

www.hl-projects.com

Harlan Levey Projects (HLP) is located in downtown Brussels, at the heart of the European capital's new gallery and design district

BOZAR
Rue Ravenstein, 23
1000 Bruxelas

www.bozar.be

Situated at the Mont des Arts, in the crushing of hightown and downtown Brussels, the Palais des Beaux-Arts is the most visited place of the city.

EUROPEAN PARLIAMENT
Rue Wiertz 60,
1047 Bruxelas

www.europarl.europa.eu

The European Parliament is located by the lively Place du Luxembourg.

+ info

TRANSPORTATIONS
www.stib.be

.exhibition

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ICT ART CONNECT .2013

//HORTA HALL

DISLOCATION VI : THE ATTENTIONS, 2012

I wanted to destroy distant objects to see them apart. I knew this is impossible, but the idea of this destruction rejoiced me. I imagined them shaking, move a little, right, left, and piece by piece to crack, shatter, the fragments rising into the air, falling along paths and speeds. I wanted to have the force of the spirit because the spirit, this spirit was without image.
A brain reader detects the mental activity, visitors can dislocate digital chairs by focusing.

http://chatonsky.net

GREGORY CHATONSKY,
was born in Paris in 1971. He studied art at college, philosophy at the Sorbonne and digital art in ENSBA Paris. His work focuses on fiction, flows and destruction. He works with a variety of analog and digital media by questioning the relationship we have with technology.

LUNAR TRAILS, 2012

Lunar Trails is an interactive installation, first commissioned by the Dublin Science Gallery for their GAME exhibition, running from November 2012 to the end of January 2013.It features a full size arcade cabinet running the vintage 1979 game Lunar Lander. As you play the game, the path that you take is rendered on the wall with a large hanging drawing robot.The trails build up to produce artworks that are solely created by the game players, and is a reflection of all their individual journeys to the surface of the moon.
In collaboration with mechanical engineer Paul Strotten, designer Val Head, and production manager Becky Stevens. Special thanks to the BuildBrighton hackspace, the team at the gallery, Sandy Noble, Anna Debenham and Kylie Wilson.

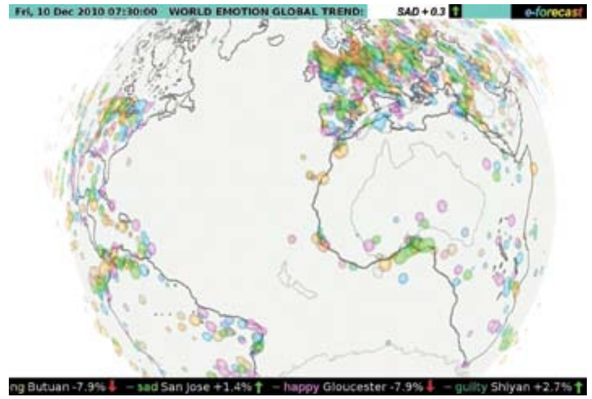
SEB LEE-DELISLE,
is a digital artist and speaker who uses computers to engage, inspire and excite. As an artist, he likes to make interesting things from code that encourage interaction and playfulness from the public. He won 3 Microsoft Critter awards in 2013, including Web Personality of the Year and Voice of the Year (best presenter) and he was Technical Director on Big and Small, the BBC project that won a BAFTA in 2009.

APPENDIX, 2011

The Appendix is a networked robotic tail designed for a human.
It investigates the relation between body, technology and human to his surrounding world, which is increasingly based on technological features and connections. Although the structure of the work is based on technology, it nevertheless does not answer to our typical expectations about technology's purposeful functionality. Rather this work researches the potential of technology to become a part of human's emotional and intuitive existence in a networked world.
The Appendix focuses on the situation where a human body exists within a hybrid space combined of a technological network and a physical world. Parallel to its physical appearance the Appendix forms a kind of an invisible "tail" of various connections. It references the situation where these technologically sustained connections become part of us and define our contemporary identities. The work Appendix makes visible our dependency and connectedness to other people, things, nature and to various systems. It anticipates that many of the connections to various human and nonhuman entities will be increasingly reconstructed via technology in the future.
The movement of the tail is controlled by several connections. The current version of the tail has two real-world data connections:
- Connection to nature phenomenon; the tail is receiving real-time data of the wave height of the sea, which is seen on the tail as an upward movement.
- Connection to a system; the tail is following real-time data of a city public transport system and signals with a specific gesture the current/re.

LAURA BELOFF,
Currently working as Associate Professor and Head of Section - Interaction Design and Computer Game Development at IT University in Copenhagen.

EMOTION FORECAST, 2011



Enigmatic and in constant flux, human emotions are not easily grasped, let alone quantified. Yet, the French new-media artist Maurice Benayoun endeavors to do precisely that for the sake of opening new ways of thinking about the world. He tracks worldwide emotional trends and catapults them into the spotlight, juxtaposing real human feelings with the monster known as the global financial system. It results in two related artworks, *Occupy Wall Screens and Emotion Forecast*.

MAURICE BENAYOUN,
Maurice Benayoun explores the potentiality, the aesthetic and social impact of various media from video to computer graphics, Virtual Reality to Web and wireless art, public space large scale art installations and interactive exhibitions.

.exhibition

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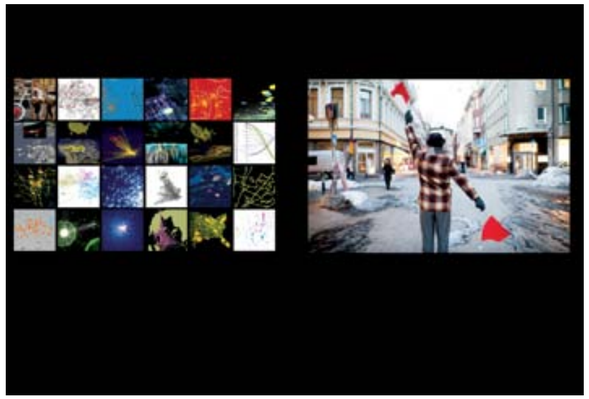
19h. BOZAR

ICT ART CONNECT .2013

//HORTA HALL

SIGNALS: DATA TO CODE DATA VISUALIZATION, 2013



This piece takes OPEN DATA on Europe and transforms it into New Narratives of Europe. We look at patterns of migration into the EU as well as movement within to create a visual narrative of the past decade of great change.

BETH COLEMAN
Beth Coleman's work focuses on the role of human agency in the context of media and data engagement, she looks at the intersection of the public, the civic, and the poetic. She is the Director of City as Platform/XRML, Amsterdam, and is currently a Harvard University Faculty Fellow at Berkman Center for Internet and Society and a visiting Professor at the Institute of Network Cultures, Hogeschool van Amsterdam.

MAURO MARTINO,
is an Artist, Designer, Researcher focusing on the representation of networks of human interactions.
Mauro was formerly an Assistant Research Professor at Northeastern University working with Albert-Laszlo Barabasi at Center for Complex Network Research and with David Lazer and Fellows at The Institute for Quantitative Social Science (IQSS) at Harvard University.

ANIMATIONS PRIZES ARS ELECTRONICA, EXPERIMENTAL SECTION

The Experimental program presents innovative design forays in various forms and genres. The experimental approach can apply to any element—to the storytelling itself, for instance, to new forms of production in the blog format, to serial animation produced by several designers, or to object-space interaction & deconstruction. And we encounter these experimental forms in narrative films, abstract works, and even seemingly conventional documentaries.

The Ars Electronica Animation Festival is a compilation selected from all entries to the 2013 Prix Ars Electronica's Computer Animation/ Film/VFX category. It offers an overview of the positions and points of view of artists worldwide, and impressively documents not only the genre's explosive growth of late but also its marvelous substantive and stylistic diversity. The substantive spectrum ranges from abstract and experimental works to traditional narrative films and provide a dense narrative full of insights into the world of motion pictures.

ARS ELECTRONICA
The Festival as proving ground, the Prix as competition honoring excellence, the Center as a year-'round setting for presentation & interaction, and the Futurelab as in-house R&D facility extend their feelers throughout the realms of science and research, art and technology. Ars Electronica's four divisions inspire one another and put futuristic visions to the test in a unique, creative feedback loop. It's an integrated organism continuously reinventing itself.

//WHITE BOX

LUNGS [THE BREATHER], 2009

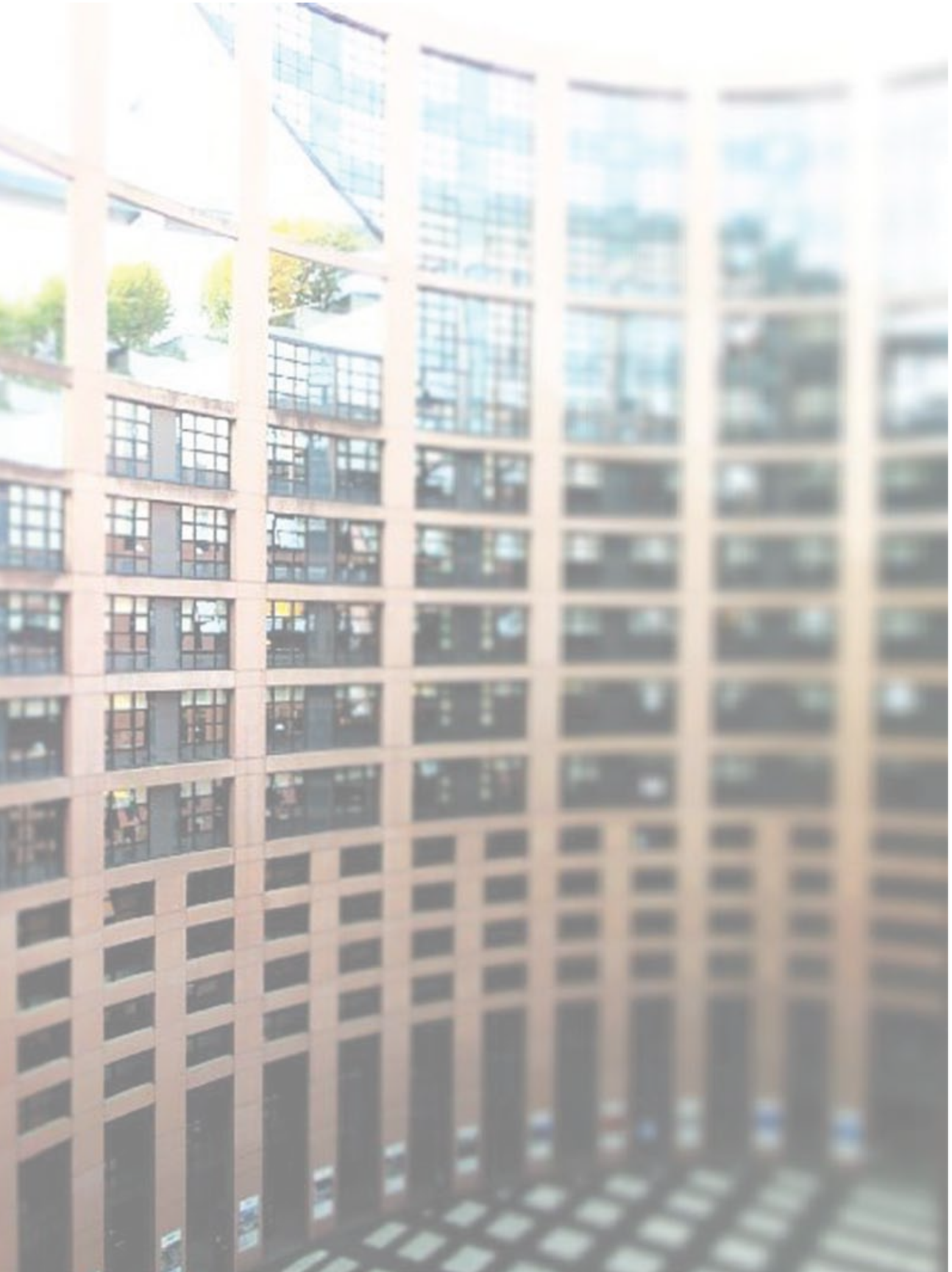
Lungs [the breather] is an interactive, immersive installation, which explores involuntary bodily processes brought into consciousness through the experience of the piece. By amplifying and intensifying the unconscious body process of breathing, it aims to generate conscious movement towards the question of body perception. "Breath" is the path that potentials the interconnections between body processes of the participants. Through breathing the participants receive feedback from their own breathing process, as well as from the people they are connected too. These processes are translated into video and audio responses. Through the experience, a space that implies personal immersion begins to generate physical destabilization by the diffusion of the bodies present.

While the experience implies a real conscious observation and identification of our own specific involuntary processes, it raises the tension between different aspects of ourselves, as human beings, in a collective frame.

The installation setup is for 4 people simultaneously.

LAURA COLMENARES GUERRA,
is a Colombian/Spanish visual artist based in Brussels.
At the age of eighteen, she began her career as a VJ, mixing video in raves and underground nights at the beginning of Techno music in Bogota. Since then, video has become the central focus of her work. In this area, she has developed independent video works and immersive audiovisual installations, where she shows a strong awareness of the relationship between space, image and the viewer perception.

TODOR TODOROFF,
Electrical Engineer from ULB, he received a First Prize and a Higher Degree in Electroacoustic Composition at the Royal Conservatories in Brussels and Mons. Co-founder and president of ARTeM and FeBeME, professor at ESA-Arts2, he was researcher at Numediart Institute and was Belgian representative of EU-COST actions "Digital audio Effects" and "Gesture Controlled Audio Systems".



11.NOV'13
EUROPEAN PARLIAMENT SESSIONS
EUROPEAN PARLIAMENT

ICT ART CONNECT .2013

EUROPIAN PARLIAMENT SESSIONS

EUROPEAN PARLIAMENT

The sessions at European Parliament will lay out the state of the art and will present possible futures with ICT ART CONNECT in society, science, and technology.

These sessions are hosted by Maria da Graça Carvalho, Amelia Andersdotter and Morten Løkkegaard.

MARIA DA GRAÇA CARVALHO MEP

Maria da Graça Carvalho is a Member of the European Parliament in the PPE group since 14 July 2009 (member of the ITRE-Industry, Research and Energy Committee, substitute member of the Budgets Committee, substitute member of the SURE-Special committee on the policy challenges and budgetary resources for a sustainable European Union after 2013 and member of the ACP-UE Joint Parliamentary Assembly).

AMELIA ANDERSDOTTER MEP

Amelia Andersdotter is a Member of the European Parliament. She represents the Swedish Pirate Party and her constituency is the whole of Sweden. Within parliament, she is a member of the committee for industry and research, ITRE, and a substitute in the committees for international trade, INTA, and budget control, CONT. Amelia is currently the youngest Member of the European Parliament.

MORTEN LØKKEGAARD MEP

Morten Loekkegaard is a former Danish TV news host and now a Member of the European Parliament since 2009 where he was first time elected for the European Parliament. Morten Loekkegaard is representing Denmark and the Danish Liberal party (Venstre) in the Group of the Alliance of Liberal and Democrats for Europe (ALDE). Morten Loekkegaard is the Vice Chair of the Committee on Culture and Education (CULT) as well as a substitute in the Committee on the Internal Market and Consumer Protection (IMCO). He is also a member of the Delegation with relations to South Africa and a substitute member of the delegation with relations to the. U.S.

.keynotes

11.NOV'13
EUROPEAN PARLIAMENT SESSIONS
11h. EUROPEAN PARLIAMENT
JÓZSEF ANTALL 6Q1

11.NOV'13
EUROPEAN PARLIAMENT SESSIONS
11h. EUROPEAN PARLIAMENT
JÓZSEF ANTALL 6Q1

ICT ART CONNECT .2013

EUROPEAN PARLIAMENT SESSIONS

EUROPEAN PARLIAMENT

Opening by Amelia Andersdotter, MEP and Ralph Dum, EC, DG CONNECT

ROY ASCOTT

Roy Ascott is an artist, theorist and educational innovator. Founding President of the Planetary Collegium, and the DeTao Master of Technoetic Arts at the Beijing DeTao Masters Academy in Shanghai. He is Honorary Professor of Aalborg University, Copenhagen, and University of West London. Roy Ascott: Syncretic Cybernetics was part of the Shanghai Biennale 2012. He lectures and publishes throughout the Americas, Europe, Asia and Australia. Founding Editor of Technoetic Arts (Intellect), and Honorary Editor of Leonard (MIT Press). His books include: The Future is Now: Art, Technology, and Consciousness, Gold Wall Press, Beijing, 2012; Telematic Embrace: Visionary Theories of Art Technology and Consciousness, University of California Press, 2003. Technoetic Arts.Yonsei University Press, 2002. Art & Telematics: toward the Construction of New Aesthetics. NTT, Tokyo, 1998.

ATAU TANAKA

Atau Tanaka, bridges the fields of media art, experimental music, and research. He worked at IRCAM, was Artistic Ambassador for Apple France, has been researcher at Sony Computer Science Laboratory Paris, and was an Artistic Co-Director of STEIM in Amsterdam. Atau creates sensor-based musical instruments for performance, and is known for his work with biosignal interfaces. He seeks to harness collective musical creativity in mobile environments, seeking out the continued place of the artist in democratized digital forms. His work has been presented at Ars Electronica, SFMOMA, Eyebeam, V2, ICC, and ZKM and has been mentor at NESTA. He is Chair of Digital Media and Director of Culture Lab at Newcastle University.

GERFRIED STOCKER

Gerfried Stocker is a media artist and telecommunications engineer. In 1991, he founded x-space, a team formed to carry out interdisciplinary projects, which went on to produce numerous installations and performances featuring elements of interaction, robotics and telecommunications. Since 1995, Gerfried Stocker has been artistic director of Ars Electronica. In 1995-96, he headed the crew of artists and technicians that developed the Ars Electronica Center's pioneering new exhibition strategies and set up the facility's in-house R&D department, the Ars Electronica Futurelab. He has been chiefly responsible for conceiving and implementing the series of international exhibitions that Ars Electronica has staged since 2004, and, beginning in 2005, for the planning and thematic repositioning of the new, expanded Ars Electronica Center.

.presentations

11.NOV'13
EUROPEAN PARLIAMENT SESSIONS
15h. EUROPEAN PARLIAMENT
A5G-1

POSSIBLE FUTURES WITH ICT ART CONNECT
EUROPEAN PARLIAMENT

Opening by Maria da Graça Carvalho MEP

7 MINUTES PRESENTATIONS OF RESULTS FROM WORKSHOPS
Results from the weekend's workshops will be explained in short presentations. Representatives of the working groups will present common visions of possible future developments within the context of ICT ART CONNECT.

.round table

POSSIBLE FUTURES ACTIONS IN DG CONNECT WITH ICT ART
EUROPEAN PARLIAMENT

Chaired by Director-General Robert Madelin

ROBERT MADELIN

Robert Madelin is the Director General of the DG for Communications Networks, Content and Technology (known as DG CONNECT, formerly Information Society and Media) in the European Commission. DG CONNECT is responsible for managing the European Commission's digital agenda. It helps to harness information and communications technologies in order to create jobs and generate economic growth; to provide better goods and services for all; and to build on the greater empowerment which digital technologies can bring in order to create a better world, now and for future generations.

11.NOV'13
INSTALLATION
17:30 EUROPEAN PARLIAMENT
JAN 2 ZONE Q

ICT ART CONNECT .2013

INSTALLATION
EUROPEAN PARLIAMENT

Opening by Amelia Andersdotter

ARTSHARE
Arshare is a R&D company focused on innovation through research and development of applications and services by methodological means of artistic practices. Artshare advocates the use of EICT – Electronics, Information and Communication Technologies, as tools for mediation of communities. Artshare's products promote the creation of knowledge through virtual immersion, allowing groups of users to inhabit and incorporate information, and experience it through their physical-biological body. Artshare's basic technological is the concept of informational topology that allows a group of users in a visual environment to observe, access, manipulate and share information between themselves, and also enter information in the system. The architectural integration of the system is done through the creation of hybrid spaces, resulting from the combination of physical and virtual spaces, and it is achieved mainly by mapping visual information over physical objects.

COLLECTRON

Collectron, an audiovisual interactive installation, is a creative platform that allows people, using their own bodies as interfaces, to manipulate and exchange information. The audience will be able to construct their own collaborative visions of Europe simply by positioning and moving their bodies in space.

.program

8.NOV'13
.performance
21h HOTEL BLOOM

The objective of this interactive performance/installation is to capture and amplify the most human moments of subtle intention and response, as well as to couple linguistic meaning with emotive+sensory impact.

9.10. NOV'13
.workshops
10h.18h iMAL

These hands-on workshops aim to foster creative collaborations between artists and ICT professionals and to enhance the development of innovative interdisciplinary co-creation projects and works of art that engage the citizens of Europe in debates around new technologies responding to societal challenges. Participants will begin to form collaborative groups in a supportive environment whilst experimenting with available technologies (e.g. 3D printers or hacking), materials, and environment, in which they collaborate.

The most promising results from these groups will be presented during the European Parliament session on Monday. Furthermore, through the workshops a number of collaborative ICT & Art links might be developed. These links could be followed up in ICT&ART residencies sponsored by the FP7 project 'FET-ART'.

9.NOV'13
.exhibition
19h HLP GALLERY

The exhibition at Harlan Levey Projects will look at different ways information is produced, shared, edited and revolves around actor network theories to form or transform contemporary and future European narratives. All presented works question the nature of art in an age of entertainment and demonstrate ICT as both hardware and software in potential conversations of best civil practices.

10.NOV'13
.exhibition
19h BOZAR

The exhibition at Bozar, through selected art pieces, proposes to underline the capacity that ICT and Art, together, have to create new interrelationships amongst arts and audience as well as new modalities of interaction between the audience and its surroundings. Visitors will experience a process of entering a universe of new feelings and knowledge, and will be invited to share their own singular experience in different playful ways.

11.NOV'13
.EUROPEAN PARLIAMENT SESSIONS
EUROPEAN PARLIAMENT

11h.13h KEYNOTES

Roy Ascott
Atau Tanaka
Gerfried Stocker

15h.17h POSSIBLE FUTURES

The afternoon session will present results of the weekend workshops in the format of a considerable number of very short presentations.

11.NOV'13
.installation
17h30 EUROPEAN PARLIAMENT

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