



Wednesday 28th September 2011						
08:00 - All Day	Registration					
09:00 - 09:20	Opening Address	Plenary				
09:30 - 11:30	Chair	Session 01, Panel A - Accidents, Experiments and Prototypes	Chair	Session 01, Panel B - Computing	Chair	Session 01, Panel C - The Spaces of Art (urban)
	Mike Stubbs	Gabriel Menotti, <i>Gambiarra and the Prototyping Perspective</i>	Charlie Gere	Daniel Temkin, <i>Esolexicons</i>	Juan Cruz	Patrick Allen, <i>Framing Locality and Place: some creative uses of augmented public space</i>
		Caroline Langill, <i>The Telidon Trials (1978-1985): Creative applications and disappointing outcomes</i>		John Tonkin, <i>Cybernetics within us: notes towards a dysfunctional robotics</i>		Karen O'Rourke, <i>Walking the Map</i>
		Valentina Montero and Christian Oyarzun, <i>Art, Desire and Technology</i>		Robert Jackson, <i>Speculative Media - The Beholding of Objects: Object Oriented Ontology, Algorithmic Artworks and the Beholding of Media.</i>		Janine Marchessault and Michael Darroch, <i>"Living Architecture" (1951-1972) as Urban Media</i>
		Penelope Boyer, <i>Homer's Penelope as an Early Tale of Technology: "Hold on, just let me finish textiling ;)"</i>		Rebecca Rouse, <i>Panoramic Forms: From Social Spectacle to Handheld Illusion</i>		Kathy Cleland, <i>The history and aesthetics of surveillance art</i>
Markus Hafner, <i>mitumBACK</i>	Vito Campanelli, <i>The Optical/Haptic Antinomy on the Web</i>	Eva Kekou and Eleni Han, <i>Contemporary Tales of the City in a digital art mode</i>				
11:30 - 11:45 Tea / Coffee						
11:45 - 13:10	Chair	Session 02, Panel A - Art and Science	Chair	Session 02, Panel B - Pioneers Profiles	Chair	Session 02, Panel C - Art Now 01
	Oliver Grau	Florian Wiencek and Timothy Senior, <i>Where Art meets Science: An Ontology</i>	Paul Brown	Simone Gristwood, <i>Re-wiring the past – Pioneering Computer Art in Japan</i>	Mike Stubbs	Kasia Molga and Sander Veenhof, <i>Investigating the Notion of the Art 2.0</i>
		Morten Sondergaard, <i>Bio Media Art - Aesthetic Paradigms in the Wet Zone</i>		Rie Saito, <i>Reconstructing Alternative Media Art History in Japan. Focusing on the experimental moving images by Toshio Matsumoto.</i>		Alessandro Ludovico and Paolo Cirio, <i>Face-to-Facebook, smiling in the eternal party</i>
		Lioudmila Voropai, <i>The Discourse of "Art-Science Interaction": Historical Perspective</i>		Aleksandra Kaminska, <i>From technological utopia to mediated dystopia: The work of Piotr Wyrzykowski</i>		Heidi Tikka, <i>Disintegration, Translation, Temporality</i>
		Petra Gemeinboeck and Rob Saunders, <i>Rethinking machine agency: from cybernetic to robotic art</i>				Andrea Zapp, <i>Digital as Decorative: Networked Artefacts</i>
13:00 - 14:00 Lunch						
14:00 - 15:40	Chair	Session 03, Panel A - Philosophies	Chair	Session 03, Panel B - Bodies and Code (artificial, hybrid, electric)	Chair	Session 03, Panel C - The Craft of Art (data vs. objects)
	Charlie Gere	Emile Devereaux, <i>Accessing the Otherworld Through Pervasive Media</i>	Andy Miah	Inge Hinterwaldner, <i>Sources of Movement in Artistic Artificial Life Simulations</i>	Paul Brown	Morgan Quaintance, <i>Distortion As Authenticity</i>
		Saskia Korsten, <i>Reversed Remediation; How Art Can Make One critically Aware of the Workings of Media</i>		Lissa Holloway-Attaway, <i>Everyday Aesthetics and Affective Display: self-rendering in/as social media(tions)</i>		Gail Kenning, <i>Polar roses, code and crochet lace: Media non-specificity in craft-based textile forms</i>
		Hamda Darwish and Ben Roberts, <i>Bare Media and the Sovereign</i>		Nina Wenhart, <i>(he)art breaking to the core - zombie data and the arts of re/de/transcoding</i>		Nina Czegledy, <i>The Art and Politics of Data Visualization</i>
		Christoph Brunner, <i>The Production of Subjectivity in Interactive Media Environments</i>		Diana Domingues, Cristiano Miosso, Abraham Paredes and Adson da Rocha, <i>Art and Electricity: Bioengineering and electromyographic potentials for synaesthetic data visualization and body identity</i>		Sarah Thompson, <i>Data Object Relations and the Interaction of New Media Art Within a Broader Art Historical Context</i>
15:40 - 16:00 Tea / Coffee						
16:00 - 17:40	Chair	Session 04, Panel A - Blindspots (1968)	Chair	Session 04, Panel B - Bodies and Movement	Chair	Session 04, Panel C - The Spaces of Art (recent examples)
	Mike Stubbs	Francesca Franco, <i>Venice, Art & Technology. Shifts in the Biennale's curatorial model, 1968</i>	Andy Miah	Elena Marcevska, <i>Screen as site of division</i>	Juan Cruz	Mike Leggett, <i>Physical Cinema: recent practice and history</i>
		Jacob Lillemose, <i>Voodoo Child! Setting the Guitar on Fire and Distorting the Sound of the Cybernetic Logic</i>		Patricia Bueno-Delgado, <i>Mapping Unusual Territories</i>		Denise Doyle, <i>The History of Spaces (and Technologies) of the Imagination</i>
		Michael Goddard, <i>Towards an Anarcheology of 1970s Media Art: Media Archaeology, Anarcheology and Anarchic Media Art</i>		Andy Best, <i>T/Act – social empowerment through physical interaction with media art works</i>		Ewa Wójtowicz, <i>In Translation. Time and Space in Art Re- Practices</i>
		Michael Dieter, <i>Reticular Aesthetics: From Tactical Media to Network Emergencies</i>		Clarisse Bardiot, <i>"Eclats" : a video-annotation software to document digital performances</i>		Josephine Starrs and Leon Cmielewski, <i>Incompatible Elements</i>
17:40 - 18:40	Keynote	Tanya Harrod (chaired by Charlie Gere)				
18:40 - 19:30	Receptions	Q.E.D (Quod Erat Demonstrandum) Exhibition Opening (Curated by Sarah Cook, with Jean Gagnon) / Book Launches / MA-Net re-launch				
19:45	Close					

Thursday 29th September 2011						
09:00 - All Day	Registration					
09:30 - 11:30	Chair	Session 05, Panel A - Institutions, Cultural Memory and Canons	Chair	Session 05, Panel B - History, Memory, Documentation	Chair	Session 05, Panel C - Local Histories
	Sarah Cook	Robin Oppenheimer, 9 Evenings: Theater & Engineering: Recovering Digital Culture’s Collaborative Roots	Mike Stubbs	Monika Górśka-Olesińska, Playable texts as tools for critical analysis of experimental strategies in a field of language art	Wendy Coones	Janice Robertson, Aztec Picture-Writing Meets Hypermedia and a "New World" of Writing Opens Up
		Christophe Leclercq and Paul Girard, The Experiments in Art and Technology Digital Archive		Axel Roch, Marcel Duchamp VS Claude Shannon: Chess, Cycles, and Juggling in Art and Media.		Margrét Ólafsdóttir, Media Art in Iceland: a case study
		Sara Diamond, Euphoria and Dystopia: The Banff New Media Institute Dialogues, 1995-2005		Victoria Bradbury, The Colonial Vegetables Sewn Sampler and Blue Boar: Remapping Histories through New Media		Darko Fritz, Beginning of computer-generated art in the Netherlands
		Ben Halsall, The digital grandmother: shifting patterns in the fomation of global and local creative communities.		Leonie Cooper, Memories of a virtual world: Thinking through those things that remain		David Teh, New / media / art in Thailand: expanded history for an expanded field
		Sarah Todd, Anatomy of an Artist-Run Media Arts Archive: 1969 - Present		Gabriela Galati, Non-Linear Models: Camilo's Theater of Memory & Warburg's Mnemosyne Atlas as Archive Models for Thinking and Writing on New Media Art History		Jung-Yeon Ma, A Very 'Superficial' History of Media Art in Japan
11:30 - 11:45 Tea / Coffee						
11:45 - 13:00	Chair	Session 06, Panel A - Precursors (digital effects)	Chair	Session 06, Panel B - Art Now 02		14:00 - 16:30 Media Art Histories Archive Rountable Paul Thomas
	Stephen Partridge	Maria Lakka, Synaesthesia in the American avant-garde film: two approaches	Sarah Cook	Tomohiro Ueshiba, Early video installations of Dumb Type		
		Katie Day Good, Early Convergence: Audio Slideshows and “New Media” Storytelling at American Newspapers, 1923-1931		Susan Elizabeth Ryan, Dress Acts: Wearable Technology and Virtuosity		
		Birk Weilberg, Classical Hollywood Cinema as an Epistemological Network		Jackie Calderwood, Navigating Metaphor: Locative media and symbolic landscape		
				Chris Meigh-Andrews, The Monument Project		
13:00 - 14:00 Lunch						
14:00 - 15:40	Chair	Session 07, Panel A - Science and Technology Studies	Chair	Session 07, Panel B - The Spaces of Art (internet)	Chair	Session 07, Panel C - Case Studies (identity and exhibition making)
	Charlie Gere	Karen Cham, The Convergence of Complex Systems Science and Art Practice in the Computational Arts	Christiane Paul	Jeremy Pilcher, Internet Art as a Critique of the Legal Regulation of Digital Society	Laura Sillars	Robin Peckham and Venus Lau, Curatorial discourse and new media in contemporary China
		Gabriel Menotti, The interpenetrating boundaries between coding and computation during livecoding performance		Meredith Godley, Performance Art and YouTube Vlogging		Alice Ming Wai Jim, How Do Non-Western Histories of Media Art and Global Art History Interact?
		Rebecca Uchill, Technologies of the Social: The Contemporary Art Exhibition in Formation of its Publics		Camille Paloque Berges, The art of documenting online experience: Internet art and culture in relation to concepts in information sience		Dot Tuer, Divergent Circuitries: Staking a claim for Tucumán Arde in New Media History
				Jenny Steele, ‘Redirection and Network Timeout’ – Occupation of internet architecture and physical architecture in Chinese municipality of Chongqing'		Josei Nagayassu and Ana Gabriela Godinho Lima, The new paradigm represented by the digital sketches in architecture
15:40 - 16:00 Tea / Coffee						
16:00 - 17:40	Chair	Session 08, Panel A - Blindspots (pioneers)	Chair	Session 08, Panel B - The Craft of Art (gaming)	Chair	Session 08, Panel C - The Spaces of Art (labs)
	Paul Brown	Elaine O'Hanrahan, Desmond Paul Henry: Computer Art's 'missing link'	Sara Diamond	William Lockett, Tonalities of Protention: Temporal Horizons and Game-Space	Charlie Gere	Rosana Horio Monteiro, Artists-in-labs: a Portuguese experience
		Silvana Vassallo, Italian interactive installation art: an assessment of the pioneering works of Studio Azzurro, Giacomo Verde, Mario Canali e Piero Gilardi.		Katja Kwastek, “Myron did it first” - Does Nintendo do it better?		Nicholas Lambert, Rebels in research labs? The role of artists in the early development of American computer graphics, 1965-1980
		Annet Dekker, Enjoying the gap. Strategies for documenting net art		Felicity Colman, Notes on post-industrial gaming : the new machinic aesthetic		Peter Richardson, Herding Cats to Infinity
				Jonathan Lessard, Game genres adapting to technology: understanding the success and decline of adventure games		Charlotte Frost, Furtherfield, Seeing and Doing
18:00 - 20:00	Performance	AND Festival Opening, FACT & Black-E				
20:00	Close					

