

Date: Wednesday 28th September						
8.00 - all day	Registration	Foyer				
9.00 - 9.20	Opening address	Plenary				
9.30 - 11.30	chair	Session 1, Panel A <i>Accidents, experiments and prototypes</i>		chair	Session 1, Panel B <i>Computing</i>	
	Mike Stubbs	011 Gabriel Menotti, <i>Gambiarra and the Prototyping Perspective</i>	Charlie Gere	010 Daniel Temkin, <i>Esolexicons</i>	Juan Cruz	Session 1, Panel C <i>The spaces of art (urban)</i>
		056 Caroline Langill, <i>The Teldon Trials (1978-1985): Creative applications and disappointing outcomes</i>		232 John Tonkin, <i>Cybernetics within us; notes towards a dysfunctional robotics</i>		276 Patrick Allen, <i>Framing Locality and Place: some creative uses of augmented public space</i>
		165 Valentina Montero and Christian Oyarzun, <i>Art, Desire and Technology</i>		103 Robert Jackson, <i>Speculative Media - The Beholding of Objects: Object Oriented Ontology, Algorithmic Artworks and the Beholding of Media. (M)</i>		083 Karen O'Rourke, <i>Walking the Map</i>
		067 Penelope Boyer, <i>Homer's Penelope as an Early Tale of Technology: "Hold on, just let me finish textiling..."</i>		109 Rebecca Rouse, <i>Panoramic Forms: From Social Spectacle to Handheld Illusion</i>		234 Janine Marchessault and Michael Darroch, <i>"Living Architecture" (1951-1972) as Urban Media (M)</i>
		243 Markus Hafner, <i>mitumBACK</i>		*016 Vito Campanelli <i>The Optical/Haptic Antinomy on the Web</i>		087 Kathy Cleland, <i>The history and aesthetics of surveillance art</i>
						282 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 2, Panel A (13.10 finish) <i>Art and science</i>		chair	Session 2, Panel B <i>Pioneers profiles</i>	
	Oliver Grau	160 Florian Wiencek and Timothy Senior, <i>Where Art meets Science: An Ontology</i>	Paul Brown	205/212 Simone Gristwood, <i>Re-wiring the past – Pioneering Computer Art in Japan</i>	Mike Stubbs	Session 2, Panel C <i>Art now 1</i>
		118 Morten Søndergaard, <i>Bio Media Art - Aesthetic Paradigms in the Wet Zone</i>		138 Rie Saito, <i>Reconstructing Alternative Media Art History in Japan. Focusing on the experimental moving images by Toshio Matsumoto.</i>		222 Kasia Molga and Sander Veenhof, <i>Investigating the Notion of the Art 2.0</i>
		041 Lioudmila Voropai, <i>The Discourse of "Art-Science Interaction": Historical Perspective</i>		158 Aleksandra Kaminska, <i>From technological utopia to mediated dystopia: The work of Piotr Wyrzykowski</i>		275 Alessandro Ludovico and Paolo Cirio, <i>Face-to-Facebook, smiling in the eternal party</i>
		235 Petra Gemeinboeck and Rob Saunders, <i>Rethinking machine agency: from cybernetic to robotic art</i>				167 Heidi Tikka, <i>Disintegration, Translation, Temporality</i>
						178 Andrea Zapp, <i>Digital as Decorative: Networked Artefacts (M)</i>
13.00 - 14.00	lunch					
14.00 - 15.40	chair	Session 3, Panel A <i>Philosophies</i>		chair	Session 3, Panel B <i>Bodies and code (artificial, hybrid, electric)</i>	
	Charlie Gere	187 Emile Devereaux, <i>Accessing the Otherworld Through Pervasive Media</i>	Andy Miah	193 Inge Hinterwaldner, <i>Sources of Movement in Artistic Artificial Life Simulations</i>	Paul Brown	Session 3, Panel C <i>The craft of art (data vs. objects)</i>
		264 Saskia Korsten, <i>Reversed Remediation; How Art Can Make One critically Aware of the Workings of Media (M)</i>		273 Lissa Holloway-Attaway, <i>Everyday Aesthetics and Affective Display: self-rendering in/as social media(tions)</i>		283 Morgan Quaintance, <i>Distortion As Authenticity</i>
		171 Hamda Darwish and Ben Roberts, <i>Bare Media and the Sovereign</i>		071 Nina Wenhart, <i>(he)art breaking to the core - zombie data and the arts of re/de/transcoding</i>		134 Gail Kenning, <i>Polar roses, code and crochet lace: Media non-specificity in craft-based textile forms</i>
		215 Christoph Brunner, <i>The Production of Subjectivity in Interactive Media Environments</i>		229 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 (M)</i>		150 Nina Czegledy, <i>The Art and Politics of Data Visualization</i>
						154 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 4, Panel A <i>Blindspots (1968)</i>		chair	Session 4, Panel B <i>Bodies and movement</i>	
	Mike Stubbs	196 Francesca Franco, <i>Venice, Art &amp; Technology. Shifts in the Biennale's curatorial model, 1968</i>	Andy Miah	106 Elena Marcevska, <i>Screen as site of division</i>	Juan Cruz	Session 4, Panel C <i>The spaces of art (recent examples)</i>
		104 Jacob Lillemose, <i>Voodoo Child! Setting the Guitar on Fire and Distorting the Sound of the Cybernetic Logic</i>		061 Patricia Bueno-Delgado, <i>Mapping Unusual Territories</i>		086 Mike Leggett, <i>Physical Cinema: recent practice and history</i>
		074 Michael Goddard, <i>Towards an Anarcheology of 1970s Media Art: Media Archaeology, Anarcheology and Anarchic Media Art</i>		143 Andy Best, <i>T/Act – social empowerment through physical interaction with media art works</i>		170 Denise Doyle, <i>The History of Spaces (and Technologies) of the Imagination</i>
		186 Michael Dieter, <i>Reticular Aesthetics: From Tactical Media to Network Emergencies</i>		180 Clarisse Bardiot, <i>"Eclats" - a video-annotation software to document digital performances</i>		062 Ewa Wójtowicz, <i>In Translation. Time and Space in Art Re-Practices</i>
						099 Josephine Starrs and Leon Cmielewski, <i>Incompatible Elements</i>
17.40 - 18.40	Keynote	TANYA HARRROD (chaired by Charlie Gere)				
18.40 - 19.15	Receptions	Q.E.D. EXHIBITION OPENING (curated by Sarah Cook, with Jean Gagnon)/Book Launches/MA Net				
19.15 - 19.45	Performance					
19.45	CLOSE					

Date: Thursday 29th September						
9.00 - all day	Registration	Foyer				
9.30 - 11.30	chair					
		<b>Session 5, Panel A</b> <i>Institutions, cultural memory and canons</i>	chair	<b>Session 5, Panel B</b> <i>History, memory, documentation</i>	chair	
	Sarah Cook	064 Robin Oppenheimer, <i>9 Evenings: Theater &amp; Engineering: Recovering Digital Culture's Collaborative Roots</i> 144 Christophe Leclercq and Paul Girard, <i>The Experiments in Art and Technology Digital Archive</i> 135 Sara Diamond, <i>Euphoria and Dystopia: The Bariff New Media Institute Dialogues, 1995-2005</i> 122 Ben Halsall, <i>The digital grandmother: shifting patterns in the fotation of global and local creative communities.</i> 236 Sarah Todd, <i>Anatomy of an Artist-Run Media Arts Archive : 1969 - Present</i>	Mike Stubbs	241 Monika Górska-Olesińska, <i>Playable texts as tools for critical analysis of experimental strategies in a field of language art</i> 153 Axel Roch, <i>Marcel Duchamp VS Claude Shannon: Chess, Cycles, and Juggling in Art and Media.</i> 284 Victoria Bradbury, <i>The Colonial Vegetables Sewn Sampler and Blue Boar: Remapping Histories through New Media</i> 131 Leonie Cooper, <i>Memories of a virtual world. Thinking through those things that remain</i> 022 Gabriela Galati, <i>Non-Linear Models: Camilo's Theater of Memory &amp; Warburg's Mnemosyne Atlas as Archive Models for Thinking and Writing on New Media Art History</i>	TBA	025 Janice Robertson, <i>Aztec Picture-Writing Meets Hypermedia and a "New World" of Writing Opens Up</i> 214 Margrét Ólafsdóttir, <i>Media Art in Iceland : a case study</i> 063 Darko Fritz, <i>Beginning of computer-generated art in the Netherlands</i> 239 David Teh, <i>New/media/art in Thailand: expanded history for an expanded field</i> 152 Jung-Yeon Ma, <i>A Very 'Superficial' History of Media Art in Japan</i>
11.30 - 11.45	tea/coffee					
11.45 - 13.00	chair	<b>Session 6, Panel A</b> <i>Precursors (digital effects)</i>	chair	<b>Session 6, Panel B</b> <i>Art now 2</i>		
	Steve Partridge	242 Maria Lakka, <i>Synaesthesia in the American avant-garde film: two approaches (M)</i> 069 Katie Day Good, <i>Early Convergence: Audio Slideshows and "New Media" Storytelling at American Newspapers, 1923-1931</i> 055 Birk Weiberg, <i>Classical Hollywood Cinema as an Epistemological Network</i>	Sarah Cook	197 Tomohiro Ueshiba, <i>Early video installations of Dumb Type</i> 115 Susan Elizabeth Ryan, <i>Dress Acts: Wearable Technology and Virtuosity</i> 042 Jackie Calderwood, <i>Navigating Metaphor: Locative media and symbolic landscape</i> 023 Chris Meigh-Andrews, <i>The Monument Project</i>		
13.00 - 14.00	lunch					
14.00 - 15.40	chair	<b>Session 7, Panel A</b> <i>Science and Technology studies</i>	chair	<b>Session 7, Panel B</b> <i>The spaces of art (internet)</i>	chair	
	Charlie Gere	060 Karen Cham, <i>The Convergence of Complex Systems Science and Art Practice in the Computational Arts</i> 012 Gabriel Menotti, <i>The Interpenetrating boundaries between coding and computation during livecoding performance</i> 075 Rebecca Uchill, <i>Technologies of the Social: The Contemporary Art Exhibition in Formallon of its Publics</i>	Christiane Paul	054 Jeremy Pilcher, <i>Internet Art as a Critique of the Legal Regulation of Digital Society</i> 089 Meredith Godley, <i>Performance Art and YouTube Vlogging</i> 281 Camille Paloque Berges, <i>The art of documenting online experience : Internet art and culture in relation to concepts in information science</i> 045 Jenny Steele, <i>"Redirection and Network Timeout"- Occupation of internet architecture and physical architecture in Chinese municipality of Chongqing'</i>	Laura Sillars	101 Robin Peckham and Venus Lau, <i>Curatorial discourse and new media in contemporary China</i> 125 Alice Ming Wai Jim, <i>How Do Non-Western Histories of Media Art and Global Art History Interact?</i> 262 Dol Tuer, <i>Divergent Circultries: Staking a claim for Tucumán Arde in New Media History</i> 129 Josei Nagayassu and Ana Gabriela Godinho Lima, <i>The new paradigm represented by the digital sketches in architecture</i>
15.40 - 16.00	tea/coffee					
16.00 - 17.40	chair	<b>Session 8, Panel A</b> <i>Blindspots (pioneers)</i>	chair	<b>Session 8, Panel B</b> <i>The craft of art (gaming)</i>	chair	
	Paul Brown	120 Elaine O'Hanrahan, <i>Desmond Paul Henry: Computer Art's 'missing link'</i> 280 Caroline Langill, <i>Another Dimension &amp; Another Dimension II: A missed opportunity (M)</i> 182 Silvana Vassallo, <i>Italian interactive installation art: an assessment of the pioneering works of Studio Azzurro, Giacomo Verde, Mario Canali e Piero Gilardi.</i> 073 Annet Dekker, <i>Enjoying the gap. Strategies for documenting net art</i>	Sara Diamond	252 William Lockett, <i>Tonalities of Protenction: Temporal Horizons and Game-Space</i> 188 Katja Kwastek, <i>"Myron did it first" - Does Nintendo do it better?</i> 237 Felicity Colman, <i>Notes on post-industrial gaming : the new machinic aesthetic</i> 035 Jonathan Lessard, <i>Game genres adapting to technology: understanding the success and decline of adventure games</i>	Charlie Gere Sarah Cook	228 Rosana Horio Monteiro, <i>Artists-in-labs: a Portuguese experience</i> 168 Nicholas Lambert, <i>Rebels in research labs? The role of artists in the early development of American computer graphics, 1965-1980</i> 094 Peter Richardson, <i>Herding Cats to Infinity</i> 097 Charlotte Frost, <i>Furtherfield, Seeing and Doing</i>
18:00 - 20:00	Performance	AND FESTIVAL OPENING, FACT & BLACK- E				
20.00	CLOSE					

Date: Friday 30th September					
9.00 - all day	Registration	Foyer			
9.30 - 11.30	chair				
		<b>Session 9, Panel A</b> <i>Industry, apparatus, control systems</i>	chair	<b>Session 9, Panel B</b> <i>Case studies (curatorial and museum work)</i>	chair
	<b>Paul Brown</b>	078 Simon Hagemann, <i>Robotic artists in Japan since the 1970s</i>	<b>Beryl Graham</b>	163 Beryl Graham, <i>Exhibition histories and new media behaviours</i>	<b>Andy Miah</b>
		281 Ian Wojtowicz, <i>The Betweeners</i>		070 Vince Dziekan, <i>Tate In Space (and Time)</i>	
		110 Nadav Hochman, <i>The Noise Complex: Reframing Abstract Expressionism in the Postwar Technological Context</i>		119 Margaret Schavemaker, <i>The State of the AR(t)</i>	
		257 Orit Halpern, <i>Perceptual Machines: Cybernetics, Bio-Politics, and Design circa 1959</i>		146 Janis Jefferies, <i>Unleashing Devices: breakdown and the aesthetics of disappointment</i>	
		251 Graham Harwood, <i>Contraption, the apparatus of art, sane &amp; mad, secure &amp; risky machines</i>		240 Magdalena Tyzlik-Carver, <i>Knowledge commons or souls at work? Curatorial systems and questions of contingency.</i>	
11.30 - 11.45	tea/coffee				
11.45 - 13.00	chair	<b>Session 10, Panel A</b> <i>Media art histories (recent work)</i>	chair	<b>Session 10, Panel B</b> <i>Case studies (festivals)</i>	chair
	<b>Sean Cubitt</b>	140 Sean Cubitt, <i>Coherent Light: From Projectors to Fibre Optics</i> (previously given at Screen Studies Conference 2011, Glasgow)	<b>Sarah Cook</b>	107 Maria X, <i>On Curating Collaboration: Medi@terra 2001</i>	<b>Charlie Gere</b>
		038 Gullherme Kujawski, <i>On Conversation Considered as One of the Fine Arts</i>		164 Marina Soler Jorge, <i>Cinephilia, Festivals and Media: the São Paulo International Film Festival and Its Audience.</i>	
		082 Zara Dinnen, <i>Code, Compression, Composition: C-ing the imagetext in Cory Arcange's "a couple thousand short films about Glenn Gould"</i>		116 Morten Søndergaard, <i>Flexowriters, Punch Paper Poetry and Visual Music: POEX 65 and the Paradigms of Performative Media Art Practices</i>	
13.00 - 14.00	lunch				
14.00 - 15.40	chair	<b>Session 11, Panel A</b> <i>Media art histories (looking back)</i>	chair	<b>Session 11, Panel B</b> <i>Media art histories (interactive and responsive art)</i>	chair
	<b>Sean Cubitt</b>	096 Ji-hoon Kim, <i>Machines of the Audiovisual: The Development of "Synthetic Audiovisual Interfaces" in Avant-garde Art Since the 1970s</i>	<b>Beryl Graham</b>	126 Stephen Jones, <i>Early Interactive Art in Australia</i>	<b>Wendy Coones</b>
		191 Frieder Nake, Susan Grabowski and Jörn Ketelsen, <i>The Origins of Digital Media: Algorithmic Art and Computer Graphics</i>		189 Theresa Schubert Minski, <i>Responsive Art: Exploring Non-intentional Creation and the Influence of Technology in Computer-based Installation Art</i>	
		059 Armin Medosch, <i>Automation, Cybernation and the Art of New Tendencies, Phase 1 (1961-1965)</i>		173 Nigel Johnson, <i>"Are we there yet?" - The historical dilemmas of interactive art</i>	
		141 Ernest Edmonds, <i>A Cybernetic Story: from interaction to influence</i>		057 Erandy Verqara-Vergas, <i>Rethinking Interactivity in relation to the History of a Site</i>	
15.40 - 16.00	tea/coffee				
16.00 - 17.40	chair	<b>Session 12, Panel A</b> <i>Blindspots (iconoclasts)</i>	chair	<b>Session 12, Panel B</b> <i>Media art histories (contemporary art ruptures and reconciliations)</i>	chair
	<b>Charlie Gere</b>	176 Harald Klinke, <i>Samuel Morse' Idea of Progress in both the Arts and Technology</i>	<b>Christiane Paul</b>	184 Christiane Paul, <i>New Media Art and the Mainstream</i>	<b>Sarah Cook</b>
		277 Antonio Bonome Garcia, <i>Burrough's Electronic Manifestoes</i>		065 Eduardo Valle, <i>Is it the history of art repeating itself? A geopolitical analysis and comparison of contemporary art and media art</i>	
		105 Sharon Irish, <i>The socio-spatial practice of artist Stephen Willats</i>		274 Rosanne Altstatt, <i>Media Art Institutions Articulate a Hybrid History</i>	
		238 Charlie Gullstrom, <i>A Mediated Window to the Stockholm Art and Industry Fair of 1897</i>		259 Dorothy Barescott, <i>Intersecting Worlds of Commerce and Experimentation: Creating Legitimacy for the "Art" of Media</i>	
17.40 - 18.00	Tea/coffee/wine				
18.00 - 18.15	Presentation	Renew 2013 Riga launch			
18.15 - 19.15	Keynote	ANDREW PICKERING (chaired by Paul Brown)			
19.15 - 19.30	Closing address	Plenary / theatre			
19.30	CLOSE				

<b>Date: Saturday 1st October</b>		
11:00-12:30		Joint AND/REWIRE KEYNOTE at LEAF CAFE on BOLD STREET
	<b>Keynote</b>	STEVE KURTZ & SHADY EL NOSHOKATY Chaired by Mike Stubbs

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Media Art Histories Archive Roundtable
PAUL THOMAS



