2012 • Documentation of Activities

Golan Levin

Select exhibition catalogs, ephemera and other documentation of professional activities.

005 Emerging Technology & Advertising, Toronto, Canada, 10/19/2012.
007 Collider 4: Interactivity and New Media, University of Akron, Ohio. 4/3/2012.
009 “Smart Art”. World Economic Forum, Tianjin, China. 9/11/2012.
013 Ars Electronica Festival, Linz, Austria. 8/30/2012 - 9/3/2012.
014 Artist’s Talk. Springsessions 2012, Graz, Austria, 5/17/2012.
022 A Double Exhibition of Student Projects. CMU, 5/3/2012.
024 Artist’s Talk. TOCA ME 12 Design Conference, Munich, Germany, 2/11/2012.
026 Artist’s Talk and Information Visualization Workshop. CIID, Copenhagen, Denmark, 3/2012.
eyecode
Works by Golan Levin
Organized by David Familian, Artistic Director

OCT 5, 2011 — JAN 22, 2012

Exploring a wide range of artistic practice, eyecode represents the past fifteen years of Golan Levin's work. Levin is an artist, engineer and educator interested in new modes of interactive expression and nonverbal communication. Through performances, responsive artifacts, and virtual environments, Levin applies creative twists to digital technologies that highlight our relationship with machines, expand the vocabulary of human action, and awaken participants to their own potential as creative actors.

LOCATION: Beall Center for Art + Technology, University of California, Irvine
712 Arts Plaza, Claire Trevor School of the Arts, Irvine, CA 92697-2775
The gallery is located near the intersection of West Peltason & Pereira
PHONE: (949) 824-6206 | www.beallcenter.uci.edu

Opening Reception: OCT 5 6pm – 9pm
Family Day: NOV 5 11am – 4pm
Artist Lecture: NOV 5 6pm – 8pm
BOXED (Music and Art Event): DEC 1 6pm – 9pm

NEW GALLERY HOURS:
THUR – SAT 12pm to 6pm, WED & SUN 12pm to 5pm
ADMISSION IS FREE

This exhibition and related events are supported in part by an award from the National Endowment for the Arts.
FALL 11

EYECODE: WORKS BY GOLAN LEVIN
October 5, 2011–January 22, 2012

Opening Reception:
October 5
6:00 pm–9:00 pm

Family Day:
November 5
11:00 am–4:00 pm

Artist Lecture:
November 5
6:00 pm–8:00 pm

BOXED:
December 1
6:00 pm–9:00 pm

Closed:
November 11, 23–29,

Organized by
David Familian,
Artistic Director

Exploring a wide range of artistic practice, eyecode represents the past fifteen years of Golan Levin’s work. Levin is an artist, engineer and educator interested in new modes of interactive expression and nonverbal communication. Through performances, responsive artifacts, and virtual environments, Levin applies creative twists to digital technologies that highlight our relationship with machines, expand the vocabulary of human action, and awaken participants to their own potential as creative actors.

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BlackBox Projects

BLACK BOX PROJECTS is an initiative focusing on the development of responsive environments, installations, and sculptures by artists working collaboratively with UC Irvine researchers.
EMERGING TECHNOLOGY + ADVERTISING
A ONE DAY CONVERSATION ON HOW TECHNOLOGY WILL IMPACT BRANDS

OCTOBER 19, 2012 • TORONTO, ON CANADA

JARED FICKLIN
EMILIE HERSHEY
CHRIS KOBRAH
MAGGIE KOERTH-BAKER
RAY KURZWEIL
GOLAN LEVIN
STEVE MASON

PRESENTED BY
THE UNOFFICIAL R&D

A surprising number of today's most widely-used information technologies had their beginnings as provocative prototypes conceived and developed by new-media artists. Unfortunately, a series of high-profile public disagreements has damaged corporate reputations, while simultaneously leaving new-media artist-developers feeling like the "unpaid R&D division of the advertising industry". This talk builds the case for recognizing the productive influence of new-media arts on advertising and technology, and presents some best practices and mutually beneficial strategies for collaborating and negotiating with hacker collectives, open-source communities, and independent new-media artists.

Golan Levin is an artist and engineer interested in exploring new modes of reactive expression. Through performances, digital artifacts, and virtual environments,
Golan Levin
Associate Professor of Art, School of Art, Carnegie Mellon University
Director of the STUDIO for Creative Inquiry

Public Lecture: Tuesday April 3rd, 7:30pm, Folk Hall Auditorium
"Visionaries in Motion IV"
2010-2011

Matthew B. Crawford
“The Case for Working with Your Hands”
September 8, 2010 (Webb Aud. 8pm)
Workshop, 10-11 am (CIMS Machine Tool Lab, Rm 1270)
Political philosopher and master mechanic; author of Shop Class as Soul Craft: An Inquiry into the Value of Work

Daniel Ariely
“Who put the Monkey in the Driver’s Seat?”
September 29, 2010 (Webb Aud. 8pm)
James B. Duke Professor of Psychology and Behavioral Economics at Duke University; author of Predictably Irrational: The Hidden Forces that Shape Our Decisions and The Upside of Irrationality

Jeanne Gang
“Assembly as Medium”
October 20, 2010 (Webb Aud. 8pm)
Architect, Studio Gang Architects. Recent projects include Chicago’s Aqua Tower, named Emporia 2009 Skyscraper of the Year

Alison Bechdel
“Drawing Words, Reading Pictures”
December 2, 2010 (Ingle Aud. 8pm)
Graphic novelist & cartoonist; author of comic strips, Dykes to Watch Out For & graphic memoir Fun Home: A Family Tragicomic

David Liptak
“Composing New Music”
February 2, 2011 (Ingle Aud. 8pm)
Professor of composition at the Eastman School of Music; awards include the Elise L. Stoeger Prize, the Barlow Endowment for Music Composition and the Lillian Fairchild Award

Golan Levin
“Interactive Art and Speculative Human-Computer Interaction”
March 8, 2011 (Webb Aud. 8pm)
Workshops & Exhibition, TBA
Experimentalist engineer in audiovisual performance and interactive art; Director of the STUDIO for Creative Inquiry & Associate Professor of Electronic Time-Based Art at Carnegie Mellon University

Chimamanda Ngozi Adichie
“Shifting Spaces: Identity, Literature and the Emergence of Stories”
April 4, 2011 (Webb Aud. 8pm)
Reading, Writers & Books, 4 pm
Storyteller, 2008 MacArthur Foundation Fellow and author of multiple award-winning books: Purple Hibiscus, Half of a Yellow Sun, and The Thing Around Your Neck

David Bainbridge
“Teenagers: The Pinnacle of Human Evolution?”
April 18, 2011 (Carlson Aud. Bldg 76 8pm)
Science writer, veterinarian, reproductive biologist; Clinical Veterinary Anatomist at the University of Cambridge; author of Beyond the Zonules of Zinn and other popular science books

All events are free & open to the public
Visit www.cwgp.org
Introduction
Creating the Future Economy

The Annual Meeting of the New Champions 2012 convenes amid unprecedented opportunities and challenges. We have witnessed the arrival of the 7 billionth person on the planet; and the world continues to recover from the financial crisis of 2008 while experiencing a gradual slowdown – including in so-far resilient economies such as China and India. The optimal future scenario assumes that the global economy can deliver social cohesion, technological innovation, sustainable growth and meaningful employment. In this context, “Creating the Future Economy” serves as the theme of the Annual Meeting of the New Champions 2012.

The discussions in Tianjin will focus on how to ensure that the right values, incentives and models are in place to deliver the best possible outcomes for global prosperity, national competitiveness and entrepreneurial growth for future generations. We hope to accomplish these goals through the exploration of four sub-themes:

- Rethinking traditional markets and existing value chains
- Rising to societal challenges through entrepreneurial solutions
- Reinventing institutions and industries through innovative models
- Recognizing the new frontiers of science and technology

Through a three-day programme of interactive and results-oriented discussions, we will explore and address these themes in depth.
Levin
Golan

Associate Professor, Computation
Arts, School of Art
Carnegie Mellon University,
USA

US       +1 412/268 2000
         +1 917/268 2330 (fax)

www.cmu.edu

Carnegie Mellon University has been the birthplace of innovation throughout its 112-year history. A private, global research university, it fosters a culture that thrives on the intersection of disciplines including science, technology, art, humanities, business and policy. Its locations in Pittsburgh (US), Doha (Qatar) and Silicon Valley (US) are joined by 19 degree-granting programmes around the world, including in Asia, Australia, Europe, Latin America, and Africa (Rwanda).

Personal: Artist, engineer and researcher. More than 20 years as an artist in high-tech research environments, including MIT Media Laboratory, Ars Electronica Futurelab, Interval Research Corporation, and Eyebeam Center for Art and Technology. With Carnegie Mellon, currently Associate Professor of Computational Art; concurrently, since 2008, Director, STUDIO for Creative Inquiry, a "meta-laboratory" dedicated to atypical, interdisciplinary, and other experimental modes of arts research. Work has appeared in the Whitney Biennial, and has been recognized with grants from Creative Capital, the Rockefeller Foundation, Arts Council England, and others. Exhibits and lectures widely in Europe, the Americas and Asia.
An Insight, An Idea with Albert-Laszlo Barabasi

A conversation with physicist Albert-Laszlo Barabasi on his breakthrough idea about how the social structures of organizations can be understood and influenced through network and complexity science.

Simultaneous interpretation in English, Mandarin Chinese and Japanese

This session is open to reporting press.

Albert-Laszlo Barabasi, Director, Center for Complex Network Research (CCNR), USA; Global Agenda Council on Complex Systems

Interviewed by David Schlesinger, Managing Director, D. A. Schlesinger Limited, Hong Kong SAR

Smart Art

How is technology redefining arts and culture?

Dimensions to be addressed:
- Blending art and science
- Visualizing complex data
- Redefining audience interaction

Simultaneous interpretation in English, Mandarin Chinese and Japanese

Hasan Elahi, Associate Professor and Director, University of Maryland, USA
Golan Levin, Associate Professor, Computation Arts, School of Art, Carnegie Mellon University, USA
Li Hui, Artist, People's Republic of China
Walter Scheidel, Dickason Professor in the Humanities and Professor of Classics and History, Stanford University, USA

Moderated by Salim Amin, Chairman, A24 Media/ Camerapix, Kenya; Young Global Leader; Global Agenda Council on Poverty & Sustainable Development

Rapporteur Roland Kelts, Author, Editor and Cultural Expert, Japan
Computing and Technology – A Springboard for the Human Mind with Carnegie Mellon University

Technology and computing power are transforming people, society and the economy.

Discover and debate in the IdeasLab:

Idea 1: Computational thinking: it’s for everyone
Idea 2: Optimizing online education
Idea 3: The curiosity gap: how 21st century geniuses are made
Idea 4: Radically local: personal fabrication and future economies

Introduced by
Mark Kamlet, Provost, Executive Vice-President and Professor of Economics and Public Policy, Carnegie Mellon University, USA

Discussion Leaders
Emma Brunskill, Assistant Professor, Computer Science Department, Carnegie Mellon University, USA
Golan Levin, Associate Professor, Computation Arts, School of Art, Carnegie Mellon University, USA
Jesse Schell, Professor of Entertainment Technology, Carnegie Mellon University, USA
Jeannette M. Wing, President’s Professor of Computer Science and Department Head, Computer Science Department, Carnegie Mellon University, USA

Facilitated by
Richard T. Pascale, Associate Fellow, Said Business School, University of Oxford, United Kingdom
ANERKENNUNG
HONORARY MENTION
INTERACTIVE ART
Eric Paulos (US)
Energy Parasites
Installation
http://www.energyparasites.net

ANERKENNUNG
HONORARY MENTION
INTERACTIVE ART
Nova Jiang (NZ)
Ideogenetic Machine
Installation
http://www.novajiang.com/installations/ideogenetic-machine

AUSZEICHNUNG
AWARD OF DISTINCTION
DIGITAL MUSICS & SOUND ART
Tarik Barri (NL)
Anselm Venezian Nehls (DE)
#tweetscapes-a HEAVYLISTENING experience
Installation
www.tweetscapes.de

ANERKENNUNG
HONORARY MENTION
DIGITAL MUSICS & SOUND ART
Tom Verbruggen (NL)
Crackle-canvas #1
Installation & Performance
http://toktok.org/Site/Crackle-canvas_1.html

ANERKENNUNG
HONORARY MENTION
DIGITAL MUSICS & SOUND ART
Anke Eckardt (DE)
BETWEEN YOU AND ME
Installation
www.ankeeckardt.org

GOLDEN NICA COMPUTER
ANIMATION / FILM / VFX
Jeff Desom (LU)
Rear Window Loop
Installation
www.jeffdesom.com

GOLDEN NICA HYBRID ART
Joe Davis (US)
with support of Tara Gianoulis, Ido Bachelet
bacterial radio
Installation
http://www.joedavis.co.uk/

AUSZEICHNUNG
AWARD OF DISTINCTION
HYBRID ART
Golan Levin (US),
Shawn Sims (US)
The Free Universal Construction Kit
Installation
http://fftit.at/free-universal-construction-kit

AUSZEICHNUNG
AWARD OF DISTINCTION
HYBRID ART
Agnes Meyer-Brandis (DE)
MOON GOOSE ANALOGUE: Lunar Migration Bird Facility Documentation
http://www.ffit.de/mag

ANERKENNUNG
HONORARY MENTION HYBRID ART
Jun Fuji (JP)
Game Border
Installation
http://www.youtube.com/watch?v=Lezr1x2wPH0

ANERKENNUNG
HONORARY MENTION HYBRID ART
Hörner/Antfinger (DE)
Dream Water Wonderland
Installation
http://www.h-a.org

ANERKENNUNG
HONORARY MENTION HYBRID ART
Prue Lang (AU)
UN RESEAU TRANSLUCIDE
Documentation
http://www.pruelang.com

ANERKENNUNG
HONORARY MENTION HYBRID ART
Amor Munoz (MX)
MAQUILA REGION 4
Documentation
www.cenomunoz.net
Machine Code and Visual Culture

Golan is interested in the medium of response, and in the conditions that enable people to experience “flow”, or sustained creative feedback with reactive systems. He is drawn to the revelatory potential of information visualization – whether brought to bear on a single participant, the world of data we inhabit, or the formal aspects of mediated communication itself. He is fascinated by how abstraction can connect us to a reality beyond language, and the ways in which our gestures and traces, thus abstracted, can reveal the unique signatures of our spirits. This presentation will discuss a wide range of Golan’s works and those of others, with a particular attention to how the use of gestural interfaces, visual abstraction, and information visualization can support new modes of interaction and play.

Golan Levin

Golan Levin is one of the most well known names in the field of generative design. He is Director of the STUDIO for Creative Inquiry and Associate Professor of Electronic Time-Based Art at Carnegie Mellon University.

Even as he was studying under John Maeda ten years ago he was one of the stand out digital creators. Many a creative coder’s heart has been broken upon finding their great new idea has already been done by Golan six years ago. Through a deep understanding of code and technology he manages to cut straight to the essence to produce simple and elegant works.
CYBORG CABARET
PASSION, TERROR, & INTERDEPENDENCE
APRIL 27TH 2012 8PM
NEW HAZLETT THEATER
A CYBORG HUMAN ROBOT VARIETY SHOW
MUSIC BY SCSI & THE SCMS SPONSORED BY VIA
AFTERPARTY WITH DJ ZOMBO 10-?

Acts by: Julia Cahill, Riley Harmon, Heather Knight, Golan Levin, North Star, JD Whitewolf, Dan Wilcox.
Co-directed by Heather Knight & Dan Wilcox.

Tickets available at the door or through CYBORGCABARET.ORG
Hosted by Dan Wilcox, Heather Knight, & Data the robot.

Live musical interludes throughout the show by SCSI & the SCMS (Margaret Cox, Michael Johnsen, and Matt Wells) sponsored by VIA.

FIRST HALF

1. Robot Arm Dancers - Golan Levin
A trio of robot arms dance to resounding electro beats.

2. Transmutation of Man - North Star
This is a silent performance, portraying the evolution and hopeful transmutation of man. Inspired by the Book of Enoch, Egyptian Book of the Dead, and the Book of Changes.
With Billie Steigerwald & Gunner, Music by Sigh Meltingstar

3. Honey, I Slept With a Robot - Julia Cahill
Sleeping with your lover's best friend can almost guarantee the end of the relationship, but what happens when his best friend isn't human?
With Dave Mansueto

4. The Cyborg's Lament - JD Whitewolf
Are we any less human just because we are cyborgs? This operatic lamentation explores one cyborg's life as he / it tries to answer the question.

INTERMISSION

SECOND HALF

5. Simplest Sub-Elements - Heather Knight
What makes machines come alive? Live research-grade robot choreography with non-anthropomorphic robots.

6. Disintegration (after myself) - Riley Harmon
Video and stage effects that examine the delicate relationship between people and their technological prosthetics.

7. Robot Rumble - Dan Wilcox
What if today's robotic technology could be put to the test in a one-on-one wrestling tournament? How would a Honda ASIMO stack up against the Boston Dynamics Big Dog? Could a Google self-driving car defeat the high-flying power of a Reaper drone? Uh oh, RIBA the nurse robot was talking smack about the CMU CRUSHER! It's on!
With Jonathan Armistead, Carl Bajandas, Craig Fahner, Steve Gurysh, Luke Loeffler

8. Cyborlesque - Julia Cahill
Cyborlesque is a tantalizing cyborg burlesque piece that is sure to warm your flesh and oil your joints.

Afterparty with DJ Zombo directly following the show.
TUESDAY, JUNE 5 KICK-OFF AT ARIA
7:30PM-12:03PM

Welcome to EYE0 2012. Find a seat and get ready for the kick-off sponsored by Visualizing.org, followed by mingling and relaxing until midnight.

8:10PM-8:55PM

Paola Antonelli

We're thrilled, super-thrilled, to kick off the festival with an opening keynote from Paola Antonelli. She's one of our favorite curators. She's assembled and presented shows at the MoMA that really speak to language. Hear her enthusiasm and perspectives regarding the intersection of design and technology and the impact it has on our lives. Inspiration on the big picture level. Awesome.

9:25PM-10:35PM

Ignite at EYE0

Ignite is a fast-paced, high-energy event started by Brady Forrest, Technology Evangelist for O'Reilly Media and Ben Pickel of Makerbotcore, formerly of MAKE Magazine. Speakers are given 20 slides, each shown for 15 seconds, giving each speaker 5 minutes of fame. We asked Brady to help bring an Ignite event to EYE0 knowing we have a crowd here chock full of inspiring ideas and work. And he stepped up. Thanks Brady! Join us for the first Ignite EYE0 and get introduced to fellow Eye0ers. Laugh, feel the heat, cheer as we blaze through ideas and beer, and watch the clock.

Ignite Presenters:
- Bryan Connor, Sam Kossowsky, Erika Lincoln, Eric Fagan, Golan Levin, Peter Porway, Jen Lowe, Rachel Orr, Robert Hodgins, Sarah Slavin, Shao Hwang, Ben Ochshorn, Dean Egan

In 2011 EYE0 is proud to bring you a talk, which explored the communications between people and the digital objects that contain information that goes beyond their traditional appearance. In some cases, these objects, like cell phones and laptops, exist to provide us with access to computer systems and networks, serving as gateways and backbones. Whether openly or subtly, we, as citizens, are connecting to us, and designers help us develop and improve these connections.

In this talk, EYE0 is honored to bring you a talk at the MoMA, which showcases how information is reimagined. This talk offers a closer examination of the relationship between information—whether urgent, foreseen, imagined. From technology and how it responds to pressing needs in developing countries to reimagining how design is tailored to the urban environment, this talk reimagines the design interessions across a range of issues, including potential emergencies and natural disasters.

The following takes a look at a host of complex cultural phenomena and we're thrilled to incorporate environmental design and data visualization into our attempts to marry ancient religious beliefs with modern data mimes, and the desire to anticipate and prevent technological and ecological tragedies.

Illustration: Lauren Thomas. The spirographs were generated using Processing and represent averages of weather data from the three days of EYE0 2011. Variables include temperature, dew point, wind speed, and direction.
WALKER ART CENTER

10:30AM—11:15AM

Kevin Slavin
Lack: The History and Future of Luck. (McGuire Theater)

Shantell Martin
Digital Drawing as a Performance. An introduction and explanation of the origin of Martin's use of digital drawing as a performance tool in collaboration with music and a look at the simple drawn line and the ideology behind it. (Skylane Room)

WEDNESDAY, JUNE 6

11:30AM—12:15PM

Ben Fry
Three Things. An in-depth discussion of a few (three/five ten?) recent computational information design projects. (McGuire Theater)

Ayah Bdeir
Electronics as Material. Electronics are everywhere. We now produce, consume and throw out more electronic gadgets and technology enhanced products than ever before. Yet, engineering is mystified, electronic objects are black-boxed and creativity is limited by the tools and materials available to each discipline. Well, according to Ayah Bdeir, disciplines are hard, engineering is not that hard, and creativity with electronics will only explode when they are used as and, combined with other traditional materials such as paper, cardboard and felt. For the first time, Ayah will be talking about how she started littleBits, an open source kit of electronic modules that snap together with magnets for prototyping and play. On the heels of her TED talk published in March, Ayah will discuss the idea of turning interaction into a building block, and providing the ability to program behavior without having to write any code. littleBits seeks to make electronics accessible to kids, designers and artists as a material to be combined with other craft and design materials. Also, Ayah will show some examples of projects the past few months, ranging from an interactive piggy bank to an electronic version of foosball games, and discuss how engineers and artists alike can work together to empower a community of inventors. (Skylane Room)

12:30PM—1:20PM

Attendee Show & Tell: Seems like everyone is working on something amazing at Eyeo. We want you to have an audience, 5 minutes to talk about it, and a projector to show it. Sign up via the whiteboard in the Garden Terrace Room anytime during the day, each day. Starting at 12:30 each day we'll fire up the projector and go down the list. Show & Tell. We'll have seating for about forty people and some first class standing room. (Garden Terrace Room)

1:45PM—2:30PM

Aaron Koblin
Data Arts. An overview of some recent projects and libraries created by members of the Google Data Arts Team. (McGuire Theater)

Mark Hansen (Moderator), Golan Levin, Shantell Martin, Jonathan Harris.
Panel: Performance and Data - Embodied, Rehearsed, Theatrical Practices of Data Representation. When we think about data representation, we often think inside the boundaries of print and screen-based communication. But, what about performance? Panelists will discuss their experiences with incorporating data into performative acts, both musical and theatrical. (Skylane Room)

2:45PM—4:30PM

Oblong Hackathon
Hello, space. In this lab, we’ll use phones as spatially-aware input devices for pointing, photography, and gesture. We’ll use a Processing library that leverages the g-speak SDK. This library supports building interactive applications that communicate with every phone and every device in the room. Designers and engineers from Oblong will show a handful of multi-user interactions and code snippets from games and drawing tools, then help you create your own sketches. Attendees will need their own computer with Processing 2.0 installed and should have some programming experience. If you own an iOS device, we recommend that you install our g-speak Pointer application, though an iOS device is not required to participate. (Conference Room)

As Co-founder of Area/Code in 2005, Kevin was a pioneer in rethinking game design and development around new technologies (like GPS) and new platforms (like Facebook). Area/Code worked to develop next-generation game experiences not only for major consumer product groups like Nokia, Nike and Puma but for media giants such as MTV, Discovery Channel, CBS and Disney. Slavin and his partner at Area/Code were named to Creativity Magazine’s Creativity 50. (Kevin, kps, about.me/kevin)

Shantell has become one of the pioneers of a unique form of ambient, spontaneous, digital music art interaction using light projection. Using live-painting and animation software, Martin projects a surface, rapidly drawing and writing to music, and using drawing software to repeat patterns, zoom the canvas, and make the illustrations spin and "dance." [@shantell_martin, shantellmartin.com]

Ben is principal of Fatohon, a design and software consultancy located in Berlin. He received his PhD from the Aesthetics + Computation Group at the MIT Media Laboratory, where his research focused on combing fields such as computer science, statistics, graphic design, and data visualization as a means for understanding information. Ben co-founded Processing, an open source programming language and environment, with Casey Reas in 2001. (Ben, fry, fatohon.info)

Ayah is an engineer and interactive artist who does not believe in boundaries set by disciplines or cultures. She is the creator of littleBits, an award winning kit of pre-assembled circuits that snap together with tiny magnets. Just recently, Ayah was awarded the highly prestigious TED fellowship as one of 25 innovators in 2012 from around the world. (AyahBdeir, littleBits.cc)

Aaron is an artist specializing in data and digital technologies. His work takes real world and community-generated data and uses it to reflect on cultural trends and the changing relationship between humans and technology. His projects have been shown at international festivals including Ars Electronica, SIGGRAPH, OFFF, the Japan Media Arts Festival, and TED. In 2010 Aaron was the Abravanel Artist in Residence at MIT and currently leads the Data Arts Team in Google's Creative Lab. (@aaronkoblin, aaronkoblin.com)

Mark is a Professor of Statistics at UCLA, a Primary Investigator at the Center for Embedded Network Sensing, and a former Bell Labs researcher. He won the Prix Arts Electronica Golden Nica for his collaboration with digital artist Ben Rubin on Listening Post, and most recently completed Moveable Type, a spatial artwork commissioned for the lobby of the NYT Times Building. (earstudio.com)

Golan is an artist and engineer exploring new modes of reactive expression. Through performances, digital artifacts, and virtual environments, Golan applies creative twists to digital technologies that highlight our relationship with machines, make visible our ways of interacting with each other, and explore the intersection of non-verbal communication and interactivity. (@golan, golan.com)

Jonathan makes projects that re-imagine how humans relate to technology and to each other. Combining elements of computer science, anthropology, visual art and storytelling, his projects range from building the world’s largest time capsule (with Yahoo!) to documenting an Alaskan Eskimo whale hunt on the Arctic Ocean (with a warm hat). He is the co-creator of Who Feels Fine, which continuously measures the emotional temperature of the human world through large-scale blog analysis. (@jnumber27, number27.org)

Oblong Industries’ technology transforms the way people work, create and collaborate. The era of one human, one mouse, one screen, one machine is giving way to what’s next: multiple participants, working in proximity and remotely, using a groundbreaking spatial interface to control applications and data spread across a single screen. This is what Oblong builds. It’s why we’re here. (obling.com)
COLLECTING NEW MEDIA ART

Moderator: Alice Gray Stites (Curator)
Speakers: Michael Spalter (Collector), Bryce Wolkowitz (Gallerist), Steven Perelman (Collector)

What new media art are today’s foremost collectors seeking, and why? What kind of market is there for art made with technology? Which deals should be chased? These collectors and gallerists discuss the state of art collection for the new collector with a focus on tech.

CREATIVE CODING TOOLKITS

Moderator: Golan Levin (New media artist)
Speakers: Andrew Bell (Cinder), Daniel Shiffman (Processing), Zach Lieberman (openFrameworks), R. Luke Dubois (Max/MSP/Jitter)

Founders and key coders of the top four frameworks for creating software art show off eye candy examples of what people are creating with their code. Inspiring and mind-blowing!

CROWDSOURCED AND SOCIAL MEDIA ART

Moderator: Julia Kagansky (Founder, NYArtsTech Meetup)
Speakers: Scott Draves (Software artist), Fernanda Viégas (Data visualization artist), Mouna Andraos and Melissa Mongiat (Co-founders, Daily tous les jours), Jason Eppink (Curator, Museum of the Moving Image)

Whether it's an internet meme that goes viral and creates its own do-it-yourself spawn, a public installation that needs the interaction of the crowd to work, or an algorithmic visual language so processor-intensive that it requires an Internet-distributed computer farm to render it, crowdsourcing is the hottest new art meme since drawing from the nude.

SOFTWARE ART AND THE ART ESTABLISHMENT

Speakers: Barbara London (Curator, MoMA), Amanda McDonald Crowley (Executive Director Emerita, Eyebeam), Christiane Paul (Curator, Whitney), Marius Watz (Software)

How long will it take the museum establishment to more fully embrace new technologies? How is the change being effected? What barriers—if any—are keeping screens from being as ubiquitous as canvas in the world’s top museums?

I started Leaders in Software and Art to give talented software and electronic artists a place to meet each other and a way to put the cutting-edge work they are doing in front of people who matter. If you know someone who should be part of our movement, let them be in touch. Enjoy the day!

Isabel Walcott Draves
Founder, LISA
isabel@draves.org
softwareandart.com
@softwareandart
Professors Golan Levin & Ali Momeni present
A DOUBLE EXHIBITION
OF STUDENT PROJECTS FROM THEIR ADVANCED COURSES IN NEW-MEDIA ARTS:

Interactive Art & Computational Design
Alex Rothera • Alex Wolfe • Billy Keyes • Blase Ur • Craig Fahrner • Deran Guier • Duncan Bghel • Eli Rosen • Evan Sheehan • Heather Knight • Joe Medwid • John Brigger • Jonathan Ota • Ju Young Park • Kaushal Agrawal • Kelsey Lee • Luci Laflitte • Luke Loeffler • Madeline Gannon • Mahvish Naga • Nicholas Inzucchi • Nir Rachmey • Sam Lavery • Sanka Bhatnagar • Sarah Keeling • Varvara Toulkeridou • Xing Xu • Zack Jacobson-Weaver

Digital Fabrication for the Arts
Céline Record • Alan Herman • Paul Miller • Justin Lin • Alex Rothera • Alex Mallard • Max Perim • William Crownover • Nathan Trevino

THURSDAY, MAY 3, 5:00 pm
CMU College of Fine Arts Great Hall & Studio for Creative Inquiry (CFA-111)

http://golancourses.net/2012spring/ http://teach.alimomeni.net/2012spring1/
Atlantic Wharf New Media Exhibitions

MIXED SIGNALS
An exhibition of art that uses technology to re-present sensory information
February 27 through April 13, 2012. An Opening Reception Friday, March 16th, from 6-8 pm.
Curated by George Filfield and Heidi Kayser
For Mixed Signals, Boston Cyberarts presents seven artists – Rebecca Baron and Douglass Goodwin, Katie Davies and Dr. Peter Walters, Ben Hogue, Georgia Lewis, and Martin Walterberg – who make art that uses technology to re-present sensory information in an innovative manner, making sound visible, using sound to remix visuals, and visualizing underlying patterns.

VAST VISTAS: LANDSCAPE IN NEW MEDIA
December 12 through February 10, 2012
An Opening Reception, December 16, from 5-8 pm
Curated by George Filfield and Heidi Kayser

BEHOLD! SIGHT IN NEW MEDIA
An exhibition of art that sees
October 10 through December 4,
Opening Reception, October 14, from 5-8 pm.
Curated by George Filfield and Heidi Kayser
Boston Cyberarts inaugurated Atlantic Wharf’s new dedicated art gallery with BEHOLD! Sight in New Media, an exhibition presenting five artists – Sheila Gallagher, Gidon Levin, Davis Nobles and Daniel Ruzin – who either make art that looks at or reflects us, or who use new ways of seeing to examine the world afresh.

DIGITAL PRINTS: 2D AND 3D
Located along the grand staircase to the second floor, this exhibition includes Henry Morel, Karl Sims and Michael Rees. Summer 2011

THE KINETIC SCULPTURE OF JOE PENTLAND
In the lobby of 260 Congress Street were two dynamic moving sculptures by Joe Pentland. May 1 to October 1, 2011

FLUID PERIMETERS: AN EXHIBITION OF DYNAMIC DIGITAL IMAGERY
The Waterfront Square Atrium at Atlantic Wharf is the site of a yearlong exhibition of moving digital imagery, including slow-moving dynamic digital painting, digital animation, and algorithmically generated software that explores digital and artificial life. Works by Robert Arnold, Dan Hermes, Ben Hogue, Brian Knap, Dennis Miller, Andrew Neumann and Mark Block on display through the Festival and into the summer.

CYBERPORTS
April 29-May 8. Located along the grand staircase to the second floor, CyberPorts is an exhibition of works by artists who were showing at other venues in the 2011 Boston Cyberarts Festival. CyberPorts highlights the myriad types of work being showcased at participating Cyberarts Festival organizations. Brian Kane, Brooke Kight, Nathalie Miebach, Ciko T. Waite and Andy Zimmerman.
golan levin

golan levin develops artifacts and events which explore supple new modes of reactive-expression. His work focuses on the design of systems for the creation, manipulation and performance of simultaneous image and sound, as part of a more general inquiry into the formal language of interactivity, and of nonverbal communications protocols in cybernetic systems. Through performances, digital artifacts, and virtual environments, often created with a variety of collaborations, levin applies creative lenses to digital technologies that highlight our relationship with machines, make visible our ways of interacting with each other, and explore the interaction of abstract communication and interactivity. levin has exhibited widely in europe, america and asia.

golan levin’s work focuses on the language of interactivity - verbal, vocal and visual. levin’s work has been exhibited at the new museum of contemporary art, the kitchen, the neuberger museum, and the whithney biennial, all in new york, the electronic still life, a public sculpture of contemporary art in taipei, taiwan; the intercommunication centre in tokyo, japan; and the zeurnum für kunst und medienkultur in karlsruhe, germany, among other venues. his funding credits include grants from creative capital, the new york state council on the arts, the pennsylvania council on the arts, the esculapial MAP fund, the greenwall foundation, the langlois foundation, and the arts council of england.

www.itrong.com
QR_Hobo_Codes
Pittsburgh & anywhere
2011 to present

The informal code that vagabonds developed in the 19th century to offer warnings and help each other cope with the uncertainties of nomadic life inspired the QR_Hobo_Codes project by Free Art and Technology (F.A.T.) Lab, a Pittsburgh-based research network devoted to enriching the public domain through the development of creative technologies and media. F.A.T. Lab created 100 QR codes (freely downloadable lasercut-ready stencils) to provide advice and warnings to modern-day digital nomads. Codes include “vegans beware,” “hidden cameras,” and “those aren’t women.” QR_Hobo_Codes is one in a suite of what F.A.T. calls its “homebrew infoviz graffiti tools for locative and situated information display.”

Accessibility, Community, Information

$20

4 days

2

Problem - need for urban guidance

Solution - covert advice and warnings for modern-day digital nomads
GOLAN LEVIN
External Examiner
Country: USA

Golan Levin is Associate Professor of Electronic and Computational
Art at Carnegie Mellon University, Pittsburgh. He holds courtesy
appointments in Design and Computer Science, and also serves as
Director of the STUDIO for Creative Inquiry, a "meta-laboratory" within
CMU dedicated to the support of atypical, interdisciplinary and inter-
institutional research projects at the intersection of arts, science,
technology and culture.

As an educator, Golan's pedagogy is concerned with reclaiming
computation as a medium of personal expression. He teaches code-
oriented "studio arts courses in computer science," on themes like
interactive art, generative form, digital fabrication, information
visualization, game design, tangible media and audiovisual
performance systems. Golan has exhibited and performed widely in
Europe, America and Asia.

COURSES
Blood Sugar Visualization
Collecting and filtering PowerPoint slides
e.volution
me, doing this.
Vocal Signs
Vocal Signs
Data Visualisation

GET SOCIAL

SIGN UP TO OUR MAILING LIST
Join our Pulse mailing list for news on
upcoming events and information about
our OPEN Lecture series.
Aram Bartholl

Rock GML

Next week I’ll run SPEED SHOW: GML, a show about the awesome Graffiti Markup Language originally created by Evan Roth, Chris Sugrue, Jamie Wilkinson and Theo Watson. The show will feature all the different projects and tools around this open protocol. SPEED SHOW: GML is part of promising backjumps – ‘Rock The Block’ two day street action in the heart of Berlin X-Berg!!! THX Adrian!!

Rock The Block – http://www.backjumps.info/ – facebook.com/event

On Tuesday the 2nd and Wednesday the 3rd of October 2012, the event “Rock The Block”, in the lively center of Kreuzberg, will change the colorful block of houses between Adalbertstr., Skalitzerstr., Mariannenstr., & Oranienstrasse into an impressive experience.

In cooperation with Kunstraum Kreuzberg/Bethanien, dozens of Berlin artists will provide art venues, performances, workshops and parties, in and outside. The block will be opened to the public in cooperation with the residents and will come alive as a creative organism. An entire cosmos between four streets can be open for strolling. The event will be directed towards a wide audience. Within the framework of different workshops, children and the youth together can redesign billboards on the block. Whoever left too quickly or missed something in the turmoil of the night has two days to play in the cards. Performances and workshops will also keep the block in movement on the 3rd of October. As early as 12 o’clock, there will be the possibility to look at the complete works of art on the block.

A project of Backjumps in cooperation with Kunstraum Kreuzberg/Bethanien

curated by Adrian Nabi

KünstlerInnen Artists: