

# 2012 • Documentation of Activities

## Golan Levin

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

- 002 *Eyecode: Works by Golan Levin* (Solo Exhibition). The Beall Center for Art and Technology, Irvine, CA. 10/5/2011-1/28/2012.
- 005 *Emerging Technology & Advertising*, Toronto, Canada, 10/19/2012.
- 007 *Collider 4: Interactivity and New Media*, University of Akron, Ohio. 4/3/2012.
- 008 Artist's Talk. *Caroline Werner Gannett Project Visionaries in Motion Lecture Series*. RIT, Rochester, NY. 3/8/2011.
- 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.
- 016 *Cyborg Cabaret* (performance). New Hazlett Theater, 4/27/2012.
- 018 Ignite Presentation and Workshop. *Eyeo 2012 Festival*, Walker Art Center, Minneapolis, 6/5/2012.
- 020 Panel poderator and Ignite presentation, *Leaders in Software and Art (LISA) Conference 2012*, Guggenheim Museum, NYC, 10/16/2012.
- 022 *A Double Exhibition of Student Projects*. CMU, 5/3/2012.
- 023 *Mixed Signals: Boston Cyberarts at Atlantic Wharf*. Atlantic Wharf, Boston. Curated by George Fifield and Heidi Kayser. 2/27/2012 - 4/13/2012.
- 024 Artist's Talk. *TOCA ME 12 Design Conference*, Munich, Germany, 2/11/2012.
- 025 *Spontaneous Interventions: Design Actions for the Common Good*, United States Pavilion, 13th Venice Architecture Biennale, Venice, Italy. 8/29/2012 - 11/25/2012.
- 026 Artist's Talk and Information Visualization Workshop. CIID, Copenhagen, Denmark, 3/2012.
- 027 *SPEED SHOW: GML, part of Backjumps - 'Rock The Block'*. Berlin. Curated by Aram Bartholl. 10/3/2012.

Celebrating 10 years

10

BEALL

## *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](http://www.beallcenter.uci.edu)

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

### **NEW GALLERY HOURS:**

THUR – SAT 12pm to 8pm, WED & SUN 12pm to 5pm

CLOSED: MON and TUE, and 11/11, 11/23 – 29, Dec 21 – Jan 3, 2012

ADMISSION IS FREE

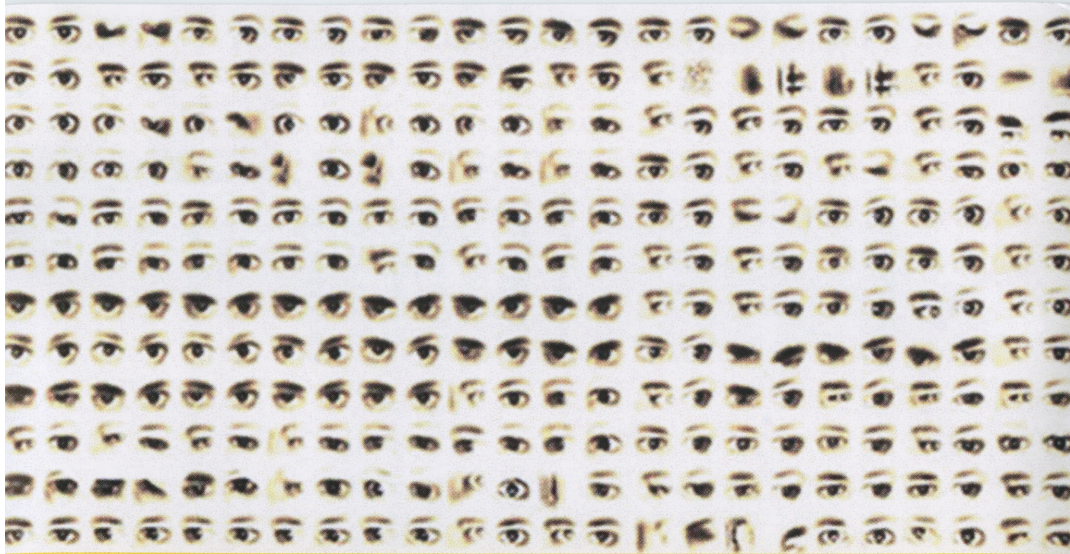
*This exhibition and related events are supported in part by an award from the National Endowment for the Arts.*



Donald R. and Joan F. Beall  
Center for Art + Technology







**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,  
December 21, 2011–  
January 3, 2012

*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.



*This exhibit is supported in  
part by an award from the  
National Endowment for the Arts.*

**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.





Donald R. and Joan F. Beall  
**Center for Art + Technology**  
University of California, Irvine



# EMERGING TECHNOLOGY + ADVERTISING

A ONE DAY CONVERSATION ON HOW TECHNOLOGY WILL IMPACT BRANDS

# ETA

OCTOBER 19, 2012 • TORONTO, ON CANADA

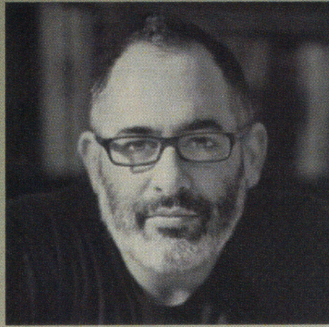
JARED FICKLIN  
EMILIE HERSH  
CHRIS KOBRAN  
MAGGIE KOERTH-BAKER  
RAY KURZWEIL  
GOLAN LEVIN  
STEVE MASON

PRESENTED BY





# GOLAN LEVIN

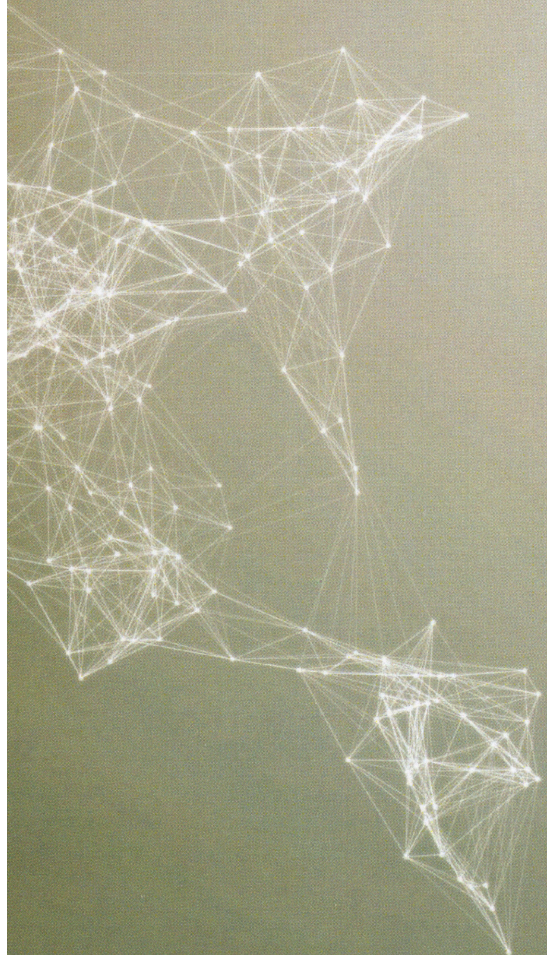


4:30 - 5:25  
@golan

## 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

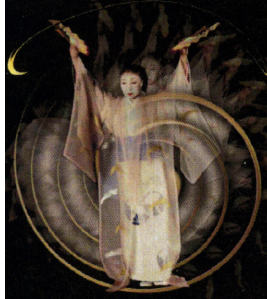
Associate Professor of Art, School of Art, Carnegie Mellon University  
Director of the STUDIO for Creative Inquiry

**Public Lecture: Tuesday April 3rd, 7:30pm, Folk Hall Auditorium**





RIT's Caroline Werner Gannett Project



# “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 strip, 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 Bartow 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 audio visual 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](http://www.cwgp.org)**





**Robert Greenhill**  
Managing Director



**Olivier M. Schwab**  
Executive Director,  
World Economic  
Forum Beijing

## 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](http://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.



Tue

Wed

Thurs

**10.00 - 10.30 One-on-One**  
Meijiang Convention and Exhibition Center  
- Studio

one-on-one/barabasi



## 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

**10.30 - 11.30 Beta Zone**  
Meijiang Convention and Exhibition Center  
- Beta Zone

smart art



## 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



**15.45 - 17.00 IdeasLab**

Meijiang Convention and Exhibition Center  
- Ideaslab 1

ideaslab/carnegie mellon



## 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, Saïd Business School, University of Oxford, United Kingdom



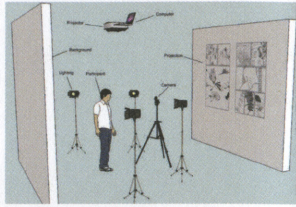
ANERKENNUNG  
HONORARY MENTION  
INTERACTIVE ART

**Eric Paulos** (US)  
Energy Parasites  
Installation  
<http://www.energyparasites.net>



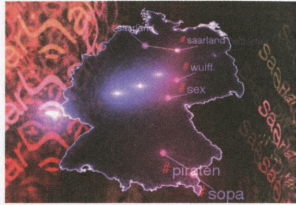
ANERKENNUNG  
HONORARY MENTION  
INTERACTIVE ART

**Nova Jiang** (NZ)  
Ideogenetic Machine  
Installation  
<http://www.novajiang.com/installations/ideogenetic-machine>



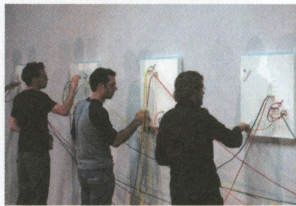
AUSZEICHNUNG  
AWARD OF DISTINCTION  
DIGITAL MUSICS & SOUND ART

**Tarik Barri** (NL),  
**Anselm Venezian Nehls** (DE)  
#tweetscapes- a HEAVYLISTENING  
experience  
Installation  
[www.tweetscapes.de](http://www.tweetscapes.de)



ANERKENNUNG  
HONORARY MENTION  
DIGITAL MUSICS & SOUND ART

**Tom Verbruggen** (NL)  
Crackle-canvas #1  
Installation & Performance  
[http://toktek.org/Site/Crackle-canvas\\_1.html](http://toktek.org/Site/Crackle-canvas_1.html)



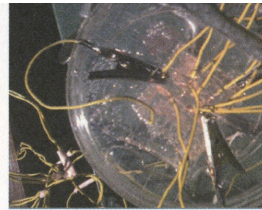
ANERKENNUNG  
HONORARY MENTION  
DIGITAL MUSICS & SOUND ART

**Anke Eckardt** (DE)  
BETWEEN | YOU | AND | ME  
Installation  
[www.ankeekardt.org](http://www.ankeekardt.org)



GOLDEN NICA COMPUTER  
ANIMATION / FILM / VFX

**Jeff Desom** (LU)  
Rear Window Loop  
Installation  
[www.jeffdesom.com](http://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://fffff.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.fur.de/mag>



ANERKENNUNG  
HONORARY MENTION HYBRID ART

**Jun Fujiki** (JP)  
Game Border  
Installation  
[http://www.youtube.com/watch?feature=player\\_embedded&v=Lv0xVPHQlec](http://www.youtube.com/watch?feature=player_embedded&v=Lv0xVPHQlec)



ANERKENNUNG  
HONORARY MENTION HYBRID ART

**Hörner/Antfinger** (DE)  
Dream Water Wonderland  
Installation  
<http://www.h--a.org>



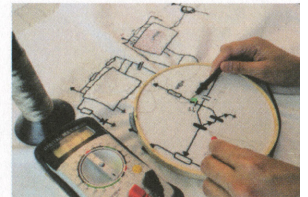
ANERKENNUNG  
HONORARY MENTION HYBRID ART

**Prue Lang** (AU)  
UN RESEAU TRANSLUCIDE  
Documentation  
<http://www.pruelang.com>



ANERKENNUNG  
HONORARY MENTION HYBRID ART

**Amor Munoz** (MX)  
MAQUILA REGION 4  
Documentation  
[www.amormunoz.net](http://www.amormunoz.net)



OK

**OK CyberArts12**  
ARSELECTRONICA 2012  
PRIX ARSELECTRONICA  
EXHIBITION  
30. AUG - 6. OKT 2012  
OK OFFENES KULTURHAUS 00

im00kulturquartier



The background of the entire page is an abstract composition of broad, expressive brushstrokes. The upper portion is dominated by shades of purple and magenta, with some darker, more saturated strokes. The lower portion features teal and green strokes, creating a sense of movement and depth. The overall effect is artistic and dynamic.

[www.springsessions.at](http://www.springsessions.at)

**springsessions 2012**  
may 16th - 18th, graz, austria



Thursday, 17.05.2012, designHalle Graz

## Machine Code and Visual Culture

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*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.

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# 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**

Carnegie Mellon University  
School of Art

**assemble**  
a community space for arts + technology

VIA

**HackPGH.org**

**new hazlett theater**  
a center for the performing arts



# CYBORG CABARET

## PASSION, TERROR, & INTERDEPENDENCE

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 Wellins) 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.





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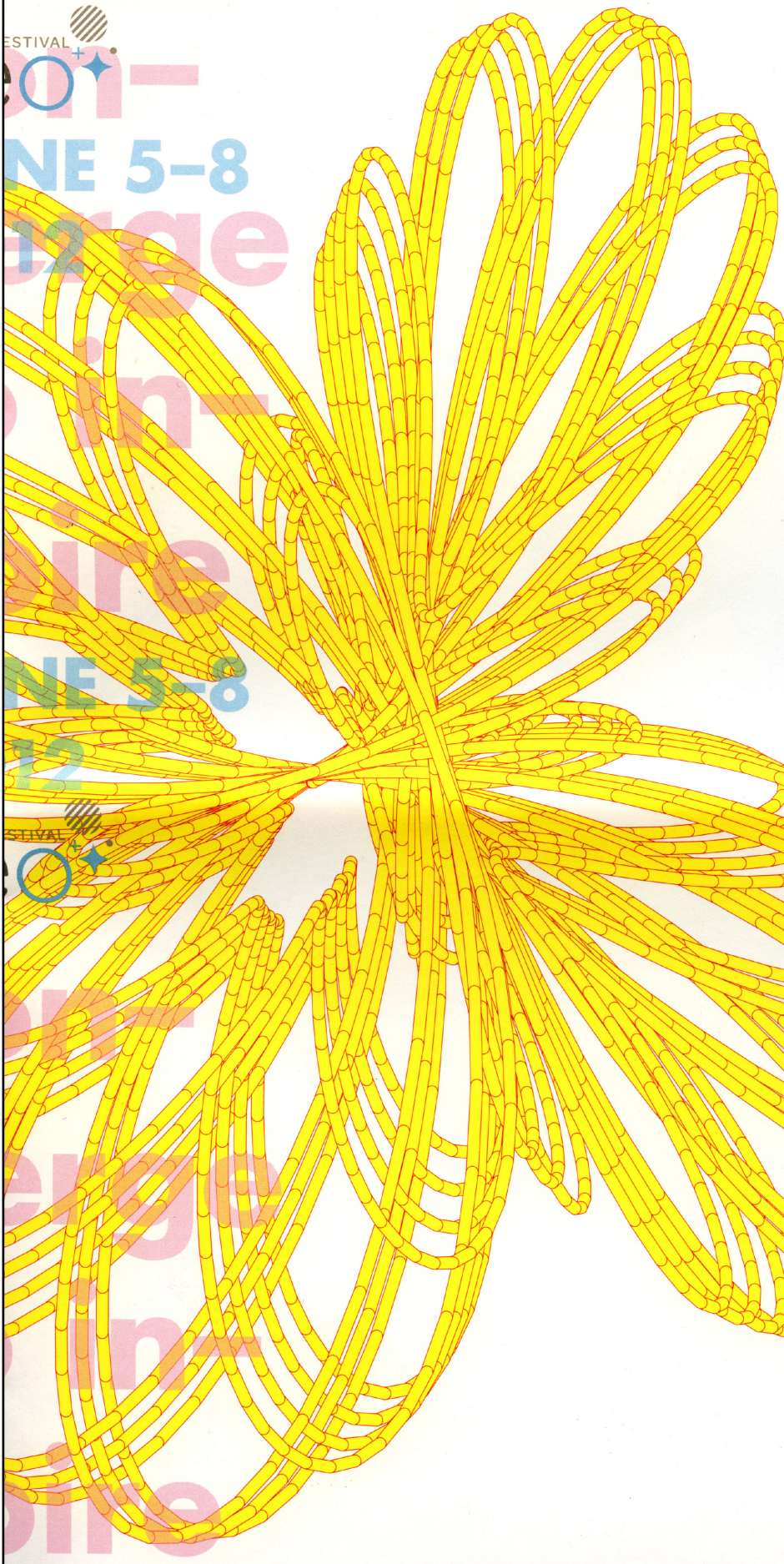


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**TUESDAY, JUNE 5 KICK-OFF AT ARIA  
7:30PM-12:03PM**

Welcome to Eyeo 2012. Find a seat and get ready for the kick-off sponsored by Visualizing.org followed by mixing 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 our language. Hear 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 is a fast-paced geek event started by Brady Forrest, Technology Evangelist for O'Reilly Media, and Bre Pettis of Makerbot.com, 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 Eyeo knowing we have a crowd here chock full of inspiring ideas and work. And he stepped all the way up. Thanks Brady! Join us for the first Ignite Eyeo and get introduced to fellow Eyeons. Laugh, cry and cheer as we blaze through ideas and beer, all on a running clock.

**Ignite Presenters**

Bryan Connor, David Kossowsky, Erika Lincoln, Eric Baum, Golan Levin, Jake Porway, Jen Lowe, Rachel Binx, Robert Hodgins, Sarah Slobin, Sha Hwang, Val Head, Team Eyeo.

In 2011 Paola curated *Talk to Me*, which explored the communication between people and things. All objects contain information that goes well beyond their immediate use or appearance. In some cases, objects like cell phones and computers exist to provide us with access to complex systems and networks, behaving as gateways and interpreters. Whether openly and actively, or in subtle, subliminal ways, things talk to us, and designers help us develop and improvise the dialogue.

In March 2012, *Born out of Necessity* opened at the MoMA, which showcases objects that adhere to the traditional view of design as a tool for problem-solving. *Born out of Necessity* offers close examination of the problems themselves—whether urgent, foreseen, imagined. From objects that respond to pressing needs in developing countries to new solutions that are tailored to the urban environment the exhibition examines how design intervenes across a range of experiences, including medical emergencies and natural disasters. *Born out of Necessity* addresses a host of complex cultural developments, such as the need to incorporate environmental responsibility in everyday life, our attempts to marry ancient religious beliefs with contemporary mores, and the desire to anticipate and prevent technological and ecological quagmires.

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



## WALKER ART CENTER

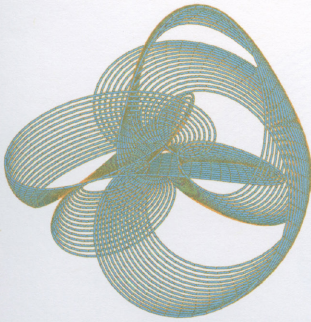
10:30AM–11:15AM

### Kevin Slavin

*Luck: 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.  
(Skyline 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. [@slavin\_fpo, about.me/slavin]

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 on 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]

## 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 mysticized, 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 dead, engineering is not that hard, and creativity with electronics will only explode when they can be 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 game, and discuss how engineers and artists alike can work together to empower a community of inventors. (Skyline 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 white board 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)

Ben is principal of Fathom, a design and software consultancy located in Boston. He received his PhD from the Aesthetics + Computation Group at the MIT Media Laboratory, where his research focused on combining 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, fathom.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, Bdeir was awarded the highly prestigious TED fellowship, as one of 25 innovators in 2012 from around the world. [@ayahbdeir, littlebits.cc]

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.

(Skyline 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 person 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)

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 Abramowitz 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 Ars Electronica Golden Nica for his collaboration with digital artist Ben Rubin on Listening Post, and most recently completed Movable Type, a spatial artwork commissioned for the lobby of the NY 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, flong.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 worm hat). He is the co-creator of We Feel Fine, which continuously measures the emotional temperature of the human world through large-scale blog analysis. [@ijhnumber27, 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 every display. This is what Oblong builds. It's why we're here. [oblong.com]





**LEADERS IN SOFTWARE AND ART**

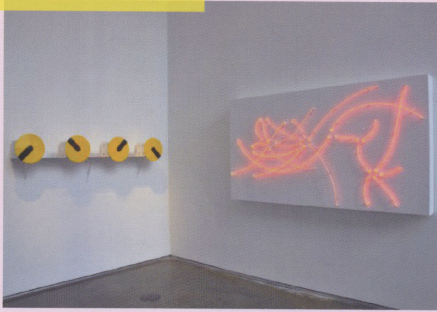
OCTOBER 14-16, 2012

THE SOLOMON R. GUGGENHEIM MUSEUM  
1071 5TH AVENUE, NEW YORK CITY

MOBILE | INTERACTIVE | SOCIAL | DATA VISUALIZATION | DESIGN | MUSIC  
VIDEO | CODE | CROWDSOURCE | CURATION | COLLECTION



## PANELS



### 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.



### CROWDSOURCED AND SOCIAL MEDIA ART

**Moderator:** Julia Kaganskiy (*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.



### 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!



### SOFTWARE ART AND THE ART ESTABLISHMENT

**Moderator:** Ken Johnson (*Critic, New York Times*)

**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

FEATURING PROJECTS FROM  
37 STUDENTS SPANNING  
SOPHOMORES TO DOCTORAL STUDENTS  
FROM 9 DIFFERENT DEPARTMENTS

OF STUDENT PROJECTS FROM THEIR ADVANCED COURSES IN NEW-MEDIA ARTS:

## Interactive Art & Computational Design

Alex Rothera • Alex Wolfe • Billy Keyes • Blase Ur • Craig Fahner • Deren Guler • Duncan Boehle • Eli Rosen • Evan Sheehan • Heather Knight • Joe Medwid • John Brieger • Jonathan Ota • Ju Young Park • Kaushal Agrawal • Kelsey Lee • Luci Laffitte • Luke Loeffler • Madeline Gannon • Mahvish Nagda • Nicholas Inzucchi • Nir Rachmel • Sam Lavery • Sankalp Bhatnagar • Sarah Keeling • Varvara Toulkeridou • Xing Xu • Zack Jacobson-Weaver

&

## Digital Fabrication for the Arts

Caroline Record • Alan Herman • Paul Miller • Justin Lin • Alex Rothera • Alex Mallard • Max Perim • William Crownover • Nathan Trevino

This course introduced students to tools, workflow, aesthetics and communities surrounding computer-aided-design / computer-aided-manufacturing (CAD/CAM) and its creative applications within art practice. The CAD/CAM process is particularly well-suited for certain tasks, including the creation of multiples, for fabrication of functional/kinetic components, iterative prototyping of complex structures, scalable design, construction of large structures from repeated simple components, and other ingenious digital-physical work-flows.

This is an advanced studio course in arts-computing and new media practice. Topics surveyed in the course were tailored to student interests, including: experimental interface design, information visualization, game design, real-time audiovisuals, locative and mobile media, computational form-generation, image processing and vision-based interactions, augmented reality, simulation, networked crowd-sourcing, dynamic typography, mechatronic and device art, physical computing, and other topics.

THURSDAY, MAY 3,  
5:00 pm

CMU COLLEGE OF FINE ARTS GREAT HALL  
& STUDIO FOR CREATIVE INQUIRY  
(CEA-111)

<http://golancourses.net/2012spring/>

<http://teach.alimomeni.net/2012spring1/>



## Atlantic Wharf New Media Exhibitions

 Boston Cyberarts at Atlantic Wharf



### 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 5-8 pm.

Curated by George Fifield and Heidi Kayser

For Mixed Signals, Boston Cyberarts presents seven artists – Rebecca Baron and Douglass Goodwin, Katie Davies and Dr. Peter Walters, Ben Houge, Georgina Lewis and Martin Wattenberg – who make art that uses technology to reinterpret 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 Fifield and Heidi Kayser

Boston Cyberarts presents its second exhibition in Atlantic Wharf's new dedicated art gallery – Vast Vistas: Landscape in New Media, an exhibition of work by four artists – Julia Hechtman, Georgie Friedman, Jane Marsching and Luke Strosnider.

### 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 Fifield and Heidi Kayser

Boston Cyberarts inaugurated Atlantic Wharf's new dedicated art gallery with BEHOLD: Sight in New Media, an exhibition presenting four artists – Sheila Gallagher, Golan Levin, Davis Rokeby and Daniel Rozin – 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 Mandel, Karl Sims and Michael Rees. Summer 2011

### THE KINETIC SCULPTURE OF JOE PENTLAND

In the lobby of 280 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 Houge, Brian Knepp, Dennis Miller, Andrew Neumann and Mark Stock on display through the Festival and into the summer

### CYBERPARTS

Apr 22–May 8, Located along the grand staircase to the second floor, CyberParts is an exhibition of works by artists who were showing at other venues in the 2011 Boston Cyberarts Festival. CyberParts highlights the myriad types of work being showcased at participating Cyberarts Festival organizations. Brian Kane, Brooke Knight, Nathalie Miebach, Clea 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 collaborators, levin 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 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 whitney biennial, all in new york; ars electronica in linz, austria; the museum of contemporary art in taipei, taiwan; the intercommunication center in tokyo, japan; and the zentrum für kunst und medientechnologie 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 rockefeller MAP fund, the greenwall foundation, the langlois foundation, and the arts council of england.

[www.flong.com](http://www.flong.com)







**AUG 29-NOV 25, 2012**  
 U.S. PAVILION AT  
 THE 13TH INTERNATIONAL  
 ARCHITECTURE EXHIBITION  
 LA BIENNALE DI VENEZIA



Spontaneous Interventions: design actions for the common good

PROJECTS  
 TEAMS



Free Art & Technology (F-A-T) Lab

## 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



INTRO [Visiting Faculty](#) > [Full Faculty Listing](#) > [Golan Levin](#)

PROFESSIONAL  
PROGRAMMES

## GOLAN LEVIN

INTERACTION  
DESIGN

**External Examiner**  
**Country: USA**

PROGRAMME

PROJECTS

STUDENTS

ALUMNI

MANAGEMENT &  
FACULTY

VISITING FACULTY

FACILITIES

SUMMER SCHOOL

INDUSTRY  
PROJECTS

INDUSTRY  
PARTNERSHIPS

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NEST

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

> ABOUT  
> JOBS  
> BOARD

> NEWS  
> EVENTS  
> OPEN LECTURES

WHERE ARE WE?  
Toldbodgade 37b, 1253  
København K  
Denmark [\[VIEW MAP\]](#)

GET IN TOUCH  
Tel: +45 3555 1100  
Email: [info@ciid.dk](mailto:info@ciid.dk)  
CVR: 29916489

### 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](https://www.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., Skaltizerstr., 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:

IUP, AKV Berlin, Amigo, Amok, Anna Szaflarski, Arunski & Poet, Aram Bartholl, Beatbox Battle Allstars, Brad Downey, Bronco, Chess Boxing Club Berlin e.V., Chris Sugrue, Christian Marien, Constanze Haas, D TAGNO, Daniel Wang, Dave the Chimp, Dejoje, Deko, Der tote General, Egoshoooter, Emess, Evan Roth, Flavie Guerrand, Florian Goldmann, Frieder Klaris, Giò Di Sera, Gogoplata, Golan Levin, GraffitiMuseum Berlin, Graffiti Research Lab Berlin, Inka, Jamie Wilkinson, Jazoo Yang, Jérôme Fino, Jim Dunloop, Kanta Kimura, DJ Kaos, KATSU, Marc Hype, Marius Schmidt, Markus Butkerei, Matthias Wermke & Mischa Leinkauf, Max Stocklosa, Lena Brumby, Marc FM, M.Thorn, Migel, Mode2, Nomad, P-Rzm, Partick Fabian Panetta, Pauline Izumi Colin, Peter Reiling, Phos4, Pierre Etienne Morelle, Pigenius Cave, Pipslab, Quentin, Ritsche Koch, Rok, Rollers inc., Runex, Sebastian Haslauer, Superblast, The Wa, Theo Watson, Thomas Janitzky, Toshihiko Mitsuya, Various & Gould, Velo Tramp, Ven, Zast, Zigan Aldi

