

WE LOVE TECHNOLOGY SALON 2008

20/11/08

Bates Mill, Huddersfield West Yorkshire

1pm – 8pm

presentations / open mic / demos / food / drinks / networking

Led by pioneering technologists, We Love Technology is an annual celebration of the creative use of technology. This year an array of makers and thinkers from across digital culture, games and art and design communities will be contributing to our special-edition free salon event.

SPEAKERS

Session one

Andrew Shanahan : *Moving Audio ; Locative media, Zombie dogs, Fog and the Truth.*

Andrew Shanahan is a writer and creator of strange and occasionally wondrous things ; speeches, journalism, comedy, satcoms, murder mystery plays, viral adverts, blogs, websites.

Moving Audio is a production project which uses new and emerging technologies in wildly different ways. The series is exemplified by the Moving Comedies, six "episodes" of comedy which are all looking at presenting funny things in unique and unusual ways. The first Moving Comedy was 230 Miles of Love, a sketch-show about and based on the M6 Motorway. It was the world's first satcom, which is a comedy that is broadcast via sat-nav technology. 20,000 people have downloaded it so far and it's still raising money and profile for the charity Motivation. The Moving Comedy series culminates in a SETIcom, a comedy being broadcast towards the habitable regions of space in an effort to contact extra-terrestrial life. Moving Audio is also producing a range of locative media projects variously involving zombie dogs, fog and truth.
www.230mileslove.com www.movingaudio.wordpress.com

Dr Chris Speed and Jen Southern : *Spatial Mapping of Social Networks.*

Chris and Jen will talk about the history and potential of spatially mapping social networks. Drawing on their individual backgrounds in gps mapping this talk will propose a new collaborative project, using live gps signals to map the spatial relationships between individuals in a social group, looking specifically at areas of creative potential and flights of fancy.

Dr Chris Speed

Chris Speed is a research active designer working within the field of Digital Architecture, Human Geography and Social Computing developing new forms of spatial practice that transform our experience of the built environment. He is currently a Reader in Digital Architecture at the Edinburgh College of Art and has a background as an artist, freelance multimedia designer and art editor at a large publishing company in London. <http://x2.i-dat.org/~cs>

Jen Southern

Jen Southern is an artist whose work involves investigating everyday journeys between virtual and physical spaces, which are navigated through socially embedded technologies such as video games, mobile phones and locative media. Her use of technology is specific to each project and has included robotics, wearables, shipping containers and currently GPS. www.theportable.tv
Jen is a member of BASE

Duncan Shingleton : *The Role of Objects in Ubiquitous Networked Societies*

Tag an object with a unique digital identity and it plays a pivotal role in joining the physical world with the digital. An 'Internet of Things' emerges consisting of blogjects, spimes, cybrids, wearables and smartifacts; networked objects that are capable of communicating what they are, and what is going on in the space around them. Is this the moment where the real world and the Internet become inseparably linked, occupying the same space, becoming the same reality? A merging of 1st and 2nd Life, where your car knows what you eat, your fridge knows who you talk to, and your phone knows where you go.

Duncan Shingleton is a digital artist who has a special interest in the 'Internet of Things', and the creative applications of RFID technologies. His work has been presented at Social Hacking 07 (Plymouth, UK), DEAF 07 (Rotterdam) and Piksel 07 (Bergen). www.shingleton.org

Drew Hemment : *FutureEverything*

Drew will share his latest thoughts related to his work as Associate Director of ImaginationLancaster, a major new creative research lab at Lancaster University, Director and founder of the Futuresonic Festival of Art, Music and Ideas. He has curated numerous exhibitions on art and social technologies, including the first major art exhibition on mobile and locative media (Mobile Connections, 2004) and the first major art exhibition on social networking (Social Networking Unplugged, 2008). A recent art project Loca: Set To Discoverable premiered at ISEA2006 and ZeroOne in San Jose, California. www.futuresonic.com

Nigel Davies : *Future Public Display Networks - the e-Campus project*

The e-campus project at Lancaster University is a deployment of over 100 public displays that has been explicitly built as a testbed for research into new uses of public display systems. The displays range from small-scale postcard size displays to large multi-projector installs and have been used for a wide range of applications from interactive multi-player games to new artistic collaborations. In this talk Nigel will briefly describe the e-Campus system and applications, the lessons we've learned, opportunities for collaboration and our future plans.

Nigel Davies is the Head of the Computing Department at Lancaster University and co-manages the e-Campus project. He holds a BSc and PhD in Computer Science, both from Lancaster. He has worked at the Swedish Institute of Computer Science (SICS), Sony's Distributed Systems Lab in San Jose, the Bonn Institute of Technology and ETH Zurich. From 2001-2008 he held an associate professor position at the University of Arizona. He has consulted for a wide range of companies on topics relating to ubiquitous and mobile computing technologies. <http://ecampus.lancs.ac.uk/>

Session Two

Tuomo Tammenpää & Daniel Blackburn : *Playful Prototypes*

Tuomo and Daniel will talk about the prototypes they have developed to explore the playful misuses of RFID in the context of games and play. From experimental board games and a new take on out of fashion pub games to “Playkka”, Tuomo's newest work-in-process. Recently exhibited in Naantali www.naantaliin.fi Vanha Raatihuone, Playkka is a play-test -platform to study play process with tangible interface, namely tagged objects. It is a table with four RFID readers, screen, audio and a pile of play items.

Dan is a games designer and technologist living and working in Huddersfield, splitting his time between commercial work in my role as MD of Carbon Based Games and creative projects. Over 10 years experience working in the games industry during which time Dan has developed a series of innovative games across many platforms. More recently working in the cultural and creative sector Dan has codeveloped pioneering projects using Bluetooth and RFID. His primary area of interest is the creative misuse of new technologies to explore new forms of play. To this end he collaborated on TileToy, an electronic game prototype, recently completing a two year NESTA fellowship exploring this area in depth.

www.danielblackburn.co.uk

Tuomo works as an active media artist and designer from Helsinki. During the last ten years he has participated in several exhibitions in Scandinavia, Central Europe, Asia and North America presenting video and media installations, of which his long dedication on the awarded NEED project, a multi-platform "marketing and consumerism laboratory", has been most significant. Besides his career as a media artist, Tammenpää works as the Creative Director of Mindworks Ltd., a Helsinki-based digital design and engineering company, where he has been a leading designer and concept developer for several international digital media productions from screen based to spatial media design. <http://misusage.org>

Tuomo and Dan are members of BASE

Yuri Suzuki : *The Physical Value of Sound*

Yuri will focus on his "Physical value of sound" which consists of gadget, musical instruments and jewellery. He will talk about the theory, concept and principle of the project.

Yuri is an artist, musician and now a fresh graduate from the Design Products department of the Royal College of Art. His recent projects are concerned with revamping and giving new forms and meanings to the almost obsolete turntable, a device which very few of us still have in their house. We don't really buy CDs any more either. Nowadays music is more abstract and immaterial than ever. Sound has been reduced to data. www.yurisuzuki.com

Reinhold Behringer : *Using GPS for Visual and Acoustic Installation*

Mobile phones come increasingly equipped with built-in GPS receivers. This allows software to automatically provide location-relevant information to the user, and it can also be used to create a location-dependent interactive experience: sounds and visuals can be "attached" to specific locations, and the user can explore this visual-acoustic space by walking around.

Working as "Running Stream Professor of Creative Technology" in the Innovation North - Faculty of Information and Technology at Leeds Metropolitan University, Reinhold's interest is in how ubiquitous and wearable computing can evolve into seamless systems, providing tools for increased productivity. Applied to the artistic domain, this can enable artists to create previously impossible works. He believes interaction technology will find its way into future computer games, and can also be used for new expressive modes in creating computer music. creativetech.inn.leedsmet.ac.uk/staff/rb

Tom Betts : *The trouble with stuff*

In the nostalgic 8bit era we didn't have much data, but we were happy. Programmers worked wonders in 48k and coding software was often a solo affair. Now game development costs millions in order to swamp our PCs with DVD loads of data. This increasing demand for more content is trouble. Does more stuff mean we need more people /money to make more stuff? Not necessarily. In this talk I will explore how different techniques allow both designers and users to dynamically generate complex content.

Tom is an artist and self taught programmer, experimental musician and academic. He has been practising in the field of digital and interactive media for over 15 years and his current work investigates generative construction of content and the life of digital objects. www.thinkinggames.co.uk
www.nullpointer.co.uk

Tom is a founder member of BASE

Tom Wynne – Morgan : *The role of fiction in making things real*

Designing interventions to understand ourselves.

Sometimes Tom is an artist who designs research around interactions, people and the future. At other times he is a researcher who designs artistic engagements to provoke and provide reflection. In most cases he uses film, narrative and interactive artefacts to tell stories that investigate broad social, commercial and technological landscapes. And he also tries to work with other people as much as he can.

www.tomwm.co.uk

Session Three

Ben Dalton : *Puppetry, Robotics, Daemons - Creativity at a Distance*

In Philip Pullman's His Dark Materials trilogy, Dæmons are physical extensions of someone's personality in the form of an animate, emotional creature. Through technology, we now have the tools to begin building dæmons of our own - extensions of our ideas and personality in physical devices. This session will look at the use of robotics in creative practice. A number of recent examples will show the constraints and possibilities that tele-presence affords in art and social action. Finally, future directions for puppetry at a distance will be discussed.

Ben is a principal lecturer in digital media and creative technology at Leeds Met University, UK. Ben is a researcher and an artist with both a design training and a background in physics & electronics. Before working at Leeds Met, he studied impromptu sensor networks, social technology and ubiquitous computing in the MIT Media Lab with Mike Bove's research group. Before that he worked as an apprentice to Dave Housman in animatronics research at Jim Henson's Creature Shop, UK. bendalton.noii.net

Alison Mealey : *Life in text.*

It's getting to the point now where most of my conversations take place in text rather than spoken word. I'm starting to worry that I'm losing the power to express myself through speech. So I'd like to talk about text and the many ways I use it to communicate. Its power and its flaws. I'll hopefully get the chance to mention a project or two along the way, and maybe touch on why ending a sentence with a smiley face changes peoples attitudes toward you :)

Alison's work focuses on changing and augmenting commercial games engines to create physical artefacts, installations and portraiture. Her work UnrealArt has been featured in numerous publications and has been exhibited internationally. Recently Alison has been developing text based games for mobile phones and working with other artists as a technical advisor and 3D modeller.

Alison has worked as a sales person, set painter, prop maker, sculptor, poster and website designer, brochure creator, illustrator, 3D modeller, programmer, data inputter, workshop runner, lecturer and even once got paid to sing in a choir. www.alisonmealey.com www.unrealart.co.uk
www.alisonloves.com/warcraft

Alison is a founder member of BASE

Andrew Wilson : *Five Trees Forest*

The Five Trees Forest is an invisible world that is in exactly the same place as our world. It has landmarks like the Down the Back of the Settee Mines (always full of treasure!), characters like the Wise Sheep and baddies like the Shrunk Washing Witch.

Andrew is the co-director of Blink and his work includes The Guardian's SMS poetry competition (2001, 2002); City Poems (2003-2005), a citywide location specific text message biography of Leeds, UK, and twinned with the Stadschromosomen project in Antwerp, Belgium for the city's World Book Capital celebrations. In 2004 he was AHRB/Arts Council England Visiting Fellow in the School of Biology, University of Newcastle, investigating portable technology and cooperation. He has presented workshop papers on social and cultural implications and applications of pervasive computing and mobile devices at Ubicomp 2004; International Workshop Series on RFID, Tokyo, Japan, 2004; National RFID Centre Academic Conference on RFID, Manchester, 2005; CHI 2008; and was on the programme committee for the Evaluating Player Experiences in Location Aware Games workshop at British Human Computer Interaction 2008. www.blinkmedia.org
www.fisharepeopletoo.org

Andrew is a founder member of BASE

We Love Technology is an annual event designed and delivered by Lisa Roberts www.blinkmedia.org and Base 8453.org and hosted by Bates Mill www.batesmill.co.uk and part supported by Screen Yorkshire.

Lisa Roberts

When she isn't organising We Love Technology and programming The Social Technologies Conference for Futuresonic, Lisa designs socially-inclusive mobile technology initiatives using SMS, MMS and Bluetooth. As the co-director of Blink, since 1999 she has collaborated with Andrew Wilson on a raft of short film initiatives including NESTA-funded, made-for-mobile short film production fund Pocket Shorts which for two years helped new film makers explore the impact of mobile technology on the future of film making and distribution. In 2005 Lisa co-developed Bluevend, a unique Bluetooth vending machine designed for the wireless distribution of made-for-mobile phone content which went on to tour Film and Video Umbrella's Single Shot film commissions across the UK after launching at Tate Britain. Lisa is currently working on Blueloci, a new Bluetooth system which will provide visitors with a deeper connection to key works at the Yorkshire Sculpture Park.

www.blinkmedia.org

www.bluevend.com

www.socialtechsummit.org

Lisa is a founder member and Chair of BASE.

Invited guests ((subject to change)

Paul Reardon	
Peter and Paul	www.peterandpaul.co.uk
Shanaz Gulzar	
Artist	
Abby Dix	
All Our Hearts Content	www.allourheartscontent.co.uk
Denise Fahmy	
Media Officer ACE Yorkshire	www.atscouncil.org.uk
Steve Manthorp	
Consultant	www.manthorp.co.uk
Lucy Wurstlin	
MELT	www.lovemelt.com
Nigel Fischer	
MELT	www.lovemelt.com
Richard Bates	
Bates Mill	www.batesmill.co.uk
Miriam Rayman	
The Future Laboratory	www.thefuturelaboratory.com
Imran Ali	
Carbon Imagineering	imranali.name
Louise Ventris	
Web Design	www.louiseventris.co.uk
Fozia Bano	
MediaFest	www.nationalmediamuseum.org.uk
Ben Childs	
Common	www.commonagency.com
Iman Moradi	
Organised	organised.info
Robin Cramp	
Sector Development Officer	www.screenyorkshire.co.uk
Anneke Pettican	
Artist	www.brassart.org.uk
Clare Danek	
Programming Manager	www.the-media-centre.co.uk
Hyun Joo Lee	
Student, University of Lancaster	www.lancs.ac.uk
Monika Buscher	
Senior Lecturer, University of Lancaster	www.lancs.ac.uk
Linda Broughton	
Head of NTI	www.ntileeds.co.uk
Pablo Rossello	
Creative Economy Unit, British Council	www.britishcouncil.org
Louise Wright	
Head of New Media, British Council	www.britishcouncil.org
Jonathan Krawczuk	
Creative Economy, British Council	www.britishcouncil.org

OPEN MIC

Reservations for British Council International Young Creative Entrepreneurs
2008 Finalists introduced by Pablo

Brazil – Americo Amorim

Interactive field: Digital and interactive multimedia development, Internet multimedia and web design, Interactive marketing. CEO D'Accord Music Software Ltd. www.daccordmusic.com/eng

Estonia – Andrei Korobeinik

Interactive field: Interactive entertainment development for internet, Internet multimedia and web design. CEO Rate Solutions www.ratesolutions.eu

India – Shailesh Prabhu

Interactive field: Interactive leisure software publishing, development, marketing. Founder/MD Yellow Monkey Studios
www.yellowmonkeystudios.com

Indonesia – Rachman Ibrahim

Interactive field: Interactive software publishing, development, marketing. Founder, MD Dataworks Indonesia www.dataworks-indonesia.com

Poland – Tomasz Florczak

Interactive field: Interactive entertainment development for internet, digital television, radio and mobile phones; Digital and interactive multimedia development. Manager, AdProfes.com www.AdProfes.com

Slovenia – Marko Mrdjenovic

Interactive field: Interactive software publishing, development, marketing; Internet multimedia and web design. Operations Manager, Zemanta d.o.o.
www.friedcellcollective.net

Tanzania – Anaeli Kihurnrwa

Interactive field: Digital and interactive multimedia development; Internet multimedia and web design; Interactive marketing; Multimedia and interactive event production. MD Mediaone Productions www.mediaone.co.tz

Turkey – Hakki Goktas

Interactive field: Digital and interactive multimedia development, Internet multimedia and web design, Interactive marketing. Founder and CEO Soundklan A. S. www.soundklan.com

If you have anything you'd like to share please take the stage

Food is served

DEMO SESSIONS

Top floor in Base Studio

If you have anything you'd like to demo please find some space.

Reservations

1. Tuomo Tammenpää & Daniel Blackburn : Playful Prototypes
2. Andrew Wilson : Five Trees Forest
3. Tom Betts : Games in progress
4. Alison Mealey : Games in progress
5. Anneke Pettican : 3D model works