Overview ISEA94 Helsinki, Media Lab, UIAH August 20 – 25 1994

The Conference

Sunday 21 August, 1994 – "Electronic Art in Universities"

08:00 – 9:45: registration

09:45 – 10:00 Welcoming words Director Philip Dean, Media Lab, UIAH

Plenary: Pedagogical Policies? Sunday 21 august, 1994,

Gregory Ulmer, The X Tables: Dialogues with the Prosthetic Unconscious Roy Ascott, The Planetary Collegium, Paul Brown, Hype, Hope, Cyberspace Joseph de Lappe, Acritical Teaching Strategy for the Electronic Arts Richard Kriesche, Time-and-Information-based Environment

Parallel presentations, Sunday 21 august, 1994

Jose Alcala, Electrographic solutions for results from stable supports of electronic images with artistic aims

Prawel Grabowski, Visual effects realized at the Department of Visual Knowledge Cathy Young, Duncan of Jordanstone

Veinne Johansson, Hogskolan I Skovde

Jurgen Claus, Electronic Bauhaus

Michael Clarke, Stuart Hunter, Educating the Next Generation; integrating technological Skills with Artistic Creativity in Computer Music Courses in Higher Education

Kathleen Chmelewski, Collaboratorion: Our experience with Art & Technology on the Electronic Frontier

Hans Henrik Hvidt, Coast Takes Off

Diane Gromala & Yacov Sharir, Multidisciplinary Studies at the University of Texas at Austin – Art, Technology, Virtual Environments, Cyberspace and the Arts, Interface Design Education

Marikki Hakola, Helsinki Landscape

Igor Linz-Maues, Institut fur Elektroakustik und Experimentelle Musik in Vienna, Activities and new works

Jill Scott, Tightrope

Conclusion: Faculty Burnout? Sunday 21 August, 1994, 15:30 – 17:00

Annette Weintraub, Cynthia Beth Rubin, Horit Herman-Peled, Simon Penny, Tessa Elliott

Running to Stay in Place: Faculty Burnout in the Electronic Arts. Proposed guidelines for Faculty in Computer-Based Media in Art and Design.

Monday 22 August 1994 - "The Next Generation"

08:00 – 09:45 Registration 09:45 – 10:00 Welcoming Address

Plenary, Monday, 22 August 1994, 10:00 – 13:00 Chair: Mauri Elovainio

Pierre Levy, Toward Superlanguage

Volker Grassmuck, into the Muddy Waters of the Turning Galaxy. Death and Metaphoric Rebirth of the World in Media and of Media in the Universal Medium Mary-Anne Williams, Aesthetics and Artificial Intelligence Catherine Richards, Spectral Bodies

Derrick de Kerckhove, The Volcanic Theory of Culture

Interactivity (Parallel), Monday 22 August 1994, 14:30 – 17:00 Chair: Jukka Sihvonen

Maria Stukoff & Nicholas Gebhardt, The Time of Our Life: Interactivity and the Labyrinth of Forms

Ryszard Kluszczynski, Interactivity and the problem of Communication in the Context of Philosophy of Deconstruction

Soke Dinkla, The History of the Interface in Interactive Art

Wolfgang Ziemer, European Interactive TV

Heidi Tikka, Vision and Dominance - A Critical Look into Interactive Systems

Beryl Graham, Choices: Gender Issues for Interactive Art

Mika Tuomola, Towards New Structures

Panel: Simon Penny, John Manning, Ken Rinaldo, Henry See – Eliza's Children; Complexity, Emergency, the Simulation of Behaviour in the Space of Interaction

Visualization (parallel), Monday 22 August 1994, 14:30 – 17:00 Chair: Tapio Takala

Richard Wright, Art and Science in Chaos: Contesting Readings of Scientific Visualization

Machiko Kusahara, What Digital Technologies Brought to Simulation Art George Legrady, Equivalents II

Delle Maxwell, Outside In: Mathematical Visualization Project from the Geometry Centre

Panel: Peter Beyls, Roman Verostko, Ken Musgrave, Stephen Bell, Brian Evans, Tecla Schiphorst – Algorithms and the Artist

Composition (Parallel) Monday 22 August 1994, 14:30 – 16:30 Chair: Pauli Laine

Carsten Bredanger, Expert Systems: Building a Bridge to electronic sonic art Agostino DiScipio, Formal processes of Timbre Composition, Challenging the Dualistic Paradigm

Eduardo Reck Miranda, An Artificial Intelligence Approach to Sound Design David Clark Little, Composing with Chaos: Applications of a new Science for Music Erkki Kurenniemi, From 3D Shapes to Tonal Harmonies – and Back Gerhard Eckel & Barbara Becker, Some Remarks on Problems of Computer Assisted Composition

Multimedia (Evening Session) Chair Kari-Hans Kommonen

Brad Miller A Digital Rhizome Klaus Oesch Media Museum, A Finnish CD-Rom Project Josepha Haveman, Monograph Multimedia Karen Davis, Cine Play Jill Scott, Paradise Tossed – New Stage Frontiers or Utopia Jorgen Callesen, Stine Schou, Lailah Jean-Louis Boissier, Flora Petrinsularis Mari Soppela, The Mediamatic CD Rom

Tuesday 23rd of August – Spacescapes

Spacescapes (plenary), 23 August, 1994, 10:00 – 13:00 Chair – Anne-Marie Duguet

France Dyson, Philosophonics of Space: Sound, Futurity and the End of the World Margaret Morse, Enthralling Spaces – The Aesthetics of Virtual Environments Knowbotic Research, Dialogue with the knowbotic South

Panel: Cyberspace Configurations of Space, Memory and Language in the Electronic Arts

Peter d'Agostino David Tafler Victoria Vesna

Arch-Design (parallel) 23 August, 1994, 14:30 –18:00 Chair – Derrick de Kerckhove

Roy Ascott, The Architecture of Cyberception Mathias Fuchs, The Relation of Architecture and Electronic Space Tom Klinkowstein, Inventing an Aesthetic for the 21st Century; Post Design means Electrotexture

Vito Orazem, Holography as an Element of Media Architecture

Marko Peljhan, Science of the Individual

Joakim Sauter, Networked Architecture

Panel: The Invisible Planet: Networked Virtual Reality, Virtual Cities and Culture

Frederik John Truck

Jeffrey Shaw

Ola Odegard

Yuxwelupton

Carl Loeffler

Body (parallel) 23 August, 1994, Chair Alla Mitrofanova

Monica Fleishmann, Wolfgang Strauss, Christian Bohn, The Dice Time of dynamic Space

Jane Goodall, High Anxieties

Stelarc, Stomach Sculpture: Hollow Body, Host Space

Stahl Stenslie, Liquid selves - Schizoid Bodies

Kirk Wolford, Cyber SM

Timothy Druckrey, Networked Identity, Creativity, Language and the Clash of Realities

Kari Hintikka, Virtual Identities – Inhabiting Cyberspace

Karen D. Davis, the Corporate Body

Kathy Rogers, Rob la Frenais, Non-Explicable Phenomena, Consciousness and technology

Eric Kluitenberg, Arthur Elsenaar, Corporeal-Machine Anxiety

Soundscapes (parallel)

Chair: Harri Huhtamaki (dubbele punt op de a van Huhtamaki)

Virginia Madsen, Tony McGregor, Sound Design, Nature & the Post Real Douglas Kahn, Amplifications: Transformations in Sound & Technology in the Western Avant-garde and Experimental Arts

Nicholas Gebhardt, Sounds Natural – Sonic Landscapes and the New Age Sam Inkinen, The Sound of a Binary Machine – An Introduction to techno Culture Nigel Helyer, Vectors and Virtual Space

Joseph Hyde, Songlines

Roundtables - Artists in Cyberculture

23 August, 1994, 19:00 – 21:00

Panel: A Cave - The Metaphor of the Cave in the Electronic Arts

Margaret Morse Frances Dyson Jeffrey Shaw Alexandru Antik

23 August, 1994, 19:00 – 21:00 Roundtable: B futurics

Jeffrey Schultz, Hyperperformance Jeremy Welsh, A Hypertalk Stephen s' Soreff, Art Futures Greg Garvey, God & Silicon: Better External Living through Technology

23 August, 1994, 19:00 – 21:00 Roundtable: C Output Sufferings

James Walker, Computers, Painting & Ambition Cynthia Beth Rubin, Output Sufferings: After the Virtual

23 August, 1994, 19:00 – 21:00 Roundtable: D nethics?

Jeff Taylor, The Net Effect Derrick de Kerckhove, Ethics and Political Correctness Axel Wirths, Artistic Electronic Networking Tapio Makela, Electronic Space – An Imaginary Conquest

Wednesday 24th of August 1994 - High & Low

High & Low (plenary) 24^{th} of August, 1994, 10:00 - 13:00 Chair: Simon Penny

Erkki Huhtamo, Kaleidoscomaniac to Cybernerd

Lev Manovich, The Labor of Perception: Electronic Art in Post-Industrial Society Ross Harley, Dig: An Archaeology of Technology and Entertainment in Spelberg's Jurassic Park

Geert Lovinck, Sovereign Media and the Data-Dandy

Richard Wright, It Looks Just Like Art: Computers, Class and Cultural Positioning Graham Harwood, Matthew Fuller, Sadie Plant, Steve Binnion, Mike Steventon, Gomma X, Saddling the Troyan Horse

East & West (parallel) 24th of August, 1994, 14:30 – 18:00 Chair: Jukka Mallinen

Leonid Bazhanov, Media Art in Russia Tatjana Mogilevskaya, A Note on the History of Russian Media Art Marina Baskakova, In Search of the Third Reality Mihail Kuznezov, The Prothesis of Event in Virtual Reality Alexander Sekatsky, The Tools of Desire and New Technologies Alla Mitrofanova, Art and Technology as the Avant-garde Marat Guelman, Conversion Gia Rigvava, A general Overview to Video and Media Art in Russia Viktor Mazin & Olessi Tourkina, Golem of Consciousness

Gender/Blender (parallel) 24th of August, 1994, 14:30 –17:00 Chair: Asko Makela (twee puntjes op beide a's)

Zoe Soufoulis, Virginia Barratt, Woman Remapping Technospace Christine Tamblyn, She loves it, She loves it not, Woman and Technology Roger Johnson, Music Technology and Gender Joan Truckenbrod, Gender Issues in the Electronic Arts Inform New modes of Computing VNS Matrix, Pathogenic Vectors

Panel: Greg Garvey, Carol Gigliotti, Brenda Laurel, Rob Tow, Pedagogy of the Oppressed: Woman, Men and the Cartesian Coordinate System

Global/Local (parallel) Chair: Rejane Spitz, Matthew Fuller

Lily Diaz, A Simultaneous View of History – an Examination into the Landscape of History
Sadhna Jain, Identity Crisis – Cultural Mapping
Cecilia Cmielewski, Narrative and Invention

Panel: Transcultural Approaches to Electronic Art: Do We Really Care? Rejane Spitz, Paul Brown, Acha Debela, Maria Fernandez, Chitra Shiram

Thursday 25th August, 1994

ISEA Plenary, 25th of August, 1994, 10:00 – 11:00 Chair: Wim van der Plas

Co-projects – as part of ISEA94

Toshio Iwai - A Retrospective - Opening, 19th of August, 1994, 17:00 - 19:00

Game Arcade – Opening 19th of August, 14:00 19th & 20th August& 22 – 25 August

Media Lounge – Opening 19th of August, 14:00 August 20 – 25 August

Nordicil 94

Seminar on the New Narrative of Cinema August 19 – 21

Friday, 19th of August, 1994 - NO TIME!

Asko Makela (Finland) New Narratives of Cinema

Erkki Huhtamo (Finland), Interactivity and Media Art, A Historical Approach

Barbara London (USA) The Mixed Aesthetics of Video Art, Rock Video's and

Experimental Cinema

Ippo Pohjola (Finland), P(l)ain Truth

Robert A. Fischer (Switzerland) Audiovisual Literature

Hannu Puttonen (Finland), Sur+FX

Saturday 20th of August, 1994

Heikki Salo (Finland) Hyperboarding

Eric Hoffert (USA) Digital Cinema and the Infobahn

David Tafler (USA) The Empty Real Sphere and the Fall (from): Narrative and the Moving Image

Graheme Weinbren (USA) What the Interactive Cinema allows us to say that could not be previously said?

David Blair (USA), Waxweb Mosaic - MOO

Sunday 21st of August, 1994

Lev Manovich (USA) Digital (r)revolution Mark C. Dippe (USA) The Narrative Possibilities of Digital Cinema

Info: Ad Astra Petra Tarjanne - +358-0-627179

WOMAD@HELSINKI

Focusing on the newest trends of world music – ethno techno, global music and global ambient –

Friday 19th of August

Flesh in God (Finland)

Wimme (Saami Land)

Albert Kuvezin (Tuva)

Trans-Global Underground

Saturday 20th of August

Flesh in God (Finland)

Yat-Ha (Tuva)

Shriekback (UK)

Jah Wobble's Invaders of the Heart

Ambient City Radio - August 20th - September 13th

Helsinki Mediascape

August 22 First Preview

August 23 Second Preview

August 24 Live Broadcast Performance / Channel TV 1

August 25 The Night of the Arts performance

ISEA Online - see program book -

Workshops & Courses

UIAH - Electronic network Publishing – A Creator's Guide to the Electronic Frontier – 20th of August, 1994

Sibelius Academy – Sound with Vision – 20th of August, 1994

David Ward, Gateway School of Recording and Music Technology

Sibelius Academy – Overcoming technofear – 20th of August, 1994

David Ward, Gateway School of Recording and Music Technology) – David Ward will help participants examine their fears and take steps to overcome them. The success rate is high.

Art Programme

Electronic Art Exhibition – opening 22nd of August, 1994, 18:00

Conversion: Russian media artists working with military technology, 22^{nd} of August, 1994, 20:00 - 22:00

Christian Moller - The Audio - Pendulums, 21st of August, 1994, no time

ISEA94 Electronic Theatre