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, Collaboration: 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.

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

Plenary, Monday, 22 August 1994, 10:00 – 13:00
Chair: Mauri Elovinio
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 Kluszczyński, 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 Petriscularis
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 Inkinnen, 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) 24th 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 Riggava, 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 Barrat, 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)evolution
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


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, 22nd of August, 1994, 20:00 – 22:00

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

ISEA94 Electronic Theatre