



## D2.1

# Events report: progress report

**November 2013**

### Abstract

The FET-ART project aims at connecting the European ICT and Art communities. It fosters productive dialogue and collaborative work between them in order to identify new research avenues, associated challenges as well as the potential impact of ICT and Art collaboration on science, technology, and society in general.

Under the WP2 “Connecting ICT and Art communities”, Task 2.1 aims at engaging Art and ICT communities through consultation and matchmaking events, elaborated in order to facilitate interaction between them and encourage the emergence of collaborative pairs. The present document gives full details on the events that have been organised during the first period of the project.



## Deliverable details

[Full project title]:	Connecting ICT and Art communities: new research avenues, challenges, and expected impact
[Short project title]:	FET-ART
[Contract number]:	611074
[WP n°]:	WP2
[WP leader]:	Brunel University
[Deliverable n°]:	D2.1
[Deliverable title]:	Events report: progress report
[File name]:	FET-ART_WP2_D2.1_V1.0
[Due delivery date]:	Project month 6 (November 2013)
[Actual delivery date]:	November 2013
[Dissemination level]:	Public (PU)
[Keywords]:	Events, consultation, matchmaking, collaboration

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## Executive summary

The present document is a deliverable of the FET-ART project, funded by the European Commission's Directorate General CONNECT, under its 7th EU Framework Programme for Research and Technological Development (FP7).

WP2 aims at "connecting ICT & Art communities", by organising at least five consultation and matchmaking events to bring together ICT & Art practitioners, facilitate interaction and exchanges between them, and encourage the emergence of collaborative pairs who would compete for WP3 pilot projects.

This document reports the events performed in the first six months of the project under Task 2.1 Consultation and Matchmaking Events.

Each event organiser is free to experiment different formats to lead a successful exchange between ICT and Art practitioners. The birth of collaborative pairs applying for residencies and the discussion of new path for ICT and Art conjunction are the events most relevant outcomes. To date, two events have been successfully performed and are further detailed. They constitute the two main parts of the report:

- **Art + Tech Hackathon**, 28-29 October, organised by Stromatolite with the support of Sigma Orionis in the framework of the annual NEM Summit (Nantes, France);
- **ICT & Art Connect 2013 workshop**, 9-10 November, organised by Waag in the framework of ICT & Art Connect 2013, held by DG Connect (Brussels, Belgium).

In the first event, the classical 24 hours hackers' marathon has been reinterpreted inviting artists and designers to participate. In the second one, participants engaged in a two-day hands-on workshop. In both cases, despite time constraints, interesting and innovative projects emerged.



## Quality Assessment Control

Issue	Date	Comment	Author
V0.1	21/11/13	First draft	Camille Baker (Brunel University) Work Package Leader
V0.2	22/11/13	Second draft	Anna Dumitriu (Waag Society) Participant
V0.3	26/11/13	Third Draft	Geoff Howse (Stromatolite LTD) Task 2.2 Leader
V0.4	02/12/13	Quality check	Stephanie Albiero (Sigma Orionis) Coordinator
V0.5	07/01/14	Peer review & final version	Roger Torrenti (Sigma Orionis) Coordinator
V1.0	07/01/14	Submission to the EC	Marta Arniani (Sigma Orionis) Coordinator



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## 1 - INTRODUCTION

Within Task 2.1, each project partner is to organise at least one event aiming at bringing together ICT and Art practitioners, facilitating interaction and exchanges between them, and encouraging the emergence of collaborative pairs (ready to focus on co-creation or citizen engagement in ICT) who can compete for WP3 pilot projects.

In line with all promotional activities, it is important to note that the project events have been officially presented to external stakeholders as 'ICT & Art Connect' events (supported by the EC-funded project FET-ART).

To date, all ICT & Art Connect consortium partners have diarised two to three consultation and matchmaking events from October 2013 to April 2014 (see schedule below).

PARTNER	MONTH						
	OCTOBER	NOVEMBER	DECEMBER	JANUARY	FEBRUARY	MARCH	APRIL
	M5	M6	M7	M8	M9	M10	M11
SIGMA ORIONIS					BARCELONA 20-21		BRUSSELS 10-11
BRUNEL				LONDON 18-19	LONDON 22-23		
WAAG		BRUSSELS 9-10				AMSTERDAM 28-30	
STROMATOLITE	NANTES 28-29						
BCC				EDINBURGH 24-25			

**Table 1 – Schedule of consultation and matchmaking Events for FET-ART project**

Each event is intended to involve consultations with the stakeholder groups on the experience and process of collaboration and matchmaking activities for participants, to enable them to engage in newly formed collaborations and co-creation. For those who cannot make the events themselves, the project website (See reference 1) hosts an on-going open call for participants to pair up to submit a proposal for a residency. The follow up residencies will be offered to successful pairings from each event or from the open call, which act as case studies for the overall FET-ART project.

At mid-term, two consultation and matchmaking events have already been organised and are further explained in the present document:

- **Art + Tech Hackathon, October 28-29<sup>th</sup>**, Nantes, organised by Stromatolite with the support of Sigma Orionis and consisting mainly of a 24 hour Artist-Technologist matchmakings, consultations and mini-residencies, during the larger **NEM Summit event, organised by Sigma Orionis.**



- **ICT & Art Connect 2013 Workshop, November 9-10<sup>th</sup>, Brussels**, organised by Waag Society as part of the 2<sup>nd</sup> annual **ICT ART CONNECT** symposium organised under the DG Connect aegis

## 1.1 - Event Goals and Activities

The goal of the consultation is to assess and collate past collaboration experiences that artists and ICT professionals have had, either with others within their profession or across disciplines, and to glean recommendations for future collaboration process approaches to feed into WP3 Pilot Projects. These consultation events will also provide information for dissemination and outreach activities at the end of the project and will feed into follow-up activities in ICT & Art collaboration beyond the project.

Each partner is free to experiment a format for consultation and matchmaking, bearing in mind that exchanges between the two communities and collaborative pairings/teams should emerge from each event.



## 2 - EVENTS PROGRESS - TO NOVEMBER 30, 2013

### 2.1 - Art + Tech Hackathon

Organiser: Stromatolite  
October 28<sup>th</sup>-29<sup>th</sup> 2013  
NEM Summit, Nantes, France

#### 2.1.1 - Concept

The NEM Summit Art + Tech Hackathon was conceived as an unique and fertile catalyst to infuse creative collaboration between highly talented and motivated participants in order to inspire new and excellent art and technology project partnerships. Through the bringing together of individuals sourced directly from the coalface of art and technology innovation, the Hackathon's aim was to nurture unprecedented new alliances between art and technology practitioners, resulting in highly original and significant outcomes. The intensity of the 24 hours deadline, the variety, and quality of the participants, and the outstanding opportunities on offer facilitated an unmatched hotbed of creativity, innovation, and experimentation throughout the event and beyond.

#### 2.1.2 - Organisation

The Art + Tech Hackathon was included in the Creatives@NEM section of the NEM Summit, an international conference and exhibition, open to co-located events and organised every year since 2008 by Sigma Orionis and Eurescom on behalf of the NEM European Technology Platform for all those interested in Future Internet developments and in the fast paced evolution of the networked electronic media industry. Over the years, the NEM Summit has grown to become an annual not-to-be-missed event, providing attendees with a key opportunity to meet and network with prominent stakeholders, access up-to-date information, discover latest technology and market trends, identify research and business opportunities, and find partners for upcoming EU-funded calls.

The 2013 Creative@NEM section was made of several events – including the hackathon - aiming at attracting, involving artists and facilitating stronger connection between the NEM constituency and the creative industries, for their highest mutual benefit.

35 participants were sourced from London and from Nantes, with the London group being transported to Nantes via overnight bus. Once at the event, participants were asked to form teams of up to four people with at least one 'art' and one 'tech' person in each team, easily identifiable by their 'a' or 't' t-shirts. Participants each contributed £20, but otherwise no other fees were needed and all were fed, given “nap” accommodations throughout the 24 hours, as well as an “Art or Tech Hack” T-shirt, and Wi-Fi and Hackathon facilities were included.



Once assembled, teams had to pick one of the eight set challenges to work on, and then work as hard as possible over 24 hours in order to present entries that showed well developed concepts, evidence of technical feasibility, and the team's ability to further develop and deliver the project to completion in the future.

There was a €1000 prize available in each of the eight challenge categories, plus seven teams will receive a further €1000 over a period up to four months to develop their projects to completion as part of a funded residency

### 2.1.3 - Programme

Monday, October 28th		
<b>Morning</b>		
9:00am	Room opened and buffet breakfast started	
9:15am	Coach arrives and Nantes group arrive	
9:50am	Breakfast cleared	
10:00am	Organisers introduction - Outline of rules, prizes, and timetable	
10:30am	Challenge presentations x 8	1. Hybrid Earth 2. Smart City Guide 3. Open City Database challenge 4. Social Connected TV challenge 5. Pervasive games platform challenge 6. Wiki-art challenge 7. PARADISO challenge 8. NEMart Challenge
<b>Afternoon</b>		
1:00pm	Lunch served	Participants mingle and form teams
3:00pm	Hackathon began	
6:00pm	Participants provided dinner	
Hacking continues throughout the night. Participants were provided with floor mats for short naps. The London participants had access to a hostel to sleep and the Nantes participants are free to go home if needed.		
Tuesday, October 29th:		
<b>Morning</b>		
9:00am	Participants are given breakfast	
<b>Afternoon</b>		
3:00pm	Hacking ends and participants are given lunch	
3-4pm	Jury chose best hacks	
4-5pm	Presentation of award winning hacks	
5:00pm	Hackers dinner	
7:00pm	Participants leave	

Table 2 – Hackathon & Matchmaking programme

### 2.1.4 - Project challenges

During the Art + Tech Hackathon participants were required to form teams to work on one of the following project challenges. The winners of each challenge received prizes of money. Judging criteria included: Innovative concepts, fulfilling a need, experimental approach, artistic/design excellence, and appropriateness to the category they were being judged in

The project challenges were:



### 2.1.4.1 - FICONTENT CHALLENGES

The Ficontent initiative aims at developing and experimenting across Europe with cutting-edge ICT platforms, devoted to applications and services in the areas of social connected TV, smart city services, and pervasive games. Art + Tech Hackathon participants had the chance to work on the three platforms with three different challenges:

#### 2.1.4.1.1 - Smart City Guide Challenges:

- **Hybrid Earth**

**Context:** Hybrid Earth (See 2) scenario was based on the idea that, in a near future, smartphones will be augmented reality goggles with embedded cameras. In addition, the exponential growth of geolocated sensors has given birth to mirror worlds. Hybrid Earth enables applications for several contexts: Tradeshow, Campus, Travel, Gaming, and the Mall.

**Challenge:** Participants were asked to imagine and develop an innovative service based on Hybrid Earth scenario and technology (API), focusing on “travel” and “smart city” contexts.

- **Smart City Guide**

**Context:** the existing Smart City Guide mobile application, used for Ficontent Brest experiment, involving the search for places of interest, adding personal comments and pictures, gathering recommendations about interesting places.

**Challenge:** Participants were asked to imagine a service extending the Smart City Guide mobile application to a tablet size interface, in order to offer other rich cultural contents to share between users or proposed by professional media, such as press, books, radio, TV.

#### 2.1.4.1.2 - Social Connected TV challenge:

This offered the Social Connected TV Platform for participants as a toolbox with powerful instruments to enhance connected TV services, including:

- Multi-screen interaction; intuitive interaction for advanced TV services; more versatile content presentation across screens;
- Personalised TV experience; connected TV services tailored to single and multiple users; social interaction between users; search and discovery of content;
- User tracking and privacy; visualising personal content consumption; tracking implicit and explicit user interaction; providing users with simple control over personal data.

This was intended for: Software developers, Designers, Concept developers, Content producers.

Participants were encouraged to explore the potential of the Social Connected TV Platform and use various enablers to build novel and exciting TV experiences. Hacks should build upon this



platform's components. Moreover, organisers were looking for: mobile apps that creatively mix the functionalities of the various platform enablers; concepts for novel programme formats and apps with programme relation; and compelling UI design concepts for connected TV services.

### **2.1.4.1.3 - Pervasive games platform challenge**

**Context:** Augmented reality is becoming more and more mainstream every minute, and it is used in many business areas including product advertisement, architecture, engineering, and entertainment. The main supporting devices are mobile phones and tablets, which have been instrumented with sensors and enough computing capabilities to make AR possible. These devices however, are also very good for communication, suggesting that in the future, we will see the combination of connectivity with AR technology.

**Challenge:** Participants were asked to come up with a concept for a citywide game, i.e. a game that is played outside, over a large area. They were to work on a concept that targets the use of the following technology:

- GPS (Assume precision of ~15 meters)
- Single camera sensor (to take either photos or videos).
- Image-base tracking (See Reference 3)
- 3G Internet connection

The concept was judged on:

- **Creativity:** out of the box thinking. This is about gaming in a city area. Participants were asked to think of their audience and be convincing on why they would like the game.
- **Feasibility:** if the game required aliens visiting earth, teleporters or time machines, would be lauded for the creativity but not win the contest.
- **Prototyping & Presentation:** while a fully, working application wasn't expected, anything shown would influence the judges. . Participants were encouraged to use any tool they wished, and to prepare a convincing presentation. Highlighting the quality of the concept with respect to the given criteria was praised. Bonus points were given for a playable prototype!

### **2.1.4.2 - WIKI-ART CHALLENGE**

Participants were asked to convey gaming dynamics to the artistic creative process and take inspiration from mobile games, applying Internet open culture to the creation of a piece of art. They were asked to imagine a mobile app that can provide a set of tools to create a brand new artwork in collaboration with other users, and to share the results via web. Organisers asked to see participants build a mobile application, using HTML5, on iOS, Android, Appcelerator's Titanium, or other means. It could be connected to wearables, in-car devices, and other hardware integrations by must be primarily mobile. This challenge was sponsored by Wiki-art, a non-for-profit organisation fostering collaborative artwork through the Internet (See Reference 4).

The concept was judged on:



- Multiple contributors
- Intuitive use
- Users are given some preset styles
- Results are downloadable and shareable

A plus for:

- Educational scope
- Creativity (in choosing the source and the format of the art-work)
- User engagement
- Ideas able to animate public situations

### **2.1.4.3 - PARADISO CHALLENGE**

Participants were asked to develop an 'awareness tool' to help the world agree on a base of essential conditions and consequent local/everyday actions to achieve them. They were asked to build an online platform, or an app, where people from everywhere in the world can propose, vote and sort a plan for the 'world happiness', and perhaps make an innovative use of cloud computing. This challenge is sponsored by the PARADISO foundation, (PARADISO is an acronym formed by the two words PARADiGm and SOcietal, and an obvious reference to a better world), born from the PARADISO initiative, which has been exploring this paradigm shift concerning global societal developments and the role that Information and Communication Technologies (ICT) could play in this envisioned future.

### **2.1.4.4 - NEMART CHALLENGE**

This was the NEM Summit awards NEMart prize. Since 2010 the prize is dedicated to foster innovation in the Networked Electronic Media area, and develop stronger involvement of the arts community. It invited applications for real demonstrators or proof of concepts, that clearly exhibited the many opportunities that exist when technology and art/design conjoin, including: interactive entertainment experiences, new design-led applications for social well-being, novel ways of telling stories using digital media, etc. (which is also part of the thrust of the FET-ART project as a whole, though it is less commercially focused). This open challenge was intended capture those participants without an interest to the other challenges.

Participants were asked to demonstrate why art and ICT collaboration is fundamental and should have a growing space in the NEM Summit. Since 2010 the NEM Summit hosts a NEMart section, devoted to 'Foster innovation in the Networked Electronic Media area, through a stronger involvement of the Art community, it invited projects that were demonstrations or 'proofs of concept', which clearly showed the exciting opportunities that can exist when technology and art/design meet'.

Seven out of the eight challenge prizes were awarded; nonetheless, all challenges were attempted. Two of the challenge ideas came from (NEM art and Wiki art) 'traditional' NEM prizes, and the rest of the challenge ideas came from FIcontent.



### 2.1.5 - Hackathon and Matchmaking Structure

Before the event, participants were given a short biography of the other participants, to help them decide who they might wish to collaborate with. On arrival in Nantes, they then were given two hours to mingle and form teams, which were to contain between two and four participants with at least one Tech and one Art candidate. Once this was done, teams had 24 hours to formulate and develop their ideas before being judged by leading panel experts.

It was not expected that the teams would present completely finished projects after just 24 hours, however well developed concepts, with evidence of technological feasibility, and the ability to further develop and deliver a result was essential. Participants were given a T-shirt to wear in order identify themselves as primarily a Tech or an Art participant.

However, due to the hardship of the coach journey (delayed by 'St Jude' tempest) and the sheer amount of time each participant spent with each other, a very close bond between the London Coach hackers was created. Each participant received a copy of the 'Hackathon Participants Guide' before travelling, and the delay gave both the London and Nantes teams even more chance to assess the biographies of their fellow contestants and to think about possible teams and challenges. The teams were considered as 'pop-up residencies', further analysed in WP3 D3.1 Residencies: progress report.

### 2.1.6 - Attendees List

A diverse and highly credible team of 44 technologists and artists were found, to create a wide-ranging mix of skillsets and talents. A list of participants' key skills and working practices were made available to all signing up, to allow each to find potential partnerships and ponder possible project directions in advance of the event.

Of the 44 London registrations for the event, only 9 dropped out on the day or just before. Many of these were down to the weather as the London coach journey coincided with Britain's worst storm for many years, storm 'St Jude'. Luckily, the coach did manage the journey in the end, but not without being delayed for 3 hours. Nantes participants were recruited from the local École de Design Nantes Atlantique (16 people) and local artistic scene (Ezra Box).

Table 3 below lists the 11 project teams, the challenges took on, and the participants within them:



	Name	Challenge	Pairing participants
Project 1	<b>"On the Fridge"</b>	Pervasive games	Richard Wallet (Designer) Jack James (Artist/ Technologist)
Project 2	<b>"Who's who"</b>	Pervasive games	Imeh Akpan (Artist Coder) Carolyn Defrin (Artist) Jia Xuan Hon (Artist) Tim Murray Brown (Artist)
Project 3	<b>"Dumb City Guide / Hear the City"</b>	Smart City Guide	Andrew Faraday (Technical) Kate Halsall (Artist) Annalisa Terranova (Artist) Simon Rose (Technical)
Project 4	<b>"Viewers"</b>	Socially Connected TV	Jérémy Barre (Artist/Technical) Aurélien Trichereau (Artist/Technical) Quentin Villeret (Artist/Technical) Jérémy Heno (Artist/Technical)
Project 5	<b>"Collabor8"</b>	Nem Art	Ezra Box (Artist) Quentin Le Roux (Artist) Melanie Menard (Technical) Mélie Ling (Artist)
Project 6	<b>"Smarty"</b>	Smart City Guide	Julie Fernandes (Artist/Technical) Théo Foulon (Artist/Technical)
Project 7	<b>"AR Sign Battle"</b>	Pervasive games	Pierre Buffe (Artist/Technical) Mathias Mouchard (Artist/Technical) Arnaud Perrillat (Artist/Technical) Félix Raymond (Artist/Technical)
Project 8	<b>"Magic Drawing"</b>	Wiki Art	Marie Lamouret (Artist) Félix Lepoutre (Technical) Sylvia Mordago (Artist) Victor Pedraza (Artist)
Project 9	<b>"Art of the Deep"</b>	Wiki Art	Tom Flynn (Artist) Daniel Lopez (Technical) Siohbhan Ramsey (Artist)
Project 10	<b>"Linguify"</b>	Open City Database	Benedict Allen (Technical) Siohbhan Ramsey (Artist)
Project 11	<b>"Krowd Kontrol"</b>	Nem Art	Steve Lawson (Artist) Liepa Kuraite (Technical)

**Table 3 – Hackathon projects, related challenges and pairing participants**



### 2.1.7 - Final Projects

The final projects' descriptions are detailed in Table 4 below:

	Name	Description
Project 1	"On the Fridge"	On The Fridge is an exhibiting platform for parents and children centered around leaving messages on a home refrigerator. It takes this tradition further to involve the wider network of people involved in a child's life via push notifications and an augmented reality Fridge. It allows the child's network to feel connected to their life and development.
Project 2	"Who's who"	A game that seeks to encourage strangers to connect and interact with one another in real life. The game is based around secret catchphrases and connections are logged in a virtual profile along with notes on the interaction.
Project 3	"Dumb City Guide / Hear the City"	This project cycles through city info and points of interest from Twitter and Google – it would be set up as an installation in a gallery and would tell you information about the local area. The letters in each word are also translated into sound.
Project 4	"Viewers"	An interactive, socially connected, TV system that recommends programs to your social network. By logging your reaction to the program you are watching, your friends can see what you are watching and when. An intuitive recommendation system for television.
Project 5	"Collabor8"	A platform through which to share media content while working collaboratively on a project – A tool to help teams of people build collaborative mind maps in an effort to help them generate and organise new ideas as a group. The question they were trying to address was 'how can we encourage more fluid interactions' when sharing media – though interface / interaction design.
Project 6	"Smarty"	An application for tourists visiting new cities. Gives visitors information on where to go and the history of certain locations.
Project 7	"AR Sign Battle"	AR Sign Battle is a mobile application that 'gamifies' common street signs by allowing users to interact with them, unlocking hidden games and publicly contested scoreboards. Users are encouraged to conquer each sign by achieving high scores – each sign features a different game, for example Space Invaders, and it's own scoreboard.
Project 8	"Magic Drawing"	Magic drawing is a mobile application that facilitates the co-creation of a comic strip, through 6 different drawings made by 6 different users. The aim of the project was to encourage the creation of collaborative artworks and the forming of new social networks.
Project 9	"Art of the Deep"	Art Of The Deep is a 'gamification' of the art making process. Users explore a virtual environment and take what they learn about that environment, either scientific information or knowledge about nature, and use that to create artworks.
Project 10	"Linguify"	Linguify is a language learning application that turns a city foreign to the user into an interactive course. The application shows you places or categories of interest – for instance 'Restaurants' – then pulls in relevant videos from YouTube that teach you useful vocabulary for that place/situation/interaction. The user then rates the video, in terms of how easy/useful it was, and these results are fed back into the system, informing which content is drawn into the application next time 'round.
Project 11	"Krowd Kontrol"	It is a cross platform (app and online web interface) interactive performance tool, to aid crowd participation in live performance. One version will be app based – but the online version will allow anyone with a URL, anywhere, to be part of the process of re-mixing and re-processing a live performance by any artist that uses live looping.

**Table 4 – Final projects description**

The collaborations were all highly successful with seven winners each receiving €1000 prizes and two runners up each receiving €500 prizes, all awarded by industry sponsors. (See details in table 5 below)



Challenge	Winner	Runner up	Prize
Nem art	Krowd Kontrol		1 000 €
Wiki art	Magic Drawing Art		1 000 €
Pervasive Games	AR Sign Battle		1 000 €
		Who's who	500 €
		On the Fridge	500 €
Open City Database	Linguify		1 000 €
Smart City Guide	Smarty		1 000 €
Hybrid City	Hear the City		1 000 €
Social Connected TV	Viewers		1 000 €

**Table 5 – Challenges winners and runners up**

The judges included:

- Marta Arniani - Sigma Orionis (project coordinator and Wiki-art founder)
- Anna Dumitriu - Waag Society (WP3 leader, pop-up residencies monitoring)
- Jean-Dominique Meunier - NEM coordinator and Technicolor Director Funding & Cooperative Programs

As well as members from FIcontent:

- Games platform: Bob Sumner – Associate Director Disney Research;
- Smart City services platform: Franck Feurtey – Project manager at Orange Lab;
- TV platform: Christoph Ziegler - IRT and Miggi Zwicklbauer - Fraunhofer FOKUS.

### **2.1.8 - Participants' Feedbacks**

Each team was interviewed twice; each participant was also asked to fill out two surveys, one during and one after the event, for pop-up residencies monitoring purpose – these have not yet been processed and will be available and analysed for the final report.

#### **Project 1**

*"I don't think I would have come up with this, had I not been working with yourself or chatting to everyone else. What I'm doing is not the way I would traditionally do things, the good thing about this is that it's broken a habit and created a different way of approaching it - and I think that's really healthy for me personally"*

#### **Project 4**

*"We wanted to mix with other nationalities, but we were the only group interested in this project. In 24 hours, to complete a project like this on your own would be impossible. Working as a team meant that we could develop the project further than we would have done on our alone."*

#### **Project 5**

Do you think it might have been wise to find a coder in the group here?



*"If the application was to be developed that it would help to have another tech person here to help us."*

Collaboratively, how has this team worked?

*"We all had different needs - we are both interested in data visualisation, she is more interested in non-verbal communication and Ezra is interested in technology and how it can help people be more collaborative."*

### **Project 6**

Do you think this event is something you would choose to be involved in, if it weren't for the prizes or your school having asked you to be involved?

*"It's good to experience something else. You meet other people from different cultures and share ideas."*

### **Project 7**

*"It would be pretty good to have more tech skills - we are designers / interaction designers first of all. It might be good to let other people join the projects who have more tech skills".*

### **Project 8**

How would you develop this project? Where would you like it to be in 4 months?

*"Hopefully we would have more tools. Also, you need to be able to share the comics with everybody. We would need help developing more of the technical aspects."*

### **Project 9**

*"I've really enjoyed it, it's been nice to just be doing the music and the visuals. Everyone's been cracking on, I'd definitely be up for working on this more."*

*"We've all got very complimentary roles, it really is a good example of what you'd call synergy... what we've done here is way above what we would have done individually."*

### **Project 10**

*"With an app like this, design is really essential - although people say don't judge a book by its cover, you need an interface that is clean and that you can click through quickly."*

*"You can only go so far pursuing each individual discipline, by combining them you get the benefits of both. With art, we've got things like technology interacting with it - it really puts the user inside the artwork. So far, we've been consumers - we've been looking at art, but it's been very distant, it's been in museums - the plaything of the rich. Suddenly we've got the opportunity to experience art at another level - actually contributing to an artwork itself is completely democratising art and technology being the tool that has allowed that."*

### **Project 11**

Do you think you would have come up with this on your own?

*"It's almost an exact 50/50 split of an idea."*

*"We had a very similar idea, and just ended up chatting over sandwiches."*

*"It was a very, very lucky accident, that conversation over sandwiches."*

*"It's quite exciting to have spent over a decade working with this stuff, and then finally I've actually found somebody with the skills and also the creative and musical knowledge (to make it work)."*



*“I couldn't have done it on my own, there's no way I could have done it on my own - because I understand how systems and databases work, but I have none of the coding skill. Even just the research thing - I'm astounded at how quickly she found all the modular elements, the speed at which it all came together.”*

### **2.1.9 - Outputs**

For consultation purposes, each team was interviewed twice, once on each day of the event, and questions were asked on how their ICT & Art collaborations were formed, the worth of these partnerships, how they affected the direction of their projects, and if the teams might have been improved with different skill-sets. Extensive film footage including interviews, presentations, judging and the awards was shot at the event. The footage and the team presentations from the event, are being assembled and edited, to be put online for all to view.

Stromatolite will fund 4 x 4 months ICT & ART Connect residencies to selected projects while Sigma Orionis will fund 3 other residencies. When this process is completed, details will follow on the website. All of the participants were asked, at the event and since, via follow up email, to sign up on the ICT & ART Connect website. They were also reminded of the concept of the ICT & ART initiative and where it sits within the larger EU framework. Organisers asked questions of participants about their process during the event, more of these views will be added to the final report.

The interconnections established with other EC funded projects (FIcontent and NEM) contributed to amplify the impact of the event, raising interest towards the FET-ART initiative and the potential of art and ICT conjunction. Working in synergy with local communities and other EC project proved successful and will be take into consideration for upcoming events.



## 2.2 - ICT ART CONNECT 2013 WORKSHOP

Organisers: Waag Society, with Anna Dumitriu and Lucas Evers as Facilitators  
November 9- 11th, 2013  
Workshop at iMAL, Brussels

### 2.2.1 - Concept

The ICT ART CONNECT 2013 edition was articulated in a weekend workshop and in two working sessions at the European Parliament on the following Monday. The event followed from the homonymous workshop organised in 2012 by DG Connect. The DG – in the person of Ralph Dum, FET-ART project officer – organised and affiliated the second edition with the FET-ART project. The event is considered part of the WP4 activities, and is detailed under the 4.1 Outreach activities: progress report deliverable. Nonetheless, the format of the workshop worth a mention under WP2, because it enabled a successful consultation and matchmaking activity. Anna Dumitriu and Lucas Evers led an experimental two-day workshop, which aimed to create the conditions in which participants, who had self-defined as an ICT specialist, Artist or and 'other' background, could take the first initial steps into developing collaborative working groups in a fully supportive setting.

### 2.2.2 - Organisation

The venue for the workshop was iMAL. The space provided facilities for the rapid prototyping of ideas and the ability to actually make things and practically try things out, which proved to be key to the process.

The event included keynote speeches by highly experienced leading practitioners and experts, discussions about the challenges of collaboration, and practical opportunities to get involved, network, collaborate and make, alongside other exceptional people. The event welcomed artists, designers, performers and ICT professionals, from all backgrounds to join in. No previous collaborative experience was necessary. Artists were not required to have a detailed knowledge of digital technology or be currently working in the ICT or digital technology. Similarly, ICT professionals needed not to have any previous artistic experience or experience working with artists. Most important was the willingness to share knowledge and an enthusiasm for pushing boundaries and working with other disciplines by participants.

Inspiring keynote lectures each morning included: William Latham, Professor of Computer Art at Goldsmiths, and Honor Harger, the artistic director of the arts organisation Lighthouse, to set the scene. On day one, the keynote was followed by a series of 'pitches' from a self-selected group of participants who were keen to inspire working groups to get involved with their ideas for projects. This was followed by a speed networking session that got the participants together and to discuss synergies of ideas and complimentary skills. Groups were formed in a bottom-up method, and the workshop leaders actively tried not to direct specific participants into leading each group. In some cases, those who pitched initial ideas decided to team up with other pitchers and a new direction was taken.



The group size was not dictated - the whole process was emergent. The workshop leaders took this approach based upon their past experiences of involvement in and observing the nature of collaborative working practices across art, science and technology. They led with the knowledge that collaborative process is often messy, and goes through awkward phases, as group members attempt to evolve a shared understanding and a shared language. Anna and Lucas carefully mentored the development of the groups, believing that this mentoring support is very important in the facilitation of such collaborations.

Presentations took place on day three at the European Parliament, in the form of initial sketches for projects that emerged in just a few short hours over the weekend, some were well formed, others are still developing, but many look set to continue that is for certain.

### **2.2.3 - Programme**

The programme of the ICT ART CONNECT 2013 was the following:

<b>Day 1 - November 8th</b>	
<i>Peformance at Hotel Bloom</i>	
<b>Day 2 - November 9th</b>	
<i>Workshop at iMal</i>	
10:00	Registration/cofee
10:25	Welcome (Ralph Dum)
10:35	Introctution of the workshop format (Lucas Evers, Anna Dumitriu)
10:45	Keynote William Latham: EU societal challenges and the importance of ICT & Art interactions for narratives for Europe
11:10	Two working group concepts to inspire speed dating (Beth Coleman, Andrzej Nowak)
11:20	Speed dating to discuss concepts for working groups (3 minutes each selected via colour badge)
12:20	Lunch - participants have been encouraged for futher refinement of concepts
13:15	Formation of groups around issues, technologies and arts
14:00	Working groups: develop ideas/concepts/prototypes based on issues, technology, arts. With the possibility of hands-on nteraction using brought materials and Makey Makey, iMal Fablab, AR tools
17:30	Conclusion of the day: show and tell what people have been doing and making
18:15	End of the first day
<i>Exhibition at HLP Gallery</i>	



Day 3 - November 10th	
<i>Workshop at iMal</i>	
10:00	Welcolme and coffee
10:25	Keynote by Honor Harger: EU societal challenges and the importance of ICT & Art interactions for narratives for Europe
10:50	Recap of the previous day and structuring presentations at Parliament
11:15	Working groups continue
12:45	Lunch
13:30	Working groups continue
16:00	Working groups continue with preparation of presentations for Parliament
17:00	Presentation of the groups ideas/concepts/prototypes/achievements
18:00	End of workshop
<i>Exhibition at Bozar</i>	
Day 4 - November 11th	
<i>European Parliament sessionS at European Parliament Hosted by Maria de Graça Carvalho, Amelia Andersdotter and Morten Lokkegaard</i>	
11:00 - 13:00	Opening by Amelia Andersdotter, MEP and Ralph Dum, EC DG CONNECT Keynote by Roy Ascott,Atau Tanaka and Gerfried Stocker
15:00 - 17:00	Presentation on possibles futures with ICT ART CONNECT Presentations of results from workshops
	Round table " Next steps for ICT ART CONNECT: future collaborations and activities with ICT and Art - Chaired by Robert Madelin
17:30	Installation - Collectron

**Table 6 – ICT ART CONNECT 2013 programme**

#### **2.2.4 - Attendees List**

Table 7 below represents the list of all ICT ART CONNECT 2013 workshop participants:



First Name	Last Name	Field	Organisation
Haseeb	Ahmed W.	artist	Artist
Roy Ferguson	Ascott		Planetary Collegium
Sjur Tore	Baardsen		COST
Wieslaw	Bartkowski		University of Warsaw
Laura	Beloff	artist	IT-University, Copenhagen, DK
Elliot	Burns	artist	Black Cube Collective
Susana	Camara Leret	designer	Fellow Waag Society
Gregory	Chatonsky	artist	-
Shu Lea	Cheang	artist	Take2030
Beth	Coleman	Bozar artist	University of Waterloo/Harvard
Student1: Adam James	Bradley	student	Student
Student 2: Anne Marie	Galang	student	University of Waterloo
Laura	Colmenares Guerra		Artist
Beatrice	De Gelder	scientist	Maastricht university
Regine	Debatty	journalist	-
Alexandra	Dementieva		Adem vzw
Hieronimus	Derks		Waag society
Hendrikus Wilhelmus Franciscus	van Dijk	designer	Waag society
Albert	Gauthier		European Commission
Howard	Goldkrand	artist	City as Platform
Andreas	Halder	artist	Artist
Luciana	Haill	artist	Sussex University, IBVA / BrainMachine
Honor Therese	Harger	curator/artist	Lighthouse
Anna Lauren	Henson		Artist
Anne	Huybrechts	Sat AM + EP AM	Fédération Wallonie-Bruxelles
Geoffrey Michael	Howse	artist	Stromalite
Takashi	Ikegami	scientist	University of Japan
Jack	James	artist	thickear
Joanna	Kane	check date	Black Cube Collective
Ariane Rachel Downing	Koek	curator	CERN - European Organisation for Nuclear Research, Geneva, Switzerland.
William	Latham	artist/technologist	Goldsmiths (University of London)
Mylène	Lauzon		Bozar
Sebastian Paul	Lee-Delisle	Bozar artist	Lee-Delisle Associates LLP
Harlan	Levey	curator	Harlan Levey Projects
Alexander John	May	artist/software engineer	Artist
Dorota	Nige	architect	-
Andrzej Krzysztof	Novak	historian	University of Warsaw
Josep	Perelló	scientist	OpenSystems-Universitat de Barcelona
Ulf	Pettersson	policymaker	-
Mike	Phillips	scientist	I-DAT, Plymouth University
Esther	Polak	artist	Artist
Dina	Simunic		COST
Paul Neale	Squires	EP	Perini
Marleen Cornelia	Stikker	director	Waag society
Paul	Strotten	Artist bozar	-
Mike	Thompson	designer	Fellow Waag Society
Todor	Todoroff	artist	Art, Recherche, Technologie et Musique asbl (ARTeM)
Gerd	Van Looy	manager	Bozar
Maria Louise (Marloeke)	van der Vlugt	artist	Waag
Aleksandra	Wasilkowska		Artist
Anna (Anya)	Yermakova	artist	Harvard/MIT
Stephan	Pointer		Ars Electronica Linz GmbH
Mitra Maria	Gazvini Zadeh		Ars Electronica Linz GmbH
Jordan	Seiler	artist	PublicAdCampaign and Re+Public
Brett	Biermann	artist	-
Julien	Maire	artist	-
Felix	Luque Sanchez	artist	-
Johannes	Taelman	artist	UHasselt, Expertise centre for Digital Media (EDM)



**Table 7 – ICT ART CONNECT 2013 workshop attendees List**

**2.2.5 - Groups formed:**

During the event, the following groups have been formed, as detailed in Table 8 below:

Group name	Description	Participants
Ceci n'est pas un tweet	A model of participatory ICT & Art design and the hybridisation and augmentation of social media. Social media such as Twitter feeds and Facebook updates are translated into augmented and real urban graffiti.	Beth Coleman Howard Goldkrant William Latham Adam Bradley Ann Galang BC Heavy Biermann Anna Henson Lampros Stergioulas Jordan Seiler
Data & Ethics working group	A collaborative body using art to explore public interaction with data access, exchange and retrieval systems and the ethical implications of data ownership and open or closed networks.	Geoff Howse Jack James Susana Camara-Leret Mike Thompson Josep Perello Elliott Burns Honor Harger
New Narratives for Europe	A proposal to collect and analyse New Narratives for Europa using artistic approaches and research aesthetics	Andrzej Nowak
STITCH2030	Participatory and collaborative European embroidery, stich, knitting workshop with conductive materials to form both new and disruptive European Narratives.	Shu Lea Chang Joanna Kane Rachel Lasebikan Lampros Stergioulas
POP-UP	A creative sensor platform building on the power of human breath	Anya Yermakova Marloeke van der Vlugt Dick van Dijk
Hunting the homunculus	The homonculus represents human networks and the complex autonomous fluctuations thereof. To detect and better understand this, the group proposed to grow a nEUROn in the human for homunculi detection.	Laura Beloff Luciana Haili Mike Phillips Takashi Ikegami
The digital hunt for sunrise	Or, how to reset your biological clock & Sensing sameness	Esther Polak Haseeb Ahmed Pettersson Marc Boonstra

**Table 8 – Groups formed at ICT ART CONNECT 2013**

**2.2.6 - Participants' Feedbacks**

*"Thanks again for a great weekend, such a pleasure working alongside such great people! We are already looking into how to take these dialogues further."  
(Susana Cámara Leret)*

*"Thank you for a great experience. I'm very proud of the work that we produce and happy to have contributed to themes that were discussed today.  
Most of all the people that we've collaborated with have made the experience worthwhile and while there's some mutual backslapping going on another thread it's apparent that these are people that you've brought to the table."*



*The project was only made possible by Susana and Mike approaching us following our pitch and bringing their experiences, particularly regarding the complex ethical parameters that their working with, to the table.*

*Real depth was achieved through the involvement Josep [Perello] and Honor [Harger] particularly and Elliot [Burns]' artistic instincts are razor sharp. So thanks for the facilitation guys! Much appreciated."*

*(Jack James)*

*"It was a pleasure to host this workshop; you and Lucas have all my admiration on your capacity to manage such groups' dynamics!"*

*(Yves Bernard)*

*"I truly enjoyed the [ICT] Art Connect event"*

*(Anna Henson)*

*"The Brussels workshops at iMAL were perfect for forming new teams and ICT/art projects, both for the wonderful facilities and also for the incredible mix of artist and technologists present. A very special mention must also be given to iMAL team, who with the aid of their FabLab facility helped many of the groups to produce incredible bespoke tools to realise their project ideas, and to the organisational team Anna and Lucas who nudged many of us into very favourable directions.*

*As a member of art collective Thickeyar, and with project 'MoM' already underway, I was initially reluctant to engage in new collaborations. Without Anna's gently persuasion and clever introductions new project 'The Data and Ethics Working Group' would never have started, a project which has now become my biggest working highlight this year since 'The Ministry of Measurement' at the Barbican Centre back in August and is becoming more relevant and more inspiring by the day."*

*(Geoff Howse (Thickeyar and now D.E.W.G!))*

*"Really enjoyed Brussels! Thank you for the invite. Would be v. keen to progress the Grand Place Augmented Reality Project. Have already been in contact with Adam Bradley, re. Language to form grow converter!"*

*(William Latham)*

*"Huge thanks to Anna Dumitriu Lucas Evers, and the whole team at ICT & Art Connect for an inspiring two days in Brussels this Saturday and Sunday."*

*(Honor Harger)*

*"The workshops organised by Anna and Lucas were very stimulating and produced interesting outcomes both in terms of results and in terms of understanding how such art-tech collaborations should be handled ('giving chaos a chance')."*

*(Ralph Dum).*



### **2.2.7 - Outputs**

From this event, it is possible to see the clear benefits of bringing ICT professionals and artists together. Such encounters can lead to the development of wholly new ideas or research directions, or engage citizens from diverse backgrounds and disciplinary traditions. They can have debates around the emerging technologies and societal issues that shape ours and their own futures, such as the handling of big data, the meaning of privacy, and the challenges of bioinformatics.

The important outcome, that can be readily seen, is the great progress that each of the groups made in such a short time, and in contrast to consider what can be achieved if such collaborations are supported for longer periods, with artists embedded within ICT settings, and vice versa. These collaborations have the potential to really change society, to create new narratives, new forms of participation and new ways to innovate in the Europe of the future.

Through the workshop component of this event, some possible collaborative ICT and Art residencies have been identified to be further developed, and participants now have the opportunity to apply for funding for resources and time in coming months through the online proposal application available on the project website. The ICT & Art Connect/FET-ART project will provide mentoring and support for these residencies, and there will be further opportunities for pairings to showcase their subsequent outcomes, and to share collaborative processes at the conclusion of the project.

Waag Society facilitated discussions about the nature of ICT and Collaborations throughout the workshop and the linked events programme in Brussels, which aimed to be a participatory investigation of methodologies of collaboration - learning through doing. Since this is a recent event, they will be reflecting on the extensive documentation they collected (video, notes, email feedback) and are currently preparing a survey for all participants to interrogate the benefits and issues of ICT and Art interaction and collaboration. Using their experiences at the workshop, as a focus, and combined with past experiences, organisers will find out what participants need in order to take these suggestions forward in the Waag Society's forthcoming event in Amsterdam.



### 3 - CONCLUSIONS

For the first period of the project, and from what have been observed during both events, key performance indicators of the first objective of the project have been mostly reached.

Although of a smaller size than what was stated in the Description of Work (mainly because of environmental factors), the two first events have however succeeded to gather high-quality participants, representing a wide spectrum of ICT and Art practitioners.

The attendees' feedbacks are all positives, showing the important of undertaking such activities for the future of the project. These two events have proven their *raison d'être* as a large number of promising pairs have been formed, ready to be involved on pilot projects at the end of the event, as seven residencies will soon be funded: four by Stomatolite and three by Sigma-Orionis, leading to WP3 scope of activities.

Looking at the outcomes, we can definitely state that the FET-ART project is from now, connecting the European ICT and Art communities, fostering productive dialogues and collaborative works.

This progress report will be followed at the end of the project by a final report, which will details all events organized during the whole duration of the project.



## REFERENCES

- [1] <http://ict-art-connect.eu>
- [2] <http://hybridearth.net>
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- [4] <http://wiki-art.org>



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