



“ICT & ART CONNECT”: '7 ON 7', VILNIUS, NOVEMBER 6TH TO 8TH

The '7 on 7' event during ICT2013 will bring 7 artists together with 7 scientists/IT experts to collaborate and discuss synergies between ICT&ART. The guiding vision is to explore novel ways to connect artists and ICT specialists during ICT2013, and show the potential for innovation and creativity that can be achieved when ICT professionals collaborate with artists.

Around these 7 encounters a number of additional activities will be proposed:

Before ICT2013: The website <http://ict-art-connect.eu/news-events/events-2/ict2013/> will allow upfront interaction of the artists present in Vilnius with participants to ICT2013 that want to engage in discussion on possible interactions. There will also be a live demo of the ICT & Art Connect community portal inviting delegates to take virtual tours of its main services.

'ICT&ART CONNECT' booth in the EXPO area: The booth will present ICT2013 delegates the works of selected artists' projects and facilitate 'pairing' with these artists. It will be the focal point of '7 on 7'. Camille Baker from Brunel University (FETART FP7 project) is directing this stand.

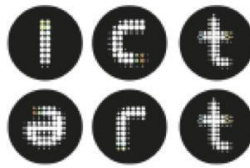
Performances on stage throughout ICT2013 (schedules available in Vilnius): The artists will perform or present throughout the ICT2013 venue. Of the seven selected artists, three performance artists will be wandering through the venue away from the stand, enticing delegates to the stand. Atau Tanaka performing mobile gestural music, Marco Donnarumma performing biosensor music, and Sander Veenhof doing AR art walks with delegates.

Speed-networking of artists with interested ICT experts: Two matchmaking sessions will take place over the first two days. The session will be 1.5 hours in duration, and will initially pair artists and ICT scientists/specialists randomly to get started.

www.myrobotcompanion.com – An all ages art & technology drop-in workshop, enabling delegates to design a head for a potential robot companion, debating technical and ethical issues for social robotics of the future (Anna Dimitru and Waag Society).

“Surgeries” - ICT2013 delegates will discover how partnerships with artists can benefit their R&D activities and stimulate new creative processes in society. Signup only, limited surgeries per day.

Networking Session Friday 11:50 – 12:35 Room H1E: The invited artists will each make a fast presentation on their installation/performance. They will tell what they take away from their interactions with ICT specialists during ICT 2013. If pairings are formed during ICT2013 these pairs will briefly present the type of ideas/projects/concepts/design etc. Then the audience is asked to interact with these artists in smaller groups to discuss the 5 main themes of the conference and how collaboration between Art & ICT expertise can further be explored in a next stage and how connecting ICT and Art communities has a great potential for innovation.



Artist involved:

Alex May's "Shadows of Light" is an interactive digital artwork that explores the concept of 'slow interaction': rather than responding to quick movement, it requires viewers to slow down and stand still, when it will slowly take the viewers silhouette and uses it as a digital stencil, 'spraying' paint that starts to drip and spread into the silhouettes of others. The dripping and drying of the digital 'paint' has been carefully modelled using a physics engine



Geoff Howse's Ministry of Measurement' installation/ performance project, originally created for #hackthebarbican in London, this performance questions our notion of data and data collection. The stand installation will comprise the 'data' collected by participants, which take the form of long narrow printouts. Geoff will also perform in character on the stand as a 'data collection operative'. <http://www.geoffhowse.com>

Atau Tanaka duo with Adam Parkinson -Hands iPhone – will exploit the Apple iPhone, as an expressive, gestural musical instrument. Adam & Atau reappropriate the iPhone and its advanced technical capabilities to transform the consumer object into an expressive musical instrument for concert performance. In a duo, with

one in each hand, they create a chamber music, 4-hands iPhone. The accelerometers which typically serve as tilt sensors to rotate photos in fact allow high precision capture of the performer's free space gestures.

Dutch [new media](#) artist **Sander Veenhof** studied [computer science](#) at the VU university in Amsterdam and [graduated](#) at the [Instable Media](#) department of the Rietveld [Art](#) Academy. In search of [new formats](#) unique to our [semi-digital world](#), his projects range from [technically driven concept art](#) to [geo-based participative storytelling](#) experiences. His recent works mainly exist in the [augmented public \("AR"\) space worldwide](#), accessible through a smartphone.



Yann Nguema - Grenoble Atelier Art et Sciences: EZ3kiel's *Les Mécaniques Poétiques* is a series of ten installations that invites the public to immerse themselves in a cozy atmosphere while engaging in hands-on interactive games: A bike rides through a very nineteenth century phantomm cartography mapped on the screen.....

Luciana Hail - <http://unnecessaryresearch.tumblr.com/AugmentedConsciousness>

Neurofeedback artist working with EEG brainwaves and consciousness generating music from brainwaves in different mental states, also working with "Dream Machines". She will create sound works by wiring up participants to her EEG monitor and playing the music of their thoughts.

Anya Yermakova – <http://about.me/ayermakova> Musician, Dancer, Curator - began her artistic career in Elektrostal, Russia, where she studied music (piano, composition) and dance (ballet, Russian folkloric dance). She studied biochemistry at Northwestern University. Anya Yermakova's current project is exploring live mapping of energy diagrams from motion tracked on a dancer, which is in turn serves as a score musicians, the sound of which feeds back as the score for the dancers.

Beth Coleman (MIT) <http://cms.mit.edu/people/bcoleman/> researches and creates media design on virtual worlds, x-reality, geofilms, machinima animation, and race as technology. Beth will mainly interact with FUTURIUM.