

Simulation Summit 2004
April 28th – May 2nd 2004

NOTES TAKEN BY SARA DIAMOND

- Models
- Exercises that capture our common place ideas or definitions-Jonathan Drori and Katrin Becker with science and with language-misinformation, metaphors we use and the conflicts we have around language and understanding

- Need for multiple models to bridge disciplines
- Need for consensus to build a model?

- Mnemonics - reminds us of something (re-enactment)

- Critical that communicates, not that accurate-simulation as propaganda

- Brad Paley-artists' model-entities with what people use in lives as base
- Use of cognitive model of perception, sensation, distribution, segmentation, recognition, interpretation, meaning far down the process
- Context based
- Medium matters-use of print versus screen (when need interactivity)
- Text on page, clustering around concepts, words, use

- Kirsten-people use models to remember, understand and relate concepts
- Design process—reach consensus?
- Consensus, correspondence, conflict, Contrast (useful for cross disciplinary work with simulation)

- Methodology (tested in sim discussion)
- Way of abstracting and testing theory
- Model, simulation, target, data gathering (at each stage query about ideology)

- Topic, hypothesis, assumptions, design model, test

- Modeling data NOT actual neighborhoods

- Agent based modeling, representing entities (individual), groupings, forces (discussion about complex behavior, autonomy, rules for agents)

- Modeling knowledge
- Modeling innovation
- Modeling society—provide ability to learn—but issue of problems to solve of interest

- Modeling rules – understanding that there is not one to one correspondence, simulations allow for elimination of factors (Elizabeth Bruch)

- Nina Wakeford-cultural politics, not binary oppositions instead look at the actuation of DIFFERENCE, thinking for others as issue, reflexivity of pov

- Metaphor watch

- Simulations as recruitment tools

- Cellular simulation—agent based modeling
- Means of overcoming static nature of model at the smallest level, having to destroy context and movement-kill and transform
- Use narrative to tell story to understand cellular phenomena
- Cellular autonomata as means – works with other science

- Difference between human and cellular

-Gloria Brown Simmons-illustration at large scale of some of the issues Jonathan raised in education-need for abstraction in order for community to use and feel comfortable; different levels of simulations, create for user group

-Role of public(s) in gathering data (kids, people in neighborhood), owning research

-Role of abstract art—great counter position

Evening:

-Historical and social frames

-About the process of re-enactment itself

-In order to understand knowledge and its operations) modeling knowledge

-Positioned simulation

-Involve communities (like Gloria)

-Therapeutic and truth emerging

-Nostalgic-capture feel

-Ritual

-Simulation—concept grows or shrinks, how people weight it, feel about it, how people group over time

-Predict summit behaviors

-Document summit behaviors

-Left brained/right brained/middle brained/muddle brained—tensions

-Fundamental importance of tool building because tools and frameworks are not neutral, decisions such as open platform, standards, root and tree structures....with gaming-emergence of middle ware (people waited through 90s for this) makes it possible, but still software is not accessible.

-Things that we want to build in order to build simulations

-Games Engines

-Programming tools

-Fast Prototyping Capacities

-What if Nigel Gilbert's simulations built on games engine or given game rules, as well as other rules, comparative test

-First panel-very different views on nature of consciousness, how we perceive and what capable of perceiving-Jaanis Garancs and Julie Tolmie-both see other dimensions of matter-digital, time/space-great to see feel this in Jaanis's work last night

-Agency: stem cells-levels of agency-ability to perceive and interact, complete goals (proactive, reasoning)

-Simulation of the body emergence of scientific perceptualization

-Biosignals that can be simulated and produced (also Foucault talks about this in history of sexuality) Radan Martinec comment-the unseen, explicit (Julie Tolmie)-hard to find language outside of mathematics

-Jaanis Garancs and Warren Sack-unconscious/subconscious space-presence other subjectivities

-Comes back to the concept of the subject within the simulation, the subject outside of it, subject position (illustrated by works last night)

-Games-player/spectator inside the perspective

-Celia Pearce-simulations evocative

-Social structure of games-design so critical

-Simulations/games-openness or closedness

-Ludology versus narratives

-Learning from failure in social science research/humanities

-Physical realism versus social realism

-Touring Test and designing for unsimiltude- Ideas of parody Sim City becoming closed system

(Capitalism and culture)

-Unsupervised ability to look for patterns

-Robert Nideffer—modeling, machina, hard coded technologies and ideologies

-Ken Perlin—always see code

-Social learning tools (RACOL)

-Warren-Johnston's algorithm-creating open rules with social permission

-Elicitation versus Mimesis

-Therapeutic simulation

-Narrative social circulation

-Social aesthetics

-Confrontational-creates space-game as method in life

-Loss of poetry of the map

MAY 2ND FLIPCHART NOTES TAKEN BY SARA DIAMOND:

-replace biology with perception

-limits in use of simulation mediums vs. re-enactment

- sensory fidelity
- diverge/converge
- reality one model, different views

-what occurs in distancing

- disruption/self-reflexive/super position/end position
- in/out @ same time

-different moments of entry of social/cultural into technology (interpolation)

-boundaries/language

-temporal

- long time
- too fast
- into commercial moment; 30 seconds

-scale

- temporal
- physical
- reel time & physical shifts

-way we represent – language

-grammar = expression

-technology structures expression

-evaluation

- evoking
- predict/describe

-reality??? – interpretation
-model – simulation
-use of model – mental model
-multiple models of mind – switching

-boundary reality/virtuality
-socially constructed not clear
-why physical is more real – boundaries drawn socially

-unseen dimensions

-framing – human/biological cycles/sense into human perception

- multiple models
- temporal scales
- cultural
- subject/object

-relationship of producers of (SIMS)/artists reenactment of work

-underscore – framing permits immersion

-different with science – objectivities are different

-who is consuming?

-simulation vs. visualization *reenactment of simulation

- have a model

-mathematical simulations do not equal visualization

- A – C gap jumping, simulation = B

-model – shifts how to think simulation

-model – simulation – visualization (group) Gestalt