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inspiring **creativity**



Visit www.banffcentre.ca/bnmi for more information.

SPECIAL THANKS:

To the Creative Electronic Environment. Your contribution to the delivery of this event is greatly appreciated.

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PREFACE

Susan Kennard, Director and Executive Producer
Banff New Media Institute
The Banff Centre

Dear IPL Participants,

Welcome to the Banff New Media Institute at The Banff Centre. Special congratulations are due to 13 project teams who competed to get into the program. Your projects have been selected for a number of reasons which include: your creative vision is compelling; you have a strong business case, you have demonstrated a clear set of mentorship goals, you are articulate about what your needs are and how you see the IPL Cross Platform Mentorship Lab and network helping you meet them; and last but not least, the project concept sounds great and we want to find out more!

The Banff New Media Institute (BNMI) is a champion of the Canadian and International new media sector and provides direct support to artists, content developers, producers and companies and researchers working in the field. We do this by:

- ❖ Supporting creative exploration and creating opportunities for different lines of inquiry related to the field of new media
- ❖ Providing supportive creations, production and learning environments
- ❖ Supporting and developing new media art, science and technology research capacity
- ❖ Professional development and training
- ❖ Commissioning research
- ❖ Acting as a forum for new media dialogues
- ❖ Actively engaging in cross sectoral partnerships and projects

At the BNMI we believe it is imperative to recognize the hybrid nature of the new media field. Practitioners are able to access a range of expertise, peers, facilities, and environments - which is exactly what you can expect to experience over the next 4 days of the Cross Platform Mentorship Lab. The notion of "cross platform" still requires further investigation and explanation. There is no one definition or formula for how one becomes truly "cross platform" or why one should be considering such a trend. To that end we have gathered a group of Mentors from across Canada and the United States whom represent an array of expertise, strategies, practices and varying approaches to how to be successful with new media. Our Mentors are here to support you and provide you with critical feedback. Of course, it is not a trip to Banff without a good dose of fun. (Also an area of Mentor expertise).

I look forward to working with you all.

Best regards,

Susan Kennard

IPL COORDINATOR'S WELCOME

Tahira Baulackey, Special Events & Work Study Coordinator
The Banff New Media Institute
The Banff Centre

Dear IPL Participants,

It is my pleasure to welcome you to Banff and the 2006 IPL Cross Platform Mentorship Lab. I would like to extend a special thank you to our Mentors, a group of highly skilled professionals. Without their brainpower and dedication to the new media industry, this Lab would not be realized.

Your first session begins at 5:30 pm today for the Meet & Greet – Working Reception. Please make your way over to Private Function 6 in the Donald Cameron Hall Building. This will be an opportunity to meet your fellow participants, mentors and staff whom you'll be working with over the next 4 days.

Take advantage of the full sport and recreation facility located in the Sally Borden Building. Your artist card allows you full access to this facility and others located on the Banff Centre campus

Enjoy the scenery that Banff has to offer. Oh and one more thing....don't forget about the Halloween Party!

Again welcome and I look forward to meeting you tonight.

Tahira Baulackey

INTERACTIVE PROJECT LAB OVERVIEW

The Interactive Project Lab (IPL) accelerates the creative, business, and strategic skills of Canadian talent, enabling the creation of viable start-up companies that produce innovative cultural and entertainment works.

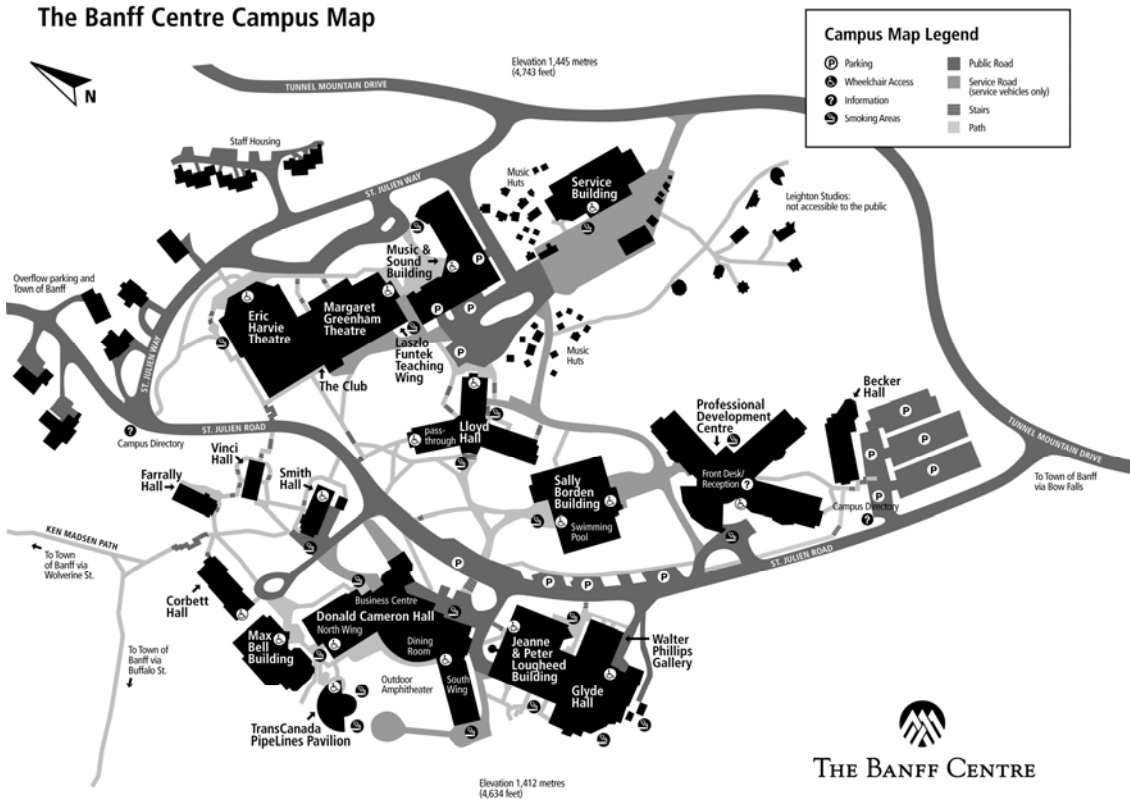
The IPL is a unique partnership collectively designed and delivered by three highly respected interactive media institutes: **The Banff Centre’s Banff New Media Institute, Habitat Media Lab at the Canadian Film Centre in Toronto, L’insitut national de l’image et du son in Montreal.**

Together they form the Bell Globemedia Content Innovation Network (BGCIN), a national digital education, production, research, and development network linking Canada’s best new media training institutions.

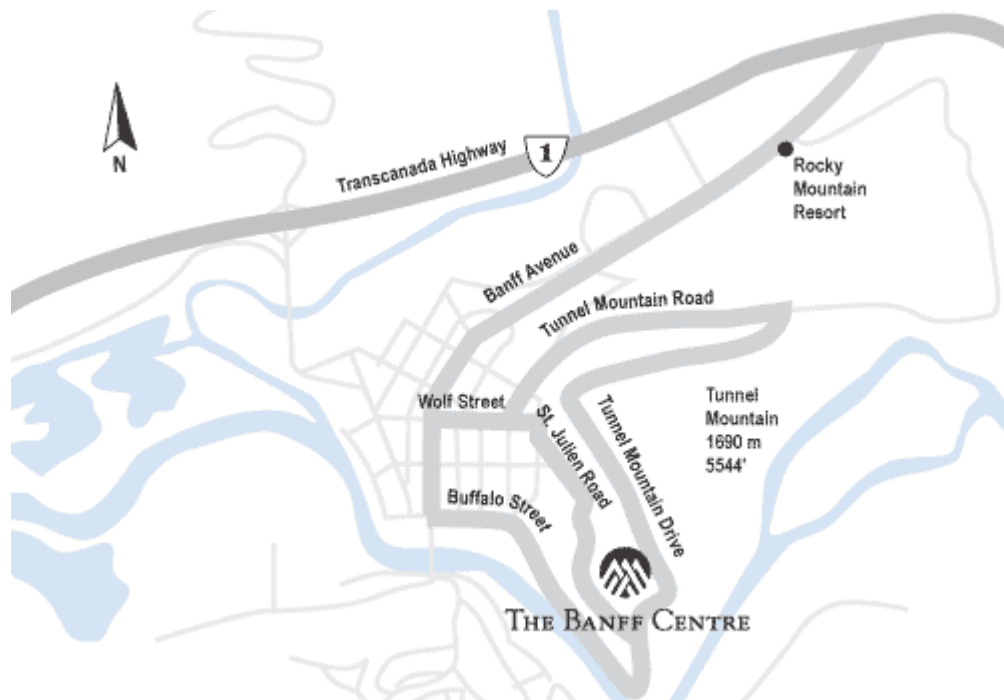
This highly collaborative program follows an iterative design process where all three founding institutions design and deliver the IPL, creating one of Canada’s most flexible and responsive mentorship programs in interactive media.

.....**The Interactive Project Lab (IPL)**
*Tapping into **the power of the network.***

CAMPUS MAP



THE TOWN OF BANFF



GENERAL INFORMATION

Registration hours

Staying on campus:

Registration packages will be provided upon check in at the Professional Development Centre.

Meals

The Banff Centre dining room services: breakfast (7:00am-9:00pm), lunch (11:30am-1:30pm) and dinner (5:30pm-7:30pm). **Your photo identification card will get you access to the dining room.** For details on getting your photo identification card, please see your welcome package that was supplied to you at check in.

Snack Bars

For quick snacks and light meals there are two facilities available during day time on the campus- Kiln and Goosebury juice bar and deli. For more details, check <http://www.banffcentre.ca/facilities/dining>

Technology

Full technical services will be provided to facilitate all forms of presentations. Kindly do the technical run prior to your presentation as per the notification.

Email Services

Wireless Internet access is available in the Max Bell building and several places around campus. All Banff Centre accommodation rooms have data-ports in the phones for working or checking e-mail on a laptop. Standard long-distance charges apply as well as a 0.75 connection fee for all long distance calls. Throughout The Banff Centre there are PCs (Macintosh or MS Windows) for guest and artist use. Two are located in the Paul D. Fleck Library (lower level of Lloyd Hall), one in Glyde Hall, and two located in the Business Centre. In Banff, there are two Internet cafes, located in the Bear Street Mall and in the lower level of Sundance Mall.

Photocopying

A photocopy facility is located in Glyde Hall on the second floor. Hours of operations: 8.30 am – 6.00 pm on all days of the conference. Xerox - The Document Source is located on-site and may be able to complete larger jobs with advance notice.

Currency Exchange

CIBC bank on the Banff Avenue is the closest place that does immediate currency exchanges. The Bank may levy extra charges to non-account holders for all currency exchanges, and it doesn't necessarily make exchanges for all currencies.

Smoking

There are a limited number of bedrooms that can accommodate smoking. For the health, safety and comfort of our guests, The Banff Centre has designated all public areas, classrooms, performance spaces and service areas as non-smoking. Smoking is not permitted in building entrance areas, or on outside patios where food service is available. All rooms in the Professional Development Centre are non-smoking. For our guests who smoke, smoking room accommodation is available in Lloyd Hall. To provide other comfortable smoking locations, the Centre has

designated more than twenty outdoor smoking areas, at outlined on the campus map.

Disabled Access

There are paths, roadways and ramps throughout most buildings. Some bedrooms have been adapted for wheelchair access and some phones in Donald Cameron Hall are positioned at a lower level for wheelchairs. The Banff Centre was built on the side of a mountain, however, and presents challenges to people with limited mobility. On the sixth floor of Lloyd Hall there is a phone equipped with an amplifier handset for the hearing impaired.

Transportation

The Banff Centre is located on the east side of Banff, four blocks from Banff Ave. The town can be accessed by foot three ways from the Centre grounds: St-Julien Rd., Buffalo St., and the Ken Madsen Path to town. It is approximately a 10-15 minute walk downhill to town. The return trip is slightly longer as it is uphill. There is no shuttle bus that runs from The Banff Centre to downtown Banff. Downtown Banff can be reached by taxi for less than \$5.00 each way. Bus service is available from Calgary International Airport to Banff and Lake Louise hotels through Banff Airporter and Brewster Transportation. Banff Airporter is the official airport shuttle provider of The Banff Centre. Multiple daily transfers run between the Calgary International Airport and The Banff Centre for approximately \$47 (Cdn) one-way / \$88 (Cdn) return. Reservations are necessary; please call 1-888-HIWAY-01 in North America, or visit For Brewster coaches, two departures leave daily from Calgary International Airport to Banff hotels, and three return daily from Banff to the airport. Fare is approximately \$42 (Cdn), one-way. *Please contact directly, to confirm times and prices* - Brewster Transportation (U.S. and Canada 1-800-661-1152, all other 403-762-6700) or visit their website to confirm times and rates.

Parking

There is parking available on site at The Banff Centre. There is a two-level parkade as well as a lot located next to the Professional Development Centre, close to the Front Desk and Reception. Parking is complimentary for Banff Centre guests and we require a pass to be placed on the dash of your car, which you will receive upon check-in. Our parking areas are patrolled on a regular basis by on-site security. As thefts can occur, we suggest that all valuables be removed from view in the car. The Banff Centre is not responsible for theft or damage to vehicles while parked on our site.

Wellness

The Banff Centre experience isn't only about nurturing artistic and intellectual innovation. Creativity requires a healthy body as well as a healthy mind, and Sally Borden Fitness & Recreation offers a wide range of recreational opportunities and fitness services for people of all abilities and interests.

Check: <http://www.banffcentre.ca/sbb/health>

What is the 7% GST (Goods and Services Tax)?

Canada imposes a 7% tax on all goods and services purchased in Canada. This can be refunded in full to non-Canadian residents upon application. Applications can be obtained at the Front Desk or in the town of Banff at various restaurants, shops and hotels. There are two ways to apply:

F-1 Refund Services Inc.
P.O. Box 219, Suite 9100,
Banff, Alberta, Canada T0L 0C0

Revenue Canada Visitor Rebate Program
Summerside Tax Centre, Summerside,
P.E.I., Canada, C1N 6C6

Phone toll free from anywhere in Canada:
1-800-668-4748
From outside Canada:
902-432-5608



WORKSHOP PROGRAM

THURSDAY OCTOBER 26

MEET AND GREET – WORKING RECEPTION

5:00pm – 9:30pm

Donald Cameron Hall, Private Function Room 6

There will be an opportunity to introduce yourself and meet the mentors and staff of the BNMI and Creative Electronic Environment.

WELCOME AND OBJECTIVES OF THE LAB

5:30pm – 5:45pm

Susan Kennard, *Director and Executive Producer, The Banff New Media Institute, The Banff Centre*

MENTOR AND PARTICIPANT INTRODUCTIONS

5:45pm – 6:00pm

MENTOR'S RECOMMENDATIONS

6:00pm – 6:15pm

Discussion on lessons learned from the past IPL workshops, best practices for getting the most out of the sessions. Practical approaches – i.e. what can be achieved over the next 4 days.

Marty Avery, *Chief Catalyst, What-if?*

Michael Ede, *Principal, REI Inc.*

Ravi Shukla, *Technology Counsel, Lang Michener*

Louie Ghiz, *Investment Analyst, Telefilm Canada*

Yoshio Arima, *Interface Designer, Electronic Arts*

Caitlin O'Donovan, *IPL Producer, Canadian Film Centre's Habitat New Media Lab*

PROJECT PITCH SESSIONS

6:15pm – 7:00pm

Each project team will receive 5 minutes to pitch with 2 minutes of on the spot feedback. The purpose of this pitch will be to convey two things:

- The essential elements of your project – i.e. why should we care?
- The kind of strategic development support you would like to receive over the next 4 days.

BREAK

7:00pm – 7:15pm

PROJECT PITCH SESSION CONTINUED

7:15pm – 8:00pm

MENTOR'S FEEDBACK

8:00pm – 8:20pm

Comments on their initial observations of the overall pitch sessions.

OPEN QUESTIONS & ANSWERS

8:20pm – 8:30pm

DRINKS AND NETWORKING

8:30pm – 9:30pm

Sit back, relax, share a glass of wine, grab a snack and get to know the mentors and your peers.

FRIDAY OCTOBER 27

BREAKFAST

7:00am – 9:00am

Donald Cameron Hall, Main Dining Room

TECH RUN THROUGH

8:30am – 9:00am

Jeanne & Peter Lougheed Building 204

* ALL PRESENTERS FOR THE MORNING SESSION MUST ATTEND – see technical run through schedule for times.

OFFICIAL WELCOME

9:00am – 9:15am

Jeanne & Peter Lougheed Building 204

Susan Kennard, Director and Executive Producer, Banff New Media Institute, The Banff Centre

TELEFILM CANADA: Canada New Media Fund

9:15am – 9:30am

Louie Ghiz, *Investment Analyst, Telefilm Canada*

This presentation will take a look at where the Fund started in 1996 and the direction that it may be taking beyond 2006. It will also focus on the current objectives, structure, eligibility requirements for applicants and products, evaluation criteria, terms of participation, etc. It will describe what is required to submit strong application in a very competitive, oversubscribed environment.

BUSINESS PLANNING

9:30am – 9:40am

Michael Ede, *Principal, REI Inc.*

An overview of the goals and ways to effectively use your time when building a commercial entity.

QUESTIONS AND ANSWERS

9:40am – 10:00am

BREAK

10:00am – 10:15am

The Pitch

10:15am – 10:35am

Marty Avery, *Chief Catalyst, What-if?*

How it's structured, what you need to say—what they need to hear, and how you need to say it.

QUESTIONS AND ANSWERS

10:35am – 10:45am

DESIGN: Simplicity and Reduction

10:45am – 11:05am

Yoshio Arima, *Interface Designer, Electronic Arts*

A discussion of the core idea of simplicity and reduction to Design and how this affects the thinking for cross platform delivery. Yoshio will be touching on topics such as

branding/identity, as well as how resolution and technological limitations can aid in the refocusing of the mind (of yourself and the user) on delivering the core message of your project.

QUESTIONS AND ANSWERS

11:05am – 11:15am

Understanding Intellectual Property Rights and Licensing Issues

11:15am – 11:45am

Ravi Shukla, *Technology Counsel, Lang Michener*

The presentation will include a brief discussion of the principal features of four key categories of intellectual property rights: copyrights, trade-marks, patents, and trade secrets/confidential information, as well as some of the key licensing related considerations which arise from the ownership of such rights. In particular, aspects of the recent Supreme Court of Canada decisions in the Robertson vs. Thomson Corporation case which have important ramifications on cross platform licensing models for works protected by Canadian copyright laws will be addressed.

QUESTIONS AND ANSWERS

11:45am – 12:00pm

LUNCH

12:00pm – 1:00pm

Donald Cameron Hall, Main Dining Room

ONE-ON-ONE MENTORSHIP SESSIONS

1:00pm – 3:00pm

Jeanne & Peter Lougheed Building 204 & 313

Each project team will receive 40 minutes with the mentors to discuss the various aspects of their projects, namely:

- Business Plan/Model/Positioning Statement, **room 204**
- Production and Project Management, **room 204**
- Design and Distribution Platforms, **room 204**
- All things legal, **room 313**
- Funding Sources, **room 313**

* SEE MENTORSHIP SCHEDULE ON PAGE 11

BREAK

3:00pm – 3:15pm

Jeanne & Peter Lougheed Building 204

ONE-ON-ONE MENTORSHIP SESSIONS CONTINUED

3:15pm – 5:15pm

Jeanne & Peter Lougheed Building 204 & 313

MENTORS DEBRIEF

5:15pm – 5:45pm

Jeanne & Peter Lougheed Building 204

Susan and Mentors only

DINNER

5:45pm – 6:45pm

Donald Cameron Hall, Main Dining Room

HALLOWEEN PARTY

7:00pm – 'til late

Donald Cameron Hall, Props Pub



Oooooohhhh scary stuff. Come one come all.....dress up or dress down. Take advantage of Halloween specials and dance the night away!

SATURDAY OCTOBER 28

HIGHLIGHTS OF THE PREVIOUS DAY

9:00am – 9:30am

Jeanne & Peter Lougheed Building 204

Susan Kennard, *Director and Executive Producer, Banff New Media Institute, The Banff Centre*

Michael Ede, *Principal, REI Inc.*

Marty Avery, *Chief Catalyst, What-if?*

Ravi Shukla, *Technology Counsel, Lang Michener*

Louie Ghiz, *Investment Analyst, Telefilm*

Yoshio Arima, *Interface Designer, Electronic Arts*

ONE-ON-ONE MENTORSHIP SESSIONS CONTINUED

9:30am – 10:50am

Jeanne & Peter Lougheed Building 204 & 313

* SEE MENTORSHIP SCHEDULE ON PAGE 11

BREAK

10:50am – 11:00am

Jeanne & Peter Lougheed Building 204

ONE-ON-ONE MENTORSHIP CONTINUED

11:00am – 1:00pm

Jeanne & Peter Lougheed Building 204 & 313

LUNCH

1:00pm – 2:00pm

Donald Cameron Hall, Main Dining Room

ONE –ON-ONE MENTORSHIP CONTINUED

2:00pm – 4:40pm

Jeanne & Peter Lougheed Building 204 & 313

MENTORS DEBRIEF

4:40pm – 5:10pm

Jeanne & Peter Lougheed Building 204

Susan and Mentors only

GETTING PREPARED FOR PITCH DAY

5:10pm – 5:30pm

Jeanne & Peter Lougheed Building 204

Susan Kennard, *Director and Executive Producer, The Banff New Media Institute, The Banff Centre*

Michael Ede, *Principal, REI Inc.*

Marty Avery, *Chief Catalyst, What-if?*

Ravi Shukla, *Technology Counsel, Lang Michener*

Louie Ghiz, *Investment Analyst, Telefilm*

Yoshio Arima, *Interface Designer, Electronic Arts*

DINNER

5:30pm – 6:30pm

Donald Cameron Hall, Main Dining Room

HOMEWORK TIME

6:30pm – 9:30pm

Participants have an opportunity to refine their final pitch and revise their business plans. Revised Business Plans should be sent to the Mentors, Susan and Tahira by **9:30pm**.

Participants who do not have laptops are welcome to use the Computer Studio on the third floor of the Jeanne & Peter Lougheed Building.

* See contact page for e-mail addresses.

SUNDAY OCTOBER 30

MENTORS REVIEW BUSINESS PLANS

8:00am – 9:00am

Jeanne & Peter Lougheed Building 204

FINAL PROJECT PITCH

9:00am – 10:20am

Jeanne & Peter Lougheed Building 204

Project teams pitch their projects to the mentors and receive feedback on their pitch and revised business plan. Each team receives 7 minutes for their pitch with 13 minutes for feedback.

Project Teams:

FierceLight & the ScaredSacred Project, *Cherilyn Hawrysh and Garfield Lindsay Miller*

Pillars of Freedom, *Don Duchene*

Nanobodz, *Jody Richardson and Tom Thorne*

Breach of Contract, *Jennifer Wemigwans and Jason Suriano*

BREAK

10:20am – 10:30am

FINAL PROJECT PITCH CONTINUED

10:30am – 11:50am

Project Teams:

HAL, *Pascal Charest and Julien Smith*

Project Moonwalk, *Khal Shariff and Eric Violago*

Go Ball Glow, *Alex Biem and Clive Goodinson*

Jig-Sound, *Jim Andrews*

LUNCH

11:50am – 12:50am

Donald Cameron Hall, Main Dining Room

FINAL PROJECT PITCH CONTINUED

1:00pm – 2:40pm

Jeanne & Peter Lougheed Building 204

Project Teams:

Jargonition, *William and Franke James*

Inanimate Alice, *Ian Harper and Christopher Joseph*

Anash Interactive, *Jennifer Snyder and Cindy Mitchell*

Rover, *Ghassan Fayad and Mat Donnelley*

Stranger Says, *Akemi Tazaki*

BREAK AND MENTOR DEBRIEF

2:40pm – 3:15pm

WRAP-UP

3:15pm – 3:45pm

Jeanne & Peter Lougheed Building 204

Susan Kennard, *Director and Executive Producer, The Banff New Media Institute, The Banff Centre*

Michael Ede, *Principal, REI Inc.*

Marty Avery, *Chief Catalyst, What-if?*

Ravi Shukla, *Technology Counsel, Lang Michener*

Louie Ghiz, *Investment Analyst, Telefilm*

Yoshio Arima, *Interface Designer, Electronic Arts*

DINNER

5:00pm – 6:00pm

Donald Cameron Hall, Main Dining Room

RECEPTION

6:30pm – 8:30pm

Professional Development Centre, 104

Join the mentors, project teams and staff for a final farewell drink.

MONDAY OCTOBER 30

BREAKFAST

7:00am – 9:00am

Donald Cameron Hall, Main Dining Room

TRAVEL DAY FOR PROJECT TEAMS AND MENTORS

MENTORSHIP SCHEDULE

FRIDAY					
Mentors	Marty & Michael Business Plan/Model/Positionin	Ravi All things legal	Caitlin Production & Project	Louie Funding Sources	Yoshi & Dave Design & Distribution
Place	JPL 204	JPL 313	JPL 204	JPL313	JPL 204
1:00 - 1:40	Fiercelight	GoBall Glow	Inanimate Alice	Jig-Sound	Nanobodz
1:40 - 2:20	Pillars of Freedom	Jargonition	Breach of Contract	HAL	Project Moonwalk
2:20 - 3:00	Nanobodz	Fiercelight	GoBall Glow	Inanimate Alice	Jig-Sound
B R E A K					
3:15 - 3:55	Jargonition	Nanobodz	Fiercelight	GoBall Glow	Inanimate Alice
3:55 - 4:35	Breach of Contract	Pillars of Freedom	Nanobodz	Jargonition	HAL
4:35 - 5:15	HAL	Inanimate Alice	Jig-Sound	Fiercelight	GoBall Glow
SATURDAY					
9:30 - 10:10	GoBall Glow	Jig-Sound	Pillars of Freedom	Nanobodz	Fiercelight
10:10 - 10:50	Inanimate Alice	Breach of Contract	Jargonition	Pillars of Freedom	Anash Interactive
B R E A K					
11:00 - 11:40	Jig-Sound		HAL	Breach of Contract	Pillars of Freedom
11:40 - 12:20	Project Moonwalk	HAL	Stranger Says	Anash Interactive	Jargonition
12:20 - 1:00	Anash Interactive	Project Moonwalk	Rover	Stranger Says	Breach of Contract
L U N C H					
2:00 - 2:40	Stranger Says	Anash Interactive	Project Moonwalk	Rover	
2:40 - 3:20	Rover		Anash Interactive	Project Moonwalk	
3:20 - 4:00		Stranger Says			Rover
4:00 - 4:40		Rover			Stranger Says

Project Descriptions

Anash Interactive – Jennifer Snyder and Cindy Mitchell

Anash Interactive is a unique virtual experience that explores an imaginary world inspired by the animated TV series being produced for Aboriginal People's Television Network called, Anash and the Legacy of the Sun-Rock. Branching off from the television series, Anash Interactive is an eclectic virtual world that explores the innate love of stories that all of us, from different lands, races and cultures share. This story exploration is expressed in a 360 degree virtual playground with one of the key features being a story-building function that allows the user to build their own stories using storyboards with backgrounds, characters and objects that can all be dragged into the frame along with the users keyed in text. These stories can be self-published as story-books or comic books.

Breach of Contract – Jennifer Wemigwans and Jason Suriano

Breach of Contract is a serious game that unhinges Canada's Treaties with first Nations communities across the country. The game will provide audiences with an engaging way to:

Create a better understanding of government process and ideas around governmentality.
Create a deeper understanding of democracy and process
Address underlying level issues of citizenship and complicity and the impact this has with respect to living in a meaningful democracy

Fierce Light and ScaredSacred Project – Cherilyn Hawrysh and Garfield Lindsay Miller

The ScaredSacred Project is a seventeen-year exploration of hope, meaning and optimism in a world increasingly shrouded in darkness and despair. The project is the brainchild of award winning media artist Velcrow Ripper, and seamlessly utilizes the unique elements of interactive, theatrical and print media to spread this powerful and uplifting message to a global audience.

Go Ball Glow – Alex Biem and Clive Goodinson

Go Ball Glow is a lightweight inflated ball, illuminated from within, that responds to pressure applied to its surface. Interacting with the ball is simple: punch it, squeeze it, or tap it and the ball's internal LEDs react instantaneously. Dozens of balls released to an energetic audience at a major music concert, transform the environment into a multi-sensorial, interactive playground, actively engaging the crowd in a shared experience.

HAL – Pascal Charest and Julien Smith

HAL is a new media delivery platform that targets media consumption in physical public spaces through wired and wireless networks. Taking advantage of modified consumer-market hardware and existing open-source technologies, HAL is a low-cost system built to deliver geographically targeted content depending on local interests.

Inanimate Alice – Ian Harper and Chris Joseph

Inanimate Alice is an interactive e-graphic novel, presently configured for on-line delivery. It is the back story to a complex film/game package. The game completes this extraordinary concept, suggesting an immersive, integrated, world of introductory story, game and movie which will be attractive to major studios looking for the next generation experience.

Jargonition – William and Franke James

Jargonition is a creative word game and satirical cartoon, focused on foibles, quirks and oddities of modern life. Every day we publish a new definition and comic. Players are challenged to create a word to match the definition, and then vote for the best. It's creative, satirical, and a bit weird, so it's usually good for a laugh.....

Jig-Sound – Jim Andrews

Jig-Sound is an interactive audio project, which has the ability to layer and sequence audio on the fly. Pioneering a new form of music and new experiences online, the user/player will be allowed to rearrange the song, meaning the idea of music is not as something that simply plays from beginning to end but is subject to the listener's compositional arrangement of the heap of art.

Nanobodz – Jody Richardson and Tom Thorne

Nanobodz is an animated comedy sci-fi cliffhanger children's series which incorporates creative input from its viewers, influencing the evolution of the shows fledging society. At nanobodz.com viewers can draw, paint, write, design, compose, or even build their own Nanobod from scratch.

Pillars of Freedom – Don Duchene

Pillars of Freedom is an edutainment product, cast as social web game for pre-teen children. It focuses on a quest to restore freedoms to an underworld inhabited by society of dysfunctional dragons. This dark and damp world must restore its lost freedoms to survive and flourish and it needs help from the players to do this.

Project Moonwalk – Khal Shariff and Eric Violago

Project Moonwalk is an educational Simulation that encourages students to take part in the historic Nasa Apollo missions and go beyond. The uniqueness lies in the fact that in using the modern, state-of-art-approach, that of the language of computer games, students (current and life-long) can appreciate the wondrous achievement of the Apollo Moon Landings through a first-person experience. Supported by a "photographic" website, teachers substituting for Mission Control will lead students through landing and extra-vehicular exploration of the Lunar surface.

ROVER – Ghassan Fayad and Mat Donnelly

ROVER is a Web 2.0 tool for regular people to tell authentic stories in the big moments that make up history. The ROVER engine extracts valuable user-generated online video by cross-referencing it to the current news headlines. It provides a platform to aggregate and broadcast (webcast, cellcast and podcast) news-related content, including video shared on YouTube. While YouTube lets users upload and share video, ROVER adds the ability to download news stories to cell phones and also to submit videos directly from people's mobiles.

Stranger Says – Akemi Tazaki

Stranger says is a multi-player Simon says game that can be played on any wireless network enabled device in the airport lounge. Simon says is a memory game where you repeat a specific pattern produced by another person or machine. If you fail to repeat, you lose. If you memorize properly and repeat, you win. In Stranger says, you create the pattern and send it to another person.

INDIVIDUAL BIOGRAPHIES

MENTORS

Arima, Yoshio

After seven years in the post production world, an opportunity at Mainframe Entertainment took **Yoshio Arima** to Vancouver for a 3D modeling job. He became a member of a small team working on two IMAX 3D-ridefilms based on the "Reboot" television series. Five years later he moved to Electronic Arts in Burnaby, where his dream to work on video games came true. Hired as a 3D artist on "SledStorm", he soon worked on "Fifa Soccer" and "SSX3"; later crossing between 3D modeling and 2D Interface Design for games such as "NBASStreet V3" and "SSX On Tour".

Along side his "work" career path, his inner voice always craved expression, and his company Bent Perspectives on Design became the outlet for this expression. His style ranges from graphic design for clients, to unique in-store displays, as well as his own line of thought cards. Animation work now includes intro animations for the podcasts "CommandN" and "MuzikDEN" and the show opening for G4TechTV's "Torrent".

Avery, Marty

Marty Avery is Chief Catalyst and founder of What if?, a business development strategy based in Calgary that helps leading, bleeding-edge and hard to understand companies connect with the people they need to know in a meaningful way. Over the last twenty years, Marty has researched, created and implemented merchandise, brand and sales strategies for a diverse group of businesses. Folks like Roots, The Framing and Arts Centres, Cornell Trading, Apple, Ivanhoe Cambridge, Sunlife Financial Real Estate, and McMillian Binch have benefited from Marty's expertise.

Among her growing list of client collaboration are The Body Shop, Second Cup, Sklar Peppler, Miller Thomson, I.C.S International, McMillian Binch, Kids and Company, CBC Radio, Atlantic Women Business Owners, Whetstone, Chicken Soup for the Beauty Professionals Soul, and over a dozen technology-based start-ups. She's participated in the Prime Minister's Task Force for Women in Business, and has been a guest lecturer at the Women Presidents Organization Annual Conference, New Brunswick College of Craft and Design, Ryerson University, the Banff New Media Institute's Interactive Project Lab and the Canadian Film Centre's Habitat New Media Lab.

She has received one North American and six national marketing awards and is a member of the American Marketing Association.

Ede, Michael

Over the past 18 years, Michael Ede has worked in business development and marketing roles in both early-stage and multinational companies in the hardware, software solutions and communications infrastructure sectors. He has experience in negotiating and managing technology partnerships, developing reference account relationships, creating strategic plans for market entry and growth, managing projects and positioning business for acquisition and investment.

His current consulting practice provides business development services to early-stage international technology companies that are entering the American market and want presence in Silicon Valley. Prior to founding RIE, Inc, Michael worked in product marketing for Packeteer in Silicon Valley and as director of corporate development for Apple Canada.

Ghiz, Louie

Louie Ghiz is an Investment Analyst for Telefilm Canada in the Atlantic Region. He has been with Telefilm since 2000. Currently Louie handles evaluation, negotiation, contracting and monitoring of New Media projects for both the Halifax and Toronto office. He also represents the interests of the Atlantic Region in the Telefilm New Media Sector. Previously Louie worked in production accounting at Picture Plant Ltd and on various TV and Feature Film productions. He holds a Bachelor of Commerce Degree from Saint Mary's University.

O'Donovan, Caitlin

After graduating from Queen's University, Caitlin O'Donovan began a career in project management with Toronto-based Immersion Studios in 1999. While there, she managed the development of interactive installations at renowned science centres and museums around the world, including the Montreal Science Centre, the Science Museum (London,U.K.), and the Smithsonian Institute's National Museum of Natural History (Washington, D.C.). In 2002, Cait began working for the Bell Globemedia Content Innovation Network (BGCIN), a collaborative venture between Canada's top interactive institutions - the Canadian Film Centre's Habitat New Media Lab, the Banff Centre's Banff New Media Institute, and the National Institute of Image and Sound (INIS) in Montreal. Cait continues to work as the Producer of the BGCIN's Interactive Project Lab (IPL), a bilingual accelerator program that assists Canadian new media companies get their products to market.

In 2002, Cait also joined the Canadian Film Centre's Habitat New Media Lab as Programmes Manager where she coordinated the Lab's training and production initiatives, including the Interactive Art & Entertainment Programme (IAEP). This post-graduate program prepares residents to think critically about interactive media and push the evolution of art and entertainment in a prototype-focused environment. In 2005, she took on the position of Manager of Production Initiatives where she oversees new media productions for the Canadian Film Centre. The New Media Co-Production program has supported the development of a wide range of projects, including the presentation of SEED, a collaborative mobile-phone experience, in New York and Toronto , and an interactive documentary for Culture.ca on the pioneers of new media in Canada.

Cait currently manages the TELUS Innovation Fund where she oversees a \$3.5 million portfolio of feature films, television series, and new media properties in Western Canada. She is leading the design of a new fund that supports emerging forms of entertainment was announced in fall 2005.

Her interest in using emerging technology and new narrative platforms has lead her to teach "Emerging Tools & Trends" at Centennial College (Toronto), organize panels across Canada on globalization and the production process, and begin a Masters in Communication & Culture at York University.

Shukla, Ravi

Ravi Shukla's practice focuses on information technology and Internet law and emphasizes the intellectual property law. Although he at one time had a significant involvement in litigation matters he now approaches his practice primarily from the standpoint of a solicitor. He acts in an ongoing capacity for significant suppliers of information technology products and services, as well as significant customers of those products and services, and projects arising from those relationships have encompassed outsourcing projects.

His emphasis encompasses structuring technology enterprises, technology development, licensing, and transfers. Ravi has experience obtaining, licensing, and enforcing patent and trade secret rights, as well as counselling clients concerning the protection of privacy rights, confidential information and other intellectual property assets. He has a strong background in matters involving online marketing and promotions, and has served on the boards of both public and private organizations ranging in size from large multi-billion dollar enterprises to technology focused start-ups.

Ravi is a frequent writer and speaker on matters within his professional interest.

STAFF

Baulackey, Tahira

Originally from Johannesburg South Africa, Tahira Baulackey has been living and working in the Bow Valley for the past 3 years. Before coming to Canada, she worked as a Data Base Administrator for an Executive Placement Agency. Tahira has worked in various positions within Media and Visual Arts (MVA) department at the Banff Centre, including MVA Office Assistant, Special Projects Assistant and Visual Arts Assistant. Currently Tahira is the Special Events and Work Study Coordinator for the Banff New Media Institute, coordinating the workshops for the Interactive Project Lab, and the critically acclaimed Women in the Director's Chair.

Delgado, Juan

Juan Delgado is a recent graduate of the University of Calgary's Communications Studies program. Originally born in San Jose, Costa Rica, Juan grew up in Calgary, Alberta and it is here where he formed his passion for acting and theatre. He has brought that passion to several organizations including the North of McKnight Youth Council, Loose Moose Theatre Co. and YMCA Calgary. Prior to coming to Banff, Juan volunteered with the New University Television Station at the University of Calgary. This is where Juan gained a passion for editing and directing stories. While at NUTV Juan became the regular host of NUTV's current affairs program 'Full Frontal', he also completed their drama school program and finished five short dramas. Juan continues to write and explore new media in his development as a feature film director.

As a work study of the Banff New Media Institute Juan hopes to learn from the artists and staff of the institute. He hopes that this creativity and dynamic attitude can have a positive impact during his time at The Banff Centre and continue to build strong professional relationships.

Kennard, Susan

Susan Kennard is the Director & Executive Producer of The Banff New Media Institute. In 2006 Susan is currently working with BNMI stakeholders to deepen the focus of the institute's activities in two primary areas: new media and technology in relationship to living culture(s); the positioning of media arts in the knowledge economy. From 1998 - 2005 Susan held the role of Executive Producer, BNMI.

Prior to her work with The Banff Centre, Susan worked in television as an associate producer for the International Hour, CBC Newsworld, and Dateline NBC, and in radio as a writer/broadcaster for CBC Radio and as station manager for CKIZ radio in Pincher Creek, Alberta. She has extensive experience in policy development, training, and advocacy for the not-for-profit community radio sector across Canada, and is the co-founder of radio90.fm, a hybrid net/fm pirate radio station.

In June 2005, Susan concluded a master's degree in Communication for Development from the University of Malmo, Sweden, completing a thesis on the relationship between contemporary art practice, social change and civil society in post-war Sarajevo. In October 2005 this research was published in the online magazine Global Tider and has since been featured in the "strategic thinking" section of the Communication for Development online portal <http://www.comminit.com>

She is a member of the program committee for the International Symposium on Electronic Art (ISEA) 2006, a member of the 2005/2006 Media Arts Advisory Committee for the Canada Council and on the international jury of the Banff World Television Festival. Susan is also a co-director of the Interactive Project Lab, a national bilingual new media accelerator program in partnership with The Canadian Film Centre (Toronto) and L'institut Image et du Son (Montreal).

Kretz, David

Born and raised in the age of information, David Kretz has always been interested in new and innovative ways to use technology. Media has always been an important aspect in David's life and bridging art with technology is one of the main drives that brought him here to Banff. He is currently interested in distributive software that allows that Internet to be used in a visual and influential manner. His current position as the Lead Programmer for the Creative Electronic Environment has him involved in research and artist projects ranging from artificial intelligence to large scale video conferencing technologies.

Schatkoski, Cindy

Cindy Schatkoski has been the Program Manager of the Banff New Media Institute since November 2005. In this role, Cindy works on the long term strategic planning and the overall development and delivery of the Banff New Media Institute program. Cindy has worked at The Banff Centre since 1998 in various program support and development capacities as part of the Media & Visual Arts and the Banff New Media Institute/Research Departments, including managing the co-production program, line producing the nationally acclaimed HorizonZero online publication dedicated to the best in Canadian New Media, administrative co-ordination of workshops and special events, and administrative support and communications. She is also the Communications Director of Radio 90 – Cellular Pirate Radio <http://radio90.fm> and specializes in online and FM radio training and development.

PROJECT TEAMS

Andrews, Jim

Jim Andrews has published <http://vispo.com> since 1995. Jim is a net artist, programmer, writer, and audio technician living in Victoria British Columbia. Much of the work he's done since 2000 has been developed with Directors, such as Nio a <http://vispo.com/nio>, which is another project featuring interactive audio. From 2003-2005, Jim worked at the University of Victoria developing his own art and interactive audio software. He also co-moderates the Empyre email list, which focuses on the discussion of media arts.

Biem, Alex

Alex Beim began his design career in Uruguay, over 18 years ago. By age 20, he was already known by the design industry, and successfully ran his own graphic design studio, specialized in design and branding for clients such as the National Paper Industry, the famous Zoo Nightclub, various magazines, and other sizeable clients. Alex created, single-handedly marketed, and secured advertising to launch Uruguay's first Graphic Design magazine.

In 1999, Alex moved to Canada and joined TribalDDB Vancouver. As a leader of the interactive department, Alex continues to play an instrumental role in guiding the company's rapid growth. Winner of many awards, his clients include Pepsi, IKEA, Michael Jackson, BC Dairy Foundation, MEC, and TELUS. His work has been recognized by Graphex, London International, Digital Marketing, Applied Arts Magazine, One Show, Cannes Lions, and Print Magazine.

Charest, Pascal

Pascal Charest is a self-employed network security consultant working in Montreal and Quebec. He is a member of the Ile Sans Fil's Board of Directors as secretary-treasurer and has occupied similar positions in the cooperative movement. He is the coordinator of the open source HAL Project and technical lead of the Montreal deployment. He is also a trainer of network, security and open source.

Donnelly, Mat

Multidisciplinary artist Mathew Donnelly is an urban sociology degree holder who has vastly explored screenwriting for film and video directing for clients such as Ninja Tune. Under the umbrella of his company, PeopleNotParkland (www.peoplenotarkland.com) Mat has produced and directed a 51 minute DVD for the artist blockhead and created an EPK and a video clip for Baltimore's emerging artists: *Spankrock*. Recently Mat has conceived and collaborated to the production of the acclaimed White Label TV initiative (www.myspace.com/wltv) and has been a writer and a consultant on several new media projects. The Fayad/Donnelly duo won the Formula Cyberpitch grand prize at the 2005 Festival du Nouveau Cinema in Montreal for the Cityspeak project, and more recently, the public's award at the BNMI's Interactive Screens 0.6 conference.

Duchene, Don

Don Duchene has over thirty-five years experience in the television industry. He began his career in a motion picture lab (Eastern Film Labs) and then, after graduating from Dalhousie University with an English degree, spent seven years with National Film Board of Canada with postings in Halifax, Charlottetown, and Calgary. He left the NFB to pursue a career as an independent producer and director of documentaries and recently, interactive products.

In 1989, he was one of three producers from across the country to graduate from the National Screen Institute's Drama lab program. A past president of the Nova Scotia Film Producer's Association, Don was also a founding member of the Atlantic Makers Cooperative and the Calgary Film Makers Co-op.

Fayad, Ghassan

Ghassan Fayad is an interactive content creator and technology developer cumulating more than 8 years of experience in the new media industry. Ghassan holds a masters degree in computer and communication engineering from McGill University and an interactive media conceptor-director diploma from INIS. In 2003 he was hired as conceptor-programmer for the TheatreQuebec.com portal and works on the Web component of *Premier Juillet*, INIS' first feature movie in HD. In 2005, he founded Kung Fu Numerik Inc., a company specializing in developing concepts for various interactive platforms, and in the production and development of broadband interactive applications using cutting edge technology (particularly Flash). KFN has recently collaborated on several large-scale productions with Turbulent Media and the Bell Broadcast and New Media Funds, such as *The American Image* (as Web director, a project co-produced by Media Principia and Films de l'Isle) and *Ullumi* (as software developer, a project co-produced by Turbulent Media and Films de l'Isle). These 2 projects are currently in production for a projected release in 2007. In September 2005, Ghassan conceived the Cityspeak project with co-creator Mat Donnelly. The project won the Formula grand prize at Montreal's Festival du Nouveau Cinema, and was a finalist at the world's leading digital content market, the MipTV / Milia in Cannes. The former award allowed the team to obtain the Interactive Projects Lab (IPL) grant accorded by INIS and the BNMI, as well as a counseling grant from Fjord Marketing. The project also recently obtained the "Seeds" funding from Telefilm Canada.

Goodinson, Clive

While studying Biology at Queen's University in 1996, Clive Goodinson created an interactive performance system that translated a dancer's real-time movements into dynamically generated music. Graduating with an MSc degree from the University of British Columbia in 2000, Clive was a winner of the Istvan Award in Electroacoustics, the Hewlett Packard Award, and the Governor General's Award in Environmental Sciences. He is also an alumnus of Green College, an interdisciplinary graduate student residence at UBC.

Since 2001, Clive has built a reputation as one of Vancouver's finest freelance web developers. With equal strengths in Flash/Actionscript, PHP, and MySQL databases, Clive has used his broad range of skills to implement innovative online projects for a number of high-end design companies in Vancouver.

Harper, Ian

Ian Harper is a seasoned businessman and small company director. He is trained in screenwriting at the UK's National Film and Television School producing a further developed screenplay E|Mission (for which Inanimate Alice is the back story) with support from the EU Media founded Euroscript project and Screensouth.

Hawrysh, Cherilyn

Cher Hawrysh is a graduate of Norman Jewison's Film Residency Program in Toronto, and is committed to producing thought provoking media that entertains, educates and expands our sense of self and the world we live in. She has played a key role in the production of 100's of hours of independent, studio, newsroom and network productions in Canada, U.S.A, Britain and Africa. Production partners include VisionTV, W, CTV, CHUM, Global and CBC. In London, UK she helped create To Free the Slaves and the award-winning documentary *Mama June; A Different Perspective on Aids*. Cher worked directly with Stephen King on *Stephen King's Kingdom Hospital*, a 13 part dramatic mini-series produced with Sony Pictures Television for ABC. She merged her interests in philosophy and spirituality with her passion for cross-platform media by creating audio, video, and web content for philosopher Ken Wilber at The Integral Institute (www.integralnaked.org, www.integralinstitute.org), and for Tami Simon of Sounds True Publications (www.soundstrue.com). Cher has been integral to the marketing and distribution of Velcrow Ripper's acclaimed feature documentary, *ScaredSacred* and is the creative producer, and business partner to Velcrow Ripper in FierceLight Films.

James, Franke

Franke James, Co-founder, The James Gang Advertising Inc., is a creative innovator, artist and writer. She has been profiled on the CTV show "*Innovating Tomorrow*", and CTV's WebMania about the company's new media and game projects. Franke invented an ethical dilemma-based card game in 2004: *Office-Politics®*, *the game everyone plays*. The dilemmas are based on letters submitted to the Office-Politics web site since 2002. Feedback from players has been excellent and demonstrates that it can be a useful tool in bringing office politics problems into the open. Franke's fascination with psychology is reflected in the online games and quizzes produced by The James Gang. They include *The Room* [Umbra], *The Love Quiz*, *The Looking Glass*, *Office-Politics [Online Contest]*, *Whack the Mayor*, and *Whack the PM* (2004, 2006). Their joint work has been featured on AOL, USA Today, Yahoo, and iVillage.com as well as in many publications, including Rockport Publishing's "The Best Work from the Web."

James, William

William James is the co-founder of, The James Gang Advertising Inc. He has led the company for over a decade, winning numerous awards for programming and design including a writing credit for the Digital Gold Marketing Award and Best in Show in 2003, for his work for Nike Canada. Casual Game projects include: *Office-Politics*, *the game everyone plays*; *Whack the PM*, Canada's national election spoof and poll; *Jargonition*, the create-a-word game (Launching in November 2006); and *The Room*, an interactive personality quiz created for Umbra.

Joseph, Chris

Chris Joseph is a British/Canadian digital writer and artist who exhibited solo and collaborative work on and offline since 2002. Past projects include *'The Breathing Wall'* (www.thebreathingwall.com) with Kate Pullinger and Stefan Schemat, a digital novel that responds to the reader's breathing rate, and *'Animalamina'* (<http://www.animalamina.com>), a collection of interactive poetry for children. He was awarded the Premio per l'arte digitale 2005 for his work on Inanimate Alice by Dipartimento per i beni culturali e paesaggistici, DARC (Direzione generale per l'architettura e l'arte contemporanee), MAXXI (Museo nazionale delle arti del XXI secolo) e Fondazione Rosselli. From September 2006 he will be the first digital writer in residence at DeMontfort University in Leicester.

Miller, Garfield Lindsay

Garfield Lindsay Miller has worked as a film and new media producer in the U.S. and Canada for the last seven years. Most recently, Garfield co-wrote and associate produced the 35mm dramatic feature film, *A Stone's Throw*. Produced by iconic Canadian filmmaker Camelia Frieberg and distributed by ThinkFILM, the film premiered at the 2006 TIFF and received the award for the Best Atlantic Feature at the 2006 AFF. Currently, Garfield is overseeing the continued development of the film's website, www.astonesthrowthefilm.com. Prior to that, Garfield co-wrote and co-produced the TV documentary *The Fires That Burn*, nominated for a 2006 Gemini Award for Best Biographical Documentary, and winner of numerous spiritual broadcasting awards.

In 2003-2004 Garfield was the media director for the Mount Madonna Centre, Government in Action program, and an educational development initiative engaging high school students in the political process from a non-partisan perspective. In addition to the above, Garfield is the vice president of the consulting firm Dr. Saul Miller & Associates, and the co-founder of Open Cinema, a grass-roots organization dedicated to screening documentary films that foster community discussion and social change.

Mitchell, Cindy

Cindy Mitchell joined Reel Girls Media in 2002 as Project Coordinator on *WildFiles.tv Interactive*, and now works as Project Manager for *Anash Interactive*, as well as *Booked Interactive*, the BOOKED Television DVD-ROM series, and the Storytellers Interactive prototype. Cindy has also worked as graphic designer for past Reel Girls Media television projects, including all 13 episodes of the *WildFiles.tv* television series.

Richardson, Jody

Jody Richardson works in many aspects of live and recorded arts. He has founded and performed in many of Newfoundland's most popular bands (Thomas Trio and the Red Albino, Fur Packed Action, The Haters) and has training and reputation as an actor of stage, film and television. He has appeared in many Canadian features, shorts and played a principal role in the National CBC series, *Gullages*. He has written and performed six plays with his writing partner Liz Pickard and also two with Susan Kent which were all written for professional companies. In 2005 he was nominated for a DORA as one of the writers adapting *No Great Mischief* for the Tarragon main stage. He has scored 10 shorts and two feature films, of which, his first feature, *The Bingo Robbers*, awarded him Best Original Composition at the 2001 Atlantic Film Festival. For NANOBODZ®, he works with the writing, sound, scoring and acting, and helps out with the visuals.

Shariff, Khal

Recipient of a 2006 IPL Travel Fellowship, Khal Shariff is a recent graduate of the University of Winnipeg with experience in developing online applications for the Canadian Broadcasting Corporation. This included technical lead for Bell ExpressVu's Hockey Night in Canada Interactive Television. Khal Shariff is now the CEO of a new independent company, Project Whitecard Incorporated that specializes in online gaming and web development, and has permanent offices and labs. Project Whitecard will focus on interactive software development.

Smith, Julien

Julien Smith has been at the forefront of independent Canadian media content for a number of years. He hosts and produces the longest-running Canadian podcast, *In Over Your Head*, which is broadcast on Sirius Satellite Radio every week. He has also worked on a number of web and city-space experimental works, and orchestrated the first of Canada's flashmobs.

Snyder, Jennifer

Jennifer Snyder has worked for over ten years in the Canadian film and television production industry as a senior level executive in business affairs and production management for both the public and private sector. Her credits include managing a 4-part series for Global Television on Canada's business tycoons, *Titans*, a 1-hour documentary special for CTV on arranged marriages, *To Love Honour and Obey*, and the animated series for Teletoon, *RoboRoach*. With Reel Girls Media Jennifer recently produced 13 episodes of the television series, *BOOKED*, as well as the award winning interactive companion www.booked.tv. Jennifer has produced three other interactive sites including www.portfolioentertainment.com and www.reelgirlsmedia.com. She is currently developing a number of television series for Reel Girls Media including *Eco-Busters* (13 x ½ hour eco-home transformation series) and *Top Dog* (6 x ½ hour leadership development series).

Suriano, Jason

As one of the principals of Hotrocket, Jason Suriano combines effective leadership and management skills in guiding the company's growth, operations, and delivery. Jason holds a Bachelor of Arts degree in Humanities with specialization in English, French and Philosophy from the University of Lethbridge, and a Master of Arts degree in Humanities Computing with specialization in Comparative Literature from the University of Alberta. He is an experienced Project Manager and researcher who has led project teams at both Athabasca University and the University of Alberta before coming to Hotrocket.

Tazaki, Akemi

Akemi Tazaki started her career in marketing and project management in the cultural sector, and helped to develop and launch the art magazine *Technikart*, which has since become one of the major lifestyle magazines for young stylish French. In the early 90's, she was assistant producer at the Louvre Museum, making some of the museum's renowned educational documentaries and films. This experience lead her to become involved in new media and products that use computers to educate people: first at Herisson & Fox Co., a start-up company that produced educational CD-Rom's for children, then at Sentius Corporation in Palo Alto, California, where she worked on linguistic computing software and a CD-Rom for the ESL education program.

After her studies at Parsons School of Design, she worked in New York, first as freelance graphic designer, then as an information architect for Sapient. She then moved to Montreal, Canada, where she became a senior user interface designer for Discreet Logic's R&D Department, developing user interfaces for high-end editing and special effects software. She holds a patent for sure interface design from her work there. The past 3 years her works concentrate on product innovation and interaction design for major corporations. Her clients include Hitachi research lab, Alcatel, France Telecom, Telecom Italia Mobile, Virgin and T-mobile international.

Thorne, Thomas

Thomas Thorne started his creative career at the age of 10 when he developed, designed and sold paper/pencil-based action games in elementary school to fellow students. After high school Thomas freelanced as an art director & designer for clients such as CBC and MCA Records then turned his attention to Animation, Broadcast Design and Visual Effects studying at George Brown College, the University of Toronto and the Academy of Design - respectfully. Since graduating Thomas has created content for Imax, mobile services and everything in between for such award winning companies as Buzz Image Groupe and Digital D'go. Thomas has been involved in every aspect of the creative production cycle from conceptual artwork, character design and storyboarding to modeling, animating, lighting, direction, editing and post production duties.

Violago, Eric

Eric Violago holds a degree in Computer Science from the University of Manitoba. He has served as a project manager for a variety of IT projects with a specialty in Graphical User Interface design. Mr. Violago spent many years as a lead software engineer in developing Risk Management software products for various companies across Canada. He is currently a Project Manager for Project Whitecard Incorporated.

Wemigwans, Jennifer

Jennifer Wemigwans is a new media producer, writer and PhD candidate at the Ontario Institute for Studies in Education at the University of Toronto where she is exploring the convergence between education, Indigenous Knowledge and new media technologies. In 2001, she started Invert Media a multi-media production company that provides creative services in film and new media production, writing and research specializing in Aboriginal content and education. Jennifer has specialized in the creation of Aboriginal content by challenging herself and others to reveal new ways of knowing and seeing. From concept creation, development and production, Invert Media has provided writing and production services for several community based projects. In 2003, Jennifer attended the Banff International Television Festival as a CTV associate and in 2004, presented on perceptions of gender at the second annual New Perspectives conference on popular culture, technology and society. More recently, in 2005 she was one of six directors invited to participate in Women in the Director's Chair and was an invited senior artist at Interactive Screen 0.6 Margins: Media: Migrations at the Banff New Media Institute in 2006. This fall look for her latest endeavor, *Four Directions*, an interactive website showcasing Indigenous Knowledge through the diverse teachings of five First Nations from across Canada. This work stems from her extensive involvement in Aboriginal education and from her frontline community work in Toronto's First Nations community.

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