

INTERACTIVE SCREEN 0.6 OFFICIAL PROGRAM

SATURDAY AUGUST 12

Informal Meet and Greet

8:00pm - 10:00pm

Ceramics Balcony, Glyde Hall, 2nd Floor

Interactive Screen participants, senior artists and peer advisors meet on the balcony for refreshments, snacks and introductions.

SUNDAY AUGUST 13 – DAY ONE

Interactive Screen in Transition: Overview and Welcome

9:00am – 9:30am

Rice Studio, JPL

Interactive Screen in transition; how the days will flow, who is here and why, and what *Margins: Media: Migrations* can mean.

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

Host: Daniel Canty. *Independent Writer and Director, Guest Programmer, Montreal*

The Banff New Media Institute – A working context for artists, producers, researchers and beyond.

9:30am – 10:00am

Rice Studio, JPL

Interactive Screen is but one component of the decade old Banff New Media Institute. Active in the field of technology, art and culture since the advent of global connectivity and the information revolution the Banff New Media Institute provides a unique, stimulating and vital working context for the development of knowledge and craft related to the field of new media.

New media is at the same time established and ephemeral. It is in the space between that the BNMI locates itself, by working with individuals, companies, teams and partners in its exploration and pursuit of uninhibited creative excellence and pluralism. The “re-engineering” of technology as artistic, social or commercial strategy continues to motivate, offering entirely new possibilities for the development of the field, and the programme offerings of the BNMI.

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

Coffee Break

10:00am – 10:15am

Rice Studio Foyer, JPL

ROUND TABLE: The Convergence Conundrum. A Cross-Canadian Perspective on the Business of Content

10:15am – 11:30am

Rice Studio, JPL

Panel members will present the orientations of successful convergent companies and the Canadian policy environment dedicated to the creation of ‘crossmedia’ entertainment. They will consider ‘convergence’ as the Canadian industry model and highlight the relationships between TV or film, money, content, and new media. How is the Canadian media landscape changing? What is the real shape of the new media economy? What are cultural industries, from a Canadian perspective?

After 5 years in the convergent production market, we finally see a strong interest and many business opportunities being developed for content production. Marc Beaudet will survey the many possibilities that are now on the horizon: private sponsorship for new and original content production and advertising revenue for the distribution and exploitation of content. Today, the industry is still centered on service and still depends on government grants and tax returns. However, we do think that new business models will emerge and take the lead in the near future.

Marc Beaudet. *President, Turbulent Média inc., Montréal*

The perspective of the challenges that cultural industries are facing in regard to perceptions around technology and production. Katherine’s presentation will use Video In Studios as a case-in-point, wherein the means of artistic production are increasingly decentralized, and the rationale for our cultural industries finds itself shifting its focus from

craft to the business of how to market critical dialogue and provide for the social needs that are inherent to humans that talk about, engage with and make art.

Katherine Lee. *Development Coordinator, Video in Studios, Vancouver*

Question and Answer Period.

Nicole McGill. *Chief Editor, Culture.ca, Department of Canadian Heritage, Ottawa*

Wayne Clark. *Senior Programming Officer and New Media, Aboriginal Peoples Television Network, Winnipeg*

Host: Susan Kennard. *Director & Executive Producer, The Banff New Media Institute, Banff*

Lunch

11:30 am – 12:30pm

Main Dining Hall

CASE STUDY: The Technology, Privilege and Innovation

12:30pm – 1:45pm

Rice Studio, JPL

The Canadian legal system, among other things, provides a stabilizing dispute resolution process supportive of the existing societal order. Notwithstanding that fundamentally conservative role, the system is responsive to severe demands for social change and, at times, has proven to be a more viable institution for driving change than Parliament. Given that the Internet is a highly disruptive set of technologies which, by enhancing peoples' abilities to access, store, interact with and transmit vast amounts of information, dramatically subverts all manner of pre-existing social, political and economic norms it is not surprising that both pro and anti-change agents have attempted to access that dispute resolution functionality and by doing so have given rise to a host of difficult new legal issues. In so doing, the Internet forms the latest addition to a line of such technologies. The Apple iPod and Google initiatives provide, at one level, an opportunity to examine two different ways in which businesses successfully leverage intellectual property laws to support their business objectives and, at another level, a springboard from which to discuss some broadly applicable principles regarding the manner in which the legal system is responding to innovation rooted pressures for change.

Ravi Shukla. *Counsel, Lang Michener LLP, Toronto*

I knows it when I "seize" it - the proliferation of: (i) self-help remedies (such a technical protection measures and anti-circumvention legislation); (ii) collective, as opposed to personal, administration and enforcement of rights in new technologies - the carrot versus the stick approach; and alternate dispute resolution (ADR), as effective responses to balancing the rights of the innovator to capitalize on his or her creative work product versus the rights of the public to benefit from technological innovation.

Stephen Selznick. *Cassels, Brock & Blackwell LLP, Toronto*

Host: Susan Kennard. *Director & Executive Producer, The Banff New Media Institute, Banff*

Coffee Break

1:45pm – 2:00pm

Rice Studio Foyer, JPL

An Hour of Show & Tell

2:00pm – 3:00pm

Rice Studio, JPL

Participants who are not presenting throughout the course of the week are welcome to show their work.

The Interactive Screen Development Intensive: Behind the Screen

3:00pm – 4:30pm

Rice Studio, JPL

This year twelve Interactive Screen development intensive scholarships were made available to applicants. Individuals or teams who were encouraged to apply. The scholarship recipients received full travel, accommodation and tuition as well as customized mentorship and project development support over the course of this creative learning workshop. Hands-on consulting, development time and production support will give the winners the chance to prepare an interactive calling card for their projects and the exclusive opportunity/challenge of presenting their projects in a formal pitch session at the conclusion of Interactive Screen. Please refer to the Program Booklet for biographies and project descriptions of the following individuals.

Introduction of the Interactive Screen Development Intensive scholarship recipients:

Alejandra Anderson. Vancouver

Kelly Andres. Lethbridge

Jason Baerg. Toronto

Rawl Banton. Toronto

Andres Colubri. Buenos Aires

Cam Christiansen. Calgary

Mathew Donnelly. Montreal
Ghassan Fayad. Montreal
Patrick Harrop. Winnipeg
So-young Park. Vancouver
Sabrina Saccoccio. Toronto
Akemi Tazaki. Montreal

Host: Jan-Christoph Zoels. *Senior Partner, User Experience Design Experientia, Torino, Italy*
With Peer Advisors: Susan Kennard, Fiddian Warman and Daniel Canty

Dinner

5:30pm – 6:30pm

Main Dining Hall

Definition 2006: Changing Standards of Broadcast Production

8:00pm – 11:00pm

Rice Studio, JPL

As television producers continue to fully rethink everything they know about the business of broadcast, the Banff New Media Institute Accelerator Program at The Banff Centre brought together a group of industry experts to discuss the impact of HD technology on production budgets, working in post-production on hybrid formats, project management considerations, cultivating audiences for HD productions, current HD policy and timelines for analogue shutoff. In conjunction with the HDTV Summit, an open competition, "Definition 2006", was held which solicited works from around the world that highlighted the use of the HD format.

This evening we showcase the jury's selection.

Heartbeats of Denali, 18 min. 30 sec., *Patrick McCloskey*, McCloskey Productions, Canmore
Burnt Toast, 50 min., *Larry Weinstein*, Rhombus Media, Toronto
War Hospital, 89 min., *David Christensen*, NHK, Calgary

Host: Mark Resch. *Entrepreneur and Co-Founder, Onomy Labs, San Francisco*

MONDAY AUGUST 14 – DAY TWO

A Summary of the events of Sunday August 13th

9:30am - 10:00am

Rice Studio, JPL

With Katherine Lee. *Development Coordinator, Video in Studio, Vancouver*

Creative Commons: Art, Activism, and the Database

10:00pm – 11:00am

Rice Studio, JPL

Pre-Cursor: A discussion of political and pragmatic aspects of independent production, online publication, fabricating fiction and recycling code. J. R. Carpenter will chase narrative threads across media and trace technological continuities between her hypertext fictions and their precursive forms, which include: the book, the zine, the lab report, the slide show, the guide book, the bulletin board and graffiti.

J.R. Carpenter. *Independent Poet, Fiction Writer, Web Artist, Montreal*

Hello, World: Materiality and network culture. With IN[]EX, thousands of wooden blocks are released into the world. Their circulation creates a sound environment in the space of a shipping container. This project takes place in the context of shipping and distribution of goods and the movement of people in the two port cities of Vancouver, British Columbia, and San Jose, California. IN[]EX engages both the subject of things and the mechanisms by which things are distributed in the global economy. In this project the unit that circulates through the network system is overtly material - blocks of selectively logged Douglas Fir embedded with rare earth magnets. The piece introduces questions of what happens when we move from a digital culture that is immaterial and toward a view of networks as they operate in physical and material space. Among other things, this leads to questions about the database: what is a database when each unit or thing in it occupies physical space? Is the 'internet of things' a kind of database? Can you have other databases of things? Is a factory a database? Is a Wal-Mart a database?

Kate Armstrong. *Artist, Writer, Vancouver/New York*

Host: James Rout. *Librarian, Paul Fleck Library, The Banff Centre, Banff*

Coffee Break

11:00am – 11:15am

Rice Studio Foyer, JPL

The View from Outside In: Margins of Art and Activism

11:15am – 12:15pm

Rice Studio, JPL

A look at how artists, using media tools on the margins of 'common practice', are modifying the image and participating in social change. How is the active modification of the image transforming the social contract? Art and activism are worlds away, but share a common belief in the value of the renewal of 'point of view'.

Cheryl L'Hirondelle will present her latest net.art project <http://www.wepinasowina.net>, make references to past work <http://treatycard.banff.org> and <http://www.artinjun.ca> and speak briefly about some current research around ndns on the net in regards to MMOCs.

Cheryl L'Hirondelle. *Independent Artist/Associate Researcher, Smartlab/UEL, Vancouver*

Soda created irrepressible info for Amnesty International which raises awareness of internet censorship and the role of big businesses in helping repressive governments to control the flow of information to their people. Soda have also recently been involved in innovating a range of creative international collaborations aimed at fostering understanding between differing cultures. See <http://www.nahnou-together.org/> and <http://b.tween2cultures.net/>

Fiddian Warman. *Founder and Managing Director of Soda Creative Ltd., London, UK*

Host: Susan Kennard. *Director & Executive Producer, The Banff New Media Institute, Banff*

Lunch

12:15pm – 1:15pm

Main Dining Hall

The View from Inside Out: Margins of Technology and Business

1:15am – 2:30pm

Rice Studio, JPL

This panel will look at changes in world affairs and technology that influence the form of media participation and present some key trends in technology design and aesthetics.

Galloway's research takes a critical social, cultural and spatial look at locative media design. After a brief overview of what she sees as significant interests and values shaping - and being shaped by - contemporary locative media design practices, Anne will turn to some of the shifting relationships between, and amongst, producers and consumers. Ultimately, she will connect these local observations to more global concerns of community and citizenship in the 21st century, and discuss what she believes to be some of the most insistent challenges facing practitioners everywhere today.

Anne Galloway. *PhD Candidate and Lecturer, Dept. of Sociology and Anthropology, Carleton University, Ottawa*

The culture of technology gives us technically correct tools, with new technology as its destination. The emerging culture of makers takes technology as a point of departure, using technology as a medium rather than a goal. Using technology in this new way affords the opportunity to match ourselves, anthropologically opening new opportunities and engaging us in a virtuous circle of learning-doing-sharing.

Mark Resch. *Entrepreneur and Co-Founder Onomy Labs, San Francisco*

Jan-Christoph Zoels. *Senior Partner, User Experience Design Experientia, Torino, Italy*

Host: Valérie Lamontagne. *Co-Director, Mobilegaze, Independent Curator, Artist, PhD Candidate, Concordia University, Montreal.*

Digital Alberta: Creating a collaborative ecosystem for digital media producers in Alberta

2:30am – 3:30pm

Rice Studio, JPL

Digital Media combines technical innovation with creativity to develop business solutions, to deliver sophisticated yet easy to use interactive programs for education and training, and multi-platform products for personal and public entertainment. It is a young and still emerging industry in Alberta with a potential to become one of the main drivers of the Alberta economy in the digital era ahead. As the digital media industry develops it is crucial that business and the production community take every opportunity available to be innovative and maximise the use of partnerships and technology.

Jennifer Snyder will discuss how Reel Girls Media maximized specific business partnerships to drive the financing and marketing of Wildfiles.tv, Booked.tv and Anash Interactive.

Jennifer Snyder. *Producer, Reel Girls Media, Edmonton*

Michael Magee. *Ph.D., University of Calgary, Calgary*

Host: Ken Bautista. *CEO & Executive Producer, Hotrocket Studios Inc. / Rocketfuel Productions Inc., Vice-President, Digital Media Association of Alberta, Edmonton*

An Hour of Show & Tell

3:30pm – 4:30pm

Rice Studio, JPL

Participants are welcome to show their work and pitch new ideas.

Coffee Break

4:30pm – 4:45pm

Rice Studio, JPL

Blast Theory – Can You See Me Now?

4:45pm – 5:45pm

JPL 204

A chase game played live online and in the streets. Online players are dropped at random locations into a virtual map of Banff. Blast Theory runners search for you in the very real streets using GPS, tracking your avatar down as you flee online. *Can You See Me Now?* won the Golden Nica for Interactive Art at the 2003 Prix Ars Electronica, is a collaboration with the Mixed Reality Lab, University of Nottingham, and is supported by the Arts Council of England.

Please arrive early – there are limited spaces for the game. It will work on a first come / first serve basis. Anyone interested in participating as a 'runner' should speak to Emily Paige well in advance of the performance.

Dinner

5:45pm – 6:30pm

Main Dining Hall

Optional Hike up Tunnel Mountain

6:30pm-8:00pm

Meet at JPL Tree

TUESDAY AUGUST 15 – DAY THREE

A Summary of the events of August 14th

9:00am – 9:30am

Rice Studio, JPL

With Mia Makela (SOLU). *Media & Live Cinema Artist, Barcelona*

Playing the Interface

9:30pm – 10:45pm

Rice Studio, JPL

The interface exists at the transparent boundary of form and content. Three interactive designers discuss the shifting shapes of screens.

Sodaplay for the last 5 years has endured as a popular example of a web tool enabling users to generate and share content. We are now radically extending the level of control users have by enabling them to modify and create simulation applications like Sodaconstructor. We created an open development environment called Playforge, see: <http://www.playforge.net/>, which is a framework underpinning the new Sodaplay and its applications. Importantly we are making the development process as transparent as possible and our users are able to track the process of development at <http://dev.sodaplay.com/>. We have also created a user interface that can be reconfigured by non programmers using XML.

Fiddian Warman. *Founder and Managing Director of Soda Creative Ltd., London, UK*

User vs. patcher/programmer.

It seems that traditional user interfaces are turning more and more into DIY platforms. The same development is taking place also online (> myspace,flickr). I would like to reflect on the possible effect this might have on the actual content and the aesthetics of the output/ artwork. Is all digital art turning into software art? Is patching more interesting than performing (MAX/MSP/JITTER)?

Mia Makela (SOLU). *Media & Live Cinema Artist, Barcelona*

Randy Knott. *Co-founder IAMSTATIC, Toronto*

Host: Mark Resch. *Entrepreneur and Co-Founder Onomy Labs, San Francisco*

Serious Games: Understanding the grey area between learning and playing

10:45am – 11:45pm

Rice Studio, JPL

Hotrocket is excited to host a panel discussion around the nature of gaming, play, and learning. With the growth of serious games as a burgeoning branch of simulation based learning environments within education, health, military, and government, more and more discussion is happening around the place of "entertainment" in games. This panel will look at questions that deal with hot topics such as: instructional designers sucking the fun out of games, games distracting from necessary learning outcomes, and the role of the instructor/facilitator in the game.

Michael Magee. *Ph.D., University of Calgary, Calgary*

Owen Brierley. *Producer, Hotrocket Studios Inc. / Rocketfuel Productions Inc, Edmonton*

Host: Ken Bautista. *CEO & Executive Producer, Hotrocket Studios Inc. / Rocketfuel Productions Inc., Vice-President, Digital Media Association of Alberta, Edmonton*

Lunch

11:45pm – 12:45pm

Main Dining Hall

TALK and WALK: Mobile Media and the Problem of Knowing the World

12:45pm – 2:45pm

Meet at Rice Studio, JPL / Hoodoo Trail

"The wilderness is not just far away, and dwindling, but implicit in things we use everyday, as close at hand as a flat tire or a missed step." ~ Don McKay, *Materiel*

Global Heart Rate is a BNMI Advanced Research Technology Mobile Lab research project and part of the Mobile Digital Commons Network (MDCN). In collaboration with our network partners - Concordia University and the Ontario College of Art and Design, and supported by Canadian Heritage - Global Heart Rate explores the creation of location-based content for handheld mobile media devices (cell phones) through the development of unique multimedia content, software platforms, prototype applications, wearable accessories, and sensor systems.

In concert with these content and technical innovations, Global Heart Rate applies ethnographic analysis, participatory design, and other social science research methods to investigate existing patterns of mobile media use, and pose questions about the future application of mobile media technology to the enhancement of outdoor park environments. Current projects focus on enriching the experience of Banff National Park and the Town of Banff for visitors and residents. Presently, Global Heart Rate enjoys a growing partnership with Banff National Park.

This session will be part presentation, part exploration in the field. A short project overview will be given in the classroom location with a focus on current research and design questions: the deep dependency of getting to know the territory - that is, the place (natural and human context) - where the locative media experience will be delivered in Banff National Park; looking, listening and spending time outdoors getting to know that place for inspiration; design testing (audio, visuals, GPS software, stories) outside on-location to see how these elements actually fit with and interact with the place (and contribute to the overall user experience).

The group will then be led on a hike. Trail stations will be set up, with each showing how design process strives to cope with and explore or incorporate the surrounding environment and the active and the relationship between landscape, memory, and mobile media.

Rupinder Deol. *Mobile Applications Engineer, Banff New Media Institute, The Banff Centre, Banff*

Davide De Saro. *Audio Engineer, Banff New Media Institute, The Banff Centre, Banff*

Sarah Hoyt. *Researcher, Parks Canada, Banff*

Christopher Quine. *Interaction Designer, Banff New Media Institute, The Banff Centre, Banff*

Angus Leech. *Lead Artist/Producer for Global Heart Rate, Banff New Media Institute, The Banff Centre, Banff*

Break

2:45pm – 3:00pm

Interactive Screen Development Intensive Pitch Session

3:00pm – 5:00pm

Leadership Lab, DCH 21 & 23

Free Time for Interactive Screen Participants

*** Recommended Banff Summer Arts Festival Event***

7:30 p.m., Donald Cameron Hall Amphitheatre

Sarah Harmer - outdoor concert

Tickets: Adults \$27.50 Student/Senior \$25. Advance ticket purchase is recommended.

Captivating Canadian singer-songwriter Sarah Harmer wows audiences with her introspective, exquisite lyrics, her beautifully burnished, enchanting voice, and superb mix of folk, country, bluegrass, and roots music. But don't take our word for it! *Time Magazine* (2005) says "One of the five voices you need to hear," and picked her first album *All of Our Names* as best debut of the year! A previous Juno award winner, on Sarah's latest, acclaimed recording "I am a Mountain" the songs are more influenced by folk, country, and bluegrass while thematically, they tell new versions of old songs. Joining Sarah on stage for this outdoor concert are Julie Fader (vocals, keys), Jason Euringer (vocals, stand-up bass), Spencer Evans (clarinet, accordion), Joey Wright (mandolin, guitar), and Chris Bartos (violin, harmonica).

Purchasing a ticket:

Tickets for Banff Centre events can be purchased through the Banff Centre Box Office or at any Ticketmaster outlet in Canada.

By Phone: Call us at 1.800.413.8368 or 403.762.6301 to book your tickets over the phone by credit card (Visa, MasterCard, American Express). We will either mail your tickets to you or have them ready for you at the box office on the night of the event.

E-mail: Send your request to the box_office@banffcentre.ca. A representative will contact you regarding payment.

In Person: Visit us in the lobby of The Banff Centre's Eric Harvie Theatre (located on St.-Julien Way) during regular business hours or at the venue box office one hour prior to the event (subject to availability).

Tickets may also be purchased on line at www.ticketmaster.ca.

WEDNESDAY AUGUST 16 – DAY FOUR

The Factual Eye: Producers Discuss the Changing Nature of their Craft

9:00am – 10:30am

Rice Studio, JPL

HD provides uncanny possibilities for revealing and, in its conjunction with other digital tools, manipulating images. The Web is an open platform for the multiplication of points of view and the renewal of the documentary form. Split between fidelity and possibility, the documentary pact has been going through unexpected growing pains. Documentary makers delve into the inner workings of the factual eye.

With a reflection on the Sunday evening screenings and a critical look at HD technology and its impact on cinema and production, Mark Resch will look at the power of the medium and point of view.

Mark Resch. *Entrepreneur and Co-Founder, Onomy Labs, San Francisco*

Engaging the cosmology... How interactivity enables and facilitates a working context for the exploration and communication of Indigenous knowledge.

Jennifer Wemigwams. *FourDirectionsTeachings.com, Toronto*

Perhaps the biggest casualty in the brilliant HDTV-documentary "War Hospital", by David Christensen and the National Film Board, was its online, interactive counterpart. War Hospital "Interactive" had an intensive two-year background research and development phase supported, in part, by the Interactive Project Lab and the National Film Board. This phase explored in detail the natures of, and complex relationships between the story, the genre, the media and the public. The project itself was never finally produced. This is not a story about failure, however. The plight of War Hospital Interactive becomes, instead an important departure point into insights and debates regarding the relevance, effectiveness and potency of online interactive documentary.

Kurtis Lesick, *President/Creative Director, kulturlab, Calgary*

Host: Daniel Canty. *Writer and director, guest programmer, Montreal*

Coffee Break

10:30am – 10:45am

Rice Studio Foyer, JPL

Pocket Movies: Cinema for the Short Attention Span Idler

10:45am – 11:45am

Rice Studio, JPL

Judy Gladstone illustrates how the successful Shorts In Motion project was born: from the original idea, to building collaborative partnerships, finding funding, hiring creatives, growing the project, and learning what really works on screens big and small.

Adam & Dave will give an insider's take on creating very short films for very small screens. Topics include: the storytelling and compositional challenges of current cellphone technology; the benefits of a sexually charged title; working with traditional broadcasters on new, undefined platforms; the truth behind 9/11 and the exciting new equation: small films = big audience.

Judy Gladstone. *Executive Director Bravo!FACT, Toronto*

Adam Brodie & Dave Derewlany. *Filmmakers, Toronto*

Host: Susan Kennard. *Director & Executive Producer, The Banff New Media Institute*

Lunch

11:45am – 12:30pm

Main Dining Hall

Filming Outside the Cinema

12:30pm – 2:30pm

Rice Studio, JPL

What remains of the image after we leave cinema behind? The image-makers gathered here show us that film can shatter and scatter the frame, adapt to alien frame rates, trade in the skin of texture or add to the noise of culture. Will civilization's longing for the gigantic figures of film survive the endless blossoming of images? Or was it film's ambition, all along, to spillover into the ambient light and walk out, alongside us, onto the stage of life? The panel members will touch upon cultural activism and new forms of media; filmmakers who don't show films in cinemas, yet who have a cinematic approach; and the use of web and other platforms to shape experiences.

Peter Hovarth will discuss the Internet as medium for narrative based and abstract video work or "Web Cinema" (using his work as examples); the use of fragmented approaches to narrative structure within the multi-windowed

browser environment; his interest in the relational aspects of the medium (one to one x 50,000); and the web's capacity to facilitate a direct relationship with an individual viewer on his or her own terms.

Peter Horvath. *Video, Sound, Photo and New Media artist, Toronto*

I would like to discuss and show examples of digital processing methods of moving images and their implementations in space. I would also like to encourage brainstorming on the possible alternatives for cinema, which [still] is based on images moving in time. When we talk about the remains of post-cinematic image, are we talking about bits and pixels or are we talking about the [un]imagined possibilities of profoundly changing our visual culture and escaping the frame/ the rectangular/ the fixed viewpoint hardware/software and creative-wise ?

Mia Makela (SOLU). *Media & Live Cinema Artist, Barcelona*

"Miracles in Reverse" is a self portrait, but a self as a process not a fixed entity and the interactive player is part of the process. "Miracles in Reverse" is like a movie in its aesthetics and points of view. "Miracles" is programmed in the language used by game designers but is not like most interactive games where you are traveling through simulated architecture and bound in a Newtonian world of continuity and gravity. In "Miracles" you are navigating through cinematic space and language as opposed to simulated gaming architecture. Like most games, however, there is a prize to be found in "Miracles" which is to know the artist and her symbolic world filled with dark secrets as well as synchronous acausal magic. This work asks for both spiritual and material witnesses.

Julia Heyward. *Multimedia Artist, New York*

Randy Knott. *Co-Founder IAMSTATIC, Toronto*

Host: Daniel Canty. *Independent Writer and Director, Guest Programmer, Montreal*

Coffee Break

2:30pm – 2:45pm

Rice Studio Foyer, JPL

Visualization and the Art of the Idea: A Visit to the BNMI Visualization Lab

2:50pm – 4:15pm

Rice Studio, JPL

Virtual immersive environments have quite consistently underwhelmed audiences all over the world. The promise that we can experience an enhanced reality is problematic as a starting point simply because the "real" is so compelling and impossible to replicate in a closed environment like a "CAVE". However, much like cinema, there are ways to draw viewers in without recreating the whole environment. We are interested in ways that viewers can be drawn into virtual experiences and narratives by mixing audio, video, virtual objects, improvisation, and performance. The questions of what is gained and re-invented in immersive spaces will be addressed. We will also speak about the process of building a prototype virtual environment in the lab which was later ported to a gallery setting and used in an interactive improv dance/theatre performance.

Maria Lantin. *Visualization Researcher, Advanced Research and Technology (ART) Lab, The Banff Centre. Banff*

Leila Sujir. *Video installation artist, Professor, Distinguished Scholar, Montreal*

Host: Susan Kennard. *Director & Executive Producer, The Banff New Media Institute, Banff*

Beach Party BBQ at Cascade Ponds

6:00pm – 10:00pm

Meet outside of DCH, Big Yellow Bus

Transportation to and from event is available.

Barbeque dinner will be provided. BYOB.

THURSDAY AUGUST 17 – DAY FIVE

Interactive Screen Development Intensive Pitch Session

9:00am – 11:30am

Leadership Lab, DCH 21 & 23

One-to-one meetings.
Open time.

Lunch

11:30am – 12:30pm

Main Dining Hall

Overview

12:30pm – 1:00pm

Rice Studio, JPL

Round-up of the day before
Julia Heyward. *Multimedia Artist, New York*

Juried Presentation of Pitches by the Interactive Screen Development Intensive

1:00pm – 3:00pm

Rice Studio, JPL

Host: Jan-Christoph Zoels. *Senior Partner, User Experience Design Experientia, Torino, Italy*

Coffee Break

3:00pm – 3:15pm

Rice Studio Foyer, JPL

Key Note Address: Technosocial Screens: Mobilities, Communities, Citizenship

3:15pm – 4:15pm

Rice Studio, JPL

Screen: v. to show or hide from view; to sift or separate; to shelter or protect

New media technologies promise to reconfigure relations between producers and consumers, public and private, physical and digital, local and global - and in these shifting scenarios the screen takes on a multitude of roles. Not only are screens changing size and resolution, some are becoming softer and more flexible, and others are disappearing entirely. Some screens offer a bird's-eye view of the world that we can hold in our hands, and others tell us where we are - or could be - at any given moment. Whatever the type of screen, we can be sure of one thing: people, places, objects and ideas are being screened at the same time. Together we will explore some of the critical ways in which new media technologies shape, and are shaped by, our changing experiences and understandings of community and citizenship. What kind of shelter and hope can we expect from a world of everywhere and anywhere media?

From what, and whom, are we protecting ourselves? How are these technological practices sorting our everyday social, cultural and creative relationships? What, and whom, gets hidden - or cannot hide at all? How can new media technologies explore different ways of belonging and being together? How can they encourage diverse and lively participation and representation around shared matters of concern?

Anne Galloway. *PhD Candidate and Lecturer, Dept. of Sociology and Anthropology, Carleton University, Ottawa*

Coffee Break

4:15pm – 4:30pm

Rice Studio Foyer, JPL

Are Your Our Next Producer? The Funders Perspective

4:30pm – 5:30pm

Rice Studio, JPL

Wayne will draw on his experience of working as an independent producer and also with Telefilm Canada to talk about the multitude of financial structures available in Canada and to discuss changes that will be required for newer forms such as mobile and IPTV.

Wayne Clark. *Senior Programming Officer and New Media, Aboriginal Peoples Television Network, Winnipeg*

Having appraised thousands of applications in her nine years as executive director of CHUM Television's Bravo!FACT (Foundation to Assist Canadian Talent), Judy Gladstone knows what it takes to make a short film work. She shares her insight into how to make your proposal shine.

Judy Gladstone. *Executive Director Bravo!FACT, Toronto*

Having worked for many years in marketing and production at the NFB, Canada's public media producer, Thompson will discuss how the NFB engages with producers, filmmakers, artists and communities within the changing audio visual environment.

Bonnie Thompson. *Producer, National Film Board of Canada, Edmonton*

Claire Dion. *Associate Director, Bell Broadcast and New Media Fund; Independent Production Fund; Cogeco Program Development Fund, Montreal*

Nichole McNeill. *Chief Editor, Culture.ca, Department of Canadian Heritage, Ottawa*

Host: Katherine Lee. *Development Coordinator, Video in Studio, Vancouver*

Dinner

5:30pm – 6:30pm

Main Dining Hall

Mixed Tape: An Evening of Live New Media

8:30pm – 12:30am

Bison Courtyard, 211 Bear Street

Showcasing sound installation, live cinema, work by Interactive Screen artists, and a BNMI Radio 90 DJ.

8:00pm

Julia Heyward, from NYC, will be performing with elements of her large scale triptych "Nothing Random Access Memory" which includes the completed interactive version of "Miracles in Reverse" as well as work-in-progress versions of part two, "Points of View," a series of 'faux' windows (including the artist's own bedroom window, which looks out onto Cortland Alley, an often used film location featuring a continuous stream of Hollywood simulated violence) and part three "The Gabriel Frequency," featuring the Archangel Gabriel the middleman of monotheism and the source of much of the conflicting revelations that to this day is at the core of the various infidel cleansings. All parts of the triptych deal with trauma and memory -- some from a local/personal perspective others from a global/mythological perspective.

9:00pm

SOLU, who hails from Barcelona, will be presenting a live recording of one of her audiovisual sessions made for the music of Atlanta based experimental musician Richard Devine. Entitled UKIYO-E, is a piece that features landscapes covered with "post-nuclear" noise, Qtrv-sceneries from MIR-space station, Sarajevo, Japan and Barcelona, and images of the people were taken in New York just before the Iraq-war. This is a rare opportunity to see and learn about LIVE Cinema from one of it's best and brightest stars.

9:30pm

Randy Knott, from Toronto and co-founder of IAMSTATIC, a multi-disciplinary art and design collaborative, will be presenting an amalgam of popular riffs from 80's tunes remixed with contemporary drumbeats. He describes his computer at work as "just a computer", whereas his computer at home is his "tool". The audio session will administer sound installation pieces into his music while giving us what can be expressed as, "Eye of the Tiger meets Squarepusher."

10:30pm+

Mama, while born in France, her heart grew up in French Guyana and is currently adjusting to the alpine climate in Banff. Her sultry beats ultimately reflect the diversity of her travels as Mama will be performing sessions of Dancehall, Soca, Ragga, Reggaton, Hip Hop, Rai, Salsa, Cumbia, Bossa Nova, Zouk, African beats and French Rap. To bring the tempo down, Mama likes to soothe the crowd with Calypso, Soul, Zouk Love, Folk, R&B and Rock en Espanol. As the host of Mama's Meat Shack, this BNMI Radio 90 – Cellular Pirate Radio DJ knows how to get her audience all worked into a sweat. When the mood is right and Mama feels like getting freaky, she'll play tunes that make you want to get naked. That's right. Naked.

Please come to drink (cash bar provided), eat, dance and play. An event like this cannot be missed! Catering services provided by the Bison Mountain Bistro General Store.



FRIDAY AUGUST 18 – DAY SIX

Muscléd Memories: An interactive performance spinning stories and worlds

9:00am – 10:00am

Rice Studio, JPL

An improvisational performance within the CAVE environment which plays with the ephemeral virtual, the performance, *Muscléd Memories.2* comes out of the notion of embodied memories: memory held in the muscles of the body, the performance, gestures and stories unpack imagined and real narratives evoked by Sujir's interactive video within the CAVE environment, *My Two Grandmothers.RMX*, *Day-old Venice*, and *Tulipmania.2*, *Leiden*. The narratives address the grandmothers, touch 'day-old venice', and play with the tulips by moving memories and spinning stories.

Muscléd Memories.2 offers the viewer the chance to play the game, spin the performance, find new narrative in random moments, remix the stories. Come play with us.

Attempting to hold the unholdable, to unpack the unpackable: a suitcase, a teapot, culture history time.

Held in the body

Skin

Remix

Performance

Memory re-mix

Nicole Mion. *Artistic Director, Road Pictures & Springboard Dance, Calgary*

Leila Sujir. *Video installation artist, Professor, Distinguished Scholar, Montreal*

Kimberley Cooper. *Performing Artist, DJD, Calgary*

Eric Rose. *Performing Artist, Theatre Calgary, Calgary*

Artist Presentation

10:00am – 11:00am

Rice Studio, JPL

That Thing Between Us captures the energy and dynamism of a heated exchange at a dinner table, featuring stellar contemporary dance artists Noam Gagnon (Holy Body Tattoo, Vancouver) and Andrea Nann (Dreamwalker Productions, Toronto). This 3-channel video installation by choreographer and filmmaker Nicole Mion (Road Pictures/Springboard Dance), captures a danced exchange between two performers projected on opposing walls, where the viewer watches from in between the action of the performers. Mediating the space and time between the performer and viewer, a unique exchange is revealed. The viewer is caught in the midst of a physical and emotional volley. The dinner table becomes a frame to deconstruct a heated exchange, revealing the performers actions and perspectives. Cutlery becomes an offering and weapon, a table holds them apart as well as supports their meetings. Filmed from between the action of the two performers, as well as from the perspective of an out side observer, the reactive screens dissect the minutia of a physical and emotional exchange.

Nicole Mion. *Artistic Director, Road Pictures & Springboard Dance, Calgary*

Stage & Play

11:00am – 12:30pm

Rice Studio, JPL

Nicole Mion's work explores new ways of conceiving and experiencing dance-based interdisciplinary performance and screen-based installation. She is endlessly curious with the use of new media to explore alternative ways of experiencing performance. Focused on two recent components of her creative practice: *That Thing Between Us*, a dance duet for two performers and an interactive screen and *Muscléd Memories.2*, an interactive performance with spun stories and virtual video worlds (inspired by the work of Leila Sujir), Nicole discusses her interest in the potential of performative new media hybrids; works which embody, reflect and demonstrate the kinetic, narrative, and interactive potential of screen based media and performance.

Nicole Mion. *Artistic Director, Road Pictures & Springboard Dance, Calgary*

OYR is a company rooted in Performance Theatre whereby the fascination remains with the exact experience of the onstage performer in relation to the observer. We have made forays into the use of technology but it remains for us one more tool to enhance that onstage experience, to comment on it, to illuminate it or to counter it but never the main event between observer and observed. Technology is cold and must be warmed up to be of interest to us within the confines of the theatre.

Denise Clarke. *Associate Artist, One Yellow Rabbit, Calgary*

"Democratic Screen Play" will investigate the coalesced interactive screen spaces for new areas of performance, voices and flexible technologies fostering new forms of dynamic and democratic exchanges on the Internet. Specifically we will look at dissemination models explored in past online MobileGaze curatorial projects - <PAUSE>, Matter + Memory - along with webcasting and interactive performances scenarios for the Internet. Finally,

propositions will be made for further democratizing interactive screens via parallel play spaces (i-pods, mp3 players, public LCD screens +).

Valérie Lamontagne. *Co-Director, Mobilegaze, Independent Curator, Artist, PhD Candidate, Concordia University, Montreal.*

Host: Julia Heyward. *Multimedia Artist, New York*

Lunch

12:30pm – 1:30pm

Main Dining Room

Blast Theory Workshop: Designing Experiences for Mobile Devices

1:30pm – 3:30pm

RICE Studio, JPL

In September 2006 Blast Theory will premiere their latest work in Berlin. *Day Of The Figurines* is a game played on mobile phones that lasts for 24 days. Up to 1000 players roam the streets of an imaginary English town that is littered, dark and underpinned with steady decay: the local vicar opens a summer fete, Scandinavian metallists play a gig at the Locarno that goes horribly wrong and a gunship of middle eastern troops appears on the High Street. How players respond to these events and to each other creates and sustains a community during the course of a single day in the town.

The workshop will consider five key design challenges involved in creating the game and invite participants to come up with their own solutions.

Matt Adams. *Artist, Brighton, England*

Ju Row Farr. *Artist, Brighton, England*

Nick Tandavanitj. *Artist, Bristol, England*

Coffee Break

3:30pm – 3:45pm

Rice Studio Foyer, JPL

Key Note Address: THE IMPOSSIBILITY BOX™: AN EMOTIONAL COMPUTATION

3:45pm – 4:30pm

Rice Studio Foyer, JPL

Fear of the bomb. Trust in computation. Hope in the network. Technologies are emotions we learn to outlive. This talk, taking popular forms of techno-scientific communication as a new book of wonders, will focus on the personal life of science and technology.

Daniel Canty. *Independent Writer and Director, Guest Programmer, Montreal*

Coffee Break

4:30pm – 4:45pm

Rice Studio Foyer, JPL

Feedback & Program Evaluations

4:45pm – 6:00pm

Rice Studio, JPL

Feedback on pitches and announcement of winners.

Host: Jan-Christoph Zoels. *Senior Partner, User Experience Design Experientia, Torino, Italy*

Wrap Up

6:00pm – 6:30pm

Rice Studio, JPL

Hosts:

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

Daniel Canty. *Independent Writer and Director, Guest Programmer, Montreal*

Dinner

6:30pm – 7:00pm

Main Dining Room

BMNI Aboriginal Video Co-production Screening

7:00pm – 8:30pm

JPL 204

The best of the Banff New Media Institute's Aboriginal video archive includes *Ladies of the Inlet* — a sensitive journey with the eldest women of the Sechelt Nation; *A Nation is Coming* — an innovative dance performance video; *Visions* — an Aboriginal poetry video; and *Ladies' Shorts: Presenting Contemporary Culture* — short television pieces featuring international and Canadian artists.

Closing Party

8:30pm – 9:30pm

JPL Balcony

Meet on the JPL balcony for a panoramic view of the mountain sunset, drinks & goodbyes.