ARTS, CULTURE, AND DIGITAL TRANSFORMATION

Schedule of Events

Thursday, November 21

6 - 8 p.m.
Opening Reception Lobby, Walter Phillips Gallery

Day 1 – Friday November 22: The Big Horizon

8 a.m.   CONTINENTAL BREAKFAST AND COFFEE, Kinnear Centre Galleria

8:30 - 9 a.m.
Words of Welcome and Opening Remarks

9 - 10 a.m.
Calibrating the Disruption Keynote: Ashkan Fardost
Uncertainty surrounding the depth of the digital disruption makes us question whether we have new tools for the same ends or if something far deeper is at work. As technology infiltrates the many corners of our lives, diagnosing our digital disruption becomes a pressing concern. Hear one of the world's sought-after thinkers contemplate our rapidly digitizing existence.

10 - 10:45 a.m.
In Conversation: Ashkan Fardost and David Maggs
A discussion with Ashkan that highlights major themes from the summit. Hear Ashkan's reactions and a discussion with the audience.

10:45 - 11:15 a.m.   BREAK

11:15 – Noon
AI, Reality, and Ethics: Valentine Goddard
Nothing has come to represent our digital anxieties like artificial intelligence. Is this the robot apocalypse or the tool we've been dreaming of since we first tamed fire? This session explores AI, how it works, how it replicates and revolutionizes our real worlds, the ethical challenges it raises, and the implication of agency that arises for all humans except a very select few.

Noon - 12:30 p.m.
Right and Left Field Questions and Discussion – AI, Reality, and Ethics

12:30 - 2 p.m.   LUNCH, Vistas

2 - 2:45 p.m.
Being Online – identity, digital identity, and the forces that shape (and own) us online: Ana Serrano
We all live online in ever-increasing ways. From those without internet access existing as mere statistics to those whose material and existential purposes are inseparable from online platforms, how are we defining our digital identity versus our 'other' identity? What are the forces shaping digital identity and how do they differ from more traditional contexts in which our identities emerge?

2:45 - 3:15 p.m.
Responsive Discussion – Being Online

3:15 – 3:45 p.m.   BREAK

3:45 - 4:45 p.m.
Panel: Valuing Voice in a Digitizing World
Moderator: Reneltta Arluk
Speakers: Niki Little, Lisa Jackson, Fatimah Tuggar, Devyani Saltzman
The offline world has a known history of oppression, slavery, and colonization. In spite of this 1,000-year history, there is momentum in knowing, speaking, and understanding diverse communities, languages, and protocols. Whereas the online world replicates elements of our colonial history in myriad ways including non-challenged algorithms, virtual, borderless spaces provide ways to enable the enrichment and celebration of our multi-living cultures. The online world offers influential environments of social, emotional, and cultural change. How do we propagate *virtual* cultural safety,

collectively manage globalized influences, and celebrate agency of voice in response to a digitizing world?

4:45 - 5:15 p.m.
Responsive Discussion – Valuing Voice in a Digitizing World

5:15 - 6 p.m.
Ideas into Practice: Artists Presentations
Artists: Rachel Yezbick, Maxime Marion
The sprawling ideas, anxieties, and possibilities addressed over day one find their way into artistic practice. Two leading artists carry us into the wild world of art-making in a digital world. Join our guest artists in an exploration of how these expansive themes find unique platforms in digital creation, followed by questions from the audience.

6 - 7:30 p.m.   **RECEPTION,** Jeanne & Peter Lougheed Building

7:30 - 9 p.m.
Performance: *asses.masses*
Artists: Milton Lim, Patrick Blenkarn
asses.masses is a solo performance for multiple players about sharing the load of revolution. Each night audience members step forward one at a time from the herd to seize the means of production (i.e. a video game controller) and to lead us through a world of asses (donkeys) in pursuit of a just life. Following the narratives of multiple asses as they contemplate labour politics and protest against their human oppressors, this video game performance is a journey through the obsolescence of the manual labourer, political idealism, digital labour, and virtual revolution.

7:30 – 9 p.m
Performance: *Clinker, Sound Frequency Painting*
Artist: Gary James Joynes
SOUNDBURSTING is a live audio visual performance where Clinker (aka sound artist Gary James Joynes) mines into the textural nuance, patient minimalism and rich sonic palette inside of his prized vintage Minimoog Model D analog synthesizer. Purposefully chosen as the only sound source used in this project the Minimoog is still considered one-of-the-most sought after synthesizers ever created known especially for its unrivalled subsonic bass frequency capabilities. This "mini" has been in his collection for many years and he embraces the aging

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and drifting oscillators and unclassifiable "broken" sound moments he sculpts from inside of his one-of-a-kind instrument.

Day 2 – Saturday November 23: The Practical Work

8 a.m.   CONTINENTAL BREAKFAST AND COFFEE, Kinnear Centre Galleria

8:30 – 9:30 a.m.
Banff – The Third Space, with Susan Kennard
Former Director and Executive Producer of the Banff New Media Institute, Susan Kennard shares reflections on the evolution of the Banff New Media Institute. This presentation highlights hopeful experiments, thematic debates and the high altitude culture of engagement, creativity and risk taking curated and designed by the Founder and Creator of the Banff New Media Institute, Sara Diamond.

9:30 – 10 a.m.
Launchpad Discussion

10 - 10:30 a.m.   BREAK

10:30 - 11:15 a.m.
Understanding it, Affording it, Building it, and Getting it to Work – Best Practices and Worst Nightmares: Sharon Clark
Follow the developmental path of a theatre artist, director, and dramaturge who shares the often-humbling insights of creating new work amidst the rapid proliferation of digital affordances.

11:15 - 11:45 a.m.
Right and Left Field Questions and Discussion – Best Practices, Worst Nightmares

11:45 a.m. - 1:15 p.m.   LUNCH, Vistas

1:15 - 2:15 p.m.
Panel: Systems Change – Digital Disruption and Funding Development
Moderator: Kelly Wilhelm
Speakers: Lise Ann Johnson, Fran Sanderson, Dr. Mary Elizabeth Luka
Countries around the world are experimenting with new approaches to policy to keep up with digital disruption and, ideally, to get ahead of the curve. Starting from the proposition that keeping up requires concerted efforts among policy-makers, funders, and practitioners, this panel will explore the design and impact of recent policy and funding approaches in Canada and beyond.

2:15 – 2:45 p.m. Responsive Discussion on Systems Change

2:45 - 3:15 p.m.   BREAK

3:15 - 4:15 p.m.
Industries Colliding or Cross Sector Collaboration?
Moderator: Owen Brierley
Speakers: Kate Armstrong, Dr. Bart Simon
The swift tide of cognitive habituation and 'novelty malaise' in the digital age is daunting, especially for small and mid-scale players who can't afford to invent new platforms and forms with every project. This panel explores the challenges in bridging the divide between the creative industries, as gaming and tech advancements provide tantalizing and challenging opportunities that don't always align with the culture and constraints of Canadian arts practices.

4:15 - 4:45 p.m.
Right and Left Field Questions and Discussion – Industries Colliding

4:45 - 5:45 p.m.
Incubating Infrastructure
Moderator: Nathan Medd
Speakers: Chalo Hancock, Sharon Clark, Maurizio Ortolani
Exploring the infrastructure response to our digital curiosities, this panel discusses how to optimize the technical and human resource dimensions of our facilities in order to incubate efficient and adventurous experimental processes. Highlighting best practices from Canada, the U.K., and Europe, we look to see what's missing in the Canadian landscape and how we might fill that gap.

5:45 - 6 p.m.
Open Floor Discussion on Incubating Infrastructure

6 - 7:30 p.m.   FREE TIME

7 p.m.   RECEPTION, Max Bell Foyer

7:30 – 9:15 p.m.
Ideas Into Practice: Artist and Practitioner Pecha Kucha
Host: Jerrold McGrath
Presenters: Derek Beaulieu, Win Burleson, Justine Garrett, Beth Kates, Allison Moore, Andrew Sholotuik, Tammy Lee
20 images. 20 seconds per image. Hear from artists and practitioners who have braved the worlds of digital transformation, bridging the challenges and opportunities of digital.

Day 3 – Sunday, November 24: Great (AX)pectations

8 a.m.   CONTINENTAL BREAKFAST AND COFFEE, Kinnear Centre Galleria

8:30 - 9 a.m.
Great (AX)pectations and the Shifting Pact Between Art and Audience: David Maggs
Digital disruption doesn't just mean new things for artists to learn, but the audience as well. New modes of expression mean new roles for the audience to play and new skills needed to play them. What are the implications of this fluid reality for audience engagement, and the development and dramaturgy of new work?

9 - 9:30 a.m.
Staging Mixed Reality Experiences in Public Spaces: Dr. Patrick Pennefather
The popularity of emerging technologies and new ways to experience virtual worlds continues to grow. This talk will centre on lessons learned facilitating new audiences in their interactions with virtual reality, augmented reality, and mixed reality in public spaces.

9:30 - 10 a.m.
Launchpad Discussion
A hosted discussion drawn from Patrick and David's presentations building towards a central question we need to consider.

10 - 10:30 a.m.   BREAK

10:30 - 11:30 a.m.
Panel: The Interacting Audience
Moderator: Adrienne Wong
Speakers: Alex Mclean, Dr. Jenn Stephenson, Milton Lim, Pratim Sengupta
This panel explores themes of audience interactivity, authentic invitation, high-risk versus low risk interactivity, directed versus self-directed interactivity, and laying out the rules of engagement.

11:30 a.m. - Noon
Right and Left Field Questions and Discussion – The Interacting Audience

Noon - 1:30 p.m.   LUNCH, Vistas

1:30 - 2:30 p.m.
Panel: Creative Technologies Beyond the Screen
Moderator: Dr. Richard Lachman
Speakers: Jonathon Anderson, Kat Cizek, Matthew Spremulli
While always a component of digital innovation, the pace at which creative technologies are extending beyond the screen-based world is accelerating, impacting design, fashion, performance, and production. This panel will explore how novel software and hardware, including advanced robotics, manufacturing technologies, projection, sensing, AI, and mixed realities impact the creative sector. In particular, the panel will focus on how these techniques are part of an ever-evolving relationship with audiences.

2:30 - 3 p.m.
Right and Left Field Questions and Discussion – Creative Technologies Beyond the Screen

3 – 3:30 p.m.   BREAK

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3:30 - 4:30 p.m.
Radical Collaboration in a Linked Digital World: Frederick Julien and Akoulina Connell
In an era of algorithms and highly personalized recommendations, anything that is unavailable as data is very unlikely to be found or recommended. Whereas some industries have long made their contents readily discoverable by machines, the live performance sector lags behind. Linked open data could enable performing arts organizations to catch up, together.

4:30 - 5 p.m.
Responsive Discussion - Radical Collaboration in a Linked Digital World

5:00 - 6 p.m.
The Way Forward: Jamie Gamble
The goal of this summit is to inspire dialogue amongst a gathering of esteemed colleagues and artists across the three days, which will uncover and identify emergent themes, and highlight critical areas of discourse that remain urgent. These elements will be brought forward as a means of ratifying outcomes and focusing on opportunities for spin-off workshops and gatherings.

Please note this schedule is subject to change.