

# **URBAN SCREENS '05**

## **DAY 1:**

09:30 – 10:00  
DOORS OPEN

10:00 – 11:40  
INTRODUCTION / KEYNOTE  
LECTURE  
The Politics of Public Space  
in the Media City

11:40 – 11:50  
BREAK

11:50 – 13:00  
SESSION 1  
Shaping the Urban Mediascapes

13:00 – 14:00  
LUNCH

14:00 – 15:30  
SESSION 2  
Addressing the Social Value and  
Civic Culture through Participation

15:30 – 16:00  
TEA BREAK

16:00 – 16:30  
TWO PROJECT SKETCHES

16:30 – 18:00  
SESSION 3  
Opening the Commercial Use  
of Outdoor Screens

## **DAY 2:**

10:00 – 11:30  
DOORS OPEN

10:30 – 11:50  
SESSION 4  
Future Technology of Outdoor  
Screens

11:50 – 12:00  
BREAK

12:00 – 13:45  
ARTISTS PRESENTATIONS

13:45 – 14:30  
LUNCH

14:30 – 16:15  
SESSION 5  
Experiences with New Content  
Creation and Curation

16:15 – 17:00  
KEYNOTE SPEECH

URBAN SCREENS '05 is an international conference ranging from critical theory to project experiences by researchers and practitioners in the field of art, architecture, urban studies and digital media. The focus is on understanding how the growing infrastructure of large digital displays influences the visual sphere of our public spaces. How can the commercial use of these screens be broadened and culturally curated? How can urban screens contribute to a lively urban society, and involve the audience interactively?

In the context of our cities' rapidly evolving commercial information sphere, developers bring new digital display technology into the urban landscape, like large daylight compatible LED screens or high-tech plasma screens. Meanwhile, there is a growing interest in exploring their potential for non-commercial use, challenging new strategies of content production and management. Instead of limiting our view to the emerging occasional 'infiltration' of video art, let's regard these screens as 'screening platforms' and investigate their social and cultural potential and their impact on our urban society.

Public space has always been a place for human interaction, a unique arena for the exchange of rituals and communication. Its architecture, being a storytelling medium itself, plays an important role in providing a stage for this interaction. The way public space is inhabited can be read as a participatory process of its audience. Its (vanishing) role as a space for social and symbolic discourse has often been discussed in urban sociology. Modernisation, the growing independence of place and time and individualisation seem to devastate traditional city life and its social rhythm. Besides experiments with social networks and the media, a variety of new tools have emerged. Starting with the development of virtual cities with its chat rooms and spaces for production of identity, we now face communal experiments

like collaborative wikis, blogs or mobile phone networks in the growing field of social computing and cross-media platforms.

Parallel to this development, an event culture has evolved in the real urban space of internationally competing cities, focusing on tourism and consumption. Considering the importance of social sustainability of our cities it is necessary to look closer at the liveability and openness of public spaces and start to address the urban users as citizens instead of passive consumers. Shared experiences in the digital communication sphere might serve as an inspiration for this social enhancement of the real city. Could large outdoor displays function as experimental 'visualisation zone' of the fusing of the virtual public spaces and our real world? Can screens function as a new mirror reflecting the public sphere?

Urban Screens wants to address these questions and launch a discussion about how digital culture can make use of the existing and future screening infrastructure, in terms of art and social or political practices, generating a higher value for its operators and 'users'. We want to address the existing commercial predetermination and explore the nuance between art, interventions and entertainment to stimulate a lively culture. Other key issues are: mediated interaction, content, participation of the local community, restrictions due to technical limits, and the incorporation of screens in the architecture of our urban landscape.

The conference aims at an interdisciplinary audience with the intention to exchange experiences and start a network to initiate future collaborations. Preparations of the event include the launch of an online discussion on the Urban Screen mailinglist: <http://listcultures.org>

Mirjam Struppek



# FR. 23 SEPT.

09:30 – 10:00

DOORS OPEN

Screening:

Strictly public

Documentation (30 min)

10:00 – 11:40

INTRODUCTION / KEYNOTE LECTURE

Introduction: Jeroen Boomgaard  
Mirjam Struppek

Moderator: Geert Lovink

- The Politics of Public Space in the Media City

Scott McQuire

Paul Virilio argues that public space has given way to public image, shifting the location of the public domain from the street to the domestic display terminal. But what happens when the screen leaves home and moves back into the city? The public domain of the 21st century is no longer simply streets and plazas. Nor is it defined solely by electronic media space. Rather it emerges in the complex interaction of material and immaterial spaces. In this paper, I want to trace some different conceptions of public space, and ask what forms of access and interaction might support 'democratic' public space in the hybrid spaces of contemporary media cities.

- Urban Media Surface: First Steps

Lev Manovich

Living your life in the modern city, you constantly interact with multiple UMI (Urban Media Interface) - from the small screen of a cell phone to a large screen of a public electronic billboard. What are the most aesthetically daring examples of UMS (Urban Media Surface) designs so far? How is our experience of a spatial form (i.e. architecture) is affected when the form is covered with dynamic and rich multi-media information? What are the historical precedents of the UMS phenomena and what can we expect in the future? A report from the squares and the research labs.

# FR. 23 SEPT.

11:40 – 11:50

BREAK

Screening:

Sebastian Bordirsky  
Rückkanal (8.47 min)

11:50 – 13:00

SESSION 1

Shaping the Urban Mediascapes

Architecture has always been a communication tool. Slowly but surely, our media saturated culture has changed the image of the city and its urban landscape. More than ten years after Nouvel, Venturi and Ito have coined the vision of 'media buildings' - the architecture in the information society, what is the current relation between architecture, media and public space? What are the contemporary views on designing the fusion of new technology and the cityscape in order to visualise the urban information flows?

Moderator: Bastiaan Gribling

– Media Facades in the Context of Urban Scale

Christoph Kronhagel

In 2004 the ag4 mediatecture company realized a 300 sqm transparent media façade for the headquarter of the mobile phone carrier T-Mobile in Bonn. In front of a glass façade an external construction with integrated lightemitting diodes had to be installed without disturbing the panoramic view from inside. The transparency of this medium allows a deliberate interaction of architecture and electronic media, provoking a new scale in urban development - the question of perceptioning moving pictures in urban space. The perception depends on the dimension of a media façade. Valuable technologies and media conceptions that synchronize with the cultural nature of the city are needed.

# FR. 23 SEPT.

13:00 – 14:00

LUNCH

- Integration of Screens in Architectural and Urban Design

Peter Lavery

An overview of urban redevelopment in Brisbane, Australia on a former army barracks site with differing screens informing the architectural design of building surfaces as public art spaces. Identifying different publics including commuters, specific groups in public spaces, and a newly forming residential community in a distributed environment using large screen interactivity in community development. University/government partnership in urban redevelopment and leveraging government policy on public art to create an urban screen environment.

Screening:

News

Output 3 (26 min)

- Intelligent Skin. Houses that Oikoborg

Vera Bühlmann  
Andreas Wenger

'Intelligent Skin' develops a media façade as an expressive membrane of houses as organisms with proper individualities. Such organismising-personing-houses will develop an own 'Lebenswelt' due to their sensitivity and sensuality, intelligence, and memory. With people parasitising their proper milieus, communicational spheres might evolve into new hypercycles. What would it feel like to live in a city where houses court each other in springtime?

# FR. 23 SEPT.

14:00 – 15:30

## SESSION 2

Addressing the Social Value and Civic Culture through Participation

Mediated interaction and confrontation with fellow citizens can create new forms of civil culture and responsible use of public space. How can we change from consumer entertainment to participation for a wide range of users, allowing them to be involved in the production of space? Can we strengthen the long-term value of local identity and cultural diversity through open access to screens? 'Screening platforms' could give the urban society the chance to engage with local culture, social integration, education and political discourse etc.

Moderator: Scott McQuire

### – Soft Urbanism: Public Urban Media

Elizabeth Sikiaridi  
Frans Vogelaar

The presentation focuses on concepts, applications and projects for urban screens. It addresses the changes of public urban space due to medialisation and develops scenarios for the interplay of the public urban space and the public media domain, for the creation of urban hybrid spaces. A series of projects are presented. 'Soft Urbanism', a new interdisciplinary field of design, exploring the dynamic interaction of urbanism and the space of mass media and communication networks, is introduced.

### – Urban Video Displays as the New Voice of Public Communications

Louis M. Brill

How have communities integrated LED video signage into public spaces? How do the dimensions of art & entertainment as expressed through video displays transform a civic public space and a digital display into a singular location that enhances the value of that space as a tourist or community destination? This presentation will view the integration of the public video sphere in use within certain shopping malls, parks and building structures where large screen video has become an identity beacon in creating digital public space.

### – The Shape of Content on the Urban Screen

Perry Bard

Is it possible to use the urban screen to address a gap mainstream media creates? I will describe two video interventions done in collaboration with community groups who have little access to technology and discuss the problems in accessing the technology, problems with the kind of technology provided when it is provided, sustainability of such endeavours, participation, audience response. These projects were initiated as an alternative to mainstream media. They are about voice, representation, about using the dominant technology to subvert its most obvious efforts.



# FR. 23 SEPT.

**15:30 – 16:00**

TEA BREAK

- Beaming and Streaming: Developing Infrastructure for an Urban Screen through the Creative Collaborations Project

Frank Abbott  
James Shorthose  
Jez Noond

Screening:

Wineke Gartz  
River Walk (28 min)

Creative Collaborations is an example of building creative networks and collaboration for screen content using a DIY approach. We will describe and illustrate how examples of the development of links through new display technologies can feed into an urban screen project nurturing emerging relationships between active cultural production and cultural consumption. A partnership between Nottingham Trent University and The Broadway Media Centre, Nottingham.

# FR. 23 SEPT.

16:00 – 16:30

## TWO PROJECT SKETCHES

Moderator: Mirjam Struppek

- "Ntropolis" - Information Space for Izmir Metropolitan City

Koray Tokdemir  
Koray Velibeyoglu

This project aimed to realise a soft transformation of the financial centre of Izmir city through ICT-based design strategies. In this respect, ICT was considered as an ultimate layer on the formation of city's urban palimpsest. Destructive urban renewal of the site was avoided and decaying commercial and public activities were re-established. A novel blend of ICT tools and urban design techniques were used as an innovative way of creating a new image for the district as an 'information space'.

- The Art of Interaction, Love Connection and Global Culture Broadcast

Valentin Tomic  
Valerija Tomic  
Kristijan Topckov  
Duncan Kalicanin

People, outdoor LED screens and the Internet multifunctionally linked in one coherent, urban entity by three different approaches. As a cultural exchange wherein artwork and creativity make themselves approachable to a broad audience, the first project offers a unique chance for artists to present their work all over the world. Similarly, the second project aims to make people more socialised in the public space through SCAN art points in front of LED screens. The third offers a daily concept of astrological counselling using LED screens, supported by a web site.

16:30 – 18:00

## SESSION 3

Opening the Commercial Use of Outdoor Screens

New advertising strategies have constantly improved ways of addressing the urban audience in public space. Currently, there is a growing interest in exploring the potential of non-commercial uses of the screening infrastructure. Which economic factors now open the 'moving billboards' for alternative content? Does this generate additional value for its operators and 'users'?

Moderator: Rob van Kranenburg

- Art vs. Advertising – Comparative Use of Corporate Screens for Video Art

Raina Kumra

The history of the use of video in the city for retail purposes, the economic factors for displaying commercial pieces vs. art, examples of video art on the rise with non-commercial motivations. I examine which companies seem more open to lending time on their screens to artists and why...

- Social and Cultural Aspects of Outdoor Video Technology

Vladimir Krylov

'Moving billboards' were introduced to cities to compete with traditional advertising means. They quickly acquired another important feature: outdoor public address system. Informational and entertainment blocks add value to advertising content and increase the significance of outdoor networks for authorities and advertisers. What are the challenges to new public-private partnerships?

# FR. 23 SEPT.

- Commercial versus Public Service Application

Olga Barham

Olga Barham, Marketing Manager Media, BU Philips Vdiwall will talk about the company's experiences of dealing with screens and Philips' interest in outdoor public spaces across the world.

- Token Screens or Opportunity for Difference? Art Screens and the Branding of the City

Julia Nevárez

This presentation seeks to explore the use of billboards and/or screens in public space, specifically Times Square, NYC. Billboards with art content will be examined to illustrate the branding of the city to attract a professional class of residents and tourists, and issues of disparity represented in public space will be commented.

–

Screening:

Floor Meijers  
Vuur (15 min)



# SAT. 24 SEPT.

10:00 – 11:30

DOORS OPEN

Screening:

Fred Föhlich

Documentation of the project: JA!! (1.11 min)

10:30 – 11:50

SESSION 4

Future Technology of Outdoor Screens

How far are we from visions like 'minority report'? Which technical limits currently exist to the possibilities of Urban Screens and which technologies will influence the future development of the urban media sphere? Looking at the evolving cooperative content production techniques in the digital world it might be a challenge to connect them with the real space through the use of urban screens.

Moderator: Geert Lovink

– Media-Facades: Use, Mutation and Technologies

Jürgen Meier

Examples of experimental media facades and their concepts generated in the 1990s show the process of mutation of public media. Different levels of research were put into test in matrix and video façades. Artists and technicians are looking for grounds and borders of content, technologies and interfaces. Users are able to move in virtual surroundings and translate their action into colour façade light and network traffic. Media architecture creates rhizomatic spaces between real life commerce and networking content, while investors are looking for simple broadcasting solutions within an urban context.

# SAT. 24 SEPT.

- Infoscape for the International Center of Design, St Etienne, France

Giulia Andi  
Andreas Schneider

A variety of sensors for weather data, acoustic and visual observation enables the participation of many different groups in the genesis and operation of SCD. Composed of 240 modules (120 x 120 cm with 9 LED spots each), the screen occupies the tower's structure horizontally and vertically. Conceived as a 3-dimensional element rather than a surface, this 'infoscape' can be experienced in different ways from the outside as well as from the inside. Connected to media such as mobile phones, the tower can become a container for instant messages, a listening post.

- Future Urban Screens - New Concepts for Urban Screens

Florian Resatsch  
Corina Weber  
Daniel Michelis  
Thomas Schildhauer

Various projects recently showed that passers-by suffer a lack of attention to public screens in public space regardless their size and content. Two recently developed concepts show possible ways to grab people's attention by using new ways of interaction or new points of view. The screens in 'Urban Moves' use cameras and information technology to directly interact with passers-by whereas the concept 'Urban SubScreens' deals with new ideas to place screens and lets people choose how to interact.

- Cityspeak : From Private Expression to Public Performance

Jason Lewis  
Cobber Liu  
Maroussia Levesque

Cityspeak is a platform for creating digital graffiti. Participants use Cityspeak to engage in P2P (private to public) interactions, where private modes of communication drive public displays onto a particular location. Text messages sent by cell phone and mobile browsers are combined with real-time location-based data such as news headlines and weather conditions, and then projected into the location using the NextText text visualisation software. The resulting interaction is a multivalent exchange between individual participants, participants as a group and the location itself.

# SAT. 24 SEPT.

11:50 – 12:00

BREAK

Screening:

Meeus van Dis  
City window (10 min)

12:00 – 13:45

ARTISTS PRESENTATIONS

Moderator: Jeroen Boomgaard

– Architectural Media Space

Linda Wallace

Designing for what I term 'architectural media space' requires new ways of thinking — how much commitment do passers-by have to following narratives inside the frame or across multiple screens, and what kinds of assumptions can one make about the kinds of people passing, in dialogue with their mind's thoughts in all kinds of languages -- these are some of the issues I addressed in my PhD and in the works *Eurovision* and *LivingTomorrow*, recently staged in Amsterdam. The latter was a conceptual prototype research into the potential of high-resolution video running via a database/server over the network to three screens, whereas the former prototyped the idea of multiple streams into single-frame templates. Both works addressed narrative and visual form.

– (Tele)interventions in Hybrid Public Spaces

Roberta Alvarenga  
(representing Giselle Beiguelman)

This paper will address some of the teleinterventions that Giselle Beiguelman did between 2002 and 2004 using commercial electronic billboards for open public streaming by the Web and via SMS and MMS. These projects are: *Did your Read the East?*, *Egoscópio* (both from 2002), *Poétrica* (2003, 2004) and *esc for escape* (2004).

# SAT. 23 SEPT.

- Stalk Show

Karen Lancel  
Hermen Maat

StalkShow deals with threat of unsafety and isolation. A backpack with laptop/touch screen is carried through public spaces. Being surrounded by the audience you are invited to touch the touch screen and to navigate through an archive of texts about threat of unsafety and isolation. The texts derive from the Internet, written by people living in isolation, like a prisoner, a nun, a pilgrim, a digipersona. By web cam and wireless Internet connection, your live video portrait appears with the text on a large projection screen in the same public space.

- Être = Réseau: From scenography to planetary network

Franck Ancel

Since the attacks of 9/11, Franck Ancel has set up an interactive triptych mixing 'architecture-image-technology' on 20th century heritage sites. In 2002, he put it in the Le Corbusier/Xenakis convent; in 2003 in a classified theatre in Catalogne; and in 2004 on the screen of Montparnasse Tower in Paris. Franck Ancel challenges the viewer outside traditional frontiers, by projecting a setting of a network of information on screens.

- Energy Passages – Reading and (De)Scribing the City

Wolfgang Strauss  
Monika Fleischmann

The project 'Energy Passages' reproduces linguistic spaces of the city in form of a data flow. Hundreds of catchwords processed from local newspapers appear in a projected 'information flow' and are spoken by artificial computer voices. As soon as passers-by select individual words, thematically related networks of terms start to perform in this flow, which can also be experienced as an audiovisual echo. Text and language is thus detached from its linear context and staged as a medial reading in urban space.



# SAT. 23 SEPT.

13:45 – 14:30

LUNCH

Screening:

Brian Mckenna  
Panaroma (15 min)

14:30 – 16:15

SESSION 5

Experiences with New Content Creation and Curation

Extending the timeslots on outdoor screens for non-commercial content requires investigation of new strategies and cooperation in content production. What can be learned from recent practical experiences and evaluation studies with new and old cultural content for urban Screens? Going into public space we face issues like a transient audience, visual and sonic competition and the issue of censorship. How can be dealt with the existing commercial domination and the nuances between art, interventions and entertainment to stimulate a lively culture?

Moderator: Bill Morris

– Curating the Zuidas Urban Screen

Jan Schuijren

In co-operation with the city of Amsterdam, the Zuidas Virtual Museum, SKOR and Faircom will install a permanent video screen for cultural programming at the Zuidplein on Amsterdam's South Axis. Jan Schuijren is commissioned to curate the screen and will introduce his ideas for this new Urban Screen.

– Audiences on the Move - The Bigger Picture

Kate Taylor

The Bigger Picture curates and commissions moving image artwork for a big screen in Manchester, UK. This presentation will address the challenges of negotiating a relationship between a non-immersive exhibition point and a transient

# SAT. 24 SEPT.

audience in a public space. Following experiments with content and scheduling it will encourage the possibilities of touring, simultaneous screenings and large scale commissions via the development of distribution networks with other public screens.

## – Video as Urban Condition

Anthony Auerbach

Reflecting on how video becomes part of the urban fabric and on its mutability -- sliding between fact and fiction, entertainment and persuasion, urban fantasy and reality-TV, art and activism, surveillance and control -- I will consider 'urban screens' in the broad sense. I will examine contemporary shifts in what may be called the 'relations of representation' mediated by video technologies, that is to say: the culture and politics of video as it emerges in various urban contexts.

## – Outvideo - International Video Art Festival in Public Spaces

Arseny Sergeev  
Nailya Alachverdeiva

The festival OUTVIDEO is carried out for the second year in a row on the network of 8 outdoor video screens in Yekaterinburg (Russia). The peculiarity of the festival is that we show the video art pieces as advertisement. Short, 30-second-long silent video art pieces are broadcasted in common advertisement blocks every 5 minutes. We change the rules of the game. Introducing Video Art into the public environment as advertisement, we create favourable conditions for active perception 'consumption' of contemporary art by

an unprepared public. The strategy of the festival is to use the temporary intervention of contemporary art as the foundation for its future constant presence in the public environment.

## – The Signing Operations of the Schaulager Screenings

Sabine Gebhardt Fink

The focus of my case study of the screenings at the Schaulager is their function, character, nature and qualities as spatial-social sign, an aggregate of meanings, which I maintain is based in both material aspects and social conventions. I am working with the notion of a signing-situation. One the one hand, I will consider the material placement and human use of the entrance-area with the screens on the level of affectedness, articulation and understanding; in using a phenomenological model for interpretations. On the other hand, I will explore the discourses and actions in the cinematographic display zone by means of a geosemiotic case study.

# SAT. 24 SEPT.

16:15 – 17:00

## KEYNOTE SPEECH

- Two Years Public Space Broadcasting in the United Kingdom

Mike Gibbons

PSB brings 24-hour non-commercial content to the city centres, animating public spaces; helps provide an event programme for local community and is a information notice board for the 21st century. PSB is a partnership between BBC, Philips and the local Government to provide the hardware working together with a creative programme linking arts, film and video groups in the screen's catchment area. The lecture reviews the lessons learned by BBC and the project members and paints a picture of future development.

---

## Screening:

News

Output 1 (endless)

Music composed by Jesse Koolhaas.

---

## Contact:

Mirjam Struppek

[urbanscreens@networkcultures.org](mailto:urbanscreens@networkcultures.org)

Screening curated by:

Postivisme foundation

[www.ilove11.nl](http://www.ilove11.nl)



# BIOGRAPHIES

## FRANK ABBOTT

Frank Abbott currently works as a Course Leader for Creative Collaborations MA at Nottingham Trent University. He has previously worked as a writer director for film and television and has created multi media installation projects. His recent work has been in digital performance and the development of the Creative Collaborations project.

## NAILYA ALACHVERDEIVA

Nailya Alahverdeiva is curator, artist, director of the NGO 'ART IN PRO' (Art in Progress), and chief editor of the magazine 'On/Off'. She studied at Ural State University, faculty of Arts & Culture, with a specialization in art history. Nailya holds an international post-graduate degree from the Moscow Higher School of Social-Economic Sciences, Faculty of Art in the Cultural Sphere, with a specialization in Management of Contemporary Art.

<http://uralncca.ru/outvideo>  
[www.artpolitika.ru/outvideo](http://www.artpolitika.ru/outvideo)

## ROBERTA ALVARENGA

Roberta Alvarenga writes on the relationships between art, science and technology for several media, including the NY Arts Magazine. From 2000-2005 she studied Digital Media Art and Technology at the Catholic University of São Paulo. Roberta was awarded a project scholarship from CNPQ for Ambientes Inteligentes, which enabled her to study New Media Robotics and Interactive Installations at Ohio State University - OSU, Art and Technology Department during 2004.

[www.interactiondesign.qut.edu.au/projects/acin.htm](http://www.interactiondesign.qut.edu.au/projects/acin.htm)

# BIOGRAPHIES

## FRANK ANCEL

Franck Ancel lives and works in Paris. He has been probing technology for more than fifteen years. He has traced the development from the avant-garde artists of the last century to the recent mutations of creation on a planetary scale. Ancel has organized and coordinated symposiums, expositions, and performances in cooperation with associations and institutions. He aims to challenge the viewer outside of traditional frontiers, by projecting a setting of a network of information on screens. At the same time, he analyzes this technique on a more theoretical level in his texts and talks.

[www.franck-ancel.com](http://www.franck-ancel.com)

## GIULIA ANDI

Since 2000, Giulia Andi (Rome) and Finn Geipel (Berlin) are collaborating under the name LIN (Integrative Laboratory). LIN is a European agency for architecture, urbanism and design. The work of LIN focuses on transformational and flexible spatial concepts, as well as on issues of sustainable development and the relationship between information technologies and space. The open programming provides an overall conceptual platform. Their method may be characterized as an integrative approach, since an international circle of multi-disciplinary consultants participates in their projects.

[www.lin-a.com](http://www.lin-a.com)

## ANTHONY AUERBACH

Anthony Auerbach has demonstrated specific approaches to questions of knowledge, identity and the interpretation of urban geographies through his art works. His MA Advanced Architecture project explored the uses of video in the interpretation of specific sites and the development of urban conjectures. His PhD study, titled Structural Constellations, examined the signification of knowledge and the rhetoric of modernism in relation to the drawings of Josef Albers. He has been involved in several collaborative activities such as the International Necronautical Society (INS), and the organization of an international visual arts program for the Austrian Cultural Forum London. Furthermore, Auerbach is the organizer of 'Video as Urban Condition'.

[www.video-as.org](http://www.video-as.org)  
[www.vargas.org.uk](http://www.vargas.org.uk)

# BIOGRAPHIES

## PERRY BARD

Perry Bard is an artist who works with electronic media and lives in New York. She has done temporary public art projects including a mobile billboard in New York City, large screen public video installations at the Staten Island Ferry Terminal Building in New York, at the Hotel Cristal in Bialystok, Poland, at the JVC Video Store in Sofia, Bulgaria and Market Square in Middlesbrough, UK, and public sculptures at Petrosino Park, Snug Harbor, NY. She has exhibited internationally. Her work has been reviewed in several international Art magazines, and is in the collections of the Canada Arts Council, the Frac des Pays de la Loire, the South-east Museum of Photography, and is featured in *Digital Currents: Art in The Electronic Age* by Margot Lovejoy and in *Die Anthologie der Kunst* by Jochen Gerz.

## OLGA BARHAM

Olga Barham, Marketing Manager Media, BU Philips Vidiwall. Left messages on her voicemail Olga Barham is the Marketing Manager Media for Philips Vidiwall BU. She has a Master of Science (MSc) degree in Management and Marketing from the University of Lodz in Poland. Within her role at Philips Vidiwall she is involved in the development of new strategies connected with the innovative use of Philips Vidiwall technologies in outdoor locations. She has played a key role in the creation of the City Screen concept which utilizes the screening infrastructure for non-commercial uses and is currently looking at ways to enhance this network to allow public interaction. Olga Barham will talk about Philips Vidiwall experience connected with the wide screens usage. Ms Barham will elaborate on the Philips interest in outdoor public spaces around the world.

## GISELLE BEIGUELMAN

Giselle Beiguelman is a new media artist and multimedia essayist who teaches Digital Culture at the Graduation Program in Communication and Semiotics of PUC-SP (São Paulo). Her work includes the award-winning *The Book after the Book* (1999) and *Egoscópio* (2002). She has been developing art projects for mobile phones, praised by many media sites and the international press. Her art involves public access, using the web, SMS and MMS, and online streaming for electronic billboards. Beiguelman's work has been presented in various international venues and publications on digital art. Giselle will be represented by Roberta Alvarenga.

[www.desvirtual.com](http://www.desvirtual.com)  
[www.poetrica.net](http://www.poetrica.net)

# BIOGRAPHIES

## JEROEN BOOMGAARD

Jeroen Boomgaard is Professor of Art and Public Space at the Gerrit Rietveld Academy/University of Amsterdam. He also teaches at the Faculty of Architecture of Eindhoven Technical University. In 2004, he published a collection of essays on art and public space, titled *A Year in the Wild*. In 2003 he co-edited (in collaboration with Bart Rutten) a book on video art in the Netherlands: *The Magnetic Era. Video art in the Netherlands, 1970-1985*.

## LOUIS M. BRILL

Louis M. Brill is a journalist with a specialty of media coverage of electronic signage as an outdoor communications medium. He has written extensively on this subject since 1992, and has followed its emergence as a public communication format for outdoor advertising, sports and entertainment and business communications. Brill is currently a Contributing Editor of *New Media Technology at Signs* of the *Times* magazine, the leading magazine in the United States on indoor outdoor sign design. He also writes for *SEGD design*, a trade magazine for environmental graphic design and for the webzine [www.signindustry.com](http://www.signindustry.com). Brill's journalistic coverage explores all aspects of electronic displays including fabrication, installation, content development and community impact of these sign systems as a social dynamic of public space.

[www.signindustry.com](http://www.signindustry.com)

## ESTHER DEEN

Esther Deen is an art historian. She graduated at the University of Amsterdam with a thesis on the work of Daniel Buren and Ed Ruscha. She works for the Art and Public Space Department, which is affiliated with the Gerrit Rietveld Academy and the University of Amsterdam. She currently organizes the symposium 'Artist's strategies in Public Space', which will be held this autumn in the Stedelijk Museum in Amsterdam. Esther is also involved in the project 'Suburban Scenarios', commissioned by Citythoughts Architects.



# BIOGRAPHIES

## MONIKA FLEISCHMANN

Monika Fleischmann works as a media artist and scientist, and has been the head of the MARS Exploratory Media Lab of the Fraunhofer Institute for Media Communication since 1997. This research group designs experimental models of networked information spaces, new forms of communication, interface design, of transmission of information and of the development and implementation of game and learning objects based on digital media. Monika studied Fashion Design in Zurich and Fine Arts, Theatre, Game and Computer Graphics in Berlin. Her career comprised various exhibitions, awards, publications, lectures and teaching assignments in Germany and abroad. In 1992, Monika Fleischmann and Wolfgang Strauss were awarded the Golden Nica of the interactive art exhibition *Ars Electronica*.

## SABINE GEBHARDT FINK

Sabine Gebhardt Fink taught courses in art history, theatre studies, philosophy, and German literature at the University of Basel and the University of Munich from 1986 – 1992. In 2002, she obtained her Ph.D. at the Department of Art History, University of Basel. In 2003-2004, Sabine was part of the Core Research Team, an interdisciplinary research project (HGK Basel) supported by the Swiss National Science Foundation (SNF) on the subject of 'perform space: space as process'. Since 2005, she is Associate Professor in Performance Studies, HGK Basel. Sabine is the co-founder of Performance Index, and works as a curator and author in the field of contemporary art. From 2004 onwards, she has been working on a research project titled 'The Environmental Place: Body Action, Architecture and Space Discourses in Contemporary Art' as a post-doctoral research associate at the University of Art, Media and Design in Zurich.

[www.perform-space.net](http://www.perform-space.net)  
[www.schaulager.org](http://www.schaulager.org)  
<http://ics.hgkz.ch>

## FINN GEIPEL

Since 2000 Giulia Andi (Rome) and Finn Geipel (Berlin) are collaborating under the name LIN (Integrative Laboratory). LIN is a European agency for architecture, urbanism and design. The work of LIN focuses on transformational and flexible spatial concepts, as well as on issues of sustainable development and the relationship between information technologies and space. The open programming provides an overall conceptual platform. Their method may be characterized as an integrative approach, since an international circle of multidisciplinary consultants participates in their projects.

[www.lin-a.com](http://www.lin-a.com)

# BIOGRAPHIES

## MIKE GIBBONS

Mike works with Bill Morris for BBC Live Events across a wide range of projects. In addition to managing the Public Space Broadcasting Project, working with Philips and other partners including the local BBC broadcasters, the department that Gibbons works for produces events with the various TV, Radio & Online networks plus special projects for other individual areas of the BBC. In 2005, this included the Live 8 concert; the national UK event on the 60th Anniversary of VE Day; road shows and concerts for BBC Asian Network; a specialist Africa music project and, coming up, the annual concerts for the Last Night of the BBC Proms in cities across the UK called Proms in the Park. Among other activities, Mike is a theatre musical director and plays in a swing band.

## BASTIAAN GRIBLING

Bastiaan Gribling worked at MBM Architects, Barcelona from 1989 to 1992, where he did the planning of the Olympic Village, among other projects. Between 1992 and 2000, he was an urban planner for the municipality of Amsterdam, working on plans for the Inner City, Oostelijk Havengebied and IJ-Oevers. In the year 2000, he founded Citythoughts Architects together with Rowin Petersma; a multidisciplinary design office covering the field of architecture, urban planning and public design. Besides diverse commissions for private and public clients, they organize various activities on metropolitan issues. Current projects include Slow Speed City (on new ways of incorporating highways in the urban fabric), Suburban Scenarios (on art in the planning of Dutch Metropolis) and Mediapolis (on the mass media influencing the public realm of the contemporary city).

[www.citythoughts.org](http://www.citythoughts.org)

## DUSAN KALICANIN

Dusan Kalicanin studied computer sciences and programming. He is working as programmer and journalist for 15 years and is the owner of the marketing agency 'INTERACTIV'. His artistic work includes VJ-ing, art direction, installations and projects in the field of new technologies. Dusan is a well-known VJ in his country and co-founder of the art organization TECHNOCRATIA. He is also author and moderator of a TV program at National TV, Techno Magazine, the show 'Fractal' on Radio Politika, and producer of many music videos broadcasted by MTV, VIVA, and MCM. Furthermore, Kalicanin is the chief editor of Metropolis, the first and only music TV station in Serbia and Montenegro.

# BIOGRAPHIES

## ROB VAN KRANENBURG

Rob van Kranenburg is an innovation consultant involved with negotiability strategies of new technologies, predominantly ubi-comp and RFID (radio frequency identification), the relationship between the formal and informal in cultural and economic policy, and the requirements for a sustainable cultural economy. Currently, Rob is working part time at Virtual Platform, Dutch policy and network organization for e-culture as a co-director, as well as teaching at the Amsterdam Medialab and at the HKU EMMA.

## VLADIMIR KRYLOV

Vladimir Krylov has been working with informational electronic systems since 1992. He assembled and commissioned more than 50 large outdoor video systems of various manufacturers and designed video commercials for outdoor screens. Currently, he is active in R&D in electronic informational systems based on LED technology. Since 2001, Vladimir is Director of the Laboratory for Internet and Video technology at the R&D IT Moscow. He holds a Ph.D. in technical sciences and specializes in informational systems in public spaces. He is chief editor and creative director of the webzine [www.screens.ru](http://www.screens.ru) and works as R&D Director in CityVision Holding.

[www.screens.ru](http://www.screens.ru)

## CHRISTOPH KRONHAGEL

Ag4 mediatecture company, Cologne Christoph Kronhagel, Dipl.Ing Architect, is a founder of the multidisciplinary working bureau ag4 mediatecture company in Cologne. He established the term mediatecture. Since 1991 ag4 realizes projects between the actual loci and virtual worlds. In 1992 the idea of the transparentmedia façade was born, which elaborated in a lot of variations in technology and content. The ag4 mediatecture company is building media facades as a general contractor world wide, and as well creates and manages the individual content on the long term.

[www.ag4.de](http://www.ag4.de)  
[www.mediafacade.com](http://www.mediafacade.com)

# BIOGRAPHIES

## RAINA KUMRA

Raina Kumra creates engaging video immersion environments, inspired by alternate methods of image display, framing and embedding architecture with layers of video. The past two years she worked as a producer and broadcast designer at a New York advertising agency and served one year at Newsweek online as digital media producer. Raina received her film degree from Boston University, a Masters from NYU's Interactive Telecommunications Program and is currently pursuing digital media and kinetic architecture based research at the Harvard Design School

## KAREN LANCEL AND HERMEN MAAT

Using electronic communication devices Lancel and Maat experiment with new art forms for social cohesion, connecting social experiences in the virtual and the physical space. In their performances and installations they use a combination of online and offline media, in which they invite the audience to participate. Their projects are designed for city public spaces including train station hall, airport, museum theater, university, construction site, city center square, where they inquire the changing perception of the public space and notions of community. In this context they research the relation between individual identity and social structures; inviting the audience in temporary zones; concepts for meeting places. Installations are based on the tension between the definition of boundaries of an own identity, and the sharing of a collective space. The audience enters an exciting encounter with the Other where these boundaries become fluid again. They develop their work in collaboration with V2\_Lab Rotterdam (NL) and had presentations in Hong Kong Arts Centre, Millennium

Museum Beijing, ISEA 04 and Kiasma Museum Helsinki, ZKM Karlsruhe (D), Eyebeam New York, Transmediale Berlin, De Appel Amsterdam, Biennale Villette Numerique Paris, Stedelijk Museum Amsterdam, Soho Arts Festival NY, Parasite Paradise Leidsche Rijn Utrecht, Van Rijn Gallery Johannesburg, Artfair en Podewil Berlin. Teaching at: Media art, Academy Minerva, Groningen; and spatial design, HKU, Utrecht.

[www.xs4all.nl/~lancel](http://www.xs4all.nl/~lancel)  
[www.xs4all.nl/~maat](http://www.xs4all.nl/~maat)

# BIOGRAPHIES

## PETER LAVERY

Over the last five years, Peter Lavery has been closely involved with the conceptual development of the creative industries precinct design and its program implementation. He is currently project leader of the Creative Industries Network Program in the Australasian Cooperative Research Centre for Interaction Design. His specific interests include screen-based public artwork and distributed work in community and exhibition space settings. With a background in theatre Peter has acted, directed and produced, and contributed to arts education at state and national level.

[www.interactiondesign.qut.edu.au/projects/acin.htm](http://www.interactiondesign.qut.edu.au/projects/acin.htm)

## MAROUSSIA LEVESQUE

Maroussia Levesque, a computational arts student, is more interested in politics than computers, but tries to reconcile both through [elaborate.ca](http://elaborate.ca). Her involvement in hip-hop and community work in Brazil and Canada is motivated by the potential of subcultures as social emancipators, and the tension between local and global. Her current interests involve critical urbanism, interactive typography and the fight for commonly owned bandwidth.

[www.elaborate.ca](http://www.elaborate.ca)

## JASON LEWIS

Jason Lewis is a digital artist and technology researcher whose work revolves around experiments in visual language, text and typography. His other interests include computation as a creative material, emergent media theory and history, and methodologies for conducting art-led technology research. His work has been featured at the Ars Electronica Center, ISEA, SIGGRAPH and the Society for Arts and Technology. Jason is currently an Assistant Professor of Computation Arts at Concordia University, where he founded and directs Obx Labs for Experimental Media.

# BIOGRAPHIES

## ZEHUEN LIU

Zehuen Liu is doing his B.S. in Computer Science at Concordia University, Montreal and participates in the Cooperative Education program. After studying Computer Science at Tianjin University of Technology in China, he worked as software developer and project manager for 5 years and was also a database analyst for several enterprise management systems. He presently works as a Java programmer and software architect for wireless communications at Obx Labs for Experimental Media at Concordia University. Zehuen has a passion for object-oriented system design, web architecture design and game programming.

## GEERT LOVINK

Geert Lovink is a Dutch-Australian media theorist. Since 2004, he is associated/research professor at the University of Amsterdam and Hogeschool van Amsterdam. In this capacity, Geert founded the Institute of Network Cultures. He received a PhD at the University of Melbourne in 2003. He is a co-founder of the Amsterdam-based free community network 'Digital City' and the support campaign for independent media in South Eastern 'Europe Press Now'. Since 2000, he is a consultant /editor to the Waag Society (Amsterdam) and to the Sarai New Media Centre (Delhi). Geert is (co-)organizer of numerous conferences and festivals, and the founder of Internet projects such as Next Five Minutes, Nettime, Tulipomania, Discordia, Fibreculture, Incommunicado and Free Cooperation. He published the books *Dark Fiber* (2002), *Uncanny Networks* (2002) and *My First Recession* (2003).

[www.networkcultures.org](http://www.networkcultures.org)  
<http://laudanum.net/geert>

## LEV MANOVICH

Lev Manovich is Professor at the Visual Arts Department of the University of California (San Diego) where he teaches new media art, theory, and criticism. His publications include *The Language of New Media* (2001) and over eighty articles. His most recent large-scale project is the DVD 'Soft Cinema: Navigating the Database', which was released by MIT Press in May 2005. Manovich directs the Lab for Cultural Analysis, affiliated with CALIT2.

[www.manovich.net](http://www.manovich.net)  
[www.softcinema.net](http://www.softcinema.net)  
[www.calit2.net](http://www.calit2.net)

# BIOGRAPHIES

## SCOTT MCQUIRE

Scott McQuire is a senior lecturer in the Media and Communications Program at the University of Melbourne. He has written and lectured widely about art, visual culture and new media. He is the author of several books including *Crossing the Digital Threshold* (1997), *Visions of Modernity* (1998), *Maximum Vision* (1999), and *The Media City* (forthcoming 2006), and is the co-author of the art book *The Look of Love* (1998). In 2004 he co-convened the 'Empires, Ruins + Networks' conference at the Australian Centre for the Moving Image in Melbourne and is co-editor of *Empires Ruins + Networks: The Transnational Agenda*, which will be published by Melbourne University Press later this year.

[www.mediacomm.unimelb.edu.au](http://www.mediacomm.unimelb.edu.au)

## JÜRGEN MEIER

Jürgen Meier is a media artist, based in Leipzig since 1991. Since 1995 he has been working on media architecture projects such as VEAG-Mediafacade, and DIGITALE HAUT in Hamburg and Münster. His practices of media architecture lead to research projects in cooperation with universities and the industry in the field of content management and media technology. From 2002 onwards, he has been developing Borges-virtuell, an interactive real-time interface to visualize rhizomatic topologies, and the LICHTschwarm project, which transfers the results of Borges-virtuell into network technology. The first LICHTschwarm became operational in Kassel in July 2005. During 2002 - 2004, DIGITALE HAUT TOOL-BOX was developed as a real-time visualization and programming tool for light and media installations in public spaces.

[www.digitalehaut.de](http://www.digitalehaut.de)  
[www.innovationswerkstatt-wireless.de](http://www.innovationswerkstatt-wireless.de)

## DANIEL MICHELIS

Daniel Michelis works as a research assistant at the University of the Arts in Berlin, Germany. In the past he has taken part in international conferences, such as the 6th International Browserday (Contribution: *Browsing the Air*) or the ISEA2004 (Contribution: *hypertagging - Floating Thoughts*). His research focus is on the emerging field of ubiquitous computing, which he is exploring within the framework of his PhD at the Institute of Media and Communications Management at the University of St. Gallen, Switzerland.

# BIOGRAPHIES

## BILL MORRIS

Bill Morris started working at the BBC as a news journalist, moving into radio and TV production and a number of Corporate and Management roles. As Project Director: Live Events, he oversees many of BBC's own major events including concerts, festivals, etc. Recent projects included Live 8, events to mark the anniversary of the end of the Second World War, the London Olympic bid and The Queen's Golden Jubilee. Bill and Mike Gibbons have pioneered the use of giant video screens over the last three years extending their use beyond major events into the Public Space Broadcasting network now being established throughout the UK. Bill has held a number of Industry roles including Chair of the UK Radio Academy and serving on a number of committees for the European Broadcasting Union.

## JULIA NEVÁREZ

Julia Nevárez obtained her Ph.D. in Environmental Psychology at the Graduate Center of the City University of New York. Currently, Julia is an Assistant Professor in the Sociology and Anthropology Program at Kean University, New Jersey. Her research focuses on urban issues, globalization, urban development, public space and, most recently, techno culture.

## SABINE NIEDERER

Sabine Niederer works as a producer and researcher at the Institute of Network Cultures. She graduated in 2003 as an art historian at Utrecht University, with a thesis on manipulated art photography from Dada – now. In 2003, she worked as producer of the international games conference 'Level Up'. From 2001-2004 she worked as curator of Hoogt4, the platform of film-related arts at film theatre 't Hoogt in Utrecht. Until recently she also taught (media) theory at the Willem de Kooning Academy in Rotterdam. Sabine Niederer is one of the editors of the bimonthly film and video program 'Cinematiek' and reviews music videos for the NPS short film website.

[www.networkcultures.org](http://www.networkcultures.org)



# BIOGRAPHIES

## JEZ NOOND

Jez Noond is a Senior Designer with AIMS Solutions, a Nottingham creative industries company producing interactive visualization products.

Noond also has a research background and has published at an international level on the use of virtual environments for industrial application.

[www.creativecollaborations.blogspot.com](http://www.creativecollaborations.blogspot.com)

[www.broadway.org.uk](http://www.broadway.org.uk)

[www.moonradio.co.uk/docs/news\\_item.php?news\\_ref=31](http://www.moonradio.co.uk/docs/news_item.php?news_ref=31)

## POSTIVISME FOUNDATION

The Postivisme Foundation is the creative platform of 11 restaurant\_bar\_club in Amsterdam. Postivisme programmes audiovisual installations in public space, and assigns artists to make video installations for the twelve screens in 11. In September, the project 'IMMERSIE' (immersion) will be launched. This project consists of two program segments: SIMULTAAN is a monthly video program.

Sixteen artists are invited to create a site-specific video-installation for the multi-screen setup in 11. CNCD-NC is a bi-monthly event. Based on the principles of Live Cinema and Visual Music, directors like Peter Greenaway, Anton Corbijn and Eddy Terstall perform as VJs and are accompanied by producers, DJs and musicians.

[www.ilove11.nl](http://www.ilove11.nl)

## FLORIAN RESATSCH

Florian Resatsch is currently working as a research assistant at the Institute of Electronic Business e. V. in Berlin. His main research focus is on ubiquitous computing communication infrastructures in public spaces. Resatsch participated in the creation and conception of BlueSpot, an advertising and shopping portal system, which was implemented in a major shopping area in Berlin in collaboration with a street furniture and outdoor advertising company. Florian studied business administration at the University of Augsburg and worked for several major international companies in information technology departments.

# BIOGRAPHIES

## THOMAS SCHILDHAUER

Thomas Schildhauer is professor at the University of the Arts in Berlin and executive director of the Institute of Electronic Business (IEB). Founded in March 1999 on the initiative of companies and scientists, the IEB is characterized by integrated research and academic education in the field of Electronic Business. Since 2002, Thomas Schildhauer is teaching the Executive MBA Business Engineering course at the University St. Gallen. During 2001, he collaborated on research with the MIT, Boston. In 2003, Thomas was Visiting Professor at the Edith Cowan University in Perth, Australia.

## ANDREAS SCHNEIDER

Andreas Schneider is the co-founder of IIDj, Institute for Information Design Japan, Tokyo. IIDj is an affiliate of IID, the International Institute for Information Design in Vienna. The purpose of IIDj is to promote Information Design as a discipline to facilitate understanding, communication and decision-making. Currently, IIDj is responsible for planning, programming, designing and managing all web requirements of the Deutschland in Japan 2005/2006 event, including such add-ons as a language learning tool for mobile phones and a virtual travel-game through Germany.

[www.iidj.net](http://www.iidj.net)

## JAN SCHUIJREN

Jan Schuijren studied sociological studies and did a post-graduate in new media. He worked with the Netherlands Media Art Institute, Montevideo/Time Based Arts, in Amsterdam until 2001. Since 2002, Schuijren is working as an independent curator, developing and presenting exhibitions, film and video programs and media art projects for and in collaboration with international venues. In 2003, he joined the Netherlands Foundation for Visual Arts, Design and Architecture in Amsterdam as member of the awarding committee for individual artist grants. He recently presented the international group exhibition 'Drawn by Reality, Encapsulated in Life' in Pittsburgh PA, USA: and is currently taking part in the curatorial team for the 7. Werkleitz Biennial in Halle, 2006. He is assigned to curate the new screen at Zuidplein on Amsterdam's South Axis.

[www.drawnbyreality.info](http://www.drawnbyreality.info)  
[www.werkleitz.de](http://www.werkleitz.de)

# BIOGRAPHIES

## ARSENY SERGEEV

Arseny Sergeev is curator, artist, and art director of the NGO 'ART IN PRO' (Art in Progress), and editor of the magazine 'On/Off'.. In 1995, he graduated from Ural State Architecture and Fine Art Institute as a master of mural painting. From 1999 until 2004, he was art director of the Yekaterinburg branch of the National Center for Contemporary Arts. Arseny lives and works in Yekaterinburg.

<http://uralncca.ru/outvideo>  
[www.artpolitika.ru/outvideo](http://www.artpolitika.ru/outvideo)

## JAMES SHORTHOSE

James Shorthose currently works as a short course programme leader for Creative Collaborations, at Broadway Media Centre. He has written extensively on the emerging development of the independent and 'do it yourself' cultural sector in the UK, and the implications that these new emerging forms have for cultural, political and economic exchange.

## ELISABETH SIKIARIDI

Elizabeth Sikiaridi studied architecture and urbanism at the École d'Architecture de Belleville in Paris and at the Technical University of Darmstadt. Elisabeth worked at the architectural office Behnisch & Partner in Stuttgart (project German Federal Bank in Frankfurt/Main, German Federal Parliament in Bonn). She is partner of invOFFICE for architecture, urbanism and design, Amsterdam, and works as a consultant to the Dutch government on 'the use of space in the information/communication age'. She is Professor at the University of Duisburg-Essen.

# BIOGRAPHIES

## WOLFGANG STRAUSS

Wolfgang Strauss is an architect, media artist and scientist. He works with old and new media and creates real buildings as well as electronic architecture, knowledge spaces and digital archives. He is head of R&D on human-machine communication at the MARS Exploratory Media Lab of the Fraunhofer Institute for Media Communication, and develops media architecture of time-based processes. Since 1987, he has produced a large number of media art and design works on the topics of mixed reality, networked information space and visualization of knowledge in cooperation with Monika Fleischmann. Wolfgang studied architecture at the Hochschule der Künste Berlin.

<http://energie-passagen.de>

## MIRJAM STRUPPEK

[www.interactionfield.de](http://www.interactionfield.de)  
Mirjam Struppek works as an urbanist in Berlin. Since 2002 she develops the information platform [interactionfield.de](http://interactionfield.de) about new interaction elements for urban public space, which she presented at various events and conferences. After working a year at PLAY gallery for still and motion pictures, Berlin, she founded in 2004 Urban||Research, with a focus on creative urban spaces, the public sphere and its transformation and acquisition through new media. She is the organizer of the monthly Urban Media Salon in Berlin and is currently in preparation of starting her PHD at Bauhaus University Weimar. In 2002, Mirjam graduated in Urban and Environmental Planning from University Kaiserslautern, where she also research and teaching assistant during her studies. In 1999, she obtained a DAAD scholarship and spent two research semesters at Nagoya University, Japan.

## KORAY TOKDEMIR

Koray Tokdemir earned his Bachelor of Science in City and Regional Planning at the City and Regional Planning Department of the Middle East Technical University, Ankara, Turkey. There, he specialized in urban design. Recently, he participated in the Brancabika Erasmus Workshop Program, in Brugge, Belgium. He also attended the Urban Skyfronts 2.1 Workshop Program at Gazi University in Ankara, Turkey. Koray is a member of the Faculty of Architecture Student Club Direction Committee. He has many academic and personal interests, including voluntary teaching at the Educational Volunteers Foundation, digital arts, and urban photography.

<http://decons.deviantart.com>

# BIOGRAPHIES

## KATE TAYLOR

Kate Taylor is the Big Screen coordinator at Cornerhouse, Greater Manchester's Contemporary Arts Centre. Since the launch of The Bigger Picture in October 2003, Taylor is responsible for programming and curating video art and short film on the Big Screen in Exchange Square, and developing the project via commissions and research. Taylor is also Co-Director of the Halloween Short Film Festival at the ICA in London, and has been working in short film and moving image exhibition since 1998, working for the British Council and one-dotzero among others.

[http://artsmagnet.blogs.com/bigger\\_picture\\_blog](http://artsmagnet.blogs.com/bigger_picture_blog)  
[www.cornerhouse.org](http://www.cornerhouse.org)  
[www.biggerpicturemanchester.com](http://www.biggerpicturemanchester.com)

## KORAY VELIBEYOGLU

Koray Velibeyoglu is a research assistant at the City Planning Department of Izmir Institute of Technology in Izmir, Turkey. He earned a B.A. in City Planning from Dokuz Eylul University, an MS in Urban Design and a Ph.D. in City Planning from Izmir Institute of Technology. He is a post-graduate research fellow at the Middle East Technical University. His research interests include organizational issues of ICT implementation in urban planning and design, ICT in developing countries, and e-government.

[www.angelfire.com/ar/corei/urban.html](http://www.angelfire.com/ar/corei/urban.html)

## FRANS VOGELAAR

Frans Vogelaar studied industrial design at the Akademie voor Industriële Vormgeving Eindhoven (Academy of Industrial Design), and architecture and urbanism at the Architectural Association School of Architecture (AA) in London. Frans worked at the architectural and design office Studio Alchymia (Alessandro Mendini) in Milan and at the Office for Metropolitan Architecture (OMA/Koolhaas) in Rotterdam. He is a partner of invOFFICE for architecture, urbanism and design, Amsterdam. Frans is a consultant to the Dutch government on 'the use of space in the information/communication age'. Furthermore, he is a Professor for Hybrid Space at the Academy of Media Arts in Cologne.

[www.khm.de](http://www.khm.de)  
[www.idensity.net](http://www.idensity.net)

# BIOGRAPHIES

## LINDA WALLACE

Linda Wallace has a PhD from the Institute of the Arts, Australian National University (2003), on scholarship from the Advanced Computational Systems Cooperative Research Centre. Her video database work *Living Tomorrow* was launched in March 2005 at Nederlands Instituut voor Mediakunst in Amsterdam, after a year-long artist-in-residency. *Entanglements* premiered at the Biennial of Australian Art (2004). *Eurovision* (2001), a conceptual prototype for streaming into templates from a database, was nominated for the image award at *transmediale.03* in Berlin, and has been shown widely as has the earlier *lovehotel* (2000). Wallace has extensive international curatorial experience with exhibitions in Thailand, Malaysia, Germany, the UK, Singapore, India and Amsterdam. In 1999 she curated and produced the first exhibition of international new media artists' work in China, in Beijing.

[www.machinehunger.com.au](http://www.machinehunger.com.au)

## CORINA WEBER

Corina Weber studies Electronic Business at the UDK Berlin with a focus on mobile computing and mobile business. Her research interests include innovative mobile applications for mobile carriers and the success factors for e-business.

[www.ieb.net](http://www.ieb.net)  
[www.bluespot.de](http://www.bluespot.de)

## ANDREAS WENGER

Prof. Andreas Wenger is Head of the Department Interior Design of the University of Art and Design in Basle. Since 2003, he is also senior lecturer for architectural design. Andreas is the initiator and head of the research project 'intelligent skin' (since 2004), supported by the Swiss Federal Committee for Technology and Innovation (KTI). In 1992, he founded Anarchitekton, an architectural office for explorations into new practices of process-oriented design. The focus on processuality results from the integration of cultural, ecological, social and technological considerations. Previously, Andreas held an assistant position at the Institute for Architecture and Urbanism (ORL), ETH Zurich.

## CREDITS:

### ORGANISATION:

Mirjam Struppek  
Urban|ReseARTch, Berlin  
[www.interactionfield.de](http://www.interactionfield.de)

Jeroen Boomgaard & Esther Deen  
Department of Art and Public  
Space (Gerrit Rietveld Academie,  
Universiteit van Amsterdam,  
Virtueel Museum Zuidas, SKOR)  
[www.lkpr.nl](http://www.lkpr.nl)

Geert Lovink & Sabine Niederer  
Institute of Network Cultures  
(HvA Interactive Media and Uni-  
versity of Amsterdam)  
[www.networkcultures.org](http://www.networkcultures.org)

Stedelijk Museum Amsterdam  
[www.stedelijk.nl](http://www.stedelijk.nl)

Postivisme Foundation  
(curators & creative platform 11)  
[www.ilove11.nl](http://www.ilove11.nl)

### SPECIAL THANKS TO:

11 restaurant\_bar\_club  
[www.ilove11.nl](http://www.ilove11.nl)

Beam Systems  
[www.beamsystems.nl](http://www.beamsystems.nl)

Pieter Boeder  
(communication/pr)  
[www.networkcultures.org](http://www.networkcultures.org)

Marije Brom  
(productional assistance)  
[www.networkcultures.org](http://www.networkcultures.org)

Annemarie Diekman, SKOR  
[www.skor.nl](http://www.skor.nl)

Lizzy Kalisvaart  
(photography)  
[www.lizzykalisvaart.nl](http://www.lizzykalisvaart.nl)

Emilie Randoe  
(HvA interactive media)  
[www.interactievemedia.hva.nl](http://www.interactievemedia.hva.nl)

Design: Céline Wouters

[WWW.URBASCREENS.ORG](http://WWW.URBASCREENS.ORG)

  
Institute of  
network cultures

  
SMCS