Digital Encounters
An International Symposium
Sabanci University & KASA Gallery, January 5 - 8

Symposium Chair:
Dr. Lanfranco Aceti
Associate Professor in Contemporary Art and Digital Culture
Sabanci University, Faculty of Arts and Social Sciences

Monday January 5, 2009
Sue Gollifer, Paul Brown - 15:00 to 18:00
Sabanci University:
Performing Arts Center

Information Arts: Arts, Sciences and Technology: Is Interdisciplinarity Really Possible?
The session will focus on the issues that are raised by artistic practices that operate at the boundaries of interdisciplinary research. The contemporary visual cultures increasingly portray a landscape where technological applications, visionary artistic interventions in the sciences and scientific approaches to fine art research provide the framework for hybrid artistic and cultural practices that blur all boundaries making it increasingly difficult to define the fields of operation. Is this a new digital Renaissance or a process within which the arts are loosing their aesthetic and traditional focus?

Tuesday January 6, 2009
Sue Gollifer - 15:00 to 16:15
Sabanci University:
Performing Arts Center

Curating Digital Art: From SIGGRAPH to Second Life
The history of computer and digital arts is strictly linked to the curatorial issues that these new media formats have encountered in the affirmation of a new aesthetic. The conflict between materiality and immateriality of both the medium and the artwork is a curatorial conundrum. What are the successful strategy to curate contemporary new media? And what is the role of a print, when is extracted from a digital artwork, documentation or artwork in its own right?

Paul Brown - 16:15 to 18:00

A Life in Between Art and Science: A History of New Media through a Personal Artistic Practice
Contemporary artistic practices take for granted concept of interdisciplinarity, transmediation and hybridization. The artistic and scientific exploitation of the creative synergies produced by intermingling art and science is a methodological process harnessed in media labs across the world. Prof Paul Brown, a pioneer whose art practice moved across a range of discipline, through his own experience will offer an insight in the history as well as future visions for new media.

Wednesday January 7, 2009
Paper Presentations - 15:30 to 19:30
KASA Gallery

15:30 to 16:00 Sue Gollifer, Paul Brown
16:00 to 16:30 Lanfranco Aceti
16:30 to 17:00 Selçuk Artut
17:00 to 17:30 Elif Ayiter
17:30 to 18:00 Selim Balcısoy
18:00 to 18:30 Ekmel Ertan
18:30 to 19:00 Murat Germen

New Media Cultures: Traditions and Changes in Contemporary Artistic Practices
Contemporary digital technologies facilitate encounters, representations of images and cultural exchanges. In this new landscape of digital cultural encounters old traditions and new practices are both in conflict and symbiosis. The contemporary artistic practices reflect the socio-cultural landscape created by new technological applications, defying notions of discipline, borders and space as well as cultural restrictions.
Thursday January 8, 2009

The Digital in the Gallery: A Conflicting Relationship?

What is the relationship between the increasing immateriality of the artwork and contemporary art galleries? Has the digital facilitated the production and dissemination of new artistic practices or instead has homogenized the artistic landscape? The role of contemporary digital curators is that of providing both an aesthetic experience for the viewer as well as the guidance through the increasingly complex nature of information arts which by intersecting art, science and technology require the viewer to embark upon a complex journey made of scientific data, aesthetic theories and cultural referential.
Sue Gollifer
is a Principal Lecturer in Fine Art in the School of Arts and Communication and the Course Leader for the MA in Digital Media Arts (DMA) and for the MA in Printmaking and Professional Practice at the University of Brighton, UK. She has been a professional artist/printmaker for over 30 years, exhibiting work regularly throughout the world and her work is held in major national and international public collections. Her primary research is on ‘the impact of new technology within the practice of Fine Art’. A pioneer of early computer art, she has continuously explored the relationship between technology and the arts and has written extensively on this subject. Gollifer has participated on a number of international conference panels, and her writing has appeared in fifteen scholarly publications and refereed journals. She is also a PhD supervisor in digital processes in fine-art practice.

Paul Brown
is an artist and writer who has specialized in art, science & technology since the late 1960s and in computational and generative art since the mid 1970s. His early work involved creating large scale lighting works for musicians and performance groups (Meredith Monk, Music Electronica Viva and Pink Floyd) and he has an international exhibition record that includes the creation of both permanent and temporary public artworks dating from the late 1960s. He has participated in shows at major venues including the TATE, Victoria & Albert Museum and ICA in the UK; the Adelaide Festival; ARCO in Spain, the Substation in Singapore and the Venice Biennale.  His work is represented in public, corporate and private collections in Australia, Asia, Europe, Russia and the USA. In 1996 he won the Fremantle Print Award.

Lanfranco Aceti
works as an academic, artist and curator. He is Associate Professor in Contemporary Art and Digital Culture at the Faculty of Arts and Social Sciences, Sabanci University, Istanbul. He has written for Leonardo and Art Inquiry and his interdisciplinary research focuses on the intersection between digital arts, visual culture and new media technologies. He is specialized in inter-semiotic translations between classic media and new media, contemporary digital hybridization processes, Avant-garde film and new media studies and their practice-based applications in the field of fine arts. He is also an Honorary Lecturer at the Department of Computer Science, Virtual Reality Environments at University College London. He has exhibited works at the ICA in London and done digital interventions at TATE Modern.

Selçuk Artut
was born in 1976, lives and works in Istanbul, TR. He has received his BSc in Mathematics from Koç University and his MA in Sonic Arts from Middlesex University, London. Currently, he is teaching at Sabancı University as a full-time faculty member. His artistic activities are mainly focused on new media practices such as sonic arts and interactivity. His selected exhibitions and performances include Substairs Sound Installation (Istanbul Biennale, 2007), Improvhelsinki (Helsinki, 2007), Bares do Porto (Portugal, 2006), New Electronic Music (İstanbul, 2006) and Aldwych London Transport (London, 2004). He is also practicing as a professional musician, playing with a band Replikas since 1998.

Elif Ayiter
aka. Alpha Auer, is an artist, designer and researcher, specializing in hybrid educational methodologies between art and computer science, as well as conducting research in data visualization and the development of kinesthetic, biological and somatic interfaces between physical space and the metaverse in collaboration with computer scientists. She has presented both research and creative output at conferences including SIGGRAPH, Consciousness Reframed, Creativity and Cognition, ICAT, Mutamorphosis and Computational Aesthetics. She is currently studying for a doctoral degree at the Planetary Collegium, CAiiA hub, at the University of Plymouth with Roy Ascott.

Selim Balcısoy
Selim Balcısoy obtained his B.S. in Electronical Engineering from the Swiss Federal Institute of Technology, Zurich (ETH) in 1996. He received his PhD on Computer Science in 2001 from the Swiss Federal Institute of Technology, Lausanne (EPFL). Between 2001 and 2004 he was Senior Research Engineer at Nokia Research Center USA, where he conducted research on mobile graphics. His research interests include Augmented Reality, Virtual Environments, Cultural Heritage and Mobile Graphics. Dr. Balcısoy (co)authored over 30 publications at refereed international journals and conferences, and has been granted one U.S. patent.
Speakers Biographies

Ekmel Ertan
Worked internationally as design and test engineer on telecommunication systems and after returning to Istanbul, started a multimedia design company and taught multimedia / visual communication design. He exhibited photography artworks in New York, Diyarbakir and Ankara and created installations and cooperative performance works in several international venues. Ertan is the founder member of amber Beden-İşlemlsel Sanatlar Derneği (Body-Process Arts Association), a laboratory and research-and-production platform on new technologies in art. Ertan was the curator and director of the amber’07 Body-Process Arts Festival in 2007 and amber’08 arts and technology festival in 2008 in İstanbul.

Murat Germen
is an academician, artist and photographer. He has an MArch degree from MIT, where he went as a Fulbright scholar and received AIA Henry Adams Gold Medal for academic excellence. Works as a professor of photography and multimedia design at Sabanci University in Istanbul. He has been invited to seminars, symposia and conferences like SIGGRAPH, Mutamorphosis, CAe 2008, CAC2, EVA-London’08, eCAADe, ASCAAD to lecture on new media, contemporary photography and architecture. Has opened over thirty inter/national (Turkey, USA, Italy, Germany, UK, Mexico, Portugal, Uzbekistan, Greece, Japan, Russia, Iran, India) exhibitions. Has received inter/national awards, mentions for work on photography, design and architecture.