

# ISEA2008

## Symposium International des Arts Electroniques

### Conferences :

[http://www.isea2008singapore.org/conference/conf\\_intro.html](http://www.isea2008singapore.org/conference/conf_intro.html)

Du 25 au 31 juillet

9h00 – 17h00

Singapore Management University, Stamford Road - <http://www.smu.edu.sg/>

Nanyang Technological University, 81 Nanyang Drive (27 juillet) - <http://www.ntu.edu.sg>

Le principal programme de conférences du Symposium International sur les Arts Electroniques 2008 est composé de 250 publications ou présentations individuelles sélectionnées et revues par les grands tenants de la discipline, de présentations d'artistes ainsi que de quatre sessions introductives par quelques uns des conférenciers les plus importants du domaine.

A l'instar des précédentes éditions, les conférences feront se rencontrer des artistes, des théoriciens, des historiens, des commissaires d'exposition et des chercheurs venant du monde entier pour explorer tous ensembles les dernières et plus intéressantes problématiques du domaine. Les cinq thèmes de ISEA2008 ont donné lieu à une grande quantité de publications de spécialistes et artistes internationaux. Ces thèmes sont : Locating Media, Reality Jam, Wiki Wiki, Ludic Interfaces, Border Transmissions.

Plusieurs spécialistes français prendront part au symposium :

- Colette TRON, *Writing, creating and knowledge in a digital medias and new technologies society (some problems and critics relatives to old and new languages)*
- Carole LIPSYC, *Variable fiction, a new literary genre questioning cooperative writing and reality jam*  
“VARIABLE NARRATIVE is a new literary gender. It can be defined as modelized cross-media, interactive and massively cooperative fiction. A variable narrative is meant to be broadcast and edited on any and on all medias, whether they are electronic or not.”
- Cyril-André THOMAS, *TOUCH! TOUCH SCREEN a new HAPTIC!*  
“This research reveals a paradox related to the utilization of new technologies inside the theory of Haptisch and Optish in History of art. This work examines these historical notions in the framework of contemporary art and the using of new media. The computer, touch screens appear as a precious interface in order to develop the interactivity between museum and public.”
- Franck ANCEL, *No Space For This Time*  
“I wrote a first text for ISEA in 2006 about the context of the World Exhibition for Shanghai (1). It is an urbanisation process, emerging in an endless & unlimited city that is being discussed for 2010. Consequently, what is being prepared at Shanghai is not simply an immaterial bridge between a universal-type event and a planetary dimension. It's much more similar with the contemporary transmissions dedicated to the electronic arts, as at the forthcoming ISEA gathering.”
- Regina TRINDADE, Hervé GUILLOU, *Deciphering realities, moving frontiers*

- Sophie LAVAUD, *Active Matrix : a serious game to play with Kandinsky's world*  
 “The presentation will consist in making the demo of one of our project entitled Active Matrix, realized with the scientist Yves Demazeau, head of the scientific laboratory LEIBNIZ – IMAG at the University Joseph Fourier in Grenoble, working in the field of Multi-Agent Systems). The key design objective behind this project is to make paintings come “alive”, to change paintings into complex dynamic environments with which we can communicate in a lucid way.”
- Suguru GOTO, *The Case Study of An Application of The System, "BodySuit" and "RoboticMusic" - Its Introduction and Aesthetics*  
 “This paper is intended to introduce the system, which combines "BodySuit" and "RoboticMusic," as well as its possibilities and its uses in an artistic application. "BodySuit" refers to a gesture controller in a Data Suit type. "RoboticMusic" refers to percussion robots, which are applied to a humanoid robot type. In this paper, I will discuss their aesthetics and the concept, as well as the idea of the "Extended Body".
- Suguru GOTO, Rob POWELL, *netBody*  
 “Different realities will be connected using physical interfaces. The world we may usually call the real world connects with the Internet-based world called Second Life. This project involves developing hardware and software to accomplish deeper communication between these worlds. Ultimately, the actions of one world will be reflected in the other world. Specifically, the avatar (a unique character or identity) in Second Life will be controlled by movements of a human body, and a human body will be controlled by movements of an avatar.”

### **Expositions:**

[http://www.isea2008singapore.org/exhibitions/air\\_info.html](http://www.isea2008singapore.org/exhibitions/air_info.html)

Main Juried Exhibition

AIR (Artists In Residence)

Venue: National Museum of Singapore, 93 Stamford Road

- Exhibition Galleries, Basement

- The Atelier, Level 3

[www.nationalmuseum.sg](http://www.nationalmuseum.sg)

25 juillet (9h00 – 14h00), 26 juillet au 3 août (10h00 à 18h00)

Entrée libre

Aux côtés des conférences, une composante essentielle de l'ISEA2008 est l'exposition de 16 oeuvres d'art qui ont été conçues spécialement pour l'ISEA par 22 artistes internationaux.

Ces projets ont été sélectionnés par le comité de l'ISEA2008 après un appel à projet lancé en 2007. Il a été demandé aux artistes nouveaux media de soumettre des propositions selon leur inspiration autour des cinq thèmes des conférences : Locating Media, Reality Jam, Wiki Wiki, Ludic Interfaces, and Border Transmissions

Deux artistes français participent à l'exposition : **Untitled, Horia Cosmin Samoila (Romania/France) & Marie Christine Driesen (France). Collaborating with: [Mixed Reality Lab.](#)**