



## **Workshop I: New Media and Urban Culture**

With Stephen Graham and Christian Nold  
moderator: Martijn de Waal

Netherlands Architecture Institute  
Bakema Serre (Downstairs, adjacent to the Foyer-Café)

Museumpark 25  
Rotterdam

Coffee and Registration: 11:30  
Workshops: 12:00 -14:30

Conference Dinner (optional, Euro 35): 19:00  
The Bagel Bakery  
Schilderstraat 57 A  
RSVP via [info@themobilecity.nl](mailto:info@themobilecity.nl)

### **Workshop theme and set-up**

The goal of this workshop is to assess the interplay between urban culture and locative and mobile media from different academic and professional disciplines. What are the main challenges and opportunities? And how do different disciplines address these?

The workshop is divided into two parts. The first part will focus on challenges, the second part on opportunities. Each part will start with a general discussion of the theme, brought up by special guests Stephen Graham and Christian Nold. After that, some of the workshop participants will be given the opportunity to present a crucial issue related to the theme from their own work. Other participants are asked to comment on these issues.

#### **Software Sorted Cities**

In the first part of the workshop we will look at challenges that new media technologies may pose to Urban Culture. What role does 'software sorting' play in Urban Culture? How are locative and mobile technologies used in the process of urban securization? Can we speak of a new digital divide arising from the use or non-use of locative media, that is linked to an urban divide? Introduction: Stephen Graham

#### **Locative media and the making of public space**

In the second part of the workshop we will discuss how several mobile and locative media practices and technologies enable new or different ways of 'space making'. Under what circumstances can they be used to create (a new type of?) public space? What could be the role of art in this process? And how can urban professional make use of new ways of collecting data (like gps-tracking) in their design of public spaces? Introduction: Christian Nold

## Literature

Below you will find some suggestions for literature and art-projects that may be helpful to frame the discussions in the workshops. These titles are recommended by workshop speakers Stephen Graham and Christian Nold. The literature and references can be found at our website: [www.themobilecity.nl](http://www.themobilecity.nl) , under Program / Feb 27th: Workshop 1

Graham, Stephen Software Sorted Geographies

Graham, Stephen & Crang Mike SENTIENT CITIES Ambient intelligence and the politics of urban space

Graham, Stephen Cities and the 'War on Terror'

Environmental Art

[http://www.frieze.com/issue/article/making\\_do/](http://www.frieze.com/issue/article/making_do/)

Peak Oil

<http://softhook.com/peakoil.m4v>

Beyond Locative Media

[http://networkedpublics.org/locative\\_media/beyond\\_locative\\_media](http://networkedpublics.org/locative_media/beyond_locative_media)

Locative Dystopia

[http://www.drewhemmet.com/2004/locative\\_dystopia\\_2.html](http://www.drewhemmet.com/2004/locative_dystopia_2.html)

Mobile Education?

<http://www.pbs.org/idealab/2008/02/video-games-mobile-devices-inf.html>

Suicide Walks

<http://post.thing.net/node/1149>

Century of the Self - Classic if you have not seen it

[http://www.archive.org/details/AdaCurtisCenturyoftheSelf\\_0](http://www.archive.org/details/AdaCurtisCenturyoftheSelf_0)

<http://www.archive.org/details/AdamCurtisCenturyoftheSelfPart2of4>

<http://www.archive.org/details/AdamCurtisCenturyoftheSelfPart3of4>

[http://www.archive.org/details/AdamCurtisCenturyoftheSelfPart4of4\\_0](http://www.archive.org/details/AdamCurtisCenturyoftheSelfPart4of4_0)

## **Workshop Participants**

Stephen Graham  
Christian Nold  
Daniel Aschwanden  
Jonneke Bekkenkamp  
René Boomkens  
Dimitris Charitos  
Christoph Emenlauer  
Twan Eikelenboom  
Lucas Evers  
Ana María Fernández-Maldonado  
Frank Go  
Ina Klaasen  
Ole B. Jensen  
Eric Kabisch  
Arjen Ligtvoet  
Michiel de Lange  
Eva Nieuwdorp  
Martijn Oosterbaan  
Rene Pare  
Heli Rantavuo  
Martin Rieser  
Jeroen van Schaick  
James Stewart  
Taede Tillema  
Ginette Verstraete

## Biographies & Projects

### Stephen Graham

Over the last fifteen years Stephen Graham's research has sought to understand the relations between urban places and mobility, infrastructure and technology on the one hand, and war, surveillance and geopolitics on the other. In particular, his recent work has explored the 'splintering' of urban spaces and infrastructures, mobilities and cities; the implications of new media technologies for urban life; and the proliferation of urban surveillance systems which are increasingly automated through computer software.

### Christian Nold

Christian Nold is an artist, designer and educator working to develop new participatory models for communal representation. In 2001 he wrote the well received book 'Mobile Vulgus', which examined the history of the political crowd and which set the tone for his research into participatory mapping. Since graduating from the Royal College of Art in 2004, Christian has led a number of large scale participatory projects and worked with a team on diverse academic research projects. In particular his 'Bio Mapping' project has received large amounts of international publicity and been staged in 16 different countries and over 1500 people have taken part in workshops and exhibitions. These participatory projects have a strong pedagogical basis and grew out of Christian's formal university teaching. He is currently based at the Bartlett, University College London.

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

### Daniel Aschwanden

Swiss, born. 1959, Vienna-based

DE-SPECIALIZING in the context of contemporary dance, performance, old&new media,art,social&urban environments founder and artistic director of the dance&performancefestival TANZSPRACHE Vienna 89-93

Founder and artistic director of the performancelabel BILDERWERFER Vienna 1992 –2001

Various solo and group performances in Europe, USA, Southamerica, Asia

2002 Soloperformance Bloody drops of happyness with director Yosi Wanunu of toxic dreams

2003 Always after the blondes , MediaInstallation? and Performance with Jack Hauser and Anne Juren

2004 Co director of the transboarder lab Bratislava/Vienna ,TanzquartierVienna?, Shortmovies

Director of in:visible an installation and performance in the context of art and disability including 36 non professional actors together with Simon Frearson

2005 Director and Performer of the Urban performance project [framefreeze](#), Vienna-Bratislava? including 30 guest performers in 40 days

Initiator and Codirector of “absent interfaces” a series of art&science laboratories on media and live performance.

Collaboration with Peter Stamer on Chinese Whispers, Research and exchange project with living dance studio Beijing resulting in a Video 2006 Artist in residence at Tanzquartier Vienna, Initiates a series of discursive events airing them live on internet radio: [DanceRadioStudio2?](#)

Headroom –Chinese Whispers : DIAF06 ( Dashanzi Int. Art Festival Beijing): Urban Interventions, Installation, talks.

Tanzquartier Vienna : Installation and performance of a radioplay as a live performance with Peter Stamer and Oliver Stotz

2007 Initiator of PATHOSBÜRO a collective research and performance project, Urban interventions in Vienna

Editor of PATHOSPOST magazine with philosopher & performer Katherina Zakravsky

Video: pathos alarm in outer space

Co-founder of screenTV internet streaming video platform

Chinese Whispers, radioplay for the austrian broadcast company

## **Jonneke Bekkenkamp**

Jonneke Bekkenkamp is assistant professor at the University of Amsterdam. She teaches religion and literature and is coordinator of the professionals MA program Religion and Profession. As director of her own company she designs educational programmes and games. For projects and publications see [www.religiestudies.nl](http://www.religiestudies.nl) and [www.zinenzaken.nl](http://www.zinenzaken.nl).

### **Y-Com Challenge**

There is talk of a return of the city of Amsterdam to the IJ, a location that is increasingly brimming with life. With culture as their catalyst, nine institutions (‘vital coalition’) wish to join hands to introduce residents, visitors and tourists both physically and virtually to each other (communities), the culture and this hot spot. Entries for this project are ‘tailor made culture’, ‘cultural dating’, ‘encounters’ and ‘multi-mode experience’. Additionally, innovative ICT will be applied, including Web 2.0 applications and the mobile phone as an interface. The ambition of the institutions fits into the recent development of Amsterdam as a cultural capital and innovative surroundings (‘living lab’). Moreover, place and context will be offered to students to acquire and train skills which are part of a professional master in socially relevant projects as a first step in further strengthening the connection between science, learning and culture.

In developing the vision, and the implementation of it in a strategy, the relational surroundings of IJ in Amsterdam (other hot spots in Amsterdam, the Amsterdam Tourism &

Convention Board, the Amsterdam Uit Bureau), the danger of a multiplicity of portals, the differences in innovation capacity and acceptance between the nine institutions, but also the possibilities of linking the differences in a technical and thematic manner must be taken into

At the moment, the project bureau Y-Com is the linking pin between the nine institutions. We wish to make a start in 2008 already in realising an initial phase of this ambitious plan. Around the scenario of 'The meetings and communities around the IJ with Culture as a catalyst' Y-Com distinguishes three aspects: ICT (infrastructure, applications and the mobile interface), Marketing and Content (thematic projects).

The challenge is to

- link these three aspects in a visionary and addressing manner in order that the nine institutions themselves feel connected (cultural statement of requirements for IJ as a brand and a technical statement of requirements for innovative means of communication),
- table a motivated proposal in which the implementation of the vision is presented in a number of steps in time (roadmap), and among other things the possibility of 'various paces' is kept open and concrete form is given to the profitability of the joint operations as a vital coalition.
- develop a test frame work with which Y-Com<sup>?</sup> can assess an offer to implement the vision on feasibility and desirability.

## René Boomkens

René Boomkens is professor in social and cultural philosophy at the University of Groningen. His main field of research and interest is the development of modern urban and popular culture, with a special stress on notions like 'modernity', 'modern experience' and 'everyday experience'. He published books on popmusic and popular culture, modern urban culture and the public domain, and on globalization. He is member of the Dutch Council for Culture, which advises the Dutch government in the field of cultural politics and the development of the arts. He is also chair of a book series on Knowledge, Politics and Public Affairs for publishing house Van Genneep in Amsterdam.

## Dimitris Charitos

Dr. Dimitrios Charitos (vedesign@otenet.gr) is a lecturer at the Faculty of Communication and Media Studies of the University of Athens. He teaches "Human-Computer<sup>?</sup> Communication", "Art & Technology", "Visual Communication", "Digital Communication Environments". He has studied Architectural Design (National Technical University of Athens, 1990) Computer Aided Design and has a PhD on Interactive Design and Virtual Environments (University of Strathclyde, 1998). He has taught at an undergraduate and postgraduate level since 1994 in Scotland and Greece (Department of Informatics, University of Athens and Dept of Architecture, National Technical University of Athens). He has authored or co-authored more than 50 publications in books, journals or conference proceedings. His artistic work involves electronic music, audiovisual, non-interactive or interactive, site-specific installations and virtual environments.

## Locunet

LOCUNET (LOcation-based Communication Urban NETwork) is a research project that aims at investigating the emergence of new forms of communication environments, supported by the integration of new mobile and locative media technologies and the impact that the implementation of these systems may have on mediated communication within urban space.

Research-wise the system is built in such a way that will specifically allow the study of intergroup communication that is developed in a group context by virtue of locative media use.

The LOCUNET project focuses on investigating the impact of a location-based activity on group interaction and communication, as well as on the way members of such groups perform a joint task relying, at the same time, on spatial information to coordinate themselves. From this angle, locative media systems are considered as “mixed-dialectic experiences” since they facilitate a dramatic amalgamation of seemingly opposite concepts:

- the physical environment of the real world and
- the “virtual” environmental context of the digital information and communication layer, which is mapped onto physical space and is supported by the locative media system.

In any case, our research focuses on group formation and dynamics; this has a consequent effect on the architecture of the system and the application scenario that will be implemented in order to evaluate the role of locative media at the group level. In accordance with the theoretical framework, there are a number of requirements and prerequisites that have to be met assuring that multiple user interactions will occur, providing the necessary research data. These are: a) distinct groups b) goals/aims that have to be accomplished c) unrestricted/free group organization and hierarchy d) communication channels between group members and e) off-line (real world) interaction.

By means of conclusion, the scenario that will be implemented in the context of LOCUNET project research process is briefly described: users are separated in two distinct groups (Team A and Team B) that are consisted both of mobile users that move physically in the urban environment and desktop users that remotely “navigate” through the city. Both teams have been informed that the purpose of the activity (quest) for each group is the acquisition of five items in the duration of one hour. Each team has to transport these items to a different location, and in parallel to impede opponent group members from doing the same. It is of high importance to enhance interactions by not allowing users to complete tasks on their own, but to direct them towards collaborating with team mates for the purpose of fulfilling the task. This is the reason for imposing time restrictions in the duration of “possessing” an item. Furthermore, users can create multimedia content, along with the pre-existing, and can map this content onto a specific location in the physical world in an effort to mislead opponent players or to co-ordinate with their team mates. One of the most essential elements of the system is the communication between users, which is both synchronous (messaging) and asynchronous (multimedia content).

The characteristics discussed above may influence interpersonal as well as intergroup relationships in the context of these new social constructions. It is therefore considered as useful to examine the ways in which social messages are distributed among participants in a locative media group during the phase of designing and developing the LOCUNET technological system.

## **Christoph Emenlauer**

I am an architecture student at the University of Stuttgart. During my studies my main field of interest have been the perception of the city and the changing understanding of public and private spheres. My work ranges from classical architectural issues to more abstract projects like a cross-reality game, where the player continuously jumps between material space and a virtual layer that is applied to the city.

Currently I am working on my diploma thesis “public and private spheres, new media and the

perception of the city“, supervised by Prof. De Bruyn. The current state of the theoretic work, proposing small interventions and projects is published on [www.derwohnblog.blogspot.com](http://www.derwohnblog.blogspot.com).

## **Twan Eikelenboom**

Twan Eikelenboom is a New Media writer with a specific research interest in locative media. Current research focuses on incompatibility between spaces in locative media. Twan is finishing his MA thesis at the University of Amsterdam on the shifting aesthetics of navigation and consequential conflict between spaces since the advent of satellite navigation systems.

Twan is currently active in Virtueel Platform (editor) and University of Amsterdam's Masters of Media (blogger). Previous freelance work includes (a.o.): Google Blogoscoped, Stimuleringsfonds Ned. Culturele Omroepproducties and Cut-Up? webmagazine. Personal blog is online at <http://newmw.wordpress.com>

## **Lucas Evers**

2007 – current Head of culture programme, Waag Society, Amsterdam:  
Creative Commons Netherlands programme, Arts & Genome programme, Artist Residency programme, Location Based Heritage programme.

2007 – current advisor at DasArts

2000 – 2007 media programme, Melkweg, Amsterdam:  
co-organiser of ‘Upgrade! Amsterdam’  
co-organiser of ‘5 Days Off’  
co-organiser of ‘next 5 minutes’

1998 – 2003 cinema, media, politics departments of De Balie, centre for culture & politics, Amsterdam:  
co-organiser of ‘An Archaeology of Imaginary Media’  
producer of net.congestion – festival of streaming media  
organiser of Re:Mark:Marker, retrospective of works and films of Chris Marker.

### **Education**

1995 – 1997 Politics and public administration, University of Amsterdam  
1989 – 1994 Visual Arts, Academy of Visual Art, Maastricht

## **Ana María Fernández-Maldonado**

Ana María Fernández-Maldonado is Research Associate in the Section of Urbanism of the Faculty of Architecture at Delft University of Technology. Since 1997 her main field of research is on the relationship between Information and Communication Technologies (ICTs) and the contemporary city. In 2004 she defended a PhD dissertation on ICT-related transformations in Latin American metropolises. She has published for the academic world and for the development community on topics related to Internet and ICTs in developing

countries, in Europe, and in Latin America, with an emphasis on the effects in low-income communities. She published a chapter in the *Cybercities Reader* (2004), edited by Stephen Graham for Routledge, on Internet use in low-income neighbourhoods in Lima, Peru. She has been collaborating with colleagues at the faculty who are involved in tracking technologies for research in urbanism.

## **Frank Go**

Frank Go (Amsterdam, 1948) is professor and holds the Bewetour chair at the Rotterdam School of Management, Erasmus University the Netherlands. His research interests focus on marketing relationship issues, particularly how to bridge the gap between information technologies and social interaction to support decision making in organizations, brand identity and image formation in the travel and accommodation context. He supervised a research projects on Dubai, Vienna and Barcelona and is currently involved in studies assigned by Microsoft, Carlson Wagonlit, and Accor, serves on the editorial board of seven learned journals and visiting research professor at the Open University Business School, Catholic University Leuven and Rikkyo University, Tokyo, Japan, and the editorial board of seven international journals. Prior to his present post he gained experience in the USA, and was affiliated with the University of Calgary, Alberta, Canada and the Hong Kong Polytechnic University.

## **Ina Klaasen**

Ina Klaasen is associate Professor Chair of Spatial Planning at TU Delft. Her specialism includes Urban & Regional Design and Planning from a 'Network City' Perspective, i.e. focussing on the role of 'time' and societal (and ecological) processes that should be accommodated; Urban and Regional Theoretical Models; Scientific Aspects of Urban & Regional Design and Planning; Philosophy of Science; Planning and Design in Developing Countries; The Greater Amsterdam Region; Administrative Aspects of Spatial Planning.

## **Ole B. Jensen**

Ole B. Jensen (b. 1965). BA in political science, MA in sociology, and PhD in planning (PhD). Professor of Urban Theory in the Urban Design Research Group at the Department of Architecture and Design, Aalborg University, Denmark. Main research interests are urban mobility, performative urban environments and the network city. Interest in relation to the Mobile City workshop and conference: how the networked technologies relating to contemporary urban mobility offer potentials for transgressing mobility as 'waste of time' or instrumentalism at the same time as they are power-laden and oscillates between state control and market consumerism. The challenge for me as a social scientist working in a design department is to analyse and discuss networked urban mobility as 'more than A to B'. Rather it is a cultural phenomenon too often just seen through the eyes of planners trying to 'fix' congestion, accidents and so-called 'environmental externalities'. Not realising that mobility is culture. Simultaneously such a discussion should try to point at the third space for meaningful social interaction mediated by networked technologies that goes beyond state control and market commercialism.

Select list of references:

Jensen, O. B. & T. Richardson (2004) *Making European Space. Mobility, Power and Territorial Identity*, London: Routledge,

Jensen, O. B. (2006) Facework, Flow and the City – Simmel, Goffman and mobility in the Contemporary City, *Mobilities*, Vol. 2. No. 2, pp. 143-165,

Jensen, O. B. (2007) City of layers. Bangkok's Sky Train and How It Works in Socially Segregating Mobility Patterns, *Swiss Journal of Sociology*, vol. 33, no. 3, pp. 9-28,

Jensen, O. B. & B. S. Thomsen (2006) Performative Urban Environments – Increasing Media Connectivity, paper for the conference 'Media City – Media and Urban Space', Bauhaus Universität, Weimar, Germany, November 10 – 12 2006,

Jensen, O. B. (2006) Thinking Mobilities – Crossing Disciplinary Boundaries, Paper for the 'Sustainability and Landscapes of Mobility Problems and potentials in an urban architectural perspective' Conference, School of Architecture, May 22-23 2006.

## **Eric Kabisch**

Eric Kabisch is an artist, interaction designer, and doctoral candidate in the Department of Informatics at the University of California, Irvine. His current practice is concerned with the varied intersections between geospatial information technologies and human geography. Eric is developing a framework for analyzing the cyclical process by which information technologies measure, represent and embed themselves into society and our world. He constructs cultural artifacts which utilize custom software systems, DIY construction and usually emit some form of sound. Through the creation of these artifacts he hopes to reconsider the process of design, enabling novel forms of use by avoiding traditional evaluative models such as efficiency and utility. Eric's previous education includes an MFA in Arts Computation Engineering (UCI), a BA in Telecommunications and Music from Indiana University, and an A.S. in Audio Technology (IU). He has professional experience in interaction design, game programming, and art direction.

### **Datascape: A synthesis of embodied and synthetic worlds**

Digital and synthetic worlds – such as those enabled by massively multiplayer online games (MMOGs) including World of Warcraft, Second Life, There, The Sims, and Ultima Online – are the subject of increasing interest from academic and commercial communities. While many researchers study the impacts and relationships these digital worlds have with “real world” social structures and economies, the worlds are still conceived as self-contained entities that exist in abstracted and isolated spaces. In recent work I focus instead on synthetic worlds of digital information that describe – and regulate – the embodied physical spaces people inhabit. I have developed a mobile interactive art installation as a way to bring geographically referenced information out of databases and into everyday experience of traveling through the world. Datascape enables a hybrid environment whereby participants author dynamic geographic narratives that compose a digital world. A vehicle-mounted digital periscope engenders action between passengers and a visual and sonic landscape that unfolds and emerges based on conversations between people, data, and dynamic representational entities that compose the landscape. By allowing people to view and interact with information descriptive of the location in which it is encountered, I hope to enable public education and engagement with the spaces we traverse and inhabit in our everyday lives.

## Arjen Ligtoet

Arjen Ligtoet (1970) graduated at the University of Amsterdam in urban geography, real estate economics and finance. During his studies, he lived for a couple of months in Barcelona. After graduating in 1995, he worked as a research journalist for the real estate magazine *Vastgoedmarkt* (Commercial real estate magazine) and as a researcher for the *Economisch Instituut voor the Bouwnijverheid* (Economic Institute for the Building Industry). After taking a year off to walk to Santiago de Compostela (Spain), he worked for a couple of years as a financial controller at an insurance company and a health care group. In 2001/2002 he worked in Munich as a language trainer and translator. From 2003 to 2006, he worked as an independent business writing consultant, and took university level courses on various subjects, including religious studies and history. In 2007 he finally returned to academics by studying History at the British Open University. At the moment he takes the course “Cities and technology” after which he hopes to combine his studies in history, geography and economics in doing PhD-research on the development and functioning of cities, especially regarding transport and communication technology.

## Michiel de Lange

Michiel de Lange is a PhD candidate at Erasmus University Rotterdam, Netherlands, fac. Philosophy. Michiel studies mobile technologies in relation to personal and cultural identities. His research project is called *Playful Identities* ([www.playful-identities.nl](http://www.playful-identities.nl)), a collaboration between philosophers, media theorists, and empirical researchers. Michiel has an MA in Cultural Anthropology (University of Amsterdam). In 2000 he did research on the rise of the internet in Indonesia. Michiel collaborates in a locative media art/science project which takes place in Nigeria ([www.nomadicmilk.net](http://www.nomadicmilk.net)). Between 2001-2005 Michiel worked for *Knowledgeland* ([www.knowledgeland.org](http://www.knowledgeland.org)), a Dutch thinktank that initiates innovative projects to enhance the knowledge-based society. Michiel worked for *Cyberzoek* ([www.cyberzoek.nl](http://www.cyberzoek.nl)), a computer neighborhood center in Amsterdam, teaching people of all ages and backgrounds how to use digital media. Michiel blogs about his research at <http://blog.bijt.org>.

## Eva Nieuwdorp

Eva Nieuwdorp is a PhD candidate in New Media and Digital Culture in the Faculty of Arts and Humanities at Utrecht University, The Netherlands, where she participates in a research project called ‘Playful Identities: From Narrative to Ludic Self-Construction’. This project looks at identity construction in relation to an increasingly technologically mediated society and the possibilities this yields for personal and cultural expression and self-reflection. At the moment Nieuwdorp focuses her research on the construction of personal and cultural identity in and through games, and especially pervasive games, looking at concepts such as embodiment, convergence and performance, as well as investigating new terminological approaches to ‘pervasive games’. She has spent a period as a guest researcher in January-May 2005 with the *Trans-Reality Gaming Laboratory* at *Gotland University (HGO)* in Sweden, as part of the *European Integrated Project on Pervasive Gaming (IperG)*, where she has done research on defining pervasive gaming. She is active in assisting the teaching staff in developing syllabuses and curricula for several courses on digital games, as well as regularly performing junior teaching duties in seminars.

Nieuwdorp, E. (2005) 'The Pervasive Interface: Tracing the Magic Circle' presented at Proceedings of DiGRA 2005 Conference: Changing Views – Worlds in Play, published at DiGRA [Online] Available at:  
<http://www.gamesconference.org/digra2005/viewabstract.php?id=233>

## **Martijn Oosterbaan**

Martijn Oosterbaan studied Cultural Anthropology at the University of Amsterdam, where he graduated with the MA thesis: *Pilgrim's Tales: The Historic Pilgrimage to Santiago as a Late Modern Market of Narratives*. From 2000 till 2005 he was PhD-Student<sup>2</sup> at the Amsterdam School of Social Science Research (ASSR), University of Amsterdam. His PhD dissertation was titled: "Divine Mediations: Pentecostalism, Politics and Mass Media in a Favela in Rio de Janeiro" The research was part of the PIONIER project *Modern Mass Media, Religion and the Imagination of Communities. Different Postcolonial Trajectories In West Africa, Brazil, The Caribbean And India*, headed by Prof dr. Birgit Meyer. Currently he is Postdoc at the department of Practical Philosophy, Faculty of Philosophy, University of Groningen. Member of the research project *New Media, Public Sphere and Urban Culture*, headed by Prof dr. René Boomkens. This project is part of the NWO project *Transformations in Art and Culture*. This research investigates the changing nature of public city life and its representations as a result of the developments in communication technology. Within the larger research project he is responsible for a sub-research titled: *European Brazilians: A diasporic/virtual community*. In this research he examines the networks of Brazilian migrants in the Information City. The comparative study of Brazilian migrants in three European cities: Amsterdam, Barcelona and Lisbon contributes to discussions concerning the influence of (new) means of mass communication on (migrant) group networks and the conditions of citizenship in the European Union.

## **Rene Pare**

Rene Pare is trained as a graphic designer and started his own studio Grafico de Poost in 1990, started MAD emergent art center in 1995. He organises projects and writes about new media in public space, and art, science and technology. His main projects in 2007 are: *Image Radio* and *ETAC* (read more on the website of MAD). He has been teaching @ TU/e Industrial Design and is now involved in new group starting R&D on the area of RFID.

## **Image Radio**

*Image Radio* features current developments in art that display interactive media in public space. The artwork includes video, animation, interactive art, new media art, and more. The festival is also an experiment, critical reflection, and preview of how animated visuals in public space impact our cultural, social and physical surroundings. The increase of large and small display devices, particularly in urban centers, provides a new medium. Public space becomes a medium in which dynamic and manipulative content influences our perception. Potential applications of this new medium have hardly been explored. *Image Radio 2007* (november 2, 3 and 4, Eindhoven) presented a selection of international artists who demonstrate that research and reflection on the new medium, "moving images in public space", can lead to unexpected and meaningful results. Accordingly, the emphasis lies on interactive approaches and experimentation with new media technology. *Image Radio* presented in the center of Eindhoven, in locations from the Stationsplein to the Victoriakwartier. The festival opens with a symposium featuring various prominent speakers: Mirjam Struppek, George Fifiield, Evert van Loenen. Given the strong high tech character of metro-Eindhoven (Brainport) the event also provokes the practical symbiosis of art and technology; the foundation of collaborations between

innovative scientific researchers or developers, and independent artists, performers or design professionals. It also ties into Eindhoven City of Light 2007, in which all facets of light will be presented.

The first edition Image Radio 2007 (November 2, 3 and 4, Eindhoven) presented a selection of international artists who demonstrated that research and reflection on the new medium, "moving images in public space", can lead to unexpected, joyful and meaningful results. Image Radio 2008 will be presented in the center of Eindhoven from October 30 till November 2, 2008.

<http://www.imageradio.nl>

Image Radio is a production of MAD emergent art center <http://www.mad.dse.nl/>

## **Heli Rantavuo**

Heli Rantavuo works as researcher at the Media Lab, University of Art and Design Helsinki. In her thesis Connecting photos: A qualitative study of cameraphone photo use (working title, forthcoming in 2008) she examines how people use their cameraphone photos in digital media and the cultural significations they give to the photos. In her post-doctoral project, Heli plans to develop a conceptual model for the interaction that takes place through photos and pictures in digital media. Heli studied social sciences for her Bachelor's at the University of Tampere and film studies for her MA at the University of Amsterdam. [www.taik.fi/reseda](http://www.taik.fi/reseda), heli.rantavuo [at] [gmail.com](mailto:heli.rantavuo@gmail.com)

## **Martin Rieser**

IOCT/Art and Design

Professor of Digital Creativity

Joint Research Professor in the Institute of Creative Technologies and Art and Design

Martin Rieser is a media artist and theorist working in a range of media from the Internet to Locative Media and Interactive Installation. His work is trans-disciplinary and is particularly concerned with the combination of interactive poetry, sound, narrative and performance in still and moving image. He has exhibited internationally in Europe, Australia, America and Japan.

His books include New Screen Media ( BFI/ZKM 2002) and The Mobile Audience (Rodopi 2008). His current research includes an Arts and Humanities Research Board funded project Hosts shown in Bath Abbey in 2006 and Roamedia, 2007 part of a Fellowship at La Trobe University, Melbourne.

Rieser, Martin (Editor /Author) The Mobile Audience (Book and Website) on Mobile media art, Rodopi (Pending 2008)

Rieser, Martin, Rediscovering spatial narrative for locative media, at Porus City, Urban Interface Conference, Oslo, 2007

Rieser, Martin Mobile Audience at Fuzzy Interference: Digitising the Environment: Lovebytes Conference Panel Sheffield 2006

Rieser, Martin, Hosts Trondheim Matchmakers €2005

Rieser, Martin, The Poetics of Interactivity: The Uncertainty Principle at Interactivity of Digital Texts Conference , University Of Meunster, Germany 2005

Rieser, Martin, Locative Media and Spatial Narratives, Presentation and paper at Consciousness Reframed: Altered States Conference, University of Plymouth 2005

Rieser, Martin €Networked Performance: How Does Art Affect Technology and Vice Versa? Paper and Panel Presentation, Siggraph Los Angeles, USA, €2005

Rieser, Martin Narratives for the 21st Century, Poster and Paper at €Refresh: New Media Histories, Banff Centre, Canada, 2005

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## **Jeroen van Schaick**

Jeroen van Schaick did his Master in Urbanism at TU Delft. His final thesis focused on the relation between social sciences and urban design and planning. This was the starting point in 2004 for his PhD research at Delft University of Technology on integrating knowledge on activity patterns of people in urban design and planning. The PhD research that will be finalized in 2009 explores three directions: the conceptual frameworks in urban design and planning and time geography, the visualisation of time in relation to space and the development of organization principles for urban areas. He teaches design studio work in the MSc Urbanism at Delft University of Technology. As book editor he is working on the book Urban Networks - Network Urbanism by Prof. Gabriel Dupuy (Paris I -Sorbonne), which is to appear in 2008 in the series Design Science Planning (Technepress); and on the book Urbanism On Track, based on the event Urbanism On Track held in January 2007, which is to appear in 2008 in the Research in Urbanism Series (IOS Press).

## **James Stewart**

My interests lie in understanding the development of new technologies and they way that they are shaped, appropriated and become part of social relations and social institutions.

Currently I am working on the future of wireless and mobile devices, and processes and implications of ubiquitous ICTs. The is currently in the context of brandes and public/private space. This means I am also interested in the way products and serices are invented and brought to market, the visions that drive firms and governments, and how these are turned into strategies and technology.

I am interested in the adoption and diffusion of technologies, non-adoption and resistance to technologies.

Finally I have an interest in the social implications of divisions in access and use of ICT on national and international level - the so called digital divide.

In 2002 I completed my PhD thesis "Encounters with the Information Society" on the co-shaping or co-evolution of multimedia technologies and social institutions . This involves micro-sociological studies of the development of use and discourse around new technology. I look at how people encounter traditional and new media technology in everyday life, at home at work and in public life, and in the role of close social networks in forming experience and expectation. This has implications for understanding exclusion and inclusion in the 'information society', the real development of awareness and use of networked media, and the importance of informal networks for innovation and selling of new media products.

### **Branded Meeting Places**

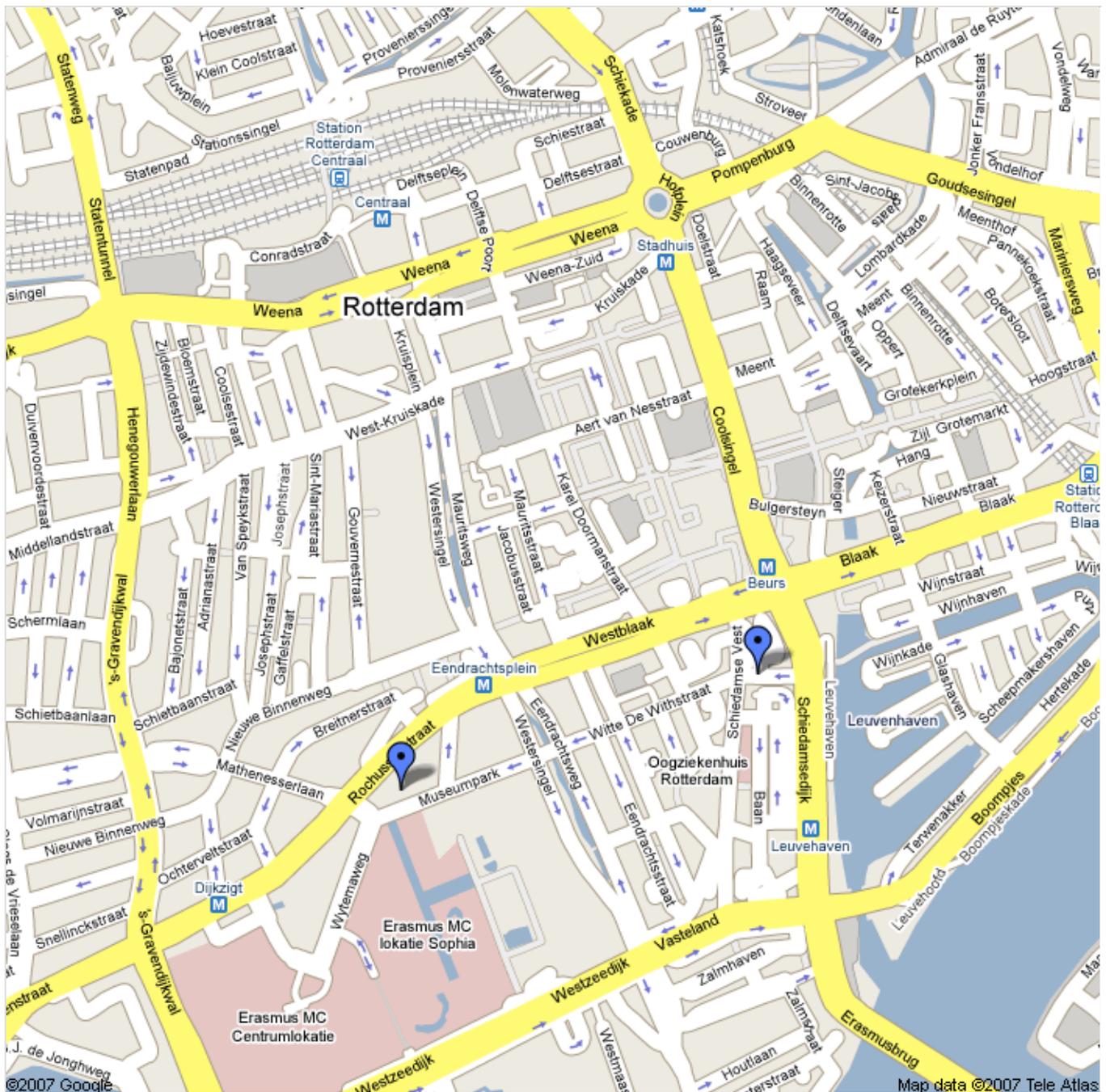
Meetings are now less constrained to offices, shops and fixed points of service, and can take place in a range of environments, including branded places: coffee houses, transportation hubs, customised meeting places, and informal, locally-branded spaces. People are drawn to places that have particular meanings as loci of human encounter. Communications technologies are implicated in this move into the variegated brandscape.

We gather evidence for these assertions about the rise of branded meeting places, examine the suitability of branded spaces for human encounters (eg meetings amongst business associates, between service providers and clients), and develop strategies for improving the technologies that support them. In the process we will critically examine and analyse branded spaces, theories about their formation, and how they operate as loci of human encounter.

### **Taede Tillema**

#### **Ginette Verstraete**

Ginette Verstraete is Professor of Comparative Arts and Media at the Vrije Universiteit Amsterdam. She is the author of *Fragments of the Feminine Sublime in Friedrich Schlegel and James Joyce* (SUNY Press 1998) and of several publications and edited volumes on mobility and globalization, such as *Placing Mobility, Mobilizing Place: The Politics of Representation in a Globalized World* (Rodopi, 2002, with Tim Cresswell), and *Verstrooide burgers: Europese cultuur in een tijdperk van globalisering. (Distracted/Dispersed Citizens: European Culture in an Age of Globalization)*. Amsterdam: Vossiuspers, 2001. Her book on *Tracking Europe: Mobility, Migration, and the Politics of Location* is forthcoming with Duke UP.



## The Mobile City

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Location for Workshops and Conference, Museumplein 25 Rotterdam



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Location for Conference Dinner

Wed Feb 27th 19:00 hrs

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+31 (0) 10 4121560