

Drop in and take part in an exciting season of Lectures, workshops and interactive gallery installations at Turner House Gallery in Penarth which examine the creative impact of new digital technologies.



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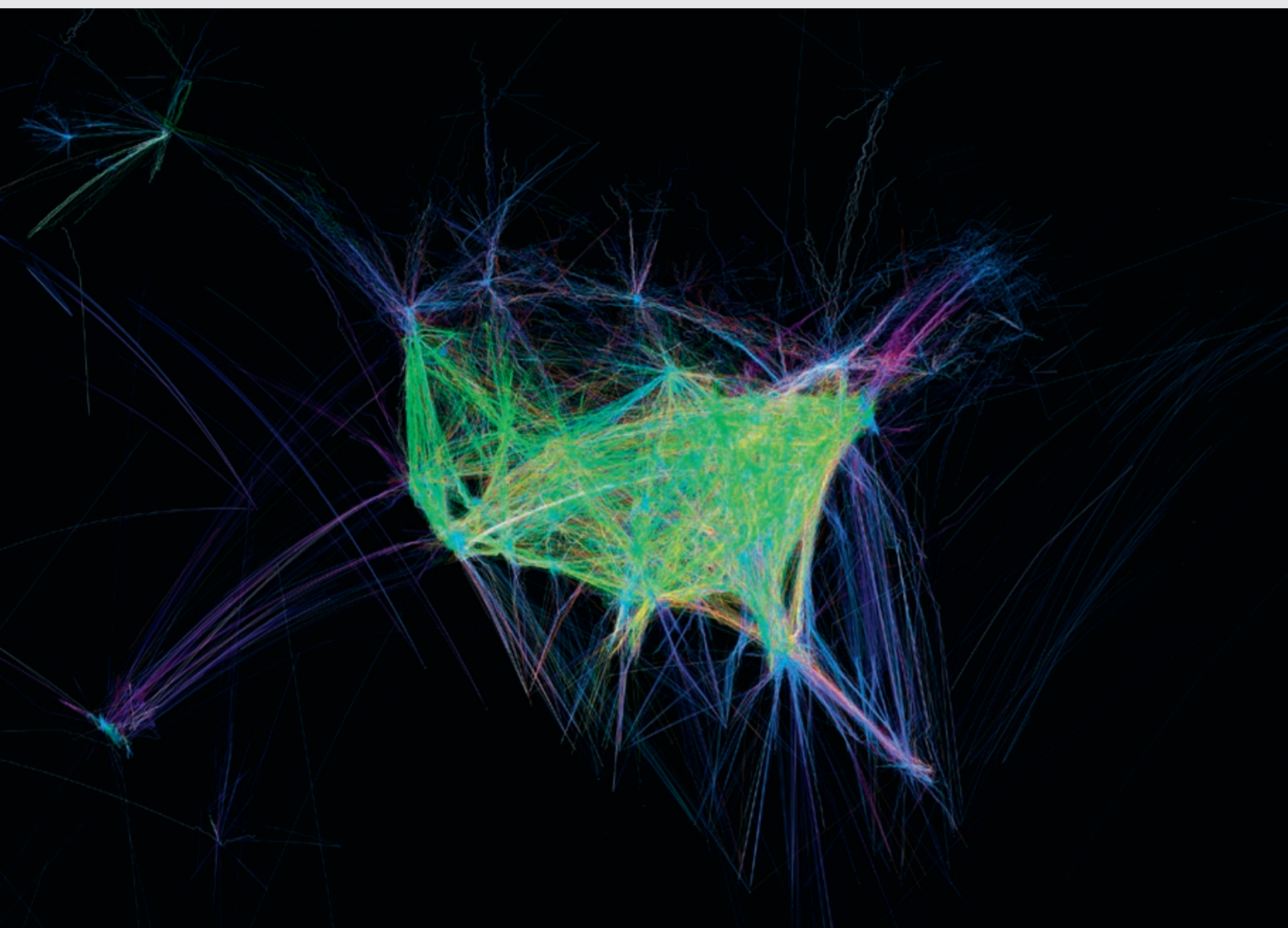
switchboard

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Opening Week	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
<p>Thu 22 October Ghana Think Tank 22/10 – 05/12</p> <p>Participatory Project in Penarth and at National Museum Cardiff until 24/10.</p> <p>Fri 23 October Tale of Tales Interactive Exhibition</p> <p>Sat 24 October Tale of Tales In Conversation / 2 pm</p>	<p>Playing Things: Gaming Phenomena</p> <p>Wed 28 October Tale of Tales (Cont.) Interactive Exhibition – 31/10</p> <p>Sat 31 October Turner House of Horrors Workshop / 12 – 4 pm</p>	<p>Seeing Things: Data Visualisation</p> <p>Wed 4 November Aaron Koblin Interactive Exhibition 04/11 – 07/11</p> <p>Elle Harrison Lecture / 7 pm</p> <p>Sat 7 November Max MSP Workshop / 11 – 3 pm</p>	<p>Hearing Things: New Media and Sound</p> <p>Wed 11 November Jamie Thomas: The Karman Cube Interactive Exhibition 11/11 – 14/11</p> <p>Matthew Lovett Lecture / 7 pm</p> <p>Sat 14 November Aidan Taylor: Circuit Bending Workshop / 11 – 3 pm</p>	<p>Sensing Things: Distance and Proximity</p> <p>Wed 18 November Kiel Long: The Static Organ Exhibition 18/11 – 21/11</p> <p>Stefan Agamanolis Lecture / 7 pm</p> <p>Sat 21 November Kiel Long: Mind Pool demonstration Workshop / 12 – 4 pm</p>	<p>Making Things, Breaking Things: Digital DIY</p> <p>Wed 25 November Zero Gamer Exhibition 25/11 – 28/11</p> <p>Corrado Morgana Lecture / 7 pm</p> <p>Sat 28 November Dorkbot Bristol: DIY Electronic Tinkering Workshop / 11 – 3 pm</p>	<p>Disrupting Things: Interventions in the Landscape</p> <p>Wed 2 December Frispray Graffiti Lab Interactive Exhibition 02/12 – 05/12</p> <p>Fiddian Warman: SODA Lecture / 7pm</p> <p>Sat 5 December Fotogallery Painting with Light Workshop / 12 – 4 pm</p>

VISION

Vision On: 22 Oct – 5 Dec 2009

ffotogallery

on

The Ghana Think Tank

Fotogallery
22 October – 5 December

The National Museum of Wales
22 – 24 October

www.ghanathinktank.grographics.com
www.mayyouliveininterestingtimes.org.uk

The work of Ghana Think Tank explores the implications of a revolution in mass communication that enables communities and groups to become connected and share information technologically on a global scale.

As a globally distributed network of think tanks, it was set up to create strategies for resolving local problems. The network began with groups in Ghana, Cuba and El Salvador, and has since expanded to include Serbia, Mexico and Ethiopia.

At the heart of this project is socially mediated problem solving, an activity which bridges divergent cultures and technologies. The intention is to transpose parts of one culture into another. In a series of characteristically playful social interventions, a solution generated in one context is applied elsewhere, often on the other side of the globe. Beyond the propensity to shock or entertain, the ambition is to challenge the hidden assumptions that govern many cross-cultural interactions. Traditional power-roles are swapped, places are exchanged and communities are connected through what had previously been their differences.

Drop boxes around the city, and interviews with passers by, generate a body of problems related to everyday life in Cardiff and Penarth. These are relayed to the international Think Tanks who suggest on-the-street actions from the far reaches of the world to solve Wales' day-to-day problems.

Drawing together the paraphernalia generated from this process, Ghana Think Tank construct complex sculptural presentations – permanently at the gallery, and as a temporary installation in front of the National Museum of Wales for the duration of May You Live in Interesting Times, the Cardiff Festival of Creative Technology.

Commissioned by Fotogallery and May You Live in Interesting Times with additional support from the National Museum Cardiff.

Tune in to Switchboard



www.switchboardonline.co.uk
Twitter [@myswitchboard](https://twitter.com/myswitchboard)

Switchboard is an exciting new online channel being launched by Fotogallery and May You Live In Interesting Times. Festival of Creative Technology. It will provide up to date audio and video reviews and interviews as well as an exciting series of specially programmed lectures, sound art, tutorials and interactive user generated content from the Festival and Vision On season.

Playing Things: Gaming Phenomena

Games are both coming out of the screen to be played on the streets of major cities near you and mutating through other media forms. The hybrid offspring of gaming and the network run wild across the gallery space of the Internet. Despite the broader economic collapse, 2009 marks a certain critical mass of independent games development practice.

Exhibition: 23 October – 31 October

[Tale of Tales](#)
[The Path](#)

tale-of-tales.com/thepath

The Path is far removed from its fast moving counterparts in the American games industry. Based loosely on the Little Red Riding Hood fairytale, it explores the familiar coming of age narrative buried deep in European folklore tradition. It doesn't reward willpower, quick reactions or an acquisitive nature: it is about sexuality, the darker side of human nature and the price we sometimes pay for experience. The work is presented as a large-scale interactive projection, accompanied by sumptuous early drawings and artwork from Auriea Harvey, which inform the games' stunning visuals.

Lecture: Sat 24 October / 2 pm

[Tale of Tales in conversation](#)

Media artists Auriea Harvey and Michaël Samyn formed Tale of Tales in 2003 following the San Francisco MOMA Prize for Excellence in Online Art in 2000. In both their websites and their games, they embrace the unique intimacy that the interactive medium brings. Harvey and Samyn don't care much for the challenge and skill-based interaction of traditional games – combat and competition. In Tale of Tales' world, games deal with original themes, complex issues, and intimate problems. They inspire imagination and association in free-form narrative environments. It's about finding something that pertains to your own life, that is meaningful to you.

Advance Booking Essential

Gallery Activity: Sat 31 October / 12 – 4 pm

[Turner House of Horrors](#)

Digital Imaging workshop for young people.

Superimpose yourself into Tale of Tales' ghostly world, make a virtual mask, or transform yourself into your favourite Halloween ghoul. Take your prints and artwork home.

Free – suitable for ages 7 to adult

Seeing Things: Data Visualisation

Infosthetics, Infographics – a new area for the next generation of artists? At the intersection of art and algorithm, data visualisation schematically abstracts information, suggesting new interpretations and often exposing complex and unexpected patterns and correlations. While the practice of visually representing information is arguably the foundation of all design, for artists and designers, data visualization is a new frontier of self-expression, powered by a proliferation of information and the evolution of new digital design tools.

Exhibition: 4 – 7 November

[Aaron Koblin](#)
www.aaronkoblin.com

Koblin is a leading artist specializing in data visualisation. His work takes social and infrastructural data and uses it to examine cultural trends and emergent patterns.

Selected works include; Flight Patterns, a visualisation project that precisely traces the path of airline flights in the United States in colour and form, animating the path of the thousands of aircraft in American airspace during a single day resulting in a living image that creates a pulsing, shifting representation of the outline of the USA, Amsterdam SMS Messages, and the landmark camera-less "House of Cards" video for Radiohead, a fully interactive piece made entirely from open source data and nominated for a Grammy.

Koblin's work has been widely shown internationally and is part of the permanent collections at the Museum of Modern Art (MoMA) in New York. He is part of Google's Creative Lab in San Francisco.

Lecture: Wed 4 November / 7 pm

[Ellie Harrison](#)
[Confessions of a Recovering Data Collector](#)
www.ellieharrison.com

'Ellie Harrison was a 'data collector'. For over five years she documented and recorded information about nearly every aspect of her daily routine, amassing reams of data in the process. She photographed and catalogued 1,640 meals and snacks for her project Eat 22, and calculated the total distance of a year's worth of travel on public transport for Gold Card Adventures. But these laborious, demanding and introverted processes took their toll. Something had to give. Ellie had to quit!

Ellie Harrison is a widely exhibited and published artist and lecturer based in Glasgow (UK).

Workshop: Sat 7 November / 11 – 3 pm

[Introduction to Max MSP](#)

Matt Jackson, Creative Sound and Music, University of Wales Newport.

Free – Advance Booking Essential

Hearing Things: New Media and Sound

The web has unleashed a proliferation of tools, templates, sounds, specifications, designs and declarations to shape what the future of music could or should sound like. Music is being refashioned by a generation of hackers, circuit benders, programmers and composers who are no longer content to simply rip, mix and burn, but who are starting over again, remodelling music from the ground up with instruments and ideas of their own making.

Exhibition: 11 – 14 November

[Jamie Thomas](#)
[The Karman Cube](#)
www.alexanderthomas.wordpress.com

The Karman Cube is an immersive audio-visual tool for sound manipulation and performance, that makes use of motion tracking technologies in order to form intangible communication possibilities for human-computer interaction. This sensory system is designed to track the users' hand and body movements in order to control a simple and intuitive interface for musical performance. The Karman Cube aims to remove the limitations of physical performance, in an attempt to create a stronger sensation of embodiment within the instrument for the musician.

Lecture: Wed 11 November / 7 pm

[Matthew Lovett](#)

Programme Leader, Creative Sound and Music, University of Wales Newport.

Throughout music's long and varied history, two key elements stand out as having had the greatest influence on its development and progression: access to ideas and access to the technology of music – instruments in all their shapes and forms. From our current vantage point deep in the information age, we are able to reflect on many millennia of experimentation and development that has brought us to where we are today. So what is it that marks out our current age of music making? Music is not alone in experiencing a huge growth in the appetite for participation amongst its audiences, but this shift is causing one of the greatest upheavals in music's history, as the struggle between mass entertainment and mass participation heightens. Some may even be tempted to ask, 'What is music for?'

Matthew Lovett is a performer, composer and lecturer; his practice addresses experimental, electronic, improvised, popular and traditional musical forms.

Workshop: Sat 14 November / 11 – 3 pm

[Circuit Bending](#)

Aidan Taylor, an experimental session in DIY instrument making using simple electronics and found objects.

£5 – Advance Booking Essential

Sensing Things: Distance and Proximity

Digital communication technologies collapse physical distance between people. How can we use the intimacy enabled by digital technology to explore and enhance relationships, both old and new?

Exhibition: 18 – 21 November

[Kiel Long – The Static Organ](#)
thestaticorgan.wordpress.com
twitter.com/kiellong

Kiel Long is an artist working with audiovisual media focusing on new ways of aesthetic engagement of the participant. His project "The Static Organ" is a collection of works that build upon the brain activity of the user represented through a variety of media, sound and new forms of interaction. It applies biofeedback technology in order to display information based on the user's cognitive state that guide the person through self-reflective experience.

Lecture: Wed 18 November / 7 pm

[Dr. Stefan Agamanolis](#)
Chief Executive / Research Director, Distance Lab
www.distancelab.org

Slow Communication

Stefan will explore how the same design thinking that led to fast food has led to the modern mobile phone. Based on his work at MIT and Distance Lab, he reports on some trends in communication design that lead in a different direction. Examples will include sports games you play over a distance, telephones crossed with flotation tanks, and communication systems designed for a bedroom environment. He will introduce the notion of "slow communication", an extension of ideas from the Slow Food movement into the design of communication technologies. He suggests that the broad palette of technologies at our disposal have not begun to be exploited to provide us with communication experiences that are higher in quality and enable a greater sense of intimacy and immersion.

Gallery Event: Sat 21 November / 12 – 4 pm

[Kiel Long](#)
[Mind Pool](#)

An interactive installation related to The Static Organ that explores the notion of data visualisation through the tangible representation of the activity of the brain. By connecting themselves to the installation, users can observe the activity of their brain by controlling the audio and kinetic sculpture. Equally, by focusing on the visual and aural experience, the Mind Pool can act as a meditative aid.

Free – Drop In

Making Things, Breaking Things: Digital DIY

Exhibition: 25 – 28 November

[Zero Gamer](#)
www.http.uk.net/zerogamer

Zero Gamer presents games that play themselves, video documents of in-game performance, game engine experiments and challenging documentaries on gameplay.

Lecture: Wed 25 November / 7 pm

[Corrado Morgana](#)

A hacker mentality, and situationist strategies of detournement and derive, offer varied ways of encountering cultural artefacts, institutions, spaces and wares. Corrado will discuss how artists rethink the spaces and engines of digital games and other environments, through modifying, breaking and just not playing by the rules. Through curatorial contribution on Zero-Gamer and contemporary artworks he will discuss the complexities, significance and challenges that Game Art explores and exploits.

Corrado Morgana is an artist, electronic musician (retired), lecturer and researcher. Alongside Furtherfield.org he has recently co-curated 'Zero Gamer' and 'Game-Play', a national touring exhibition which explores playful interaction and goal-oriented gaming through media arts practice.

Workshop: Sat 28 November / 11 – 3 pm

[Dorkbot Bristol](#)
[DIY electronic tinkering](#)

From artists and filmmakers to scientists, programmers, architects and designers, Dorkbot is a global movement for people doing strange things with electricity. We are pleased to welcome Dorkbot Bristol who will be introducing you to modding, hacking and reinventing – watch this space for more info.

Free – Advance Booking Essential

Disrupting Things: Visual Interventions

Allegiance to tradition is over – radical research is an active sharing of open source information that enables us to participate in new ways of thinking and doing. No longer confined to page and screen, radical research actively explores new uses of creative technologies, staging interventions which enhance urban communication.

Gallery Installation: 2 – 6 December

[Friispray – Open Source Infra-Red Graffiti](#)
friispray.co.uk

The Friispray project is based around the Wimote Whiteboard software, built by Johnny Chung Lee. "We thought that it would be a great idea to take this interface between the Wimote and the computer and adapt it to allow people to create digital, or virtual graffiti as an interactive media installation."

Visit the gallery and generate your own large-scale graffiti or have a go on Soda constructor; a construction kit for making interactive creations using Soda's award winning software.

Lecture: Wed 2 December / 7 pm

[Fiddian Warman](#)

Founder & Managing Director, Soda.
soda.co.uk

With a grounding and fine and digital arts Fiddian embodies a synthesis of creativity and technology and is passionate about the application of this hybrid in a range of social contexts. Fiddian leads teams of artists, developers and entrepreneurs in the development of creative tools that help communities work, play and learn together. The best known of Soda's suite of innovative applications is the BAFTA-winning online construction environment, Sodaplay.

Workshop: Sat 5 December / 12 – 4 pm

[Painting with Light](#)

The Fotogallery Education team will host a painting with light workshop aimed at all ages. Learn how to create a beautiful light drawing, using our equipment, and experiment with long exposure photography.

Print and take home your own artwork, or even make some seasonal Christmas graphics!

Free – Drop In

Vision on

Fotogallery presents a season of exhibitions and lectures examining the creative use of digital technology at Turner House Gallery, Penarth.

In a series of themed weeks, the Vision On programme aims to involve the wider community in a celebration of digital potential through artist presentations, public interventions, installations and hands-on workshops. Participants are invited to engage with the practice and theory under investigation.

Fotogallery joins forces with University of Wales Newport (amd.newport.ac.uk) to present a unique series of lectures that provide a rigorous

framework for innovative practice, establishing a place for the digital firmly within the gallery programme.

Alongside the advertised programme, you are invited to use the Media Lab – a suite of Apple Macs available for visitors to browse Internet tours examining exciting new media.

Join us for our Wednesday lectures, Saturday workshops, or drop in to view the exhibition and find out what informal activities are planned in coming weeks. Alternatively check our website www.ffotogallery.org or follow us on twitter.com/ffotogallery.

Events are free of charge and open to all. You can ensure your place at lectures and workshops by pre-booking on 02920 708870, or turnerhouse@ffotogallery.org (N.B. with the exception of Aidan Taylor's electronic instrument making where a charge of £5 will cover material costs – and you can take your instrument home!)

A Welsh Language version of this document is available online as a PDF www.ffotogallery.org