



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

Please note:

- Workshops are free
- No catering or transport support is provided
- Participants may be asked to bring some tools or technology
- To book for any of the workshops please clearly indicate details, a short motivation, and send to Tracy at bookings@onair.co.za
UNLESS OTHERWISE INDICATED

WORKSHOP # 01

PS2 – EXPRESS YOURSELF/CITY

BOOKING REQUIRED – DROP-INS WELCOME

Date: 24th June 2018

Time: 12:00 – 16:00

Venue: DURBAN ART GALLERY / CITY HALL

The aim of the workshop is to work on methods of participatory urban re-design and create slides and animations including art and cultural phenomena for the re-design of Durban city spaces.

During the 3-4 hour workshop, participants will get information about video mapping techniques and learn about the animation creation for facade projections.

Number of participants: Max. 15 – 20

Note: Participants are requested to bring their own notebook computer and additional equipment for any of their creation processes (sketchbook, camera, smartphone etc.).

Minimum skills (at least one of the below listed):

- basic knowledge in photo editing
- minimal knowledge in After Effects / Photoshop / similar software
- familiarity in video software

Coordinators: *Elwira Wojtunik, Popesz Csaba Láng, Lorenz Potthast, Stephan Siegert*

(PS2 team members of the City University of Applied Sciences Bremen and M2C Institute Bremen, Germany)



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 02 / 03

PS2 - TRAILS OF MEMORY

BOOKING REQUIRED – DROP-INS WELCOME

Workshop 2:

Date: 23rd June 2018

Time: 12:00 – 16:00

Venue: BAT CENTRE

BOOKING REQUIRED – DROP-INS WELCOME

Workshop 3:

Date: 24th June 2018

Time: 12:00 – 16:00

Venue: KZNSA GALLERY

The city map of Durban has unfolded itself in a virtual space. Step into it and stop time by inscribing your urban memory on its virtual pavement while your body is being 3D-scanned and crafted into a city sculpture.

Number of participants:

BAT CENTRE: TBC

KZNSA GALLERY: 1 – 15 participants for workshop 3

Coordinators: *Michael Bretram, Fabian Büntig, Ivana Druzetic, Magdalena Kovarik, Janna Lichter, Anastasia Treskunov, Christoph Vogel*

(PS2 team members of the University of Applied Sciences Dusseldorf, Germany)



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 04

PS2 - D/URBAN REMIXES – CREATING A VR CITY TOGETHER

BOOKING REQUIRED – DROP-INS WELCOME

Date: 25th June 2018

Time: 12:00 - 17:00

Venue: DURBAN ART GALLERY

The workshop aims to create a fictitious intercontinental city based on human emotions and memory, rather than rational urban development planned from 'above.' Outcome of the workshop should be a merged cityscape that arises in a Virtual Reality environment co-created by participants on both continents. This workshop will be synchronised for collaboration with a workshop in Germany at the same time.

Skills to learn:

- interdisciplinary collaboration
- critical work on urban space connected to personal memory and citizenship
- first steps in Unity
- VR-development

Number of participants: Max. 20

Note: Participants are requested to bring their own phone with photo function, smartphone or digital camera to the workshop.

Coordinators: *Anastasia Treskunov, Magdalena Kovarik and Christoph Vogel*



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 05

PS2 - SOUNDSCAPES RESEARCH AND DESIGN OF A SONIC SPACE

BOOKING REQUIRED – DROP-INS WELCOME

Date: 24th June 2018

Time: 11:00 – 13:00

Venue: DENIS HURLEY CENTRE

The workshop approaches:

- what soundscape research is
- history, the present, and the change in sonic environment
- soundscape design vs. sound design
- how to use mobile tools in soundscape research
- designing a soundscape
- lectures, hands-on exercises, and discussion

From the research point of view the target of the workshops is to raise knowledge about soundscapes, sound memories and soundscape design. The sonic experience is a complex entirety but yet we all have similarities in experiencing sounds.

Number of participants: Max. 10 – 15

Note: Participants are requested to bring their own smartphone to the workshop. Internet connection is needed.

Coordinator: *Aura Neuvonen*

(PS2 team member of the Metropolia University of Applied Sciences Helsinki, Finland)



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 06

URBAN MEDIA ART ACADEMY

BOOKING REQUIRED

Date: 23rd & 24th June 2018

Time: 23rd: 9:00 – 13:00, 24th: 11:00 – 17:00

Venue: DENIS HURLEY CENTER

We imagine organising a program divided in two: one part leading up to ISEA2018, during which we will explore the city, and one part during the last two days of ISEA with a feedback session and a public output. This 'public output' could be an 'urban media art campaign' (projected or otherwise presented in public space), together with a discussion with room for people's different perceptions on what urban media art and creativity can do for Durban – its potentials for creating change at different levels, and in relation to urgent issues in Durban.

The theme of the UMAA in Durban is initially inspired by the working title: 'Human infrastructures between township and the inner city'. The program will dive into questions relating to the urgent urban needs relating to the urban transformation in the daily context of Durban and how local creativity can address those needs and empower citizens through bottom-up art and innovation initiatives.

Coordinator: *Susa Pop* and *Tanya Toft Ag* in collaboration with the Goethe-Institut



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 07

A VOCABULARY FOR VERNACULAR ALGORITHMS

PART 1 – CLOSED SESSION / NOT PUBLIC

Date: 23rd June 2018

Time: 9:00 – 12:00

Venue: n/a

An intimate exploratory conversation to take place around the beadwork and weaving collection of Durban Art Gallery between Hlengiwe Dube (wireworker and curator), Gcina Mhlophe (writer and storyteller) from KwaZulu-Natal, Lindiwe Mtlali (tech educator and entrepreneur) and Tegan Bristow (Festival Director, artist, and educator) from Fak'ugesi Festival in Gauteng.

Coordinator: Tegan Bristow

PART 2 – PUBLIC

Date: 23rd June 2018

Time: 12:00 – 17:00

Venue: OUTSIDE DURBAN ART GALLERY

A public conversation to engage the general public outside the Durban Art Gallery and in Warwick Junction (downtown Durban). This public conversation will explore the language and vocabulary of traditional beadmaking with passers-by in relation to personal histories and practices. Part of this public conversation with passers-by will be informed by discussion points raised in the above exploration of the DAG's collection of beadwork. This intervention will also act as an invitation to participate in further activities.

Coordinator: Russel Hlongwane

PART 3 – BOOKING REQUIRED

Date: 26th June 2018

Time: 12:00 – 17:00

Venue: TBC

This workshop grows out of what was understood from the vocabularies developed in the conversational series. A creative coding workshop aimed at beginner coders and those wanting to engage vernacular forms in their existing programming practices (in p5.js / python). Basic principles of coding will be explored in line with the beadwork patterns, followed by co-making by any practitioners more comfortable with coding to code a few of the pieces for display at the exhibition on the 30th June.

Coordinator: Lindiwe Matlali, Dr. Tegan Bristow and Alexandre Coelho



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DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 08
FREE SUNSHINE!

HOURLY PROGRAM – DROP-INS WELCOME

Date: 22nd, 23rd & 24th June 2018

Time: 10:00 – 16:00

Venue: KZNSA GALLERY

The predominant aim of this project is the hugely important need to expose specifically young people to electronics—not as consumers, but as active agents. Overall, the workshops will be a playful way of introducing / promoting STEAM (Science, Technology, Engineering, the Arts and Mathematics) in an extra-institutional context. To ensure the project grows outside of the context of the physical workshops, documentation and further resources will also be published on a website and participants will be encouraged to play with and hack the circuits and components so that users/makers can come up with their own solutions to specific needs and wants.

Coordinator: While the project is being driven and organised by Miranda Moss and Oliver Walkhoff, it is powered by contributions from Thulile Gamedze, The Swiss Mechatronic Art Society and the broader Maker scene in Switzerland as well as The MakerSpace Durban. Supported by Pro Helvetia.



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 09

CURATING IN THE IN BETWEEN

BOOKING REQUIRED

Date: 22nd & 23rd June 2018

Time: 10:00 – 17:00

Venue: KZNSA GALLERY & KZNIA

The hacked-together term “curatoriality” was used to describe the way in which the practice of curating is applied in various degrees according to context and local conditions, this two-day workshop will bring together curators and producers/artists working in the interstices between art and technology. In keeping with the ISEA theme in between the cracks, it will share examples of places and times where curatorial practice (or the curatoriality applied) was as much a result of serendipity, chaos, or risk-taking as of careful planning. Contexts and local conditions (Durban to Dundee and everywhere in between), in which hustling and getting things done takes priority over theoretical frameworks, will be celebrated. Framed around how ‘the hack’ (like curatoriality) involves both informed prior experience and a blind new attempt or best guess at how it will work, the workshop will pull itself up by its bootstraps, insert itself into the interstitial, and evolve as local and international participants get to know and learn from one another.

Exercises undertaken in small groups across the two days will focus the discussion. These will include exercises on ideas for hacking a particular space, new formats for commissioning across and in between sectors or disciplines, new formats for production, and audience reception.

Coordinator: *Beryl Graham* on participatory production or commissioning models in contemporary art curating, including critical making and open source methods; *Alexandra Ross* on curatorial strategies for hacking mindsets and reorienting perceptions, with an attention to AR and VR; *Sarah Cook* on temporary, recurrent festival curating, and how to deal with spaces that have a pre-determined set of expectations about what goes on there.



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 10

ART AND SCIENCE: INTERSECTION ACROSS CONTEXTS

BOOKING REQUIRED

Date: 24th June 2018

Time: 10:00 – 17:00

Venue: KZNSA GALLERY & KZNIA

So-called SciArt is often the result of public engagement activities within interdisciplinary and international research teams, but how can curators and producers develop strong art projects that resonate beyond the immediate research project, its location and its timeframe? This one day intensive workshop will consider models of curating art and science, best practice, current examples, and future possibilities, all with an emphasis on the questions around publics to work with, community impact, and ethics.

It will draw on the case of the UK LifeSpace Science Art Research Gallery at the University of Dundee (<http://lifespace.dundee.ac.uk>) and the public engagement programme of the Wellcome Centre for Anti-Infectives Research (WCAiR) (<http://www.lifesci.dundee.ac.uk/research/wcair>) and in South Africa with the Wellcome Centre for Infectious Diseases Research in Africa (CIDRI-Africa) (www.cidri.uct.ac.za/). LifeSpace in the School of Life Sciences has received a Gold Standard Award from the National Coordinating Centre for Public Engagement, while CIDRI-Africa is home to the internationally recognised project Eh!woza (www.ehwoza.com).

Coordinator: *Sarah Cook and Alistair Floyd; Anastasia Koch and Ed Young.*



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 11
SERVER FARMS

DROP-INS WELCOME

Date: 23rd & 24th June 2018

Time: 10:00 – 16:00

Venue: KZNSA GALLERY

Turn e-waste into contemporary planters! Server Farms are, in their simplest form, computers and other technological equipment repurposed as planters. A gutted iMac, face up, where the screen and motherboard are replaced with wheat grass... A Mac Pro growing cacti and succulents, embedded in sand... A Dell, filled with house plants... Each of these is pictured above. We root trees in laptops, grow molds and fungi in and around tablets, inject watches, phones, and cameras with spores and microscopic life—then let each flower, flourish, incubate, and spread.

What life may spur, how might techno-minerals diffuse?

Bring your old computers, phones, and tablets, some plants, dirt, and/or seed, and we will help you along! Some materials will be available, but it is limited...

Coordinator: Nathaniel Stern, Sam Tan, Jenna Marti, Olivia Overturf



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 12
AFRICAN ROBOTS

CLOSED WORKSHOP

Date: 23rd/24th June 2018

Time: 10:00 – 16:00

Venue: KZNSA GALLERY

African Robots is a project to intervene in street ‘wire art’ production in Southern Africa, and in other locations with similar conditions. In South Africa and Zimbabwe, subsistence artists make largely ornamental goods from galvanized-steel fencing wire and other cheap materials, which they sell in the street. African Robots brings DIY electronics knowhow and cheap components to produce interactive and kinetic forms of work; African automatons such as birds, animals and insects. The project functions as interventionist art and design fiction while establishing new social connections and the exchange of knowledge. It plays on the aesthetic similarity between old school computer wireframe 3D, and handmade three-dimensional objects made with wire – particularly in the offshoot project SPACECRAFT, which sees the design and production of wire spaceships, including a Zimbabwe Space Station drone! The project refers to the history of mechanical automatons in the advent of computing, and pays attention to the affective aspects of robots and the animation of material objects. For ISEA in Durban, African Robots will undertake workshops with local wire artists and exhibit the work made.

Coordinator: *Ralph Borland*



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 13

HYBRID HAPPENSTANCES (UNDER 40 DEGREES)

BOOKING REQUIRED

Francesco Mariotti – Fireflies Memorial (13A)

Date: 24th – 26th June

Time: 10:00 – 16:00

Venue: KZNSA GALLERY & PARK (for the first day- thereafter TBC)

BOOKING REQUIRED – DROP-INS WELCOME

Cecilia Vilca – Southern Identities Laboratory (13B)

Date: 24th June

Time: 10:00 – 16:00

Venue: KZNSA GALLERY & PARK

Date: 25th – 26th June

Time: 10:00-13:00

Venue: DUT City Campus

The aim is to develop Peruvian and South African cultural encounters mediated by art and technology to find connections and cross-pollinations. The workshops will be led by Cecilia Vilca and Francesco Mariotti, artists from different generations and working in different contexts. The main topics that will be discussed are: mobility of population (in and outside the countries), material culture, renaturalization and technological appropriation of high and low-tech solutions. Both artists will discuss their work processes and previous artwork and develop a community-based project along with the Durban community of artists, activists, scientists as well as general public. The workshops will result in installations by Cecilia Vilca and Francesco Mariotti later in the week.

Coordinator: Cecilia Vilca and Francesco Mariotti with José-Carlos Mariátegui,
Elisa Arca / ATA - Alta tecnología andina



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DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 14
GAM BIOLOGIA

BOOKING REQUIRED – DROP-INS WELCOME

Date: 22nd, 23rd & 24th June 2018

Time: 10:00 – 16:00

Venue: KZNSA GALLERY

In this workshop, we will collect unused objects from urban landscape and hack them in order to create up-cycled design objects. For that, we will explore the concept of “industrial coincidence”, in which two industrial objects with distinct origins fit perfectly in each other. We will also provide basic electronics theory and materials that will be applied in the students’ creations.

Maximum number of participants: 15

Coordinator: *Fred Paulino*

WORKSHOP # 15
TURBIDITY PAINTINGS: WATER TESTING AT THE UMGENI RIVER

BOOKING REQUIRED

Date: 24th June 2018

Time: 10:00 – 16:00

Venue: MEET AT KZNSA GALLERY

In this workshop, participants will learn about the various aspects that affect water quality and take their own measurements at the Umgeni River, which is one of the most contaminated rivers in the region and is the primary source of water for more than 3.5 million people.

Coordinator: *Thomas Asmuth, University of West Florida,*
Sara Gevurtz, Hastings College



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 16

CREATING BINOCULAR RIVALRY IN VIRTUAL REALITY

BOOKING REQUIRED

Date: 23rd June 2018

Time: 10:00 – 16:00

Venue: KZNSA GALLERY

Binocular Waves is an artistic research project in progress on binocular vision. The project explores what happens when we present two different images to the left and the right eye using a VR Headset. Depending on their similarities and differences these two images fuse, compete, or coexist in the conscious visual perception creating different binocular phenomena.

In this workshop we will create stereoscopic 360° scenes making little differences to the images presented to each eye. We will solely use open-source software (Blender 3D and Krita).

Maximum number of participants: 8

Technical requirements: computer, cardboard headset with smart phone

Coordinator: *Mert Akbal*



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 17

*PROTEST & ART: INTERSECTION*OLOGY WORKSHOP*

DROP-INS WELCOME

Date: 23rd June 2018

Time: 10:00 – 16:00

Venue: KZNSA GALLERY

Working at the intersection between art, gender, race, and technology, Hepner & Ross use light, sound, movement, and image to situate memories of the feminine past and corporeality in the natural world into new, technologically mediated locations and spaces. The artists insert sonic and image-based queries at particular points in how they process women's pasts into future technological landscapes of digital information. In doing so, Hepner & Ross explore how their physical, female selves are adapting, morphing, rejoicing, and revolting (in)to how they are perceived both physically and digitally, as their digital ecologies grow parallel to that of their physical ecologies in this new space.

Prior to the public performance, a community workshop will have been held to discuss community protest and the creativity and powerful effect that it can have. Workshop participants will have created protest signs that will then be used in the final scene of Intersection*ology where members of the audience also will have been led onstage and given signs to join the performers.

Coordinator: *Lori Hepner and Kendra Ross*



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DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

WORKSHOP # 18

FLOATING REVERIE

A micro-residency workshop exploring Internet art.

BOOKING REQUIRED

Date: 30th June 2018

Time: 10:00 – 16:00

Venue: KZNSA GALLERY

This workshop acts as a 'micro-residency' exploring the concepts that occur in Floating Reverie's //2Week residency programme. Floating Reverie's //2Week residency programme invites selected artists to produce art online, every day, for two weeks. The daily 'checking-in' and repetition of acts as a form of production and all. This workshop will allow participants to be part of this interactive, online residency programme in a condensed, micro format over a series of 5 hours. This micro version of the //2Week residency explores idea generation, repetition and production of art in an online context and artist process.

The Internet is an incredible vast space where people can come together and it generate its own culture from within. The Internet acts as more than a final space for a gif, a meme, or an animation, but is rather a perpetual cycle of iterations; a space for continuous, dynamic production where experimentation and interactivity are encouraged.

If you are interested in the various ways in which artists are using the Internet to make art, produce, and rethink the medium then this workshop is for you.

Description:

The workshop will start off with a short introduction to Internet art, exploring the space as a dynamic and exciting medium for artistic process and practice to emerge. Floating Reverie will be introduced and past residencies shown as examples and inspiration. After this initial introduction to the workshop's content and outline, participants will be given a chance to come up with their own concepts for their 'micro residency' which will then be discussed amongst the group. Participants will then be given a deadline of producing every hour for four hours, with final presentations of the residency occurring afterwards. The final micro residency outcomes will then be displayed in the evening.



ISEA2018
DURBAN SOUTH AFRICA
INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART



**INNOVATION
FESTIVAL
DURBAN**

Participant will need the following to participate:

- Interest in creative internet culture
- Own laptop / mobile device for making and playing on

Who can apply:

- Artists, academics and creative practitioners
- Digital culturists
- Anyone who loves/hates the internet

To apply:

Please send a short motivation and CV to whitaker.carly@gmail.com

Visit www.floatingreverie.co.za for more information on the different residencies over the past few years. Follow [@floatingreverie](https://www.instagram.com/floatingreverie) on Instagram for more information.

Maximum number of participants: 15

Coordinator: Carly Whitaker