Floating Points is a speaker series examining some of the current critical areas being explored by net-based artists: interactivity, visualization, Internet protocol, software art, generative art, mapping, and games. The series considers contemporary theoretical and conceptual issues in net art, challenging notions of the art object, the artist and the audience.

Presenters include: Steve Dietz, former Curator of New Media at the Walker Art Center; Christiane Paul, Adjunct Curator at the Whitney Museum of American Art; Alex Galloway, artist-programmer and Assistant Professor of Media Ecology Department of Culture and Communication, New York University; and Natalie Bookchin, artist and faculty member, California Institute for the Arts.

Innovative in its format, Floating Points is designed as a lecture, an artist presentation, and a dialogue with the audience. Three of the four talks will include artists -- chosen by that evening's main speaker -- who will demonstrate their work in a tell, show, and discuss format. Each theorist and artist will illustrate the major themes and current direction of network-oriented art, and audience.

funded by Emerson College School of the Arts, City in Transition, Dept. of Visual and Media Arts, & Division of Graduate Studies
Steve Dietz talk: "Net Migrations"

Christiane Paul talk: "Context as Moving Target: Data Visualization and Dynamic Mapping"
and John Klima

Alex Galloway talk
and Mary Flanagan

Natalie Bookchin talk
and Cathy Davies

fri.02.06.04
Steve Dietz

fri.02.27.04
Christiane Paul + John Klima

wed.03.17.04
Alex Galloway + Mary Flanagan

wed.04.14.04
Natalie Bookchin + Cathy Davies

free and open to the public
all presentations 7 pm,
Bill Borden Theater,
Emerson College, 216 Tremont

funded by Emerson College School of the Arts, City in Transition, Dept. of Visual and Media Arts, & Division of Graduate Studies
Brooke A. Knight  John (Craig) Freeman  Jo-Anne Green  Helen Thorington

01.26.05  
Anne Galloway

02.23.05  
Andy Deck and Ricardo Miranda Zuñiga

03.30.05  
Pete Gomes, Jeff Knowlton/Naomi Spellman

04.27.05  
Julian Bleecker, Elizabeth Goodman, Greyworld, Teri Rueb and Anne Galloway (moderator)

**Wednesday, April 27**
6:30 p.m.
**Bill Bordy Theatre, 216 Tremont St.**
Free and open to the public.

[Click here to watch the talk](streaming-address)

The panel discussion will take place during the Boston Cyberarts Festival

---

**Julian Bleecker**

http://www.techkwondo.com/

Julian Bleecker has been involved in technology design for over 15 years, creating mobile, wireless, and networked-based applications across a diversity of project idioms including entertainment, art-technology, brand marketing, university research and development, interactive advertising and museum exhibition. His expertise is technology implementation, innovation and concept development. Bleecker is currently Visiting Assistant Professor at the University of Southern California's Interactive Media Division and Critical Theory departments, where he participates in a research group at the Annenberg Center’s Institute for Media Literacy exploring the future of mobile technology applications. He has a Ph.D. from the History of Consciousness Board at the University of California Santa Cruz, a Masters of Engineering from the University of Washington, Seattle, and a BS in Electrical Engineering from Cornell University.

**Elizabeth Goodman**

http://www.confectious.net

Elizabeth Goodman’s design, writing, and research focuses on critical thinking and creative exploration at the intersections of new digital technologies, social life and urban spaces. Her work has been shown at Paris' la Cite des sciences et de l'industrie, as well as at a number of international conferences such as CHI 2003, DIS 2004 and Ubicomp 2004. She is currently a visiting lecturer at the San Francisco Art Institute. Her recent projects include: digital street game-mobile gaming on street corners (with Michele Chang); Jabberwocky a familiar stranger exploration--Comfort, and Play in Public Spaces (with Eric Paulos); and the sensing beds- slow technology for beds (with Marion Misilim)

**Greyworld (Andrew Shoben)**

http://greyworld.com

http://www.junction.co.uk/PublicArtVE/greyworld.html

Greyworld is a group of London-based artists who create urban work. Their work finds expression through the mediums of installation. Sculpture and multiples. Founded by Andrew Shoben in 1993, Greyworld does interactive urban art for "the people who buy cans of beans," not for the elite; and their installations involve the public as much as possible. Their most recent work, Bins and Benches, involves six or seven park benches installed at various locations in a park in...
Cambridge, England, and close by, the same number of bins positioned
to collect rubbish. But this street furniture is very different. Each bench
and bin is able to roam freely in the space, interacting with the other
species that inhabit their world. "In many ways Greyworld represents
the shape of things to come. The hybrid mix of artist, designer, urban
planner and musician, producing works that create new spaces for play,
fun and contemplation - making manifest things which previously might
only have been allowed space in the far corners of our imaginations."
(Clive Gilman)

Andrew Shoben is a former lecturer at the Royal College of Art, and is a
visiting Professor to several Universities in the UK and the US. He is a
Research Fellow at Goldsmiths University. Since 1999, he has been
aspecial advisor to the Arts Council of England (LAB) and has recently
been nominated for a NESTA fellowship. Andrew regularly gives guest
lectures around the world, including the Kitchten, New York, The Design
Indaba, Cape Town and GrafikEurope - Barcelona. This year he will
speak at conferences in Malaysia, Los Angeles and Shanghai.

Teri Rueb
http://www.terirueb.net/

Teri Rueb's large-scale responsive spaces and location-aware
installations explore issues of architecture and urbanism, landscape and
the body, and sonic and acoustic space. Works include The
Choreography of Everyday Movement (2001) in which she collaborated
with dancers in reflecting on the ways in which political and
technological control systems shape the built environment and influence
our everyday movement through it. Rueb exhibits and lectures widely in
international venues. She is Assistant Professor of Digital Media
(Graduate department) at the Rhode Island School of Design (RISD).

Anne Galloway
http://www.purselipsquarejaw.org

(Listen to her keynote lecture "Playful Mobilities," February
26, 2005)

Anne Galloway is completing her PhD in sociology and cultural studies of
technology at Carleton University, Ottawa, Canada. Researching mobile
technologies, public spaces and play, the working title of her dissertation
is "Urban Mobile, At Play in the Wireless City". In addition to theoretical
work on mobility and urbanism, her current research includes five case
studies of ubiquitous computing design for urban environments, and
Galloway has presented her findings at prominent international
conferences and workshops in technology, design, and sociology. Her
publications include articles for academic journals and online magazines,
and she regularly writes at www.purselipsquarejaw.org and
www.spaceandculture.org. Galloway also teaches undergraduate courses
in urban cultures and the sociology of science and technology, where
she and her students play as much as possible.
ubiquitous computing

Floating Points 3 will address the subject of "Ubiquitous Computing" or "Ubicomp," where computing and wireless capabilities are so integrated into the fabric of everyday life (clothing, cars, homes, and offices) that the technologies recede into the background and become indistinguishable from everyday activities. Panel 1 will focus on responsive environments and systems, and Panel 2 will concentrate on networked devices such as barcodes and RFID tags and creative strategies to subvert the ever-enlarging practice of surveillance and data mining. http://institute.emerson.edu/floatingpoints/

Panel 1 - February 8th at 7 p.m.
in the Bill Bordy Theatre, 216 Tremont Street.
Mark Goulthorpe, Susan Kozel and Chris Salter

Panel 2 - March 15 at 7 p.m.
in the Bill Bordy Theatre, 216 Tremont Street.
Adam Greenfield, Beatriz da Costa
and Brooke Singer (Preemptive Media),
and Michelle Teran
Live from Second Life:
http://slurl.com/secondlife/Emerson%20Island/153/109/24

February 28, 7pm, Bordy Theater, 216 Tremont Street:
Ulises Mejias:
"Networked participation: Wisdom of Crowds or Stupidity of Masses?"
Trebor Scholz:
"The Participatory Challenge"
Watch video online >>

March 28, 7pm, Bordy Theater, 216 Tremont Street:
McKenzie Wark:
"Gamer Theory from Screen to Page"
David Weinberger:
"Everything is Miscellaneous"

April 25, 7pm Museum of Science, Cahners (A Boston Cyberarts Festival event):
"The Art of Living a Second Life": a panel discussion with Wagner James Au (aka Hamlet Linden), John Lester (aka Pathfinder Linden), and John (Craig) Freeman (aka JC Freemont); moderated by Eric Gordon (aka Boston Borst).
Watch video online >>

Emerson College and New Radio and Performing Arts, Inc. (NRPA) present OurFloatingPoints 4: Participatory Media, a speaker series that addresses the recent emergence of inexpensive, worldwide, and many-to-many publishing and communication media. Built on Internet and wireless communication technologies, these media have transformed the relationship between cultural producers and consumers. This is the fourth in an ongoing series of lectures and discussions planned with NRPA and its world-renowned website, Turbulence.org. FP4 will consist of three events: two evenings will feature two presentations each, and the third will consist of a moderated panel discussion. Emerson College's Bill Bordy Theatre, 216 Tremont Street, will host the first two events on Wednesday, February 28 and Wednesday, March 28, both at 7 p.m. The panel discussion will take place at the Museum of Science in Cahners ComputerPlace on Wednesday, April 25 at 7 p.m. during the Boston Cyberarts Festival.

Participants gather around specific interests and build communities -- for instance, Flickr and MySpace -- and new worlds such as Second Life,” says Helen Thorington, co-director of Turbulence.org. "In the ethos of Do-it-Yourself (DIY), these communities are also contributing ideas, tools, sounds, moving and still images, texts and code to create encyclopedias, open source software, bookmarking sites, listservs, peer-to-peer networks, wikis, and blogs.”

Far from utopian, participatory media raise issues of privacy, agency, autonomy, and ownership.” says Brooke A. Knight, Assistant Professor of Interactive Media at Emerson College. "For instance, participants in MySpace volunteer their 'content' to the social
networking site. Fox News, the owner of the platform, is at liberty to profit from that content and mine it for personal data. A few months ago, Google bought YouTube and began censoring content. How 'open' are these environments? How 'equal' are their participants?"

Speakers will include some of the top practitioners and thinkers in this area. Dates and presenters are:

**Event 1 (2/28, Bordy Theatre, 216 Tremont Street, Emerson College):** educator and technocultural theorist Ulises Mejias, a doctoral candidate at Columbia University, will assess whether sociable web media can live up to their promise of reinvigorating the public sphere in *Networked participation: Wisdom of crowds or stupidity of masses?*; media theorist, artist, and activist Trebor Scholz, founder of the Institute for Distributed Creativity (IDC), will investigate the affordances of sociable web media by looking at examples of the different intensities and motivations for participation and their effects in *The Participatory Challenge.*

**Event 2 (3/28 Bordy Theatre, 216 Tremont Street, Emerson College):** author and theorist, McKenzie Wark, Associate Professor of Media and Cultural Studies at the New School for Social Research and Eugene Lang College in New York City, will discuss "Gamer Theory," an experiment in the collaborative writing of theory in *Gamer Theory from screen to page*; author David Weinberger, a Harvard Berkman Center for Internet & Society fellow, will examine how we are overturning the old assumptions about who is an authority, who is an expert, and who gets to decide what's worth knowing in *Everything is miscellaneous.*

**Event 3 (4/25 Cahners ComputerPlace, Museum of Science):** Wagner James Au (an embedded journalist in Second Life), John Lester (aka Pathfinder Linden, Community Manager for Linden Lab), and John (Craig) Freeman, (Second Life artist) will discuss *The Art of Living a Second Life.* Called "the biggest digital art installation in the world" (Warren Ellis), Second Life is a highly imaginative, online, 3-D rendered environment populated with avatars (graphic representations of people). Spanning more than 42,000 acres in real-world scale--larger than metropolitan Boston--Second Life is second home to over 2 million "residents," many of whom collaboratively create its content.

Floating Points is co-presented by Emerson College and New Radio and Performing Arts, Inc. (NRPA), a not-for-profit media organization with offices in Boston and New York. Turbulence.org, a project of NRPA, has commissioned over 110 works by both emerging and established artists who explore the creative potential of the Internet and wireless networks. Emerson College, located in downtown Boston, is the only comprehensive college or university in America dedicated exclusively to communication and the arts in a liberal arts context. Founded in 1880, Emerson College enrolls 3000 undergraduate and 1000 graduate students, and is committed to bringing innovation to communication and the arts. All lectures are free and open to the public.
February 28, 7pm, Bordy Theatre, 216 Tremont Street:

Ulises Mejias:
"Networked participation: Wisdom of Crowds or Stupidity of Masses?"

Trebor Scholz:
"The Participatory Challenge"

Educator and technocultural theorist Ulises Mejias, a doctoral candidate at Columbia University, will assess whether sociable web media can live up to their promise of reinvigorating the public sphere in Networked participation: Wisdom of crowds or stupidity of masses?; media theorist, artist, and activist Trebor Scholz, founder of the Institute for Distributed Creativity (iDC), will investigate the affordances of sociable web media by looking at examples of the different intensities and motivations for participation and their effects in The Participatory Challenge.
March 28, 7pm, Bordy Theater, 216 Tremont Street:

McKenzie Wark:

"Gamer Theory from Screen to Page"

Author and theorist, McKenzie Wark, Associate Professor of Media and Cultural Studies at the New School for Social Research and Eugene Lang College in New York City, will discuss "Gamer Theory," an experiment in the collaborative writing of theory in "Gamer Theory from Screen to Page."

David Weinberger:

"Everything is Miscellaneous"

Author David Weinberger, a Harvard Berkman Center for Internet & Society fellow, will examine how we are overturning the old assumptions about who is an authority, who is an expert, and who gets to decide what's worth knowing in "Everything is Miscellaneous."
Mixed Realities - An International Networked Art Exhibition and Symposium

Opening and Performance: **February 7, 2008**; 5-7 pm
Symposium: **February 8**; 10 am - 5 pm
Workshop: **February 9**; 1-5 pm
Exhibition: **February 7 - April 15, 2008**

Free and Open to the Public

**To Register for Symposium:** email jo at turbulence dot org with Symposium in the subject line. (Lunch included)

**To Register for Workshop:** email jo at turbulence dot org with Workshop in the subject line. (limited to 12)

---

**Mixed Reality** is the merging of real and virtual worlds to produce new environments where physical and digital objects can co-exist and interact in real-time.

**Mixed Realities** is an exhibition and symposium that explores the convergence—through cyberspace—of real and synthetic places made possible by computers and networks. **Mixed Realities** links and overlays the *Huret & Spector Gallery* (Boston), *Turbulence.org*, and *Ars Virtua* (Second Life). *Second Life* is a shared, synthetic, 3-D environment through which people can interact in real-time by means of a virtual self or avatar. Although it's an imaginary place, it is often able to “masquerade as real” (Richard Bartle) because it approximates reality persuasively enough to facilitate player immersion. Audience members—who will be embodied as avatars in Second Life, browsing the works at turbulence.org, and/or be physically present in the gallery—will interact with the works and with one another. Thus, **Mixed Realities** will enable people who are distributed across multiple physical and virtual spaces to communicate with one another and share experiences in real time.

Five works were commissioned by New Radio and Performing Arts, Inc. specifically for the **Mixed Realities** exhibition. Collectively, they combine sensor, video, sound, streaming, webcam, projection, processing, world wide web, and 3-D technologies to produce immersive, interactive and participatory performances and installations. They allow audiences to experience real and fictional places simultaneously in Imaging Beijing and The Vitruvian World; debate the value of virtual labor and currency in No Matter; communicate physical data from multiple sources through Remote; and question mediated communication itself in Caterwaul.

The competition was juried by **Yasmine Abbas**, Founder, **Neo-Nomad**; **Michael Frumin**, Technical Director Emeritus, *Eyebeam*; **James Morgan**, Director, *Ars Virtua*; **Trebor Scholz**, Founder, *Institute for Distributed Creativity*; and **Helen Thorington**, Co-Director, *Turbulence*.

Bios >>

---

**Mixed Realities: An International Networked Art Exhibition**

**Dates:** February 7 - April 15, 2008

**Times:** Monday - Friday, 11 am to 3 pm

**Opening Reception:** February 7, 5-7 pm

Pierre Proske's **CATERWAUL** will be performed by Emerson College students at 5:30 pm

**Venues:** Huret & Spector Gallery, 10 Boylston Place, 6th Floor [MAP]; The Tufts Performance and Production Center, Emerson College, Boston, Massachusetts; *Ars Virtua* (Second Life) and turbulence.org.

**Artists/Works:**

**CATERWAUL**
by Pierre Proske, with technical assistance from Artem Baguiński and Brigit Lichtenegger

**Imaging Beijing**
by John (Craig) Freeman

**NO MATTER**
by Scott Kildall and Victoria Scott

**Remote**
by Neil Donaldson, Usman Haque, Ai Hasegawa, Georg Tremmel

**The Vitruvian World**
by Michael Takeo Magruder, Drew Baker and David Steele
Symposium

Presentations and Discussion:
February 8, 10 am – 5 pm

Morning Panel - **Real World Implications of Virtual Economies:**

*Burak Arikan, Drew Harry, Scott Kildall/Victoria Scott, Gene Koo* (moderator)

Afternoon Panel - **Immersion, Presence and Place:**

*John (Craig) Freeman, Usman Haque, Pierre Proske, Michael Takeo Magruder/Drew Baker/David Steele, Eric Gordon* (moderator)

**Venue:** Bill Bordy Theater, 216 Tremont Street [MAP: select #4, The Tufte Performance and Production Center], Emerson College, Boston, Massachusetts; [Emerson Island](https://secondlife.com) * (182, 112, 23), Second Life.

* To visit Emerson Island, simply create a free account in Second Life and run the current client. Once you have this properly installed follow this link.

**Free and Open to the Public**

**To Register for Symposium:** email *jo at turbulence dot org* with Symposium in the subject line. (Lunch included)

Workshop

**NO MATTER** by *Scott Kildall and Victoria Scott*
February 9, 1-5 pm

**Venue:** Bill Bordy Theater, 216 Tremont Street [MAP: select #2, 216 Tremont Street], Emerson College, Boston, Massachusetts.

In this 4-hour workshop, artists Scott Kildall and Victoria Scott will assist participants in building miniature paper models of famous imaginary and fictional objects, such as *Kryptonite*, the *Flying Carpet* and *The Widget*. The first section will be an overview of the processes they used to create their project *No Matter*. They'll discuss how they commissioned Second Life builders to make 40 of these imaginary objects and demonstrate how they extracted and transformed these 3D models from Second Life into real 3D paper sculptures. In the second section participants will be instructed in the actual construction of the paper-craft 3D. Attendees will be paid for their labor in equivalent paper Linden Dollars.

**Attendance:** Limited to 12 people. Persons over 16 with intermediate to advanced skills with cutting, gluing or sculpture.

**Free and Open to the Public**

**To Register for Workshop:** email *jo at turbulence dot org* with Workshop in the subject line.

Support

New Radio and Performing Arts, Inc. commissioned **five works** ($5,000 each) for **Mixed Realities** with funds from the **Andy Warhol Foundation for the Visual Arts**. Hosted by Emerson College’s Huret & Spector Gallery, the exhibition and symposium are funded by Emerson College’s **School of the Arts** and **Department of Visual and Media Arts**; and the **Andy Warhol Foundation for the Visual Arts**.

Organized by: *John (Craig) Freeman, Eric Gordon, Brooke A. Knight, Anya Belkina, James Sheldon, and Robert Fleming (Emerson College)*; and *Jo-Anne Green and Helen Thorington (New Radio and Performing Arts, Inc.)*
EMERSON COLLEGE AND TURBULENCE PRESENT

FLOATING POINTS 6
Games of Culture | Art of Games

March 20 - 21, 2009

Bill Bordy Theater 216 Tremont Street
Emerson College, Boston

Friday, March 20, 7PM

8 BIT
Created by Marcin RAMOCKI and Justin STRAWHAND. 8 BIT is a hybrid documentary examining the influence of video games on contemporary culture.

Saturday, March 21, 9AM - 5PM

Presentations and Panel Discussions from

Asi Burak
Adriana de Souza Silva
Anita Fontaine
Jesper Juul
Friedrich Kirschner
Marcin Ramocki
Jason Rohrer
Musheon Zer-Aviv

Kriegspiel: Guy Debord's 1978 "Game of War" Produced for Computer
Musheon Zer-Aviv. Limited to 10.

Introduction to Machinima
Friedrich Kirschner. Limited to 10.

Free and Open to the Public.
To register for symposium and workshop, please contact jo@turbulence.org | Subject line: Symposium

Lunch included.
Participate and bring your laptop.

All events are free and open to the public.
Pace Digital Gallery is pleased to host **Programmable Media**
a free symposium presented by Turbulence.org

Friday March 2nd, 10:00am to 3:30pm
Pace University, Multipurpose Room, 1 Pace Plaza
PARTICIPANTS: Helen Thorington, Michelle Riel, Mushon Zer-Aviv and Dan Phiffer, Amit Pitaru, Tom Igoe, Cary Peppermint, and John (Craig) Freeman

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Contact: Helen Thorington (newradio[at]turbulence.org); Jillian McDonald (jmcdonald2[at]pace.edu).
Registration is encouraged: email turbulence at turbulence.org

Directions: 4,5,6 to Brooklyn Bridge/City Hall subway station. Walk south on Park Row to Spruce Street, turn left and enter Pace University building on Spruce near Gold Street. Turn left inside building for the Multipurpose Room. Signs will be posted in the building, and security personnel may also guide the way.

This symposium will explore two forms of current practice. First, the creation of original software to create tools and services for creative and social use, such as a freely available 3-D drawing tool and musical instrument, or a public commons meta layer conceived as a continuous public space for collaboration. Second, the creation of original work using the tools available within open platforms such as Second Life and MySpace to build community and raise awareness.
Pace Digital Gallery is pleased to host **Programmable Media II: Networked Music**

a free public event featuring

a symposium and commissioned performances

presented by Turbulence.org

Friday April 11th, 10:00am to 6:00pm

Pace University, Multipurpose Room, 1 Pace Plaza

Programmable Media II: Networked Music will take place in Second Life as well as at Pace University. You can access it in Second Life.
from 10:00am (EST) to 6:00pm at this link.

PANELISTS: Jason Freeman, Dan Trueman, Peter Traub, Zach Layton, Sawako Kato, Helen Thorington, LoVid, Tobias c. van Veen, and Adam Nash

with PERFORMANCES by: Jason Freeman with Andrew Beck and Mark T. Godfrey, and Tobias c van Veen

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
MORE INFO and CONTACT:

click for symposium program - pdf format
click for artists' bios
click for the Turbulence.org Networked Music Review
click for the Turbulence.org Networked Performance Blog

CONTACT: Helen Thorington: newradio[at]turbulence.org or Jillian McDonald: jmcdonald2[at]pace.edu
Registration is encouraged: email: turbulence[at]turbulence.org

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
DIRECTIONS:

4,5,6 to Brooklyn Bridge/City Hall subway station. Walk south on Park Row to Spruce Street, turn left and enter Pace University building on Spruce near Gold Street. Turn left inside building and look for the Multipurpose Room. Signs will be posted in the building, and security personnel can also guide the way.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
This event is made possible with funding from the New York State Music Fund, established by the New York State Attorney General at Rockefeller Philanthropy Advisors, and with public funds from the New York City Department of Cultural Affairs.