

EVA London Pre-Conference Symposium: Monday 10th July 2017, 10.00am – 17.45pm (BCS London)	
Symposium theme: <b>Coded Communication: Digital Senses, and Aesthetics: Merging Life and Art</b>	
Venue: BCS London office - Chairs: Tula Giannini (Pratt Institute), Gareth Polmeer (RCA), Jonathan Bowen (LSBU)	
09.30	Registration
10.00	Introduction and chair: Gareth Polmeer
	<b>Keynote speaker: Douglas Dodds</b> (Victoria and Albert Museum) <i>Engaging with Code: A V&amp;A Perspective</i>
10.45	Monika Parrinder (Royal College of Art) <i>Unpicking the Seams: Cities, Networks and Communication</i>
11.15	Coffee/tea break
11.45	Chair: Tula Giannini
	Chantal Faust (Royal College of Art) <i>Swimming in the Shallows: The Scan, the Touch and the Surface</i>
12.15	Gareth Polmeer (Royal College of Art) <i>Digital Senses and the Autonomy of Art: Histories, Contexts and Possibilities</i>
12.45	Buffet lunch break
14.00	Introduction and chair: Tula Giannini
	<b>Keynote speaker: Brigitta Zics</b> (Ravensbourne) <i>Art in the Age of Experience</i>
14.45	Carla Gannis (Pratt Institute) <i>La Emoji Lujuria</i>
15.15	Coffee/tea break
15.45	Chair: Jonathan Bowen
	Peter Patchen (Pratt Institute) <i>From Atoms to Bits and Back Again: Finding Truth in Simulacrum</i>
16.15	Tula Giannini (Pratt Institute) <i>Digital Art and Aesthetics: Transforming Museum Practice</i>
16.30	<b>Keynote speaker: Ross Parry</b> (University of Leicester) <i>Digital Literacy and the Postdigital Museum: Introducing the 'One by One' Project</i>
17.00	Panel – all speakers
17.45	Reception
19.00	Close

Day 1: Tuesday 11th July 2017 (BCS London)										
8.30	Registration									
9.15	Conference opening									
9.20 – 10.20	<b>Plenary session: Heritage (Wilkes 1 + 2)</b> <b>Chair: Jonathan Bowen</b>									
9.20	Ann Borda and Jonathan Bowen. Smart Cities and Cultural Heritage – A Review of Developments and Future Opportunities (Paper, 84)									
9.40	Julia Forrester-Sellers, Alfredo Velaso, Bob Pickering and J C Diaz. Classifying ancient west Mexican ceramic figures using three-dimensional modelling and machine learning (Paper, 94)									
10.00	Xavier Aure and Paul O'Dowd. Generating 3D models of paintings through the combination of 2D, 3D and RTI data (Paper, 78)									
10.20 – 11.00	<b>Keynote speaker: Kim Veltman. Perspective from Antiquity to the Present</b> <b>Chair: Jim Hemsley</b>									
11.00 – 11.30	Morning break									
	<table border="1"> <thead> <tr> <th>Wilkes 1: Books and Publishing Chair: Jim Hemsley</th> <th>Wilkes 2: Museums and Social Media Chair: Francesca Guerrero</th> <th>Wilkes 3/4: Big Data and Visualisation Chair: Jon Weinel</th> </tr> </thead> <tbody> <tr> <td>11.30 – 12.30</td> <td>11.30</td> <td> <table border="1"> <tbody> <tr> <td>Marius Hug and Christian Mathieu. <i>Meggendorfer online – Animating movable books</i> (Paper &amp; Demo, 65)</td> <td>Tula Giannini and Jonathan Bowen. <i>Life in Code and Digits: When Shannon met Turing</i> (Paper, 35)</td> <td>Steven Aishman. <i>Live Demonstration of Using Big Data sources in Artistic Practice</i> (Paper &amp; Demo, 34)</td> </tr> </tbody> </table> </td> </tr> </tbody> </table>	Wilkes 1: Books and Publishing Chair: Jim Hemsley	Wilkes 2: Museums and Social Media Chair: Francesca Guerrero	Wilkes 3/4: Big Data and Visualisation Chair: Jon Weinel	11.30 – 12.30	11.30	<table border="1"> <tbody> <tr> <td>Marius Hug and Christian Mathieu. <i>Meggendorfer online – Animating movable books</i> (Paper &amp; Demo, 65)</td> <td>Tula Giannini and Jonathan Bowen. <i>Life in Code and Digits: When Shannon met Turing</i> (Paper, 35)</td> <td>Steven Aishman. <i>Live Demonstration of Using Big Data sources in Artistic Practice</i> (Paper &amp; Demo, 34)</td> </tr> </tbody> </table>	Marius Hug and Christian Mathieu. <i>Meggendorfer online – Animating movable books</i> (Paper & Demo, 65)	Tula Giannini and Jonathan Bowen. <i>Life in Code and Digits: When Shannon met Turing</i> (Paper, 35)	Steven Aishman. <i>Live Demonstration of Using Big Data sources in Artistic Practice</i> (Paper & Demo, 34)
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	11.50	Mario Gazziro, Candy Tenorio and João Paulo Gois. NUI-Marbling (Paper & Demo, 19)	Nicole Graf. Crowdsourcing – The Real People behind the Crowd (Paper, 29)	Sam Cottrell. Understanding Textual Uncertainty in Dates using Interactive Timelines (Paper, 85)	
	12.10	Graham Diprose, Gary Roberts and Amalia Toyas. Voices of the Savannah: An Innovative Approach to Self-Publishing (Paper, 25)	Conni Rosewarne. Digital Agents: How can Museums Participate in Digital Activism and what are the Tensions therein? (Paper, 73)	Joanna Gancarczyk and Anna Olszewska. Which entry is more similar? A non-linear visualization of query results in the image retrieval sequence. (Paper, 82)	
<b>12.30 – 2.00</b>					
<i>Lunch break</i>					
		<b>Wilkes 1: Research Workshop Chair: Graham Diprose</b>	<b>Wilkes 2: Lumen Sonic Chair: Nick Lambert</b>	<b>Wilkes 3/4: Demonstrations 1 Chair: Tom Ensom</b>	
<b>2.00 – 3.30</b>	2.00	Anastasia Tyurina. The Unseen Water: Experimentation with Scientific Photomicrography and Creative Coding (Paper, 64)	Sean Clark and Esther Rolinson. Signal: A Systems-Based Creative Collaboration (Paper & Exhibition, 76)	Athanasios Velios, Sebastian Faubel and Moritz Eberl. Activity: Documenting Digital Art Practice (Demo, 50)	
	2.20	Fabio Morreale. Divesting Control to the Machine in Digital Art	Bhakti Duran, Jinsil Seo and Brian Smith. Sonic City (Paper & Showreel, 102) - presented by Annie Sungkajun	Frauke Zeller, David Harris Smith, John Eyles, Débora Silva de Jesus, Lauren Dwyer, Daven Bigelow and Emily Eyles. Virtual Worlds For Facilitating Urban Development Dialogue (Demo, 89)	
	2.40	Steven Aishman. Social Media Platforms as Artistic Medium (Paper, 33)	Sama Mara and Lee Westwood. A Hidden Order - Exploring the relationship of music and art through geometry (Demo & Showreel, 59)	Brendan Walker and Marianne Markowski. The Megafobia V-armchair Thrill-seeking Experience for Older Audiences – An Artistic Intervention at Age UK Barnet (Demo, 81)	
	3.00	Lozana Rossenova. Presentation and Contextualisation in the Online Archive of Internet Art	Annie Sungkajun and Jinsil Hwaryoung Seo. Rainy Garden (Demo & Exhibition, 104)	Sara Salevati and Steve Dipaola. Lucid Self: An Interactive AI Experience (Demo*, 9)	
<b>3.30 – 4.00</b>					
<i>Afternoon break</i>					
		<b>Wilkes 1: Research Workshop Chair: Graham Diprose</b>	<b>Wilkes 2: Animation &amp; VR Chair: Eleanor Lisney</b>	<b>Wilkes 3/4: Demonstrations 2 Chair: Tom Ensom</b>	
<b>4.00 – 5.00</b>	4.00	Aphra Shemza. Public Interactive Art	Alan Dunning. The Errant Space – The Reshaping of Place through the Visualisation of Ambient Environmental Audio (Paper, 7)	Naomi Dines. Precious, Tiny and Shiny: Close-range photogrammetry for artists and others (Demo, 87)	
	4.20		Enrico Pietrogrande, Alessandro Dalla Caneva and Nicola Sartorello. Visions of an imagined Venice suspended between memories and new possibilities (Paper, 79)	Jinsil Hwaryoung Seo, Annie Sungkajun and Meghan Cook. inTouch Wearables: Aesthetics of Ambient Remote Touch in Child-Parent Relationships (Demo, 92)	
	4.40				
	5.00	<b>Close of Day 1</b>			
	6.00	<b>Lumen Prize announcement of the Long List for 2017, at the Computer Arts Society Reception at Hackney House (separate free EventBrite booking required)</b>			

Day 2: Wednesday 12th July 2017 (BCS London)						
8.30		Registration				
9.15		Conference opens				
9.20 – 10.20		Plenary session: Music (Wilkes 1 + 2) Chair: Graham Diprose				
	9.20	Sama Mara. Harmony, the Union of Music and Art (Paper, 61)				
	9.40	Florent Di Bartolo. Exploring the digital archives of Bourges's Institute of Electroacoustic Music using interactive data visualizations and multi-agent systems (Paper, 42)				
10.00 – 11.00	10.00	Keynote speaker: Sean Rogg. <i>Exploiting Trauma as an Artistic Medium</i> Chair: Carl Smith				
11.00 – 11.30		Morning break				
11.30 – 12.30		<b>Wilkes 1: Virtual Art</b> Chair: Francesca Guerrero	<b>Wilkes 2: Neuroscience and Therapy</b> Chair: Jim Hemsley	<b>Wilkes 3/4: Demonstrations 3</b> Chair: Tom Ensom		
	11.30	Robyne Calvert. <i>Ars Virtua: Reflections on a (Second) Life as a Curator of Virtual Art</i> (Paper, 47)	Kimberly Hobby and Kristin Carlson. <i>Rehabilitating Experience: Designing an Aesthetic and Movement-Based Game for Physical Therapy Rehabilitation</i> (Paper, 91)	Chiara Passa. "Dimensioning 1,2, 3" (Demo, 1)		
	11.50	Paris Xyntarianos Tsiropinas, Kostas Bailas and Thomas Spyrou. <i>The Process of Transferring a Draft Sketch from Small to Large Scale in order to Create Street Artworks: A Case Study Supported by the "DDArtS" System</i> (Paper, 52)	Augoustinos Tsiros. <i>The Parallels Between the Study of Crossmodal Correspondence and the Design of Cross-Sensory Mappings</i> (Paper, 109)	Scott Kildall. <i>Embodied Data and Digital Fabrication</i> (Demo, 56)		
	12.10	Shannon Cuykendall, Prophecy Sun, Thecla Schiphorst and Steve Dipaola. <i>A Framework for Hybrid Multimodal Interactive Performances: Exploring the Virtual, Physical, and the Space in Between</i> (Paper, 54)	Luca Margherita Damiani. <i>Art, Design and Neurodiversity</i> (Paper, 3)			
12.30 – 2.00		Lunch break				
2.00 – 3.30		<b>Wilkes 1: Post-human Bodies and Generative Systems</b> Chair: Eleanor Lisney	<b>Wilkes 2: Design</b> Chair: Graham Diprose	<b>Wilkes 3/4: Virtual Perception &amp; Demonstrations 4</b> Chair: Irimi Papadimitriou		Stanley Gill
	2.00	Birgitte Aga and Mike Phillips. 'This is Where We Are' - collectively living, working and being, with and through predictive algorithms (Paper, 14)	Ian Willcock. <i>Tools for Designing Experience: repurposing design resources for the emerging experience economy.</i> (Paper, 43)	Julian Hawkins. <i>Paper To Screen Migration And It's Possible Impact On Photography</i> (Paper, 30)		
	2.20	Julian Staddon. <i>Data Body Trader: Identity Augmentation and Post-Biological Organ Trade</i> (Paper & Showreel, 88)	Jonathan Michaels. <i>Drawing out ideas: computer models, artworks and the generation of knowledge</i> (Paper, 39)	Steven Aishman. <i>Live Demonstration of Using Big Data sources in Artistic Practice</i> (Paper & Demo, 34)		

	2.40	Kristina Pulejkova. The Future Human, Exploring post human aesthetics through digital and immersive technologies (Paper & Showreel, 36)	Cristina Portugal, Eliane Jordy, Ana Correia, Natalia Brunnet and Felipe Alram. Design and visual arts for digital literature (Paper, 28)	Jim Bizzocchi, Arne Eigenfeldt, Philippe Pasquier, Jianyu Fan and Le Fang. "Berlin Remix" (Demo, 98)	
	3.00	Jon McCormack. Working with generative systems: An artistic perspective (Paper, 51)		Carl H Smith et al. Natural Media (Paper, 108)	
<b>3.30 – 4.00</b>		<i>Afternoon break</i>			
<b>4.00-5.30</b>		<b>Wilkes 1: Mapping Digital Art Chair: Francesca Guerrero</b>	<b>Wilkes 2: Interdisciplinary Creativity Chair: Jon Weinel</b>	<b>Wilkes 3: Demonstrations 5 Chair: Gareth Polmeer</b>	<b>Wilkes 4: Demonstrations 6 Chair: Carl Smith</b>
	4.00	Tom Jefferies and Jane Anderson. CityVerve Internet of Things Demonstrator : CityVerve Commissions : A Plinth for Manchester (Paper, 83)	David Gibson, Matthew Pope and Adam Spry. Considerations for the design of composite 3D printed 'intermediate level' trumpets (Paper & Demo, 62)	Victoria Szabo and Joyce Rudinsky. Psychasthenia 3: Dupes (Demo, 80)	Mario Gazziro, Candy Tenorio and João Paulo Gois. NUI-Marbling (Paper & Demo, 19)
	4.20	Kelly Hamilton. Mapping Spaces: Three-Dimensional Visualization and Design in Landscape Architecture (Paper, 106)	Raffaella Folgieri, Ludovico Dei Cas, Dario Dei Cas, Maria Elide Vanutelli and Claudio Lucchiari. The Creative Mind – REBJ (Paper & Demo, 6)	Joseph Norman. Dirty Nature: aesthetics and ecology in contemporary art and animation exploring the anthropocene. (Demo, 22)	Marius Hug and Christian Mathieu. Meggendorfer online – Animating movable books (Paper & Demo, 65)
	4.40	David Upton. The Portrait Machine: (Paper & Demo, 26)	Sara Salevati, Ozge Nilay Yalcin, and Steve Dipaola. Engagement with AI through interactive communication models (Paper, 8)	Anna Olszewska and Joanna Gancarczyk. Touchscreen User Interface Design for Content Based Image Retrieval (Demo, 75)	Heidi Aishman. Curating in the Gap: Inhabiting the digital space (Demo*, 37)
	5.00	Mieke Pfarr-Harfst and Marc Grellert. The Reconstruction - Argumentation Method. Proposal for a minimum standard of documentation in the context of virtual 3D reconstructions (Paper, 74)	Terry Trickett. Ragatime: glimpses of Akbar's court at Fatehpur Sikri (Paper & Demo, 41)	Ariel Caine. Computational, Spatial and DIY Aerial Photography: The case of "Unrecognized" Bedouin Villages in the Israeli Negev (Naqab) Desert (Demo, 68)	Mentoring (Lumen Prize)
	<b>5.45</b>	<b>Reception, Courtesy of BCS - The Chartered Institute for IT</b>			
	<b>7.30</b>	<b>Conference dinner (separate registration required - organized by Carl Smith)</b>			
<b>DAY 3: Thursday 13th July 2017 (BCS London)</b>					
	<b>8.30</b>	<i>Registration</i>			
	<b>9.15</b>	<b>Conference opens</b>			
	<b>9.20 – 10.20</b>	<b>Plenary session - Lumen (Wiles 1 + 2) Chair: Jonathan Bowen</b>			
	9.20	Carla Gannis. The Augmented Selfie (Paper, demo & exhib, 72)			
	9.40	Rachel Ara. The Making Of A Digital (Master)Piece (Paper & exhib, 77)			
	10.00	Vicky Isley and Paul Smith. Artistic Interpretation of a Malaria Transmission Scenario (Paper, 23)			
	<b>10.20 – 11.00</b>	<b>Keynote speaker: Bruce Wands. The Engagement of Digital Art with Contemporary Art Chair: Graham Diprose</b>			

<b>11.00 – 11.30</b>		<i>Morning break</i>				
<b>11.30 – 12.30</b>		<b>Wilkes 1: Imaging for Heritage Chair: Jonathan Bowen</b>	<b>Wilkes 2: VR and Art Chair: Graham Diprose</b>	<b>Wilkes 3: Demonstrations 7 Chair: Lizzie Jackson</b>	<b>Wilkes 4: Demonstrations 8 Chair: Christina Hemsley</b>	<b>Stanley Gill Chair: Carl Smith</b>
	11.30	J. Kirk Irwin. Within the Medieval Perspectival Image: New Methods Old Art (Paper, 67)	Aynur Kadir, Kate Hennessy, Ozge Yalcin and Steve Dipaola. <i>Virtual Transcendence: An Interactive Immersive Media Installation of Sufi Dhikr Ritual</i> (Paper & Demo, 99)	David Upton. EVA London 2017: The Portrait Machine: (Paper & Demo, 26)	Terry Trickett. Ragatime: glimpses of Akbar's court at Fatehpur Sikri (Paper & Demo, 41)	Carl H Smith, Jazz Rasool, Nick Lambert, Robert Pepperell, Alistair Burleigh, Tony Langford and Kim Veltman. Natural Media Workshop (Workshop 111)
	11.50	David Saunders, Richard Collmann and Ann Borda. Reflectance Transformation Imaging and ImageJ: Comparing imaging methodologies (Paper, 57)	Irene Brown. <i>View to the Past</i> (Paper & Demo, 40)	Jing Zhou. Through the Aleph: A Glimpse of the World in Real Time (Demo, 31)	Raffaella Folgieri, Ludovico Dei Cas, Dario Dei Cas, Maria Elide Vanutelli and Claudio Lucchiari. The Creative Mind – REBJ (Paper & Demo, 6)	
	12.10	Chris Rowland and Kari Hyttinen. Photogrammetry in Depth: Revealing HMS Hampshire (Paper, 58)	Meehae Song and Steve Dipaola. <i>Framework for Bio-Responsive VR for Interactive Real-time Environments and Interactives</i> (Paper & Demo, 95)	Liam Jefferies. It would be a pleasure: Augmented reality and engagement in a heritage context. (Demo, 96)	David Gibson, Matthew Pope and Adam Spry. Considerations for the design of composite 3D printed 'intermediate level' trumpets (Paper & Demo, 62)	
<b>12.30 – 2.00</b>		<i>Lunch break</i>				
<b>2.00 – 3.30</b>		<b>Wilkes 1: Internet Art Chair: Lizzie Jackson</b>	<b>Wilkes 2: 3D Immersion &amp; Moving Images Chair: Ziva Ljubec</b>	<b>Wilkes 3: Demonstrations 9 Chair: Christina Hemsley</b>	<b>Wilkes 4: Lumen Demos Graham Diprose</b>	<b>Stanley Gill Chair: Carl Smith</b>
	2.00	Luca M. Damiani and Irini Papadimitriou. MozEx : Web? Arts? Tech? Culture? // < Exhibit, Experience, Exchange > \ (Paper, 2)	Agata Marta Soccini. Virtual Environments before Pixels: Yayoi Kusama's impact on Virtual Reality (Paper, 90)	Meehae Song and Steve Dipaola. Framework for Bio-Responsive VR for Interactive Real-time Environments and Interactives (Paper & Demo, 95)	Philip Galanter. Mini-XEPA: An Installation of Collaborating Intelligent Light and Sound Sculptures (Paper & Demo, 49)	Carl H Smith, Jazz Rasool, Nick Lambert, Robert Pepperell, Alistair Burleigh, Tony Langford and Kim Veltman. Natural Media Workshop - continued (Workshop 111)
	2.20	Diego Garro. Autonomous Meridian Sensory Response – from Internet subculture to audiovisual therapy (Paper, 13)	Genevieve Smith-Nunes and Camilla Neale. [painByte] VR storytelling for classical ballet (Paper, 112)	Aynur Kadir, Kate Hennessy, Ozge Yalcin and Steve Dipaola. Virtual Transcendence: An Interactive Immersive Media Installation of Sufi Dhikr Ritual (Paper & Demo, 99)	Carla Gannis. The Augmented Selfie (Paper, Demo & Exhibition, 72)	
	2.40	Philip Galanter. <i>Mini-XEPA: An Installation of Collaborating Intelligent Light and Sound Sculptures</i> (Paper & Demo, 49)	Harvey Goldman and Jing Wang. Poetry Inspired, Physics Driven, Experimental Animation (Demo & Showreel, 11)	Irene Brown. <i>View to the Past</i> (Paper & Demo, 40)		
	3.00					
<b>3.30 – 4.00</b>		<i>Afternoon break</i>				
<b>4.00 – 5.45</b>		<b>Final Plenary and Lumen Panel (Wilkes 1 + 2) Chair: Jonathan Bowen</b>				
	4.00	Sara Salevati. Co-creation: human and AI collaboration in creative expression (Paper, 10)				
	4.20	Moshe Caine and Michael Maggen. Low Cost Heritage Imaging Techniques Compared (Paper, 27)				
	4.40	Carla Gannis (chair), Paul Smith, Vicky Isley, Rachel Ara, and Bruce Wands. <i>Lumen Prize panel discussion</i>				
	5.20	Graham Diprose. <i>Best paper and demonstration presentation prizes</i>				
	5.30	Ziva Ljubec & Lizzie Jackson. <i>Conference summary</i>				
	5.45	<i>Conference close</i>				

**Showreel videos at BCS (viewable throughout main conference programme)**

Anastasia Tyurina. Watermarks (Showreel, 66)

Bhakti Duran, Jinsil Seo and Brian Smith. Sonic City (Paper & Showreel, 102)

Daniel Buzzo. 'The Time Machine' is a multi-screen, high-performance, generative video art installation based around multiple low cost computer platforms. (Showreel, 46)

Harvey Goldman and Jing Wang. Poetry Inspired, Physics Driven, Experimental Animation (Demo & Showreel, 11)

Julian Stadon. Data Body Trader: Identity Augmentation and Post-Biological Organ Trade (Paper & Showreel, 88)

Kristina Pulejkova. The Future Human, Exploring post human aesthetics through digital and immersive technologies (Paper & Showreel, 36)

Sama Mara and Lee Westwood. A Hidden Order - Exploring the relationship of music and art through geometry (Demo & Showreel, 59)

Shannon Cuykendall, Steve Dipaola and Prophecy Sun. Fractured Perspectives: Movement and Light (Showreel, 55)

Tiffany Sanchez and Jinsil Hwaryoung Seo. Prey (Showreel, 101)