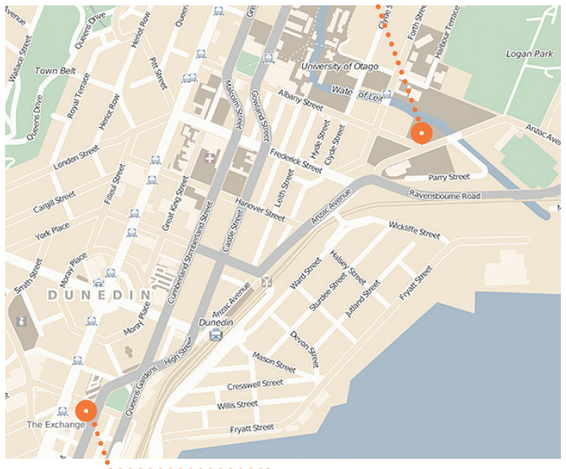
Dunedin School of Art, Riego Street



22 Vogel Street

Two locations:

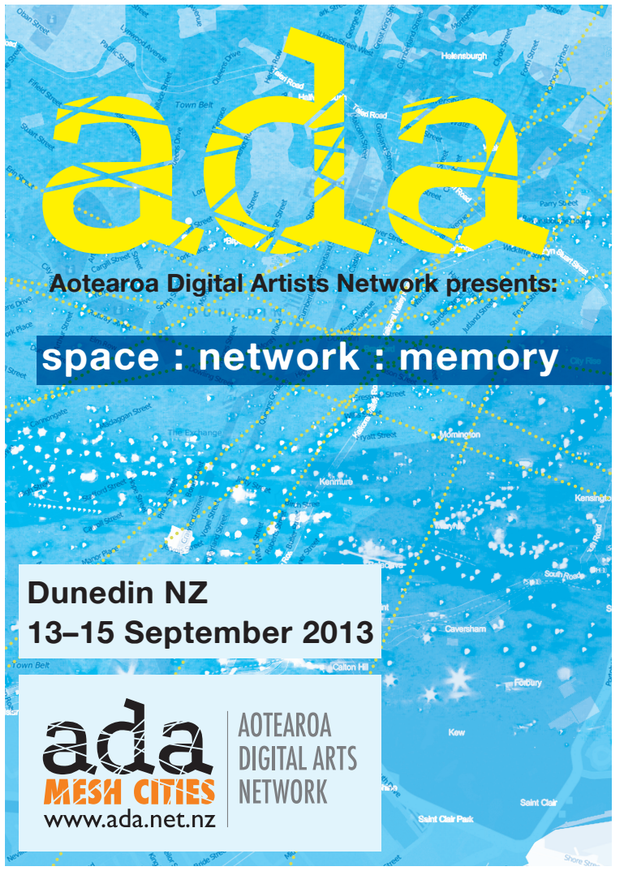
- **22 Vogel Street** (aka C3 Church Dunedin)
- **Room P152, Dunedin School of Art, Riego Street**

Friday 13/9 – 22 Vogel Street, **1pm start** (register from 11am)

Saturday 14/9 – Dunedin School of Art, **9.30am start** (register from 9am)

Sunday 15/9 – Dunedin School of Art, **9.30am start** (register from 9am)

Enquiries: admin@ada.net.nz



ada MESH CITIES www.ada.net.nz | AOTEAROA DIGITAL ARTS NETWORK

space : network : memory

The symposium rethinks the contemporary city, the networks that surround and emerge from it, and the memories it holds. Connect playfully across Dunedin city through panels, talks, walks, art works and workshops.

Friday 13 September

Location: 22 Vogel St, Dunedin (Registration details from 1am) registration pack includes the programme and locations map.

< 1pm > Opening

- **Welcome** – Caro McCaw and Vicki Smith
  why we're here, MESH Cities overview, housekeeping
- **Where we stand: shared stories** – Chair: Caro McCaw
  Tuari Potiki, Donna Matahaere-Atariki (Otakou)
  Sean Brosnahan (Curator at Toitū)
  Glen Hazelton (Heritage Planner, Dunedin City Council)

< 3pm > Around Vogel Street

- **High Street Stories: Zoe Roland,**
  NZ Historic Places Trust
- **Encounter**
  works by Ted Whittaker (Videodrome AR machine)
  Birgit Bachler (Discrete Dialogue Network) and Liz Bryce (Paper Canoe) and Tracey Benson (Walks of Absent Memory)

< 4pm > Afternoon tea

< 4.30pm >

- **Dr Scott McQuire**
  – Media Cities Keynote presentation

< 6pm > Opening event (drinks & nibbles)

dance / projections, featuring Ali East light-box & Alley-way et al – student works (site specific performance)

Evening event < 7.30-9ish >

Hairraising Ghost tour (for those who booked)

Saturday 14 September

Location: Otago Polytechnic, Forth Street, Dunedin

(Registration details from 9am)

< 9.30am > Welcome back

- **Dr Keith Armstong** – 'Long Time, No See'
  keynote presentation
- **Panel One Papers** Chair: Zita Joyce
  with Sally McIntyre, Kedron Parker, Kerry Ann Lee, Tracey Benson (remote)
  5-10 mins presentations then facilitated discussion

coffee break

- **Panel Two Papers** Chair: Trudy Lane
  with Simon Kong, Rose Jamieson, Helen Moore
  5-10 mins presentations then facilitated discussion

< Lunch > ADA open sandwich </ Lunch >

< 2pm > Activities

Keith Armstong:
"Long Time, No See" –
Compass setting and guided walk activity.

Becca Wood:
A digital meditation and a choreography of mumbles. Social choreography for the ears.

Janine Randerson:
Neighbourhood Hope Index – a facilitated discussion and workshop participation.

< later >

Debrief @ Eureka (Bar/Cafe on Albany Street)
& other evening activities (TBA)

Sunday 15 September

Location: Otago Polytechnic, Forth Street, Dunedin

(Registration details from 9am)

< 9.30am > Presentation

- **Julian Priest** – 'The Weight of Information'
- **Do Tell** (local mesh)
  maker session, mapping connections, workshop/skills exchange
  'open mic' for artists to pitch ideas seek collaborators for the next symposium/artist tour 2014

< 11.45am > coffee and cake < / 12noon >

- Intro to 2014 Auckland Symposium team & themes
- Introduction Ian Clothier – SCANZ events
- Plenary discussion & Proporoaki
- Invitation to web-space discussion

< Finish >

< / >

- **ADA AGM 2013** – all welcome venue TBA

Keynotes:

Friday:

Dr Scott McQuire: Networked Cities and Public Spaces
(4.30pm, 22 Vogel Street)

Scott's research explores the social effects of media technologies, with particular attention to their impact on the social relations of space and time, the formation of identity, and the dynamics of cities. One of his investigations Participatory Public space: A right to the networked city (2012–14) explores the interplay between technology, policy, culture and user-led innovation in the context of networked public space. He is currently completing a book GEOMEDIA: networked cities and the politics of public space for Polity press.

Saturday:

Dr Keith Armstrong: Long Time, No See (9am Dunedin School of Art, Otago Polytechnic, Riego Street)

Keith will discuss the participatory project, Long Time, No See? which draws participants into an innovative arts based engagement with sustainability. Drawing on participatory practices and through the use of mobile devices, the project prompts participants through a process of thinking, mapping, talking and walking in their locality with a view to provoking grounded reflection about care and futuring. The intent is to map the intensities of shared values and commitment in a gradually expanding global network of affinity and momentum for change. This is set against and embedded into a web-based generative visualisation and sonification of massive datasets of demographic, geographic and environmental data.

Papers:

Rose James
StructuraSonica
A discussion of the artists current work, an aural survey of Dunedin's warehouse precinct. An area know for its industry and commerce but one that also has a subversive side of band practice spaces, venues and raves. Using the formal language of the buildings architecture as its foundation StructuraSonica attempts to record the structural sound of the buildings.

Simon Kong
The .3rd Resistance "The Art of Revolution"
Progress report of concepts and the creation of deep multi-faceted environments. The .3rd Resistance performance was based on a manifesto and briefing document distributed via the web. All performers, Djs, Vjs & tech crew for the .3rd Resistance were co-opted into a theatrical story line where the .3rd Resistance members were a freedom fighters caught in a time anomaly attempting to use the technological systems at the Festival to get back to the future. While present in the festival timeline the .3rd Resistance were conduction experiments and gathering telemetry data. The festival audience were also conscripted into the .3rd Resistance and were provided uniforms.

Kerry Ann Lee
The Unavailable Memory of Gold Coin Café
Discussion of the work which personally and creatively explores aspects of Cantonese urban settlement in Wellington, home-space, memory, material and loss and tells the story of a family's connection to the city. The work will be exhibited at Enjoy Public Art Gallery, in Wellington From 11 September – 06 October as part of a small international group show exploring themes of immigration and settlement.

Presentations:

Where we stand: (Friday)

Tuari Potiki and Donna Matahaere-Atariki (Otakou)

Sean Brosnahan (Curator at Toitū)

Glen Hazelton (Heritage Planner, Dunedin City Council)

Beginning the conversation through a snapshot of the local history of the area, specifically Vogel Street.

Zoe Roland: High Street Stories (Friday)

Documentary film and story maker Zoe Roland brings a demonstration and discussion of the post-earthquake High Street Stories project, due for release shortly before the symposium.
Christchurch Office of Historic Places Trust http://www.historic.org.nz/
https://www.facebook.com/Highstreetprecinctproject

Julian Priest: (Sunday)

Via satellite Julian joins us to talk about his work The Weight of Information an orbital artwork based on a pico-satellite scheduled for launch on December 9th 2013.
http://julianpriest.org/project/the-weight-of-information/

Papers:

Sally Ann McIntyre
radio cegeste : Christchurch Radio Memorials
In a series of works conducted in the past three years, I have been attempting a response to the destruction of the city of Christchurch, a micro-Odyssean journey which has been conducted from my current home of Dunedin. This has been both a response to the fragmentation of material history and memory, and an investigation of how mobile radio can become a way of translating the city, itself a form of mobile architectural intervention. I would like to explore in a presentation how these works conduct an investigative process that explores memory, history and the city, the idea of public space, and the memorial.

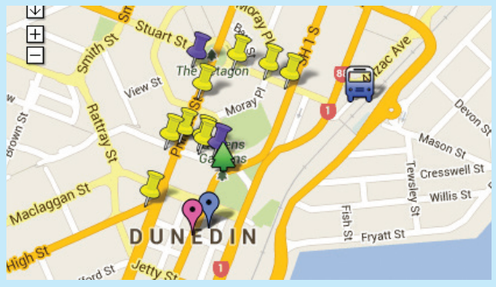
Helen Moore
I'm sorry but should I remember you? Collecting and recollecting one's thoughts in Otautahi, Christchurch.
A brief story of attempting to continue engagement with a city centre that was disappearing before our eyes is recounted through a series of digital images. The ' project' I describe began as an intuitive response to living in a situation of flux where the familiar became unknown territory. Walking place became an embodied practice to engage with shifting realities and to investigate reconnection to the local in these changing circumstances. Spaces opened up, both literally and metaphorically, provoking inquiry about time, place and belonging. Can we say that history itself is disappearing? As 'things' change is all we have 'in the moment'?

Kedron Parker
Kumutoto Stream
Kedron is planning a site-specific sound installation at the top of Woodward Street in Wellington, on a popular walking route used by workers to access office buildings on the Terrace. The tunnel itself is tiled, bleak and bunker-like, and runs underground, directly beneath the Terrace. He will install a sound-scape in the tunnel imagining the area in its natural state, before development – just over 150 years ago – to evoke the experience of walking along the former Kumutoto Stream. Although it is not well known, Kumutoto Stream was an important feature of the area's natural and social history. Today, it is buried under cement, and flows through a pipe to Wellington Harbour. Kedron commutes along the route of the stream, and has found the tunnel to be a point of transition. Emerging onto the Terrace, one enters a cement world that feels disconnected from its past, disconnected from nature. By creating a soundscape in the tunnel, the work should awaken passers-by to the contrast between then and now, and the danger of how our built environments can rob us of our own vitality.

<< Works >>

Tracey Benson – Walks of absent memory

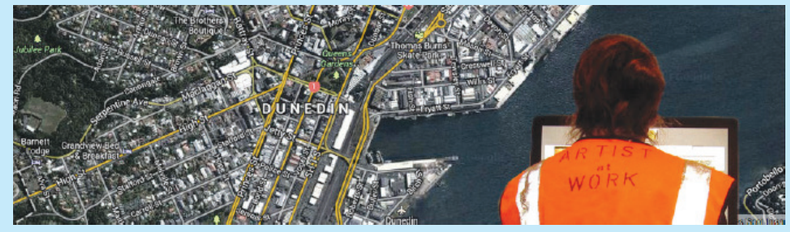
Using Augmented Reality the audience (tourist) explores the city through the eyes of an absent stranger – recreating a fictional memory lost in time. The work is designed to play with the notion of a networked city and the virtual, architectural and historic implications of an ever emerging urban space.



http://mediakult.wordpress.com/
http://www.byte-time.net/

Elizabeth Bryce – Drawing a Paper Canoe

Drawing old unseen watercourses using contemporary media.
Land was drained, water was hidden or re routed, hills were flattened and used to fill swampy areas on the shoreline. Streams that descended from the Dunedin hill suburbs through the 'green belt area' into the Octagon and Moray place went under some buildings, the shoreline was not far from Queen's Gardens and Water and Jetty Streets were aptly named.



http://eikapai.co.nz/

Ted Whitaker – Videodrome (Mobile Reality Sculpture)

Videodrome is a diving helmet that descends from a Vogel Street Penthouse on demand via walkie talkies. Through use of Augmented Reality technology, this artwork creates an obscure and fragmented experience between user and device.

Enhanced by Vogel Street's history as a site of re-claimed urban streets previously submerged by water, Videodrome links to sea exploration. The metaphor of submersion draws on ideas of physical isolation and removal that often occurs while operating a mobile device. AR is primitive and an awkward art medium, although being classed as new media. This work embraces interruptions of a new and developing technology by interactions with electronic devices. Videodrome is an reworking of a piece exhibited in Waterlines II, a site specific installation at Back Beach, Port Chalmers.

http://tedwhitaker.wordpress.com/

Birgit Bachler – Discrete Dialogue Network

The Discrete Dialogue Network is a local communication network for leaving anonymous voice messages to strangers in public space. This network proposes an alternative to the flatness of common online social networks. It is a medium that works outside the business of profile pictures, status updates and "Like"buttons. People can connect by leaving anonymous messages in public space and read what has been previously recorded. A sticker showing a unique number serves as a link to the location where a person has access to all previously left messages, and can record their own message.

discretedialoguenetwork.org
www.birgitbachler.com
Birgit's worked is supported by TurboWeb – Thanks TurboWeb!!

<< Workshops & Walks >>

Janine Randerson – Neighbourhood Hope Index (workshop)

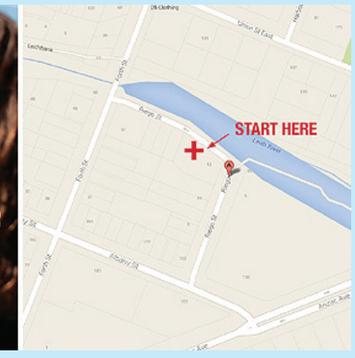
Janine is the Mesh Cities Touring artist for 2013. In this workshop she discusses her work Neighbourhood Air using sensor and meteorological data and will facilitate discussion about developing the collaborative group toward realising her Christchurch based work Neighbourhood Hope Index.

Janine's own research practice has a particular focus on media art, both historical and contemporary, as a curator, reviewer and participant. In 2012 she completed her PhD on the topic of 'Weather as Media'.

http://www.ada.net.nz/meshcities/mesh-cities-artist-tour-2013/

Becca Wood – (walk)

A headphone based social choreo-graphy that invites critical engagement with place, the body and networked spaces through augmented listening and participatory choreographic strategies. This is one of a series of site-based, somatically attuned aural choreo-graphies that have been sited in urban spaces in Auckland, Dunedin, Sydney, Prague and Chichester in the UK.



http://aliverecording.tumblr.com/becca

Keith Armstrong – Long Time, No See (walkshop)

Following on from Keith's presentation in the morning, participants will join the hopeful adventure and take part in compass setting and guided walk activity in the Dunedin environment as part of the Long Time, No See project. Follow the activity, get more information and app downloads available through the community.

http://community.long-time-no-see.org/
https://www.facebook.com/groups/longtimenoseepilot

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AOTEAROA DIGITAL ARTS NETWORK

With thanks to Caro McCaw, Vicki Smith, Ted Whitaker, Leyton Leyton, Don Lenoon, and Richard Faust. Also our thanks go to the filmmaking rock stars at Otago Polytechnic School of Design, and our sponsors and supporters Creative New Zealand Toi Aotearoa, the School of Design at Otago Polytechnic Te Kura Matatini ki Otago, TurboWeb and Toitū Otago Settlers Museum.

toitū OTAGO SETTLERS MUSEUM

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