

# Seeing... Vision and Perception in a Digital Culture

Thursday 6 - Friday 7 November 2008

Birkbeck, University of London, Clore Lecture Theatre, Clore Management Centre, Torrington Square, London, WC1 7HX.

## THURSDAY 6 NOVEMBER

9.00 – 9.25	REGISTRATION ( <i>tea and coffee</i> )
9.25 – 9.30	INTRODUCTION
9.30 – 10.00	KEYNOTE ADDRESS – Paul Brown, Visiting Professor at the Centre for Computational Neuroscience and Robotics (CCNR), University of Sussex, Brighton, UK.

### SESSION 1 – REPRESENTATION

10.00 – 10.25	Eduardo Abrantes, <i>New University of Lisbon, Portugal.</i>	<b>Night-Coloured-Eye: Night Vision in Video or the Mediated Perception of Invisibility</b>
10.25 – 10.50	David Crawford, <i>Göteborg University, Sweden.</i>	<b>Realism vs Reality TV in the War on Terror: Artworks and Models of Interpretation</b>
10.50 – 11.15	Simone Gristwood, <i>Lancaster University, UK.</i>	<b>Amalgamating Vision: Photography, Artificial Intelligence and Visual Art</b>

*Tea/coffee 20 minutes*

### SESSION 2 – REPRESENTATION

11.35 – 12.00	Birgitta Hosea, <i>Central Saint Martins School of Art, London, UK.</i>	<b>Digital Synaesthesia: Hearing Colour/Seeing Sound/Visualising Gesture</b>
12.00 – 12.25	David Humphrey, <i>Royal College of Art, London.</i>	<b>Seeing What You Believe, Believing What You See: Revisiting 'Photorealism'</b>
12.25 – 12.50	Janez Strehovec, <i>Ljubljana, Slovenia.</i>	<b>Not-Just-Seeing, Not-Just-Reading (on the perception and cognition of digital literature).</b>

*Lunch - including demonstrations*

### SESSION 3 – SPACE

2.15 – 2.40	Luciana Bordon, <i>ENEA</i> ; Attilio Colagrossi and Lorenzo Felli, <i>Institut for Research and Protection of the Environment (IRPA), Italy.</i>	<b>GIS and WebGIS Technologies for Enhanced Seeing in Archaeology. The Case of the Roman Aqueducts</b>
2.40 – 3.05	Monika Fleischmann and Wolfgang Strauss <i>Fraunhofer Institute IAIS, MARS - Media Arts and Research Studies, Germany.</i>	<b>Performing the Archive for the Visibility of Information in Space</b>
3.05 – 3.30	Linda Matthews and Gavin Perin, <i>University of Technology, Sydney, Australia.</i>	<b>Digital Sites and Performative Views</b>

*Tea/coffee 15 minutes*

### SESSION 4 – SPACE

3.45 – 4.10	Graham McAllister, <i>University of Sussex Brighton, UK.</i>	<b>New Problems In Accessibility: Seeing in 3D</b>
4.10 – 4.35	Jennifer Steetskamp, <i>University of Amsterdam, Netherlands.</i>	<b>Configurations of the Unseen: Installation Art and Information Overload</b>
4.35 – 5.00	Pelin Yildiz, <i>Hacettepe University. Ankara, Turkey.</i>	<b>Architectural Space as Virtual Reality: Regarding Perceptual Parameters in Digital Culture</b>

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### SESSION 5 – BEYOND THE PIXEL

9.20 – 9.25	INTRODUCTION	
9.25 – 9.50	Jussi Parikka, <i>Anglia Ruskin University, Cambridge, UK.</i>	<b>Seeing Software: The Biennale.py Net Art Virus and Visuality of Software</b>
9.50 – 10.15	Paul Edward Scattergood and Martin John Richardson, <i>Institute of Creative Technologies, UK.</i>	<b>Subject to Change Without Notice: How Advances In Modern Holography and Digital Imaging Have Altered Our Understanding of Vision and Perception</b>
10.15 – 10.40	Carinna Parraman, <i>University of the West of England, UK</i> ; John J. McCann, <i>McCann Imaging, Belmont, MA; USA</i> ; Alessandro Rizzi, <i>Università degli Studi di Milano, Italy.</i>	<b>The Art and Science of Colour: Bridging the Gap between Art and Perception</b>

Tea/coffee 20 minutes

### SESSION 6 – BODY AND PERCEPTION

11.00 – 11.25	Ada Henskens, <i>Tasmania, Australia.</i>	<b>Perception and Representation: the Visual Cortex and Landscape Art.</b>
11.25 – 11.50	Rune Peitersen, <i>Amsterdam, Netherlands.</i>	<b>A presentation of 'Saccadic Sightings', reflections on the process of working with a MobileEye and on the difficulty of visualising sensory experience.</b>
11.50 – 12.15	G. Brett Phares, <i>Marist College, USA.</i>	<b>Attentional Surplus: Ambient Media Art and the Myth of Looking™</b>
12.15 – 12.40	Alan Dunning, <i>Alberta College of Art and Design, Calgary, Alberta, Canada</i> ; Paul Woodrow, <i>University of Calgary, Calgary, Alberta, Canada.</i>	<b>Seeing Things: Ghosts in the Machine</b>

Lunch - including demonstrations

### SESSION 7 – BODY AND PERCEPTION

1.40 – 2.05	Catherine Baker, <i>Norwich University College of the Arts, UK</i> ; Iain Gilchrist, <i>University of Bristol, UK.</i>	<b>SCANPATH</b>
2.05 – 2.35	Dirk de Bruyn, <i>Deakin University, Burwood, Victoria, Australia.</i>	<b>Play it again, SAM</b>
2.35 – 3.00	Stuart G. English, <i>Northumbria University School of Design, UK.</i>	<b>Creative perception: Sensory, Conceptual and Relational Ways of Seeing</b>

Tea/coffee 20 minutes

### SESSION 8 – PRACTICE

3.20 – 3.45	Søren Pold, <i>University of Aarhus, Denmark.</i>	<b>The (In)Visibility of Digital Images</b>
3.45 – 4.10	James Faure Walker, <i>Camberwell College of Arts, University of the Arts, London.</i>	<b>Machines, Drawing and Vision</b>
4.10 – 4.35	Frieder Nake and Kolja Köster, <i>Informatik, University of Bremen, Germany.</i>	<b>Behind the Canvas, an Algorithmic Space: Reflections on Digital Art</b>
4.35 – 5.00	Dolores A. Steinman and David A. Steinman, <i>Biomedical Simulation Laboratory, University of Toronto, Toronto, Canada.</i>	<b>Medical Imaging in the Digital Age: Fusing the Real and the Imagined</b>
5.00	<b>Close of Conference</b>	

## DEMONSTRATIONS

To be confirmed