

Code Interactive Workshop #1

14-16 June 2013

London-UK

Locations

14 June: Kingston University- Room: 361lab, main Penrhyn Road 10.30am

15 Sat, 16 Sun June: Watermans Art Centre

Project Leader: María Mencía PhD

The aim of these three days workshop is to explore the possibilities of code and collaboration to develop digital creative projects and explore digital poetics in the fields of electronic literature and new media art-language.

Through roundtables discussions, technical presentations and hands on projects all the participants will have the opportunity of exchanging programming skills, open source software and find free online tools in order to explore computational possibilities to create interactive design, interactive installations and/or explore data visualisation.

It will be a hands-on experience and participants will work with sound, text, graphics and video to produce creative practice. Those with more programming experience will present skills in augmented reality software, ReactiVision software, FLARToolkit, HTML5, CSS3, Javascript/JQuery, PHP, MYSQL, for web interactivity and the integration of audio/video and other media and open source coding such as *Processing* to explore how objects and methods function in this programme, as well as, the use of new media technologies such as Xbox Kinect for interactive installations and openNI libraries and the potential they have for interactive projects.

Participants

- Amaranth Borsuk, poet, academic, author, University of Washington, Bothell, USA.
- Brad Bouse, Product Designer, developer whose work focuses on the intersection of art and technology. Professionally, he works on product and user experience for consumer web startups, USA.
- John Cayley, Professor of Literary Arts at Brown University, USA.
- Leonardo Flores, Associate Professor of English, UPR: Mayagüez, Puerto Rico. Fulbright Scholar in Digital Culture, University of Bergen, Norway.
- Ian Hatcher, independent writer and poet, digital industry, USA.
- Zuzana Husárová, poet, academic, author, Comenius University and Masaryk University, Slovakia.

- Jeneen Naji, artist researcher, National University of Ireland Maynooth, Co. Kildare, Ireland.
- María Mencía, artist-researcher, Faculty of Arts and Social Sciences, School of Performance and Screen Studies, Kingston University, UK.
- Ľubomír Panák programmer, photographer, musician and sound artist, Slovakia
- Christine Wilks, independent writer and artist, UK.

Workshops Schedule

Friday 14th June 2013 Kingston University

10.30am: Ľubomír Panák Processing and Kinect sensor features.
 2.00 pm: Christine Wilks flash html 5, remixing and animating text & images
 Jeneen Naji flash mobile app.

Saturday 15th June 2013 Watermans Art Centre

10.30 am: Brad Bouse, FLARToolkit
 Leonardo Flores: basic methods for creating data visualizations.
 2.00 pm: John Cayley, Ian Hatcher and Ľubomír Panák, Brad Bouse.

Sunday 16th June 2013 Roundtable

Leonardo Flores, Amaranth Borsuk, Zuzana Husárová, Brad Bouse, John Cayley, Ian Hatcher, Ľubomír Panák, Christine Wilks, Jeneen Naji and María Mencía.

OUTCOMES: meeting in Kosice 28th October - 5th November 2013
 Exhibition at DIG Gallery, Kosice-Slovakia 2-20 Nov.
 Residency: DIG Gallery, Kosice-Slovakia 28 Oct- 2 Nov.