



INVESTIGATING THE ARTISTIC
POTENTIAL OF MOBILE PHONE DEVICES

FutureScreen Mobile – Aware, shared mobile experience(s) master class - Participants

Mark Brown

Mark Brown is a Sydney based sound and installation artist exploring notions relating to site, architecture and sonic atmospheres. Emerging in the early 90s, his work has evolved into a poetic response to site, critiquing history, function, the viewer and unseen and unheard phenomena within space. His work has been exhibited at First Draft Gallery, the Faculty of Art and Design Gallery, Newcastle University, Artspace Centre for Contemporary Art, Sydney, and RMIT Gallery Melbourne, Australia.

Mark is eager to acquire new skills in the mobile medium in a bid to expand the possibilities of site specific, remote and regional art projects. Mark hopes during the Aware master class to develop his ideas of an event-based happening in Broken Hill NSW. This event would derive from science fiction genres and would critique human interaction within hypothetical scenarios. Participants would be able to use their mobile phones to upload video and audio to a central location. He is interested in learning how to design interface related media for mobile phones and also the ability to monitor live environmental phenomenon such as temperature, humidity and GPS location and upload this data via mobile phone to a central location. Mark wants to be able to integrate mobile phone technologies in the undertaking of several regional workshops and site related new media art and sound art projects in 2005.

Leon Cmielewski

Leon Cmielewski (NSW) is an artist, animator and designer and has worked in both print and broadcast television design. Over the past decade along with collaborator Josephine Starrs he has produced a range of video and interactive media projects which have been widely exhibited including at; Seoul International Media Art Biennale, Korea, Transmediale, Berlin, Germany and ISEA, in Montreal, Paris, Helsinki. Leon is currently working on a series of small abstract games that he'd like to adapt for mobile delivery. Much of his previous new media work has taken the form of playful booth-like installations which allow an individual visitor to engage the work in a private way in a public setting. His main areas of interest are surveillance, database and networks, and the issues surrounding the ubiquitous infiltration of technology into the domestic arena. Leon feels that exploring wirelessness through the Aware master class would be an excellent way to advance his work both conceptually and practically.

He is currently in the early stages of developing a project named Seeker which will address issues of migration, asylum and borders and he hopes there will be some opportunity to apply some of the ideas and concepts learned in the master class to this work. Leon is not just interested in preparing content for delivery, but in thinking about the kinds of experiences that it might be possible to design, experiences that could be shared and built for all manner of wireless devices, not limited to a specific delivery platform. Leon wonders if artists or designers can develop applications for the mobile platform that are in no way functional, yet are still compelling to use?

Natasha Dwyer

Natasha Dwyer (VIC) is an artist, lecturer in multimedia and interactive designer at the Australian Centre for the Moving Image, her main interest being experimental interface design. Natasha is attracted to the mobile platform because it favors brevity, which means each idea must be distilled down to its essence, and because it involves co-opting technology used to facilitate communication. Natasha is particularly interested in creating art using technologies that are accessible to a wide range of people in contrast to art that can only be experienced by the particularly privileged. During the Aware Master class Natasha hopes to gain knowledge to update her current skills to the mobile platform in order to achieve this goal. Natasha is currently working on an interactive with a mobile phone component to support a documentary about youth homelessness to be shown on SBS next year. She is keen to discover how appropriate the documentary genre is to this new mobile platform. Natasha has also been developing a mobile phone project to make with her students at Victoria University. The initial idea is to create a site-specific

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narrative set around local areas that were once blue-stone mines, with clues and messages being sent from under the ground by historical characters.

Penny Hagen

Penny Hagen (NSW) is trained as an interactive designer and works at the UTS Interaction Design Lab researching mobile technology use. She is currently working towards a PhD that explores how designers can work with users to develop flexible interactive social systems that make use of mobile technologies. Her work on social software and the politics of technology is informed by industry experience across the creative, community and corporate sectors, and underpinned by a commitment to social and ethical issues. She has worked as a visual and interaction designer for various corporate and experimental arts clients creating content to deliver over web, sms, wap, TV and print, and has also worked as producer, digital media consultant and trainer for organizations such as Independent Films and Metroscreen.

Penny is particularly interested in looking beyond the traditional research arena for mobile technologies, which focuses on the user-device relationship, to the ways that mobile devices affect co-located and distributed interaction between people. She is seeking ways to develop and design flexible tools that facilitate communication and networking within the context of mobile use practice and shared mobile experiences. In the Aware master class Penny would like to explore the creative use of mobile devices and technologies for personal and collective communication and distribution. Part of her practice is about creating flexible communication tools that acknowledge the emergent nature of social networks and encourages appropriation by the people that use them.

Megan Heyward

Megan Heyward (NSW) is a new media artist and educator whose work explores intersections across interactivity, participation, narrative and recollection. Notions of memory and subjectivity have been recurrent themes in her work. Early in 2004 she commenced researching and developing projects involving mobile phone, wireless and SMS contents and modes of delivery. In 2004 she exhibited "message", a location based work involving video installation and mobile phone in Pathiharn Electron "Supernatural", Chaing Mai, Thailand. In January 2004 Megan participated in the ANAT Blast Theory Master class which was a turning point for her in terms of rethinking her approach to artistic spaces of mediation from traditional, fixed zones to intermediate, movable or fluid spaces. Megan is working on two projects for mobiles, one primarily involving SMS called "Thirty", essentially micro-narratives for SMS; and another for mobile and web called "traces", involving the sharing and exchanging of vivid experiences of place, whilst in the actual location.

By participating in the Aware master class Megan is keen to gain relevant technical skills and to collaborate with other practitioners who are also interested in exploring the possibilities of mobile and wireless technologies. Megan hopes the workshop will help to establish a network of potential collaborators to share ideas and knowledge and is motivated to learn more about the Aware platform to hopefully use it in at least one of her upcoming projects.

Lucas Ihlein

Lucas Ihlein (NSW) is an artist who often works collaboratively, principally with the artist groups SquatSpace and the Network of "UnCollectable Artists" (NUCA). Since 2000 Ihlein has been focused on the co-operative creation of new systems for the distribution of artwork. He is interested in the intersections between new and old media, and has employed materials as diverse as screen-printing, t-shirts, video, rubber stamps, offset printing, websites, and performances. In 2002, working with artist 'notsusan', Ihlein initiated a text message poem project called "KeyPadPomes" involving the collection of hundreds of incoming and outgoing SMS poems. The texts were then transcribed and typeset before being silk-screened onto cardboard and cut into postcards. The postcards were distributed with their mobile phone numbers, with the intention of collecting more messages for the creation of a growing archive.

Ihlein is interested in systems that enable artists and activists to communicate with each other, whether these are physical or virtual systems. As a member of many different and interlinked activist and artist networks, he feels that the accumulation of skills gained in the master class would not only facilitate communication within the networks, but would also be widely shared amongst his peers, through skill sharing workshops. The Aware workshop presents a timely opportunity for Ihlein to acquire the skills required

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for implementing the on-line aspect of KeyPadPomes while also feeding into his PhD research into the use of online communication systems for the development of multi-author art projects.

Megan Jones

Megan Jones' (NSW) artworks focus on social and environmental issues in the Australian landscape to reveal relationships between community and country using new media technologies, collaborative art and science projects and panoramic techniques. Megan believes the Aware master class will be of great benefit to her creative arts practice and research, offering practical skills as well as the opportunity to discuss issues and theories of creating mobile multimedia and engaging audiences. Megan is currently the New Media Production Support Officer at the University of Technology (UTS) Sydney, where she is also doing a Master of Creative Arts. Her multimedia artworks have been exhibited around Australia and in London. In the past five years Megan has undertaken several creative new media commissions including: Arts ACT Online Artist in Industry residency with the CRC for Freshwater Ecology, ACTEW aquatic ecologists, and Conceive: procreative designers to produce connACTivity, ACMI's Memory Grid MAP project animation 'Deakin's Pipe Dream' and SunRISE21 Artist in Industry Project to produce the multimedia interactive 'Sites of Interception'.

Megan is particularly interested in the convergence of new media methods and content into mobile devices and the potentials of Flash and multimedia application development. She has some previous experience with the mobile platform including leading a research project developing participatory design methods in order to engage youth with mobile phones and is also investigating a collaborative, content driven project with the Optus Nokia FutureLab in Sydney, which she hopes to initiate in 2005.

Ian MacColl

Ian MacColl (QL) had a past life in theatre production and design and now works in a design school lurking inside an IT school. He teaches software engineering and runs studios on pervasive gaming while also researching various social and technical aspects of collaborative and ubiquitous computing. In the past he has been involved in various pervasive gaming and connected communities projects in the U.K, including EQUATOR IRC a studio course on pervasive gaming and ACID, a collaborative project looking at social and technical aspects of collaboration within a distributed organization, exploring scenarios and architectures for delivery of audio content to mobiles for residential users. Ian was the convener of the University of Queensland's week long project on location-based mobile devices. During the master class Ian is interested in playing with Aware and exploring concepts of appropriation and sustainability.

Ann Morrison

Ann Morrison :anmore: (NSW) is a new media arts practitioner and artist who has exhibited over fifteen years with various scaled installation works. She has lectured within visual arts, design and currently within IT schools. Ann writes occasionally and has an education background that spans humanities, visual arts and digital design science. She is currently working as a researcher on several Location Based Games Projects that are using mobile and other embedded technologies, specifically looking at scenario development and contextual play.

During the Aware Master class Ann wants to work through her existing ideas concerning mobile technologies in a creative environment with the input of the other artist participants which she hopes will contrast her current IT working environment. Her emphasis will be on addressing the site and developing infrastructures and scenarios in order to build games where the audience can partake in a co- authoring process and that are sustainable in the long term.

John Tonkin

John Tonkin (NSW) is a Sydney based artist who makes his works using his own custom software developed in programming languages such as Java. Tonkin's recent works involve building frameworks, tools and toys in which the artwork is formed through the accumulated interactions of its users. He is currently working on a number of projects that use real-time 3d animation, visualisation and data-mapping technologies, and is collaborating with Robyn Backen on a project that incorporates a number of communication systems, including mobile voice and text, which they are proposing to show at Artspace later in 2005. Tonkin wants

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to incorporate mobile technologies into his art practice which already incorporates the spoken voice of its users in works such as “sexBot”, which used voice recognition and synthesis technologies to create an absurdly over-engineered intercom system interconnecting two cubicles, and “Prototype for a Universal Ideology”, where the spoken voice of each user becomes the raw material for a process analogous to the genetic recombination of DNA.

Tonkin has observed that since people seem to have such intimate relationships with their mobile phones it is inevitable that artists would want to access these intensely personal spaces. He is interested in the idea of fragile, tenuous and tentative communication systems and wonders while technology promises to make it ever easier than ever for us to communicate with each other, what does this really mean? How does this effect our relationships?

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