# DISCOVER THE ISEA2020 WORKSHOP PROGRAMME!

Photo © Andrea Sosa - Art and Innovation in the Age of Big Data

Montreal, August 28 — Montreal Digital Spring (Printemps numérique) **unveils the workshop programme for** ISEA**'s 26th edition, featuring a range of exciting workshops happening on October 17th and 18th.** Facilitated by practitioners, artists and researchers who will focus on the themes and techniques related to their practices and expertise, the workshops will adopt hands-on approaches, experimentations, and discussions on themes raging from data gloves, to artificial intelligence, and bacterial growth.

Important :
These workshops are only available to holders of an ISEA2020 FULL Pass
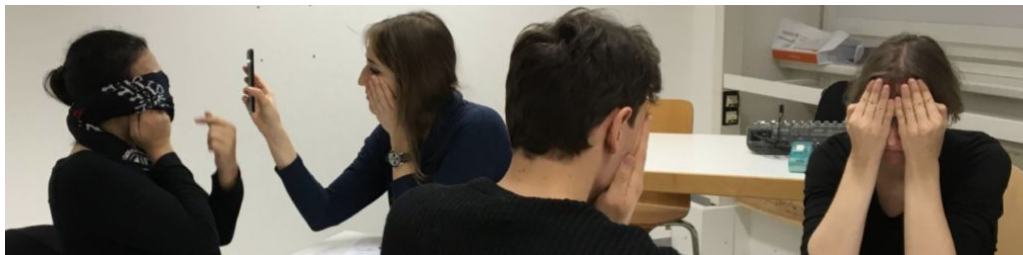
**NEUROMEDIA: ENHANCING SENSORY PERCEPTION FOR ARTISTS AND DESIGNERS
Part1. October 17 - 8:00am - 3:00pm Part2. October 18 - 8:00am - 10:00am**

This workshop offers a unique blend of sensor systems lab exercises from neuroscience, media arts and design to context ideas. Participants must apply in pairs to physically work together on their sensory perception projects. The pairs will meet virtually with the other workshop members to facilitate and attend presentations, and compare results.

With **Jill Scott and Marille Hahne**

DATA GLOVES
Part1. October 17 - 8:30am - 4:30pm Part2. October 18 - 8:30am - 4:30pm

In this workshop, participants will manufacture their very own pair of "Data Gloves," economic and open-source alternatives for advanced and detailed interaction of VR environments. Participants will have access to all the designs and codes necessary to operate the "Data Gloves" and will be taught how they are built.

With **Hugo Vargas**

DYNAMICS OF PERCEPTIONS - ENGAGING WITH THE FELT EXPERIENCE OF TEMPORALLY DYNAMIC ALGORITHMS
October 17 - 9:00am - 12:00pm

This workshop looks at the relationship between machine subjectivity and human subjectivity expressed temporally through artistic media, and features a series of short presentations, experiments and discussions.

With **Alexandre Saunier, David Howes, Christopher Salter, and Joseph Thibodeau.**

ART AND INNOVATION IN THE AGE OF BIG DATA: DESIGN OF INFO-OBJECTS AND INTERFACES FOR DATA VISUALIZATION
Part 1. October 17 - 9:30am - 12:00pm Part 2. October 18 - 1:00pm - 2:30pm

This workshop focuses on data and representation, and will present a step-by-step approach to identify significant patterns in datasets and to explore innovative methods to make insights visible and tangible. Water will be the central theme for this edition.

With **Andrea Sosa, Everardo Reyes, and Homero Pellicer.**
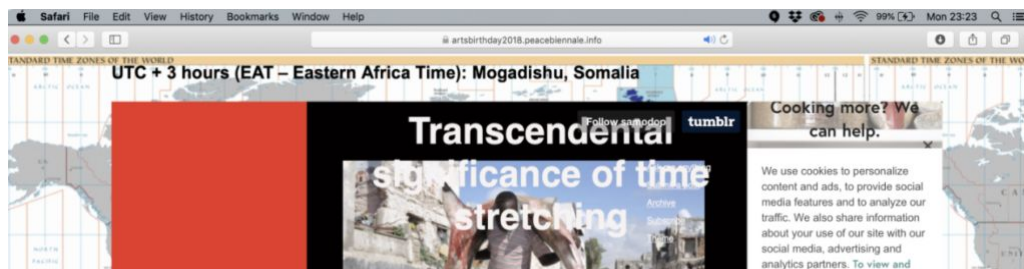
NETWORKED ART PRACTICE AFTER DIGITAL PRESERVATION
**October 17 - 10:00am - 3:00pm**

This workshop traces the edges and boundaries of the preservation of both analogue and digital networked art practice. Participants will collectively identify questions addressing digital preservation (including 'preventative conservation' and record-keeping) and work in groups to develop novel approaches, leading towards a greater understanding of the networked conservation concerns of a diverse range of work.

With **Roddy Hunter and Sarah Cook.** Joined by guest practitioners.
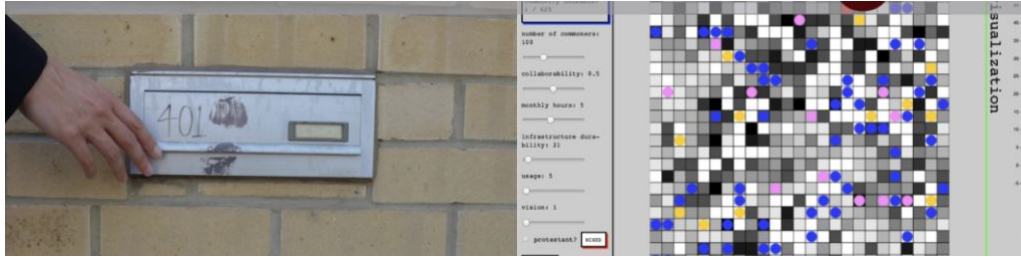
PLAYFUL INVESTIGATIONS ON MULTIPLE SCALES
October 17 - 10:30am - 2:30pm

The city operates on different scales: bikes, people, houses on street level; traffic and communities on neighbourhood level; infrastructure on the city level. This workshop playfully investigates transformations and frictions that occur when instruments that help to make sense of higher scale phenomena are introduced.

With **Viktor Bedö and Ida Toft.**

THE HUMAN SEARCH ENGINE: A MILLENNIAL TOOLKIT 4 ASSOCI@IVE EXPLOR@ION
Round#1. October 17 - 11:00am - 1:00pm / Round#2. October 18 - 11:00am - 1:00pm

The workshop is aimed at participants looking for a middle-ground approach towards online life. We offer a toolkit to those who wish to neither disconnect nor let habit-forming technologies run their lives. We believe we can "deprogram" these technologies in a way that empowers us.

With **Carmel Barnea Brezner Jonas and Gabriel S Moses**

EMPIRES, VILLAGES, ECOLOGIES OF EXPERIMENTAL PRACTICES
October 17 - 11:30am - 1:00pm

This workshop invites participants to take creative leaps through experimentation in telematic, embodied learning to break outside the box of traditional pedagogy and electronic art, because extraordinary times and complex problems call for extraordinary vision and groundbreaking solutions.
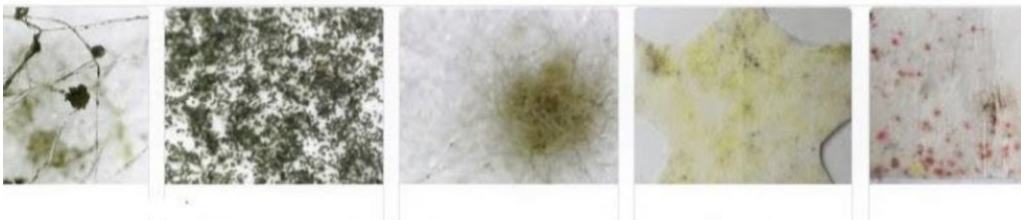
With **Diana Ayton-Shenker and Xin Wei Sha**

AVATARS IN ZOOM FOR ALL! (A HANDS-ON TUTORIAL)
October 17 - 1:00pm - 3:30pm

This is a hands-on participatory tutorial, where you will create deep-fake videos using your own materials, and play with various options of becoming an online avatar.

With **Eyal Gruss**

QUEER AND BIOPHILIC APPROACH OF THE CUTANEOUS MICROBIOME
October 17 - 1:30pm - 4:00pm

This workshop will allow participants to experience the cutaneous microbiome (micro-organisms that live on and in our skin) in a haptic -visual/olfactive- and intellectual reflection about our ubiquitous relationships of hate/love with this part of ourselves.

With **Nathalie Dubois Calero**

PASS AGAIN THROUGH THE HEART: GESTURE, MEMORY, AND FOOD
October 17 - 2:30pm - 4:30pm

This workshop looks at how knowledge is shared through gestures and feelings by family members. It is informed by an ongoing project that collects recipes from Canadian immigrants and refugees, each touching on acknowledgment and formation of transnational identities within North America.

With **Immony Mèn and Patricio Dávila**
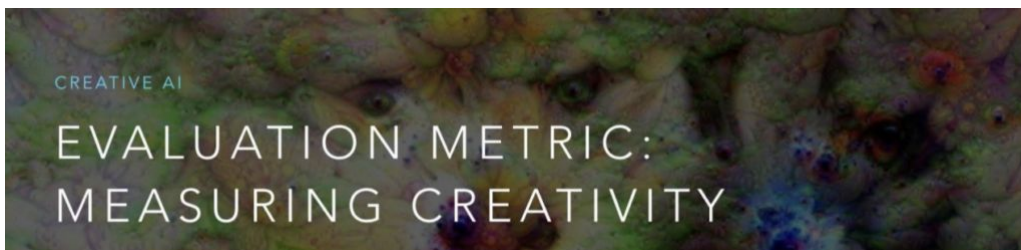
MEASURING COMPUTATIONAL CREATIVITY: COLLABORATIVELY DESIGNING METRICS FOR EVALUATING CREATIVE MACHINES
October 18 - 3:00pm - 7:00pm

This half-day workshop extends empirical methods and engages a broader arts and machine learning community to collaboratively define quantitative metrics assessing the creativity of algorithms and machines. This workshop is a first attempt to establish evaluation metrics for the area of creative AI.

With **Eunsu Kang, Jean Oh, and Robert Twomey.**