THE GAMES EUROPE PLAYS
-BODY< >TECH COLLOQUIUM

Thursday 7th July 2016, 11am - 4pm
at the Department of Creative Professions and Digital Arts (CPDA) at University of Greenwich

moderated by **Ghislaine Boddington**, Reader, Curator - The Games Europe Plays, Director - body>data>space and **Ian Thompson**, Digital Arts Programme Leader

This Colloquium is part of **The Games Europe Plays BODY<>TECH** exhibition, a EUNIC London project.

The Colloquium is supported by Department of Creative Professions and Digital Arts (CPDA) at University of Greenwich and the exhibition partners to enable a sharing and exchange between the artists and others on processes and ideas, innovation and methodologies and why this work is important in todays world.

11am
Anna Dumitriu and Alex May (UK)
Grendel Games (NL)
Yuli Levtov – Reactify (UK)

12pm
Blast Theory (UK)
Designswarm (UK)
Ivor Diosi (CZ)

1pm – 2pm Lunch

2pm
Tony Langford (UK)
Mark Farid (UK)
Altogame (FI)

3pm
Marco Donnarumma (IT)
body>data>space (UK)
Discussion followed by a Reception

The exhibition **The Games Europe Plays BODY<>TECH** is open to the public 7th July - 26th August

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The Department of **Creative Professions and Digital Art at the University of Greenwich** brings together a range of creative disciplines and technologies. The environment for students is one where practical work and creativity are the key values of what we teach and research, allied with a strength in understanding the significance of the work we generate. The emphasis is on developing students' creative abilities to good professional standards in industries that demand high quality ideas and the capacity to carry them out. The Colloquium is presented in association with our new BA Digital Arts Practice programme: http://blogs.gre.ac.uk/cpda/skill/digital-arts-practice-ba-hons/

Anna Dumitriu is a British artist whose work fuses craft, technology and bioscience to explore our relationship to the microbial world. She is artist in residence on the Modernising Medical Microbiology Project at the University of Oxford, and an honorary research fellow at Brighton and Sussex Medical School. **Alex May** is a British artist exploring a wide range of digital technologies, most notably video projection onto physical objects, also interactive installations, performance and video art. He is a visiting research fellow: artist in residence in the Department of Computer Science at The University of Hertfordshire. http://www.normalflora.co.uk http://www.alexmayarts.co.uk

Grendel Games is a development studio of entertainment and serious games. They're all innovative, immersive experiences. Their motto is that both entertainment and serious games should be 'seriously entertaining'. The games they create span a multitude of genres, target audiences and hardware platforms, ranging from game consoles like Nintendo Wii to mobile phones to PC and Mac, and catering hard core retro gamers, cognitively impaired children and professional surgeons alike.

Yuli Levtov is a multimedia artist focusing on interactive, reactive, and generative audiovisual installations. His work has been exhibited at festivals around the world, and he is considered a thought-leader on the topic of the dynamic music formats. His company, Reactify, has collaborated with musicians, dancers, and technologists from a variety of disciplines, and continues to push the boundaries of the interaction between the physical and digital worlds. Selected projects include CTRL, an interactive installation and mobile app that has been exhibited across the world, including at Glastonbury Festival, and Human Harp, in collaboration with choreographer and designer Di Mainstone to turn suspension bridges into playable instruments.

Blast Theory is renowned internationally as one of the most adventurous artists' groups using interactive media, creating groundbreaking new forms of performance and interactive art that mixes audiences across the internet, live performance and digital broadcasting. Led by Matt Adams, Ju Row Farr and Nick Tandavanitj, the group's work explores interactivity and the social and political aspects of technology. Blast Theory has shown work at the Venice Biennale, Sundance Film Festival and at Tate Britain. Commissioners include Channel 4, the BBC and the Royal Opera House. The group has been nominated for four BAFTAs and won the Golden Nica at Prix Ars Electronica.

Alexandra Deschamps-Sonsino is a product and interaction designer who has been focusing on the Internet of things (IOT) ever since she first started designing interactive spaces in 2003. She founded **designswarm** in London in 2007 and is regarded internationally as one of the top thought leaders in IOT sector. She came up with the Good Night Lamp in 2005 but it was in 2012, with the help of early investors Blaine Cook and Usman Haque that she was able to start commercialising the product. She presents and writes regularly in UK and internationally and her work has been exhibited at the Museum of Modern Art in New York, the Victoria and Albert Museum in London and the Science Gallery in Dublin amongst others.

Ivor Diosi is a multi awarded artist exhibiting internationally since the late nineties. Ivor operates at the intersections of art, science and technologies, in the fields of neurocinema, game-art, bio-art and hybrid art.

He combines mixed realities, machine vision, artificial life, simulacra, synthetic and virtual entities. His work explores identity, the existence of space-time, the emergence of organic life and consciousness. Ivor has received many international awards and nominations by CyNETART, Fundación Telefónica, ZKM International Media Art Awards, LUMEN Prize, VIDA Art and Artificial Life Awards and transmediale.

Tony Langford is an Academic Associate at the Fovolab in Cardiff Metropolitan University, researching the benefits of immersive technologies on health and wellbeing. He is interested in how creative applications of new technology can improve self-awareness, attention and presence. Fovolab conducts high-level research into human visual perception and develops new methods of representing visual experience in media. The team have developed a new form of perspective, 'Fovography', that overcomes a limitation of current immersive technologies, by representing visual information in a more perceptually natural way, using the full field of view, including the periphery. Fovographs are able to convincingly depict how the world appears from a first-person point of view, and by including the features of the body, this provides an additional sense of grounding and presence.
http://www.fovography.com/about.html / http://www.fovography.com/people.html

Mark Farid is a multimedia conceptual artist who investigates the perceived autonomy of the individual. Through his practice, Farid examines the ethics of performing in social situations in an effort to further understand how the State, and new technologies, prescribe the identity of the individual. Farid's current practice investigates the structure of the Internet, and comes to the conclusion that the initial promises of the Internet centred around individuality and anonymity have instead paved the way for a conformative landscape in which idiosyncrasies become nothing more than endearing novelties. The new digital age has created a Capitalist Utopia, with backdoor access to governments, practically absent regulation, total privatisation, and globalisation. Factor in modern surveillance culture with the increasing centralisation of new technologies, and we are left with a society strikingly reminiscent of Aldous Huxley's Brave New World and Dave Eggers' The Circle. www.markfarid.com

Altogame
The Altogame platform is a new generation of game-based collaboration software. The first scenario, Lateral Gallery, is a cost-effective, online tool that helps to co-create new ideas in less than an hour. The behavioural design of Altogame is based on scientific research as well as hands-on coaching and training. With Altogame, real life issues are addressed anonymously, and hierarchy is made irrelevant. The impossible becomes possible - you can simultaneously engage unlimited numbers of people in creative collaboration. You achieve immediate results and a full documentation of the process. Using Altogame, people gain tangible benefits not obtainable with traditional methods. In addition to Lateral Gallery, Altogame has a second scenario, Agile Avenue, for simulating and practising agile working processes. In her presentation Dr Eija Mäkirintala will be talking about how science, arts and business came together – how Altogame was created, and why it is important for her.

Marco Donnarumma distinguishes himself by his use of emerging technology to deliver body performances that are at once intimate and powerful, oneiric and uncompromising, sensual and confrontational. Working with biotechnology, biophysical sensing, and more recently artificial intelligence and neurorobotics, Donnarumma expresses the chimerical nature of the body with a new and unsettling intensity. He is renown for his skill in using sound, whose physicality and depth he exploits to create experiences of instability, awe, shock and entrainment. His latest performance, *Corpus Nil*, creates a tense choreographic interchange between a performer and an autonomous machine using human bioelectrical and bioacoustic signals.

body>data>space is an interdisciplinary design collective based in East London with a focus on body responsive technologies, virtual physical networks and interactive interfaces, placing the living body at the centre of the digital debate. We engage in creating fascinating connections between performance, architecture, new media and virtual worlds, working in Europe and internationally. We create and commission events/installations, curations, consultancies and debates to enable knowledge exchange through body technologies including motion capture, wearables, robotics, telepresence, sense/gesture tech, touch tech, AR, VR, gaming, Immersive Installations, responsive architecture, smart cities, IOT etc. Ghislaine Boddington and Nick Rothwell are long-term collective members and at present are creating a new generative environment for groups of public called Collective Reality. http://www.bodydataspace.net/

The Games Europe Plays - BODY<>TECH
The Stephen Lawrence Gallery, University of Greenwich, 10 Stockwell St, London SE10 9BD

The exhibition is open to the public 7th July - 26th August 2016
Tuesday - Friday, 11am - 5pm, Saturday, 11am - 4pm.

http://www.greenwichunigalleries.co.uk
http://europe.org.uk/event/the-games-europe-plays-body-tech/

In 2016 'The Games Europe Plays' brings to the UK audience a selection of independent and innovative games and interactive experiences made in Europe. Kicking off at the Finnish Institute in London April 2016 as part of London Games Festival, the second one is at the Stephen Lawrence Gallery at the University of Greenwich in July/August and in September 2016 as an exhibition as part of FutureFest (Nesta).

The series is curated by body technologist and digital expert Ghislaine Boddington (Creative Director, body>data>space / Reader CPDA University of Greenwich) and brings together some of the most interesting independent and innovative games and digital experiences made in Europe with a strong emphasis on design, virtual interactivity and physical engagement.

The Games Europe Plays is a EUNIC London project, produced by the Finnish Institute and body>data>space. Initiated by the Czech Centre, the project is supported by British Council and Arts Council England. It is presented at the Stephen Lawrence Gallery and supported by the University of Greenwich (Department of Creative Professions & Digital Art), in association with Nesta's FutureFest and London Games Festival. With additional support from the Czech Centre, the Italian Cultural Institute and the Embassy of the Netherlands.

EUNIC London (European Union National Institutes for Culture) is the network of the cultural institutes and embassies from the member states of the European Union in London. A branch of EUNIC Global, the London network was established in 2007 and has at present 32 members who share knowledge and resources in order to promote greater cooperation and develop partnerships between European nations and UK organisations. EUNIC London is a proud initiator, organiser and supporter of creative projects highlighting Europe's fantastic diversity in arts, culture and language. The Finnish Institute, British Council, Czech Centre and all involved institutes in TGEP are members of ENIC London. http://europe.org.uk