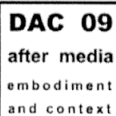


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**DAC 09**  
after media  
embodiment  
and context

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## DAC09: Themes and Presenters

- Embodiment and performativity (#embodiment)
- After mobile media (#mobilemedia)
- Software/platform studies (#software)
- Environment/sustainability/climate change (#environment)
- Interdisciplinary pedagogy (#pedagogy)
- Cognition and creativity (#cognition)
- Sex and sexuality (#sex)
- A space-time of ubiquity and embeddedness (#spacetime)
- The present and future of humanist inquiry into the digital field (#humanist)

## Embodiment and performativity

The broader rubric for this theme touches on interaction design as well as the practices of media artists who develop dynamic and/or embodied processes for interactive artworks. The theme points to concerns about computation carrying with it values that possibly work against the affective and embodied dimensions of digital media. It also speaks to how people in the different worlds of digital media - e.g. art, computation, design - can talk across their differences. We are particularly interested in exploring possibilities for forms of embodiment that challenge traditional representational aesthetics of the figure. We are also interested in shared agency within the performativity of interaction, such that user and system co-construct interactions.

### Theme Leaders:

Nell Tenhaaf, Associate Dean, Faculty of Fine Arts / Associate Professor, Department of Visual Arts York University [tenhaaf@yorku.ca](mailto:tenhaaf@yorku.ca) (<mailto:tenhaaf@yorku.ca>)

Melanie Baljko, Department of Computer Science and Engineering, York University, [mb@cs.yorku.ca](mailto:mb@cs.yorku.ca) (<mailto:mb@cs.yorku.ca>)

## Papers and presenters in “Embodiment and performativity”

- **Body from the machine: the spectral flesh**  
Alan Dunning [Alberta College of Art + Design.]  
Paul Woodrow [University of Calgary.]
- **Coping and choreography**  
Carrie Noland [Professor of French & Comparative Literature, University of California, Irvine.]
- **Embodied presence: the imaginary in virtual worlds**  
Denise Doyle [University of Wolverhampton, School of Art and Design.]
- **Embodiment and instrumentality**  
Katja Kwastek [Ludwig Boltzmann Institute Media.Art.Research]
- **In situ  $\Delta$  - the embodied search: creating zones of indetermination**  
G. Craig Hobbs [Digital Arts and New Media Program, University of California, Santa Cruz.]
- **Intimate encounters: the mixed reality paradigm and audience responses**  
Kathy Cleland [Digital Cultures Program, The University of Sydney]
- **Liberate your avatar; the revolution will be social networked**  
Paul Sermon [The Creative Technology Research Group, The University of Salford, School of Art & Design.]  
Charlotte Gould [The Creative Technology Research Group, The University of Salford, School of Art & Design.]
- **Taro(t)ception: eliciting embodied, interoceptive awareness through interactive art**  
Aaron Levisohn [Simon Fraser University.]  
Diana Gromala [Simon Fraser University.]
- **The mother of all demos**  
Claudia Salamanca [PhD Student, Rhetoric Department, University of California Berkeley.]
- **The performative portrait: iconic embodiment in ubiquitous computing**  
Falk Heinrich [Department of Communication, Aalborg University.]
- **Unfolding and refolding embodiment into the landscape of ubiquitous computing**  
Lea Schick [IT University of Copenhagen]  
Lone Malmbourg [IT University of Copenhagen]

- Investigating science, critical art as a meta-discourse of science**  
 Piotr Ozog [Assistant Professor, Electronic Media Department, University of Lodz, Poland.]
- Comme il faut: A system for simulating social games between autonomous characters**  
 Joshua McCoy [PhD student, Expressive Intelligence Studio, University of California, Santa Cruz.]
- **Commitment to meaning: A reframing of agency in games**  
 Karen Tanenbaum [PhD Student School of Interactive Arts & Technology Simon Fraser University]  
 Josh Tanenbaum [PhD Student School of Interactive Arts & Technology Simon Fraser University]
- **Experiencing the big idea**  
 Dew Harrison [Associate Dean for Postgraduate, Research, Enterprise School of Art & Design, University of Wolverhampton.]
- **Interactive story generation for writers: lessons learned from the wide ruled authoring tool**  
 James Skorupski [Graduate Student Researcher, University of California, Santa Cruz.]  
 Michael Mateas [Associate Professor, University of California, Santa Cruz.]
- **Material-based imagination: embodied cognition in animated images**  
 Kenny K.N. Chow [School of Design The Hong Kong Polytechnic University/ Digital Media Program | School of LCC, Georgia Institute of Technology. ]  
 Fox Harrell [Assistant Professor, Digital Media School of Literature, Communication, and Culture, Georgia Institute of Technology. Director, Imagination, Computation, and Expression Lab/Studio.]
- **Not Me: collaboration and co-production in language systems**  
 Robert Twomey [Lecturer, Visual Arts Department, Researcher, Center for Research in Computing and the Arts, University of California, San Diego.]
- **Preserving interactive art: re-presenting experience**  
 Jean Bridge [Associate Professor, Department of Visual Arts and Centre for Digital Humanities Interactive Arts and Science Program, Brock University, Canada.]  
 Sarah Pruyin [Graduate Student, Theatre Studies, University of Guelph, Canada.]
- **QuestBrowser: making quests playable with computer-assisted design**  
 Anne Sullivan [Expressive Intelligence Studio, University of California, Santa Cruz.]  
 Michael Mateas [Expressive Intelligence Studio, University of California, Santa Cruz.]  
 Noah Wardrip-Fruin [Expressive Intelligence Studio, University of California, Santa Cruz.]
- **The emotions (after Charles Darwin)**  
 Debra Swack [Artist/Technical Writer/Researcher, SUNY@Buffalo Research Foundation.]
- **The ppg256 series of minimal poetry generators**  
 Nick Montfort [Assistant Professor of Digital Media, Program in Writing & Humanistic Studies, Massachusetts Institute of Technology.]
- **Towards a critical technological fluency: the confluence of speculative design and community technology programs**  
 Jonathan Lukens [School of Literature, Communication & Culture, Georgia Institute of Technology.]  
 Carl DiSalvo [Assistant Professor, School of Literature, Communication and Culture, Georgia Institute of Technology.]
- **Writing with complex type**  
 Jason Lewis [Associate Professor of Computation Arts, Obx Labs, Concordia University.]  
 Bruno Nadeau [Senior Research Associate, Obx Labs, Concordia University.]

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## Sex and sexuality

This theme brings together artists and researchers interested in exploring the interconnections of sexuality, sexual acts and digital media: the ways in which digital media shapes and channels sexual desires and identifications, as well as the kinds of sexual dynamics that become attached to encounters with and through media technologies. Possible directions range from (but are not limited to) the aesthetics of sex art to online cultures of sexuality, porn distribution, sexual politics, and sensuous intimacies with new technologies.

### Theme Leaders:

Susanna Paasonen, research fellow

Helsinki Collegium for Advanced Studies

[spaasone@mappi.helsinki.fi](mailto:spaasone@mappi.helsinki.fi) (<mailto:spaasone@mappi.helsinki.fi>)

Jordan Crandall: [actor@jordancrandall.com](mailto:actor@jordancrandall.com) (<mailto:actor@jordancrandall.com>)

## Papers and presenters in “Sex and sexuality”

- **Becoming dragon: an epistemology of transition**  
 Micha Cárdenas [Lecturer, Visual Arts Department, Artist/Researcher in the Experimental Game Lab, b.a.n.g. lab, University of California, San Diego.]
- **Command and control: cybernetics and BDSM**  
 Katherine Behar [Artist.]
- **Disarticulating the artificial female**  
 Allison De Fren [Mellon Postdoctoral Fellow, Ammerman Center for Arts & Technology, Connecticut College.]
- **GRID: viral contagions in homosexuality & the queer aesthetics of infection**  
 Zach Blas [Literature & Information Science + Information Studies, Duke University]
- **International pornography on the Internet: crossing digital borders and the un/disciplined gaze**