

EVA London 2014: Conference programme

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		Monday 7th July	V&A Digital Futures meets EVA London
		At BL-NK, 37 East Road, London N1 6AZ	
		Evening reception, demos, networking, meet the artists	
Day 1: Tuesday 8th July			
Rooms	Wilkes 1 + 2 - Papers	Wilks 3 - Demos	Wilkes 4 - Workshops
8.30	Registration		
9.15	Conference opened by Stuart Dunn, EVA London Chair		Paper with demo shown in red
9.20 – 10.20	Seeing music and Performance		
	9.20	Alexander Deweppe, Nuno Diniz, Pieter Coussement and Marc Leman. Engaging Audiences through a Participatory Design Approach with the Interactive Music Installation 'SoundField'	
	9.40	Charles de Paiva Santana and Anna Shvets. Modeling of Arvo Pärt's music with OpenMusic	
	10.00	Kia Ng, Joanne Armitage, Matt Benatan and Alex McLean. The Colour of Music: Real-time music visualisation with synaesthetic sound-colour mapping	
10.20 – 11.00	10.20	Keynote speaker: Sally Jane Norman	
11.00 – 11.30	<i>Morning break</i>		
11.30 – 1.00	Electronic art		
	11.30	João Dos Santos. Moving drawings. A digital mediation for the linear drawing metaphor: the line as the trace left by a moving point	
	11.50	Iris Asaf. The Poetic and The Thoughtful: The Creative Poiesis of Algorithmic Art and Design	
	12.10	Bruno Mathez and Carol MacGillivray. Engineering the Diasynchronoscope: the next steps	
	12.30	Eunice Duarte. X stories of a technology breakdown - how digital tools influence aesthetic and artistic options	
1.00 – 2.00	<i>Lunch break</i>		
2.00 – 3.30	Parallel session: Papers - Imaging technology for culture		Parallel session: Demos (Wilkes 3)
	2.00	Michael Lesk and Annamarie Klose. Summarizing Sketches	Bruno Mathez and Carol MacGillivray. Engineering the Diasynchronoscope: the next steps
	2.20	Richard Collmann, Christopher Davey and Ann Borda. Experience of project-based RTI/PTM imaging of archaeological artefact collections in Australia and New Zealand	Licia Calvi. Experiencing Van Gogh's heritage: A case study
	2.40	Francesca Ucheddu, Anna Pelagotti, Vito Cappellini and Emanuela Massa. 3D technology for measurement of paintings surface deformations: a case study	Eunice Duarte. X stories of a technology breakdown - how digital tools influence aesthetic and artistic options
	3.00	Lindsay MacDonald, Ali Hosseinaveh Ahmadabadian, Stuart Robson and Ian Gibb. High Art Revisited – A Photogrammetric Approach	Lee Wagstaff. Photogrammetry; transforming photographs into sculptures
3.30 – 4.00	<i>Afternoon break</i>		
4.00 – 5.30	Parallel session: Visualising the body		Parallel session: Demos (Wilkes 3)
	4.00	David Lyons and David Flatla. Eye For an Eye	Charles de Paiva Santana and Anna Shvets. Modeling of Arvo Pärt's music with OpenMusic
	4.20	Xin Tong, Diane Gromala, Chris Shaw and Patrick Clarke. Transformation between Electronic Arts and Chronic Pain: Long-term Body Activity Data Visualization and Pain Animation Expression	Lindsay MacDonald, Ali Hosseinaveh Ahmadabadian, Stuart Robson and Ian Gibb. High Art Revisited – A Photogrammetric Approach

	4.40	Jiann Hughes. Embodied Visual Artefacts : visualise heartbeats through biosensing interactive artworks	David Lyons and David Flatla. Eye For an Eye	
	5.00	Angela Chang. GestureNet: A Common Sense Approach to Physical Activity Similarity		
5.30		Conference day close		
5.45		EVA London 25th Anniversary birthday party!		
DAY 2: Wednesday 9th JULY				
Rooms		Wilkes 1 + 2 - Papers	Wilks 3 - Demos	Wilkes 4 - Workshops
8.30		Registration		
9.15		Conference opens		
9.20 – 10.20		Museums and collections		
	9.20	Suzanne Keene. Museums and the digital: the view from the Micro Gallery		
	9.40	Alison Taubman. Cybraphon: Collecting the physical or the digital at National Museums Scotland?		
	10.00	Derek Smith. Trench Gothic: The Computer Visualisation of a Disturbing Great War Artwork		
10.20 – 11.00	10.20	Keynote speaker: Lizzie Jackson		
11.00 – 11.30		<i>Morning break</i>		
11.30 – 1.00		Communities and the digital		Workshop
	11.30	Camille Baker. ICT&ART Connect: Connecting ICT & Art Communities – project outcomes		EU project workshop
	11.50	Angela Chang. Visualizations of Data from the Literacy Tablet Reading Project in Rural Ethiopia		
	12.10	Moshe Caine, Eyal Tagar and Idit Ben Or. Unfolding communities. Imaging the Past – Envisioning the Future		
	12.30	Joana Moll. MOVE AND GET SHOT: surveillance through social networks along the US - Mexico border		
1.00 – 2.00		<i>Lunch break</i>		
2.00 – 3.30		Parallel session: Papers - Visualising landscapes	Parallel session: Demos (Wilkes 3)	Parallel session: Demos (Wilkes 4)
	2.00	Kieran Baxter. Grounding the Aerial: The Observer's View in Digital Visualisation for Built Heritage	Alison Taubman. Cybraphon: Collecting the physical or the digital at National Museums Scotland?	Jonathan Weinel, Stuart Cunningham, Nathan Roberts, Shaun Roberts and Darryl Griffiths. EEG as a Controller for Psychedelic Visual Music in an Immersive Dome Environment
	2.20	Daniel Buzzo. Time Travel: Visualising the theoretical and personal of Time Dilation	Laura Carletti, Dominic Price, Gabriella Giannachi, Rebecca Sinker, Derek McAuley and John Stack. Art Maps - Putting the Tate Collection on the Map	Toby Gifford, Simon Linke and Leah Barclay. Listening to the Thames
	2.40	Stuart Dunn. Crowd-sourced cartography to visualize the forgotten: Mapping Britain's Corpse Roads	Cameron Beckfield and J C Diaz. Tulsa's Art Deco Cross-Platform Mobile Tour App	
	3.00	Tessa Morrison and Mark Rubin. Using Visualisation to Test Historical Utopian Cities on a Modern Audience	Amy Robinson. The Zandra Rhodes Digital Study Collection project at the University for the Creative Arts	
3.30 – 4.00		<i>Afternoon break</i>		
4.00-5.30		Parallel session: Music and performance	Parallel session: Demos (Wilkes 3)	Workshop
	4.00	Helena Bisby and Kia Ng. A Tactile Audio-Visual Interface using Sound Source Localisation	Chiara Passa. the widget art gallery	Leigh Garrett, Robin Burgess, Amy Robinson and Anne Spalding. Exploring Research Data Management in the Visual Arts: Workshop

	4.20	Damián Keller, Nuno Otero, Marcelo Pimenta, Maria Helena Lima, Marcelo Johann, Leandro Costalonga and Victor Lazzarini. Relational Properties in Interaction Aesthetics: The Ubiquitous Music Turn	Federico Visi, Giovanni Dothel, Duncan Williams and Eduardo Miranda. An Immersive Media Model of Amyotrophic Lateral Sclerosis (Motor Neurone Disease)	
	4.40	Kia Ng and Alex McLean. Big Data Optical Music Recognition with Multi Images and Multi Recognisers	Terry Trickett. Demonstration of Visual Music	
	5.00	Clare Brennan and Lynn Parker. Animating Dance and Dancing with Animation: Retrospective of Forever Falling Nowhere		
5.45	Computer Arts Society reception - EVA LONDON BIRTHDAY PANEL			
	<i>James Hemsley. 'TWENTY FIVE YEARS AGO: LOOKING TOWARDS THE FUTURE'</i>			
7.30	Conference dinner at The National Gallery			
DAY 3: Thursday 10th JULY				
Rooms	Wilkes 1 + 2 - Papers		Wilks 3 - Demos	Wilkes 4 - Workshops
8.30	Registration			
9.15	Conference opens			Paper with demo shown in red
9.20 – 10.20	Augmented reality			
	9.20	Gentry Atkinson, Kevin Whiteside, Mary Mikel Stump, Dan Tamir and Grayson Lawrence. MUSING: Adaptable mobile augmented reality application for museums and art galleries		
	9.40	Roma Patel and Deborah Tuck. Narrative approaches to design multi-screen Augmented Reality		
	10.00	Carl Smith. Context Engineering Hybrid Spaces for Perceptual Augmentation		
10.20 – 11.00	10.20	Keynote speaker: Tom Wickham-Jones		
		Exploring the beauty of mathematics with Mathematica		
11.00 – 11.30	<i>Morning break</i>			
11.30 – 1.00		Parallel session: Papers - 3D imaging	Parallel session: Demos (Wilkes 3)	Workshop
	11.30	Jeni Maleshkova and Matthew Purver. Beyond the White Cube: Presentation of Visual Art in Interactive 3D Environments	Renick Bell. Data Visualization Tools for Enhancing Live Coding Usability and Audience Experience	Franco Niccolucci. Learning Opportunities for Sharing Data in the ARIADNE Project
	11.50	Hartmut Schwandt and Joachim Weinhold. 3D-Technology for Museums in Berlin	David Bouchard. Data Materiality	
	12.10	Bernd Breuckmann. 25 Years of High Definition 3D Scanning: History, State of the Art, Outlook	Kristina Mettus, Anna Nazarova and Johanna Heather Anselmo. Fundamental research in cosmoparticle physics and the Visualization: symbiosis of graphics and conceptualization	
	12.30	Martin Doerr, Ioannis Chrysakis, Anastasia Axaridou, Maria Theodoridou, Christos Georgis and Emmanuel Maravelakis. A framework for maintaining provenance information of cultural heritage 3D-models	Jeremy Creasey. Creating Pictures in Quick Response Codes	
1.00 - 2.00	<i>Lunch break</i>			
2.00 – 3.30		Parallel session: Papers - Interfaces	Parallel session: Demos (Wilkes 3)	
	2.00	Oliver Gingrich, Eugenia Emets and Alain Renaud. Transmission - Visualising, Sonifying and Analysing Telepresence through Brainwaves	Andre Murnieks. Connecting with Users Though Interactive Prototyping: Understanding User Behavior through Building the Black Box and its Electronic Innards	
	2.20	Calliope Georgousi. Innovating iTV Browsing: Designing an affective search engine	Jeni Maleshkova and Matthew Purver. Beyond the White Cube: Presentation of Visual Art in Interactive 3D Environments	

	2.40	Murat Germen. The unstoppable rise of mobile imaging and aesthetics	Oliver Gingrich, Eugenia Emets and Alain Renaud. Transmission - Visualising, Sonifying and Analysing Telepresence through Brainwaves	
	3.00	Ajay Kumar Tiwari. Visualization strategies in Abstract Animation		
3.30 – 4.00		<i>Afternoon break</i>		
4.00 – 5.00		Digital enhanced reality		
	4.00	Rikke Schmidt Kjaergaard and Ebbe Sloth Andersen. Seeing Streptococcus pneumonia, a common killer bacteria		
	4.20	Jonathan P. Bowen and Tula Giannini. Digitalism: The New Realism?		
	4.40	Conference summing up		
	5.00	Conference end		

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