

SPATIALIZING NARRATIVE

October 4, 2018, 242 Ryder Hall / Part I (Presentations/Discussion) 1:35-3:35 P.M. / Part II (Tech Workshop) 3:55-5:05 P.M.

The goal of this event is to kick off the project phase of the class by framing the challenge around using space to tell stories using Augmented Reality (AR). The research question driving the project is how can we bring together a mobilized participant, AR, and space to add a new dimension of place through stories?

Part I: Presentations and Discussion

Celia Pearce : Spatial Literacy

The spatial turn in media, whether through digital forms such as video games and VR, or physical spaces such as Theme Parks, Escape Rooms and Immersive Theatre, demands that audiences develop new modes of spatial literacy, understanding how to “read” and interact with space in new ways. *Spatial literacy* becomes particularly important, as authoring these spaces is moving with increasingly fluidly between the digital and physical through both mutual influences and also through hybridization strategies such as AR, pervasive games and embedded computing.

[Celia Pearce](#) is an award-winning game designer, artist, curator, researcher and author, and an Associate Professor of Game Design at Northeastern University. In research circles, she is best known for her anthropological studies of online games and virtual worlds; in game industry circles, as co-founder of IndieCade. Previously she worked as a designer of interactive and VR attractions for the museum and theme park industries.

Jennifer Gradecki : The Dérive

Jennifer will discuss the Situationist research technique of the *dérive*—an unplanned, self-aware journey through an urban landscape where participants allow themselves be drawn by the terrain and encounters they find—as a means to study the embodied experience of a particular urban location, or its *psycho geography*—the impact of the geographical environment on the emotions and behavior of individuals. These concepts have informed the work of many contemporary artists, as we will see in project examples.

[Jennifer Gradecki](#) is an artist-theorist who aims to facilitate a practice-based understanding of socio-technical systems that typically evade public scrutiny. Using methods from institutional critique, tactical media, and information activism, she investigates information as a source of power and resistance. Her artistic research has focused on Institutional Review Boards, financial instruments and, most recently, intelligence agencies and technologies of mass surveillance.

Derek Curry : Location-based media

Derek will discuss artistic practices that have responded to the development of technologies capable of tracking and mapping

bodies and objects in space. Grounded in Jameson’s concept of *cognitive mapping* and Kevin Lynch’s *The Image of the City*, artists at the turn of the millenia began using GPS and mobile technologies to reimagine people’s relation to their geographic location. This has taken the form of physical or virtual interventions in real space and the mapping of the movement of bodies or object using new locative technologies.

[Derek Curry](#) (US) is an artist-researcher whose work addresses spaces for intervention in automated decision making systems. His recent work has addressed automated decision-making processes used by automated stock trading systems and Open Source Intelligence gathering (OSINT). His artworks have replicated aspects of social media surveillance systems and communicated with algorithmic trading bots.

Nicolas Robbe : AR: why now?

Augmented Reality has been around for years, but there has been a recent rebirth of the technology, excitement about its potential, and fresh thinking about what it will enable. In this session, we’ll go over the key driving forces behind AR technologies, where this field stands today, and what you could expect in the near future.

[Nicolas Robbe](#) is CEO and co-founder of Hoverlay, and is a pioneer in the area of Artificial Intelligence and man-machine interfaces. During his career, Nicolas has held senior leadership positions and driven major growth at ILOG, IBM and Dynatrace. Nicolas holds a masters degree in Computer Science from UTC (France), and attended Stanford Graduate School of Business Executive Program.

David Tamés : Organizer and Moderator

David organized this event to help frame the final project phase of the course that brings together storytelling and emerging technology to explore the potential of using space and narrative to construct new notions of place.

[David Tamés](#) is a documentary filmmaker with new media tendencies who teaches in the Department of Art + Design. He is currently collaborating with Audrey Kali on a book and video project investigating the conceptual metaphors and rhetorical strategies surrounding the humane animal slaughter debate.

Part II: Technology Workshop

An introduction to the technology that will be in place to support the project: **Nicolas Robbe** will introduce the use of Hoverlay and BLE beacons and **Jason Duhaime**, New Technology Manager, will provide an overview of resources available through CAMD and the Snell Library.