MEDIACITY 5

Reflecting on

Social Smart Cities

International Conference, Workshops, Urban Interventions

1st - 3rd May 2015
Plymouth, UK

SOCIAL SMART CITIES WITH PLYMOUTH UNIVERSITY

i-DAT.org

ARCHITECTURE DESIGN & ENVIRONMENT WITH PLYMOUTH UNIVERSITY

AFFINITY WITH PLYMOUTH UNIVERSITY

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SOCIAL SMART CITIES

The fifth Media City conference reflects on social smart cities.

Much of our thinking around technology and the city is based around polarising paradigms. On one hand we have the smart city agenda that is underpinned by a vision of data-centred optimisation of urban systems and on the other hand we have a open-source, citizen driven approach based around ad-hoc practices and prototyping of counter-culture scenarios. These paradigms of city visions are described variously through terms such as "digital city, screen city, media city, sentient city, u-city, fusion city, hybrid city, intelligent city, connectiCity, pervasive city and the smart city" and we seek to look beyond the rhetoric and critically reflect and imagine new models and approaches to media and the city. We want to challenge over-simplified assumptions around terms such as smart city, and understand in more detail the complex interactions between social actors and technological transformations of the city. The aim of the conference is to consider more fully the multiple, subtle, and interdependent spatio-temporalities which together work to constitute ICT-based urban change. In particular we will discuss models of participation, action and agency, shifting capacity to act beyond the 'like' button and to take responsibility for the future shape of the city.

The conference addresses the approaches and the corresponding design responses that meet the challenges of social, citizen-centred, smart cities and communities. It will offer reflective, high quality theoretical and design-based responses to the question of how media and ICTs can create alternative responses to current societal challenges.

Topics

The conference will look at urbanity and digital media and ideas of place and space and reflect on new models, landscapes and frameworks in the social smart city. We will explore how the 'the city' as a site of participation is enabled through media and technology and modes of citizen participant, agency as well as how temporal installations and urban prototyping enable us to imagine other possible futures. We will also look to the Internet of Things to explore the way in which objects increasingly become sentient actors in urban life. Through this we will address broader issues of resilience and sustainability and how these intertwine with media and technological frameworks.

The conference programme focuses on contributions that are high quality, reflective, thoughtful and that present and discuss novel contributions to the Media City topic both on a practical and theoretical level and that further our understanding of the field through case studies, design approaches, and best practices. Panel Sessions are organised to critically explore a wide range of topics including, but not limited to:

- Social smart cities and smart citizens
- Spatial, social and technical frameworks and infrastructures and networks
- Urban prototyping, hackable cities and urban interfaces
- Internet of Things (IoT), augmented spaces and sentient cities
- Social participation, social media, activism and engagement
- Spatial Locative Media and games
- Participatory urban planning, agency and control
- Code, open data, kinds of information and 'black boxing'

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PROGRAMME

The MEDIACITY 5 full schedule will run over three days on campus at the Roland Levinsky Building (RL), Plymouth University and in venues around the city of Plymouth, UK.
In addition to the peer-reviewed papers and moderated panel discussions, MEDIACITY 5 will feature three Keynote Speakers, three Workshops, and commissioned Urban Interventions.

Friday 1st May 2015

9.30-13.00	Workshops and Doctoral Session	Various locations
13.00-14.00	Registration	RL 2nd floor
14:00-15.00	MEDIACITY 5 Opening	RL LT1
15.00-17.30	Conference Panel 1: Social smart cities, Urban prototyping, Hackable Cities and Urban Interfaces	RL206/207
17:30-18.00	Industry Panel feedback	RL206/207
18:00-19.00	Keynote Speaker: Saskia Sassen	RL LT1
19.00-20.00	Networking Event	RL Crosspoint

Saturday 2nd May 2015

9.30-10.00	Coffee	
10.00-13.00	Conference Panel 2: Spatial, social and technical frameworks, code and open data	RL 206
	Conference Panel 3: Internet of Things (IoT), Augmented Spaces and Sentient Cities	RL 213
13.00-14.00	Lunch	
14:00-15.00	Keynote Speaker 2 (John Thackara)	RL LT2
15.00-17.00	Conference Panel 4: Interfaces, Spatial Locative Media and Gamification	RL 206
	Conference Panel 5: Social participation, social media, activism and engagement	RL 213
17.00-18.00	Keynote 3 (Priya Prakash)	RL LT2
18.00-19.00	Exhibition Opening	RL Crosspoint
20.00	Conference Dinner	

Sunday 3rd May 2015

9.30-10.00	Coffee	
10:00-12.00	Conference Panel 6: Participatory urban planning, agency and control	RL 206/207
13.00-14.00	Lunch	
14.00-15.00	Closing Plenary and Panel Discussion (chaired by Lucy Bullivant)	RL 206/207
15.00	Close	

CONFERENCE

Location: All sessions take place in Room 206/207, 2nd Floor, Roland Levinsky Building.

Friday 1st May 2015
Conference Panel 1:
Social smart cities, Urban prototyping, Hackable Cities and Urban Interfaces
Chair: Lucy Bullivant (TBC)

15.00-15.30	Sung-Yueh Perng and Rob Kitchin	Solutions, strategies and frictions in civic hacking	Maynooth University, Ireland
15.30-16.00	Martijn de Waal	The Hackable City	University of Amsterdam, The Netherlands
16.00-16.15	Coffee break		
16.15-16.45	Chris Speed, Debbie Maxwell and Dug Campbell	Blockchain City	University of Edinburgh, UK; Scottish Bitcoin
16.45-17.15	Ana Paula Baltazar	Interactive interfaces: collective autonomy in the production of urban space	Federal University of Minas Gerais, Brazil
17.15-17.30	discussion		

Saturday 2nd May 2015
Conference Panel 2:
Spatial, Social and Technical Frameworks, Code and Open Data
Chair: Frank Eckardt

10.00-10.30	Henrique Gazzola de Lima and Ana Paula Baltazar	A hybrid interface for designing and building parklets	LAGear, Federal University of Minas Gerais, Brazil
10.30-11.00	Mike Phillips, B Aga, Chris Hunt and Dawn Melville	Take control of your city. This… this is the instrument of your liberation!	University of Plymouth, UK
11.00-11.15		Coffee break	
11.15-11.45	Claudia Westerman	Speculations on the Poetic City, with a Skyscraper Skyline in View and WeChat on Stand-By	Xi'an Jiaotong-Liverpool University, China
11.45-12.15	Dimitris Charitos and Chryssa Nomikou	Mapping big data captured during urban social activities in times of crisis	National and Kapodistrian University of Athens, Greece
12.15-12.30	discussion		

Conference Panel 3:
Internet of Things (IoT), Augmented Spaces and Sentient Cities
Chair: Katharine Willis

10.00-10.30	Luis Hernan and Martyn Dade-Robertson	Of wireless and bodies: affective atmospheres in the smart city	University of Newcastle, UK
10.30-11.00	Alexander Cetkovic	The coming age of calm architecture	University of Arts and Design in Zürich, Switzerland
11.00-11.15	Coffee break		
11.15-11.45	Sophia Drakopoulou	Using the smartphone as a viewfinder to observe the world. Amplification vs Commodification	University of Middlesex, UK
11.45-12.15	Michael Markert, Jens Heitjohann and Jens Geelhaar	Phonorama: Mobile Spatial Navigation by Directional Stereophony	Bauhaus University, Weimar, Germany
12.15-12.30	discussion		

Conference Panel 4:
Interfaces, Spatial Locative Media and Gamification
Chair: Ana Baltazar

15.00-15.30	Steven Linsong Bai and Martin Tomitsch	Playful Urban Interfaces: Transforming Public Space Through Game Thinking	The University of Sydney, Australia
15.30-16.00	Sabine Zierold	Urban interfaces – the invisible and visible city Jena: Participation and proximity	Bauhaus University, Weimar, Germany
16.00-16.15	Dimitris Charitos and Iouliani Theona	Placemaking by mediated urban spatial experiences in the IoT era	National and Kapodistrian University of Athens, Greece
16.15-16.45	Glenda Caldwell, Mirko Guaralda, Marcus Rittenbruch, Marcus Foth, Jared Donovan and Michael Molloy	Designing the InstaBooth: an alternative approach to community engagement	Queensland University of Technology, Australia
16.45-17.00	discussion		

Conference Panel 5:

Social Participation, Social Media, Activism and Engagement

Chair: Jordan Geiger

15.00-15.30			
15.30-16.00	Konstantin Glazkov and Ekaterina Shmeleva	The formats of struggle for the city in the new media (cases of "Local blogs" project and mobile application "Ingress the Game")	NRU Higher School of Economics, Russia
16.00-16.15	Frank Eckardt	Rebel city – media city? The role oft he social media and urban space in the democratic upheaval in Turkey, Iran, and Egypt	Bauhaus University, Weimar, Germany
16.15-16.45	Carlos Estrada, Glenda Amayo Caldwell, Peta Mitchell, Richard Yang and Sarah Johnstone	Projecting the new world city: the city as spectacle in an urban light festival	Queensland University of Technology, Australia
16.45-17.00	discussion		

Sunday 3rd May 2015
Conference Panel 6:

Participatory Urban Planning, Agency and Control

Chair: Alessandro Aurigi

10.00-10.30	Teodora Iulia Constantinescu, Liesbeth Huybrechts and Oswald Devisch	Civic Participation: Serious Games and Spatial Capacity Building	Hasselt University, Belgium
10.30-11.00	Nik Luka, Lisa Bornstein, Jaimie Cudmore, Geneviève Vachon, Daniel Weinstock, and Hoi Kong	Engaging reurbanism: Experiments with digitally-mediated community-based design in Canadian cities	McGill University and Université Laval (Canada)
11.00-11.15	coffee		
11.15-11.45	Ana Moutinho, Ana Javornik, Petros Koutsolampros, Aitor Rovira, Phil Blume, Ava Fatah gen. Schieck and Simon Julier	A collaborative process of creating local memory though augmented reality	UCL, UK
11.45-12.15	Alexander Quinteros	Reflexive practices in the global coloniality and the right to the sentient city	University of Puerto Rico, Puerto Rico
12.15-12.30	Discussion		

WORKSHOPS

Time: Friday 1st May, 9.30am – 13.00
http://mediacity.i-dat.org/programme/workshops/
Locations: refer to workshop individual pages for information

Workshop 1:**Exploring DIY Sentiment Interfaces in Mediated Urban Spaces**
http://mediacity.i-dat.org/exploring-diy-sentiment-interfaces-in-mediated-urban-spaces/
The 'DIY Sentiment Interfaces' workshop invites papers that explore the idea of 'DIY Sentiment Interfaces' in critical ways and the relation between 'sentiment interfaces' and everyday urban life. In this one-day workshop, we explore DIY sentiment interfaces in mediated urban spaces. We invite short presentations to share participants' research, a prototyping and DIY tinkering session outdoors with access to the Plymouth BIG SCREEN and a group discussion.

Workshop 2: **The Urban Interface**
http://mediacity.i-dat.org/the-urban-interface/
The Urban Interface is an exploration of the existing technologies in the city of Plymouth that are open for appropriating, hacking and playing with. During the workshop participants will create interventions and join us to install them in and around the city in the evening.

Workshop 3: **Transactional Props: Performing the Internet of Things**
http://mediacity.i-dat.org/transactional-props-performing-the-internet-of-things/
Based on the theoretical framework proposed by the author as the 'Internet of Props'(IoP) this workshop aims to explore new design possibilities in the field of the Internet of Things. IoT has evolved as a conceptual framework for understanding how physical objects and places linked to the Internet will tell us something about the world around them, about themselves and about us. However, if indeed the IoT changes the way we cohabit physical space with Things, then Things themselves can contribute to the making of space. This practical workshop will explore the entanglement of humans and non-humans and the convergence of the Internet of People and the Internet of Things.The IoP will be "performed" through the workshop by exploring the novel network architecture of the Smarter Planet Lab,(developed in conjunction with IBM)as a way to interconnecting the Things and People via transactional Props.

Doctoral Session
Roland Levinsky Room 305
Friday 1st May 9.30-13.00
The Doctoral Session provides an open forum for discussion of their doctoral work with feedback from invited academics in the field as well as their peers.
This is the first time in the conference programme that a doctoral session is to be included and the aim is to provide a opportunity to support young academics. The main goal of this session is to provide a feedback and discussion venue for PhD candidates in an informal setting.

URBAN INTERVENTIONS

Location: Located in various venues around the city of Plymouth, with outcomes documented in Roland Levinsky Building Crosspoint (X).

Time: Various times/The opening of the Urban Intervention projects will take place on Saturday 2nd May 2015 at 18.00.

The conference provides a setting for artistic and experimental projects that explore the host city as a site of experimentation and participation. These range from site-specific projects, to events and installations. They focus on artistic and creative approaches to the social smart city approach and how this can have value and impact for the local citizens and organisations.

These interventions will feed off, play with or supplement the data harvested from the city infrastructure through an 'Urban API' being developed by i-DAT as a component of its Operating Systems.

Roland Levinsky Crosspoint (X) will be a focal point for an exhibition of Urban Interventions that leaks out across the city of Plymouth. The work on display, by architects, artists and designers, investigates the theme of the conference through a series of interventions, events, instruments, workshop by products and data sonifications and visualisations.

#3: Recording the Past – Designing the Future: The InstaBooth for Situated Community Engagement
Exhibitors: Glenda Caldwell, Markus Rittenbruch, Marcus Foth, Mirko Guaralda, Michael Molloy and Jared Donovan.
SpaceTime: Roland Levinsky Building Crosspoint
The InstaBoothUK Prototype will provide an engagement and discussion platform that leverages a number of QUT developed display and interaction technologies in order to facilitate a local dialogue of ideas and commentary. The InstaBooth combines multiple interaction techniques into a hybrid (digital and analogue) media space. Through the InstaBooth, urban design and architectural proposals are displayed encouraging commentary from visitors. Inside the InstaBooth, visitors can activate a multi-touch screen in order to browse media, write a note, or draw a picture to provide feedback. The InstaBooth would have capacity to play with and supplement the data collected through the 'Urban API' developed by i-DAT. The specific design of the internal and external interfaces, the mutual relationship between these interfaces with regards to information display and interaction, and the question how visitors can engage with the system, are part of the research agenda of the project. The InstaBooth UK documentation displayed during MediaCity 5 will undergo in the wild testing to inform the development of a place specific version of the InstaBooth for the city of Plymouth.

#2: Locating the Flow: A participatory promenade performance using locative media.
Exhibitors: Beverley Hood, Chris Speed.
SpaceTime: Performance: TBC / Saturday 02/05/15 Lunchtime / Documenta: X.
http://mediacity.i-dat.org/scurvy-salad/

The networks that constitute businesses, organisations and social groups often retain consistent patterns of movement and flow across time and space. Tourists visit the same locations in cities, shops use the consistent suppliers who in turn use the same routes to supply goods to the shops, and social networks walk the same streets to the same bars on a regular basis. Although not predictable, these patterns may allow opportunities for exchange, interaction and potentially energy saving if networks are shared and commonalities correlated at a database level. The aim of this participatory promenade performance is to introduce participants to two new smart phone Apps that demonstrate how network technology can use patterns within existing industrial and social activities to reveal new opportunities for sharing.

The Locating the Flow promenade performance will set the scene of the research challenges that explore how to reduce and re-distribute daily routes, through a flexible interpretation of time.

This event will loan smartphones to participants and embed them within a social network using the Sixth Sense Travel App to explore the flow of objects and information across the Media City conference.

The Sixth Sense Travel App, designed for a campsite community, gives people a sense of being in time by enabling users to follow the collective physical traces of other users in the past, present and, based on space-time memories, into the future. This enables users to make sense of network movements so they can reflect on their place in the social network across space and time.

Performance participants will be set travel tasks based on the collection of objects around the Media City conference venues. This replicates everyday activities and demonstrates how an awareness of others within a social network might create opportunities for collaboration, social engagement and serendipity.

#3: Traak!:
Exhibitors: Mike Blow, John Twycross, Eric White.
SpaceTime: X. / 01-03/05/15
The Avant-Gardes and Speculative Technology (AGAST) project is an interdisciplinary collaboration comprised of Mike Blow, John Twycross and Eric White that combines humanities research, technology production and creative practice. AGAST re-creates technologies that were designed by 20th-century avant-garde writers and artists and applies them to new contexts.

Its first project is a re-imagining of futurist musical instruments called 'noise tuners', or intonorumori, invented by Luigi Russolo around WWI. Our version is called Traak!, a reference to an onomatopoeia in futurist manifestos about noise, and to the smart phone technology in our instrument.

Traak! is a wearable device that allows users to 'play' an animated futurist sculpture and create the 'future sounds' of cities. In this interactive installation, participants can use Traak! to explore the possibilities of Augmented Reality (AR) and reconsider their relationship with art, technology, and the environment.

#4: neurotic
Exhibitors: Michael Straeubig..
SpaceTime: X. & City Walks / 01-03/05/15
Neurotic is a playful locative audio experience that creates a dynamic soundscape by simulating activation patterns in an artificial neural network. Each individual neuron is

represented by a player moving through the city. As the distances between players are constantly changing, the firing rates of the neurons adapt, triggering different sounds and influencing audio parameters that reflect the distribution of the players' locations.

#5: Cybernetizen
Exhibitors: Luke Wotton.
SpaceTime: X. & City Walks / 01-03/05/15
Cybernetic-izen is a performance wearable device that increases the wearers perception of the city around them. Cybernetic-izen listens to the surrounding area and analyses sentiment of the city and aims to keep the city in a homeostatic state. The device analyses the emotion of the surrounding area via location based social media and if deemed necessary shall place stress onto the body to keep the city in a steady-state. Cybernetic-izen asks the question of where the barrier is between the body of the individual and the collective within the urban environment, how much is the single body changed by the collective emotional state of the many?

#6: Pedestrian Fitness Initiative for Plymouth
Exhibitors: Michael Straeubig and Johanna Ickert
SpaceTime: X. & City Walks / 01-03/05/15
Plymouth Pedestrian Fitness Initiative is a visual exhibition that plays satirically with the topic of fitness and self-improvement related to patterns of car and pedestrian traffic in Plymouth. It will display selected examples of difficult to walk locations for pedestrians, re-imaging them as „fitness challenges" for citizens. The work is site-specific and consists of a website documenting „Pedestrian Fitness Initiative for Plymouth" in form of diagrams, pictures, text and film.

#7: Model City
SpaceTime Roland Levinsky Building Crosspoint
The Urban API will channel the data harvested from the event to an OpenStreetMap and a dynamic 3D model of Plymouth and the exhibition will be projected in the foyer space, the Immersive Vision Theatre (http://i-dat.org/ivt/) and on Urban screens in the city.

#W1: EXPLORING DIY SENTIMENT INTERFACES IN MEDIATED URBAN SPACES
SpaceTime Roland Levinsky Building Crosspoint
http://mediacity.i-dat.org/exploring-diy-sentiment-interfaces-in-mediated-urban-spaces/
Workshop outcomes

#W2: THE URBAN INTERFACE
SpaceTime Roland Levinsky Building Crosspoint
http://mediacity.i-dat.org/the-urban-interface/
Workshop outcomes

#W3: TRANSACTIONAL PROPS: PERFORMING THE INTERNET OF THINGS
SpaceTime Roland Levinsky Building Crosspoint
http://mediacity.i-dat.org/transactional-props-performing-the-internet-of-things/
Workshop outcomes

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KEYNOTE SPEAKERS

SASKIA SASSEN

Saskia Sassen is the Robert S. Lynd Professor of Sociology and Chair, The Committee on Global Thought, Columbia University (www.saskiasassen.com).
Her new book is Expulsions: Brutality and Complexity in the Global Economy (Harvard University Press 2014). Recent books are Territory, Authority, Rights: From Medieval to Global Assemblages (Princeton University Press 2008), A Sociology of Globalization (W.W.Norton 2007), and the 4th fully updated edition of Cities in a World Economy (Sage 2012). Among older books is The Global City (Princeton University Press 1991/2001). Her books are translated into over 20 languages. She has received diverse awards, from multiple doctor honoris causa to being chosen as one of the Top 100 Global Thinkers by Foreign Policy-2011, Top 100 Thought Leaders by GDI-MIT 2012 and 2013, Top 50 Global Thinkers Prospect Magazine 2014, and receiving the 2013 Principe de Asturias Prize for the Social Sciences. In 2014 she was made a member of the Royal Academy of the Sciences of the Netherlands.

JOHN THACKARA

John Thackara is the founder and director of Doors of Perception, a global network of design thinkers. A writer, philosopher, and event producer, he leads workshops, and organises festivals at the intersection between ecological, social and societal change. He is the author of a widely-read column at doorsofperception.com and of the best-selling book In the Bubble: Designing In A complex World.
- See more at: http://www.designinaction.com/event/event-john-thackara-creativity-innovation-making-difference/#sthash.7EBtdDLa.dpuf
John Thackara is the founder and director of Doors of Perception, a global network of design thinkers.
A writer, philosopher, and event producer, he leads workshops, and organises festivals at the intersection between ecological, social and societal change. He is the author of a widely-read column at doorsofperception.com and of the best-selling book In the Bubble: Designing In A complex World.

PRIYA PRAKASH

Priya Prakash is Designer- Founder @ D4SC. Design For Social Change prototypes and productises collaborative urban services and platforms that engages people to co-create smarter cities with their social data and activity. D4SC's team has a cross-industry background across social networks, telecommunications, media publishing, startups and retail with 15 years of commercial global experience in bringing to market award-winning products with unique IP like BBC iPlayer,Nokia Asha Phones and Digital Wellbeing Showroom.

D4SC's Changify – A real-time mobile platform to humanize smarter cities has been featured in Wired, Ted City 2.0, BBC, Smart City World Congress and shortlisted for Zumtobel 2014 Applied Innovation award. Changify Smarter Streets won the Connected Cities challenge to pilot with Amey to help urban service providers to respond to citizen needs.

Prakash enjoys creating new habits and behaviours with 14 years product and leadership experience bringing together product teams from startups to corporates. She speaks at SXSW, O'Reilly ETech, IXDA and is visiting tutor at UCL, RCA, LSE and Syracuse university.

Listed on 2014 TechCity Insider100 for innovating smarter cities, a FRSA with a MA in Computer Related Design, Royal College of Art and holds patents for iPlayer and Nokia Asha phones.

Panel Chair
LUCY BULLIVANT
Lucy Bullivant Hon FRIBA is a leading architecture curator, critic, author and consultant who investigates and evaluates innovative synergies in contemporary architecture and urban design between theory and practice across cultures. She works internationally with leading museums, galleries, cultural and educational institutions, publishers, corporate and non-profit bodies, and in February 2013 founded Urbanista.org, a new webzine of critical analysis of urban design. She is Adjunct Professor in the history and theory of urban design, Syracuse University in London, and her book Masterplanning Futures (Routledge, 2012) won Book of the Year at the Urban Design Group Awards, 2014. Her work in exploring the hybrid discipline of interactive architecture and design is represented by three publications: Responsive Environments: architecture, art and design (V&A Contemporary, 2006), 4dspace: Interactive Architecture and 4dsocial: Interactive Design Environments, two sought after publications for which she was Guest Editor (AD, 2005, 2007). She is currently writing Recode: participatory placemaking with Thomas Ermacora.

ABOUT

CONFERENCE ORGANISING COMMITTEE
Katharine S. Willis, School of Architecture, Design and Environment, Plymouth University
Mike Phillips, Institute of Digital Art and Technology (i-DAT), Plymouth University
Alessandro Aurigi, School of Architecture, Design and Environment, Plymouth University
Gianni Corino, Digital Art and Technology, Plymouth University

http://i-dat.org/information/
http://www1.plymouth.ac.uk/schools/ade/

Media City Conference Steering Committee
Frank Eckardt, Bauhaus University Weimar
Jens Geelhaar, Bauhaus University Weimar
Sabine Zierold, Bauhaus University Weimar
Mark Shepard, Center for Architecture and Situated Technologies (*CAST*), University at Buffalo
Omar Khan, Center for Architecture and Situated Technologies (*CAST*), University at Buffalo
Jordan Geiger, Center for Architecture and Situated Technologies (*CAST*), University of Buffalo
Katharine S. Willis, Architecture, Design and Environment, Plymouth University
Alessandro Aurigi, Architecture, Design and Environment, Plymouth University

PROGRAM COMMITEE
Ana Paula Baltazar, Universidade Federal de Minas Gerais, Brazil
Dimitrios Charitos, University of Athens, Greece
Frank Eckardt, Bauhaus-Universität Weimar, Germany
Ava Fatah, The Bartlett, UCL, UK
Laura Forlano, Illinois Institute of Technology, USA
Marcus Foth, Urban Informatics, Queensland University of Technology, Australia
Jens Geelhaar, Bauhaus-Universität Weimar, Germany
Jordan Geiger, University at Buffalo, USA
Merlyna Lim, Carleton University, Canada
Shannon Mattern, The New School, USA
Malcolm McCullough, University of Michigan, USA
Nancy Odendaal, University of Cape Town, South Africa
Dietmar Offenhueber, Northwestern University, USA
David Pinder, Queen Mary University of London, UK
Teri Rueb, University at Buffalo (invited)
Mark Shepard, University at Buffalo, USA
Oliver Schürer, Technical University Vienna, Austroia
Mirjam Struppek, Interactionfield, Italy
Chris Speed, Edinburgh College of Art, UK
Martijn de Waal, University of Amsterdam, Netherlands
Daniele Villa, Milan Polytechnic, Italy
Sabine Zierold, Bauhaus-Universität Weimar, Germany

EXHIBITION – URBAN INTERVENTIONS SELECTION COMMITTEE
B Aga, i-DAT, Plymouth University
Tegan Bristow, Wits School of Arts, University of the Witwatersrand.
Dimitrios Charitos, University of Athens
Gianni Corino, i-DAT, Plymouth University
Dawn Melville, i-DAT, Plymouth University

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Mike Phillips, i-DAT, Plymouth University
Chris Speed, Edinburgh College of Art
Jen Southern, Lancaster University (invited)
Paul Thomas, COFA, University of New South Wales
Martijn de Waal, University of Amsterdam
Claudia Westermann, XLarch, Xi'an Jiaotong-Liverpool University

BACKGROUND
The conference was initiated as part of the EU funded MEDIACITY project at the Bauhaus-Universität, Weimar, with the first event with invited speakers in 2004, and a first main conference in 2006.
Following this initial success, and a second and third conference in Weimar in 2008 and 2010, it became a roving event taking place every two years in different cities around the world.
The fourth MediaCity conference was hosted at University of Buffalo in May 2013. Mediacity 4: Mediacities comprised of 35 peer reviewed conference paper presentations, 3 keynotes, 2 two-day workshops and an exhibition of 4 invited international artists.
There were approx. 150 attendees over the three-day duration of the conference. Conference attendees were international with Brazil, UK, USA, Ireland, Finland, Denmark, Australia, Germany, Japan the Netherlands and Turkey.

INFORMATION

W: www.mediacity.i-dat.org

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MEDIACITY 5 is jointly organised by:
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