

HUMANE TECHNOLOGIES: WELL-BEING

Pop-Up Schedule

March 4-9, 2018

<http://www.humanetechosu.org/>

@accadatosu

Advanced Computing Center for the Arts and Design, ACCAD

331 Sullivant Hall

1813 N. High Street, Columbus, OH 43210

#humanetechosu #accad #wellbeing

SHARED THEMES

Emerging themes for this year are listed below and projects will shift and develop during the Pop-Up, that's the fun and the discovery. Our Carmen site has full descriptions and space for discussion and you can follow updates @accadatosu and on humanetechosu.org

Future Companions:

**Physical Computing for Wellbeing, Assisted Living, Companionship,
and Meaningful Social Connection**

Research Leads: Alan Price (Design), Claire Melbourne (Dance) and others

Creative Facilitation:

Fostering Wellbeing and Collaboration through Arts-Driven, Emergent Processes

Research Leads: Rick Livingston (Comp Studies), Peter Chan (Design), Ben McCorkle (English)

Art of Relevance:

Participatory Performance, Design Fictions and Virtual Worlds for Meaningful Public Dialog

Research Leads: Marc Ainger (Music) Alex Oliszewski (Theater), E. Scott Denison (Design), Skylar Wurster (Computer Science), Margaret Westby (Concordia) and others

VR and Forms of Care:

Virtual Reality and Games for Wellbeing, Mindfulness and Compassionate Care

Research Leads: Vita Berezina Blackburn (ACCAD), Alex Oliszewski (Theater), Kevin Bruggeman (Design), Susan Melsop (Design), Dreama Cleaver (Design), Laura Rodriguez (Dance), Elizabeth Speidel (Champion Intergenerational Center), Scott Swearingen (Design), Marientina Gotsis (USC, Games for Health), and others

Our partnership with the Champion Intergenerational Center and the College of Nursing remains a resource and an opportunity for all themes. ACCAD's Norah Zuniga Shaw, Matthew Lewis and Maria Palazzi as well as the Humane Tech Student Fellows and ACCAD GAs will move between and contribute to all projects and we encourage everyone to circulate throughout the week.

Pop-Up Kick Off: Pamela Z Residency

Open to all and focusing on the **Art of Relevance** theme

SUNDAY, March 4

12:00p-3p **SoundWORK** advanced creative workshop with guest artist Pamela Z
Electronic sound performance, live processing, wearables
Workshop limited to 15 (contact zuniga-shaw.1 if interested)
Location: Motion Lab, Sullivant 350

5:00p-6p **KEYNOTE EVENT**
Pamela Z Public Performance - Pop-Up Week Kick-Off!
Suite of solo works in electronic sound, voice and image
RSVP: <https://dance.osu.edu/rsvp-pamelaz-performance>
Location: Motion Lab, Sullivant 350

Guest Maree Remalia's flight arrives 1:30pm

MONDAY, March 5

10:00a-12:30p

Opening Idea Storm

(ALL are encouraged to attend, facilitated by Norah, Ben, Peter + Rick)

Location: Motion Lab, ACCAD, Sullivant 350

*Move through a rich range of resources together to develop shared experience of Pop Up 2018 themes: **Wellbeing and Forms of Care**. Project leads will also share their research questions for the week and there will be opportunities to give input, join a project/s and collaborate. Everyone will leave with a Wellbeing Call to Action.*

12:30-6:00p

Parallel Play/Work Time for all projects

3:00-4:30p

Reading Room:

The Problem of the Human and Theorizing Wellbeing

Interdisciplinary discussion OPEN to all

RSVP Livingston.28 for shared texts

Location: Conference Room, Sullivant 332

VR and Forms of Care dementia simulation project working in the Motion Lab, Future Companions and physical computing folks working in SIM Lab, Art + Relevance working in collaboration spaces all afternoon.

11:45a: Guest Margaret Westby's flight arrives, in residence Monday afternoon and all-day Tuesday

Subject to Change: follow us the humanetechosu.org events pages or on Instagram @accadatosu for regular updates or stop by and join in!

TUESDAY, March 6

9:00a-10a **GAGA PEOPLE Class with Maree Remalia**
Creative movement experience for wellbeing OPEN TO ALL
Location: Motion Lab, Sullivant 350

10:00-12p **Play Test with Scott Swearingen with game design students**
Students from the 'Introduction to Game Design' course present in-progress analog games. Topics range from mental health to diplomacy. Come test (and play!) table-top games with a learning component for wellbeing!
Location: ACCAD, Main Collab Space 3rd Floor

10:00a-6:00p	Parallel Play/Work Time for all projects
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1:00p **Flash Talk with Margaret Westby and Brown Bag Lunch Discussion**
(Art of Relevance)
"Empowering the Female Machine: Remapping Gender Dynamics of Technologically Augmented Dance."
Location: Conference Room, Sullivant 332
Associated Teaching Cluster: ACCAD 7893: Interdisciplinary Research Studio

2:30p **Flash Talk with Alan Price** (Future Companions)
"Objects of Intimacy: a brief journey through past and present developments in robotics design for assisted living and companionship."
Location: SIM Lab, ACCAD, Main Collab Space 3rd Floor
Associated Teaching Clusters: 2:30p-4:30p Maria 's design and animation students connecting with Alan Price, Claire Melbourne. Others welcome!

2:30p **Flash Talk with Norah Shaw and Marc Ainger** (Art of Relevance)
"Performing Precarity: Interactive Improvisation for Social Action"
Location: Motion Lab, ACCAD, 350
Associated Teaching Clusters: Theatre 5961: Playwriting. Others welcome!

4:00p **Flash talk and Workshop: Vita Berezina-Blackburn and Jeanine Thompson** (VR and Forms of Care)
4:00-4:15p *"Visual Perception of Human Motion"*
4:15-5:15p *Viewpoints Performance Technique and Motion Capture*
Visually and experientially examine group movement and its appearance, using different levels of abstraction made possible through motion capture. OPEN TO ALL.
Location: Motion Lab, Sullivant 350

Guest Maree Remalia's flight departs 5:30p

WEDNESDAY, March 7

9:00-10a **Yoga/Somatics with Katherine Moore**
Movement for wellbeing, OPEN TO ALL
Location: Dance Studio, Sullivant 370

10:00a-6:00p	Parallel Play/Work Time for all projects
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4:00p-6p **Open Studios and Group Share for all projects**
Public welcome to circulate and engage with works in progress
Location: All ACCAD, Sullivant, Third floor, South Suite

5:11p: Marientina Gotsis' flight arrives
5:45p: Margaret Westby's flight departs

Subject to Change:
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humanetchosu.org website or just stop by and join in!*

THURSDAY, March 8

9:00a-10a **Tai Chi with Biag Gaogen**
Movement for wellbeing, OPEN TO ALL
Location: Dance Studio, Sullivant 370

10:00a-6pm	Parallel work time (teams occasionally circulate)
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Noon **Flash Talk with Marientina Gotsis**
“Dance, Neuroscience and Games for Health”
Location: Classroom, Rm 349-A
Associated Teaching Cluster: 11-12:30p ACCAD 5003: 3D Computer Animation

1:00p Brown Bag Lunch Discussion **with Marientina Gotsis** on funding and
creating games for health, VR, AR, MR
Location: Conference Room, Sullivant 332

12:45-2p **Prototype Demo and Discussion**
Digital and Physical Worlds: VR for Andean and Amazonian Artifacts
(VR and Forms of Care)
*Associated Teaching Cluster: Shaw’s ACCAD 7893:
Interdisciplinary Research Studio and Wibbelsman’s SPA 2332:
Introduction to Andean and Amazonian Culture. Others welcome!*
Location: SIM Lab, ACCAD, Main Collab Space 3rd Floor

4:00p **Flash talk and Workshop: Vita Berezina-Blackburn and Jeanine
Thompson** (VR and Forms of Care)
4:00-4:15p “Visual Perception of Human Motion Part II”
4:15-5:15p Viewpoints Performance Technique and Motion Capture
OPEN TO ALL.
Location: Motion Lab, Sullivant 350

5:15p **Humane Performance in the Rotunda:** Calder White and Dancers
Location: Rotunda (just outside ACCAD / Dance main offices)

Guest Marientina Gotsis, USC in residence all day

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FRIDAY, March 9

9:00a-10a **Contemplative Walk** with Norah Zuniga Shaw
Movement for Wellbeing, OPEN TO ALL
Location: Motion Lab, Sullivant 350

10:00-3:00p	Parallel work time (teams occasionally circulate)
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1:30p **Design Futures Event: Health Insurance + Artificial Intelligence**
OPEN TO ALL
Location: Barnett Theater, Sullivant 3rd floor, off the rotunda

3:00-6p: **Sharing Demos, Documentation of Projects and Pizza Party**
Location: Circulating in the ACCAD Labs

Guest Marientina Gotsis, USC in residence all day

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Guest Bios

Marientina Gotsis- Gotsis has a broad background in arts, design and engineering with a special interest in interactive entertainment applications for health, happiness and rehabilitation. She founded and leads USC's Games for Health Initiative since 2007, connecting health professionals with innovation in various forms of interactive media. She is co-founder and director of the Creative Media & Behavioral Health Center, an organized research unit between the School of Cinematic Arts and the Keck School of Medicine, which was established in 2010. This center designs, develops and evaluates entertainment applications at the intersection of behavioral science, medicine and public health.

Maree Remalia- Born in South Korea and raised in Medina, OH, Maree currently lives between Washington, DC and Middlebury, Vermont. She travels frequently throughout the U.S. working as a choreographer, performer, and teacher facilitating movement experiences with individuals from a broad range of backgrounds. Recent performance credits include Blaine Siegel and Jil Stifel's Objects for Dance, Staycee Pearl dance project Playground, and appearances in the work of interdisciplinary artist, David Bernabo. She has performed the work of Bebe Miller, Ohad Naharin, and Noa Zuk. As an educator, Maree facilitates classes in Gaga, improvisation, and creative process in community and conservatory settings.

Margaret Westby- An artist and researcher with a PhD from the Centre for Interdisciplinary Studies in Society and Culture at Concordia University in Montreal, Canada, Westby has created and collaborated in dance performances, installations, and films around the world. Her doctoral research encompasses both a practical and theoretical approach into exploring strategies to re-map gender imbalances, behaviors, and engagement in the area of technologically augmented dance performance. In her work, Westby asks "what is at stake in our creation of knowledge and conceptualization of digital technology to bodies?" For her, the feminist perspective and dance provide critical awareness of how the human body is connected to the process and the effect of technology.

Pamela Z- A composer/performer and media artist who works primarily with voice, live electronic processing, sampled sound, and video, Pamela Z is a pioneer of live digital looping techniques. She processes her voice in real time to create dense, complex sonic layers. Her solo works combine experimental extended vocal techniques, operatic bel canto, found objects, text, and sampled concrete sounds. She uses MAX MSP and Isadora software on a MacBook Pro along with custom MIDI controllers that allow her to manipulate sound and image with physical gestures. Her performances range in scale from small concerts in galleries to large-scale multi-media works in theaters and concert halls. In addition to her performance work, she has a growing body of inter-media gallery works including multi-channel sound and video installations.