Crossings

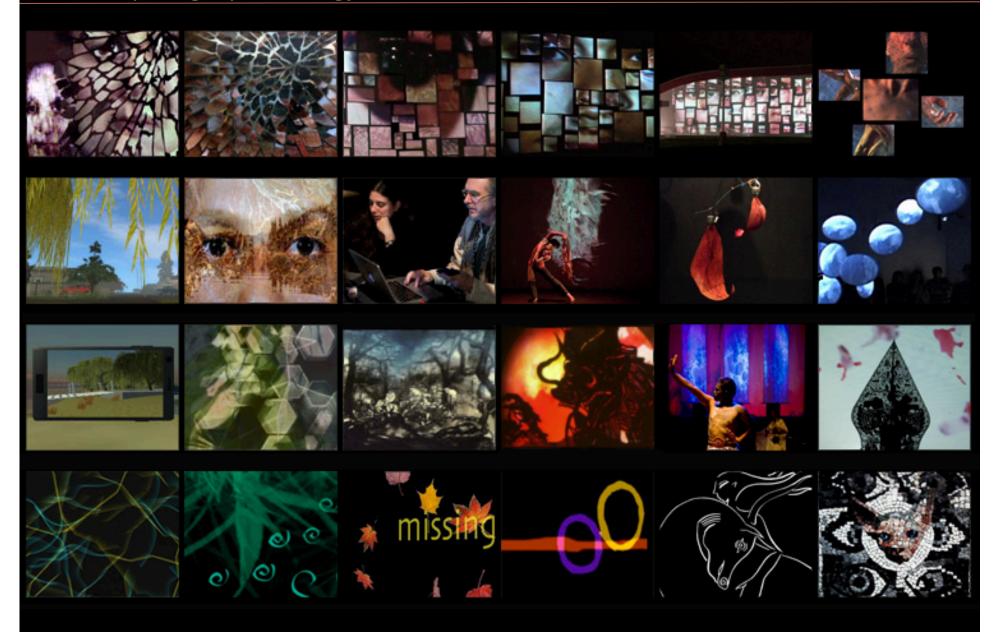
Culturing Ecological Restoration Through Immersive Media Art



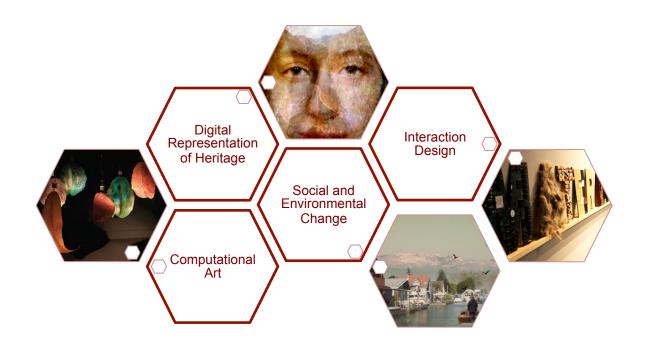


Aleksandra Dulic, Faculty of Creative and Critical Studies, University of British Columbia, Okanagan

idea | design | technology



key areas of research interest





situated media

culturally reflective processes for media technology design

participation | reflective action preservation of cultural plurality

space, time and context >>> interactive media design



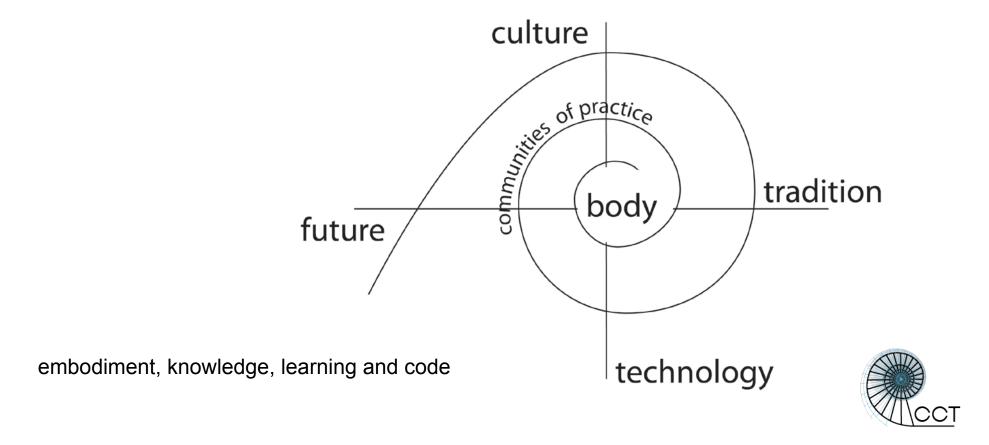
cultural encoding | information

"the difference that makes a difference" (Batson)

culturally significant meaning

cultural resources

What might cultural information be? How do we encode cultural practices?

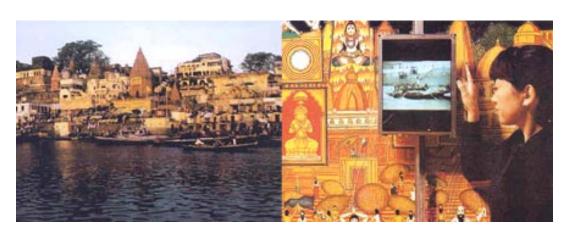


cultural information

Ranjit Makkuni The Crossings Project Xerox PARC The Palo Alto Research Center Open work documentary about city Banaras

the difference that makes a difference

cultural diversity
cultural interface
culturally significant meaning





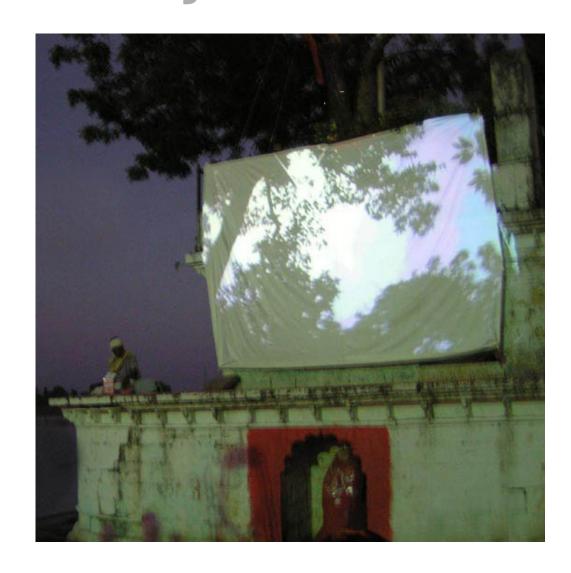


social transformation and performance

Surajit Sarkar, Ring of Blue issue of water in India

collecting and transmitting local memories, histories and testimonials democratize technology

Catapult Arts Caravan, 2004 provides sustainable space for a community



from shadow play to braided media

situated media

physically grounded system information in context embodiment

desa / kala / patra | space / time / context

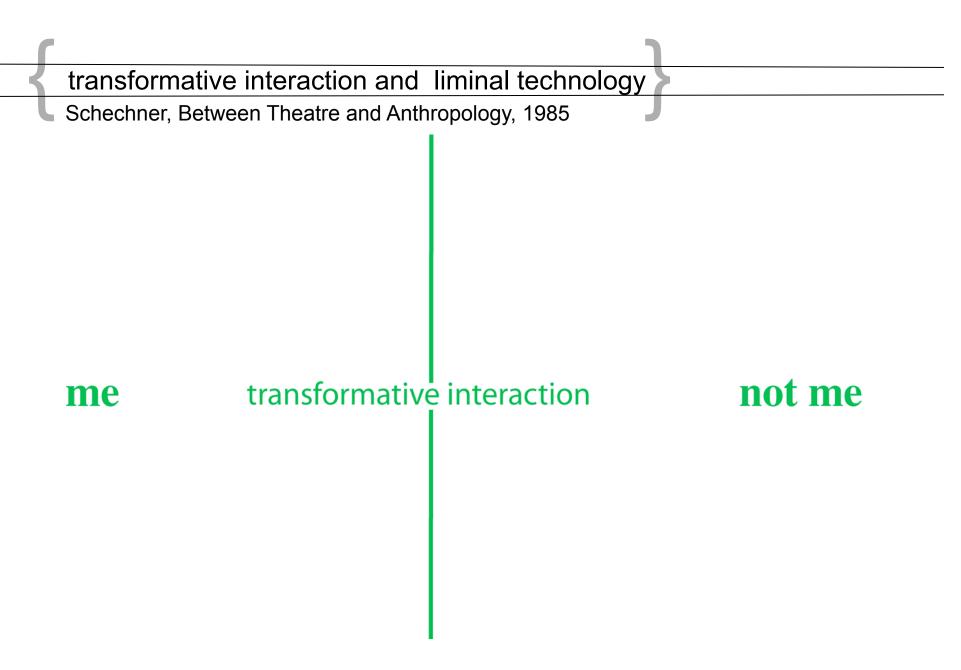
ritual and society — liminal vs. liminoid (Turner 1982) social transformation and regenerative renewal of culture articulation of cultural identity through experience and participation democratization of media

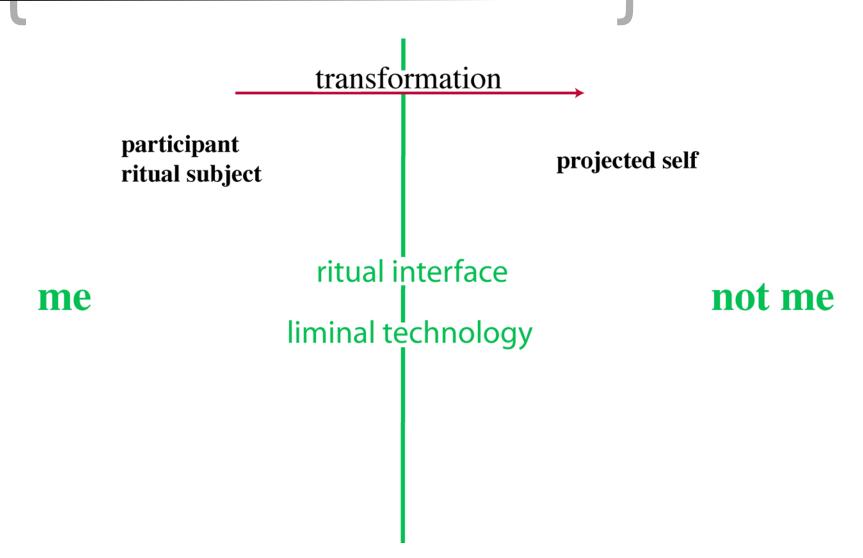
Bertolt Brecht art as hammer that shapes reality
Agusto Boal Theatre of the Oppressed (2000)
Jerzy Grotowski "place of montage" (1933-1999)
Donald Snowden The Fogo Process (1967) with Colin Low (NFB)
Catapult Arts Caravan (2004)

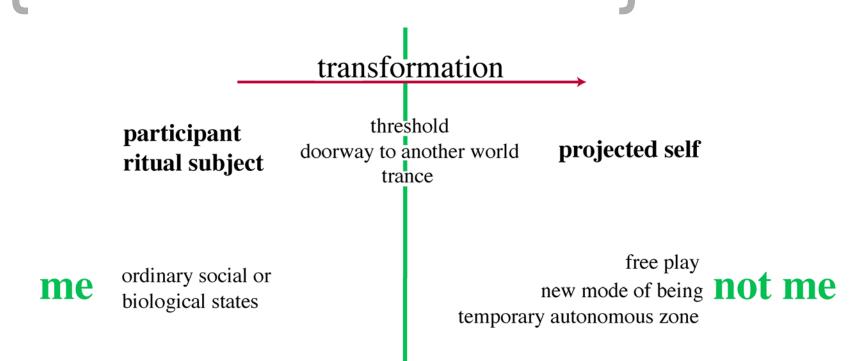


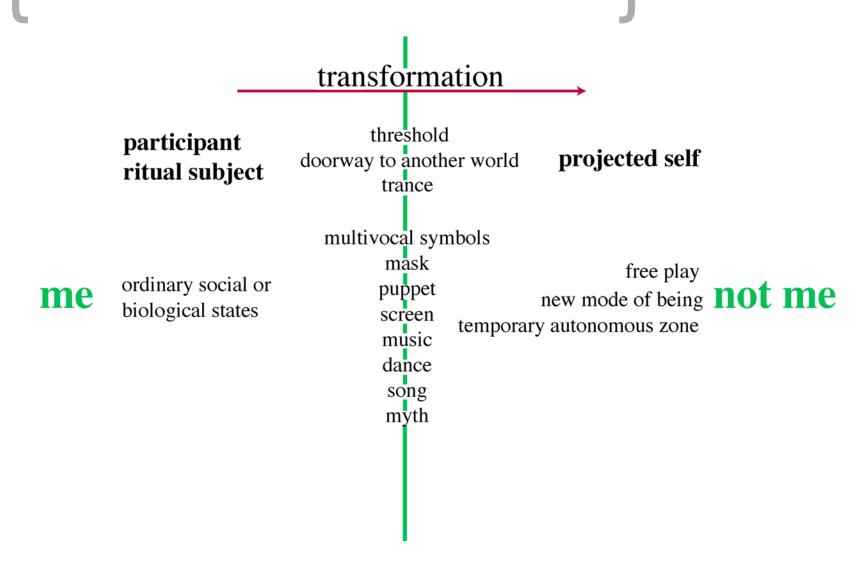


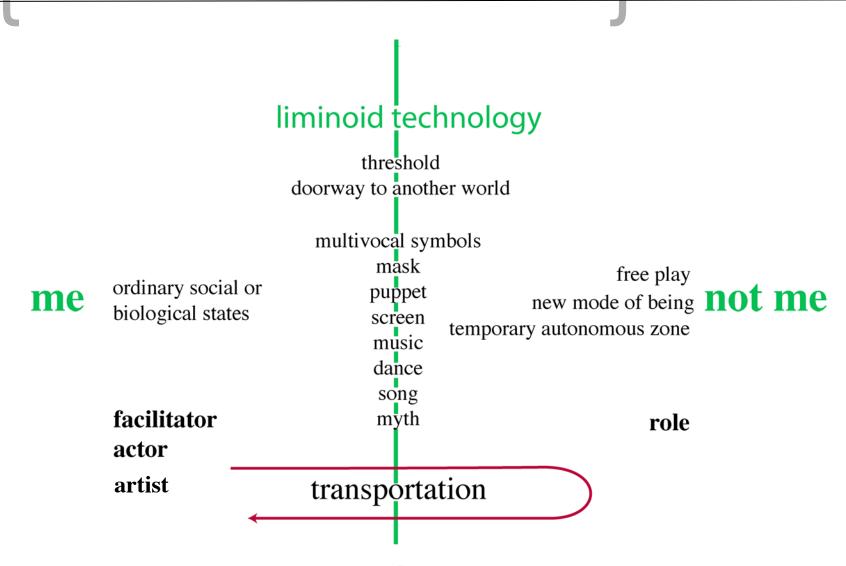


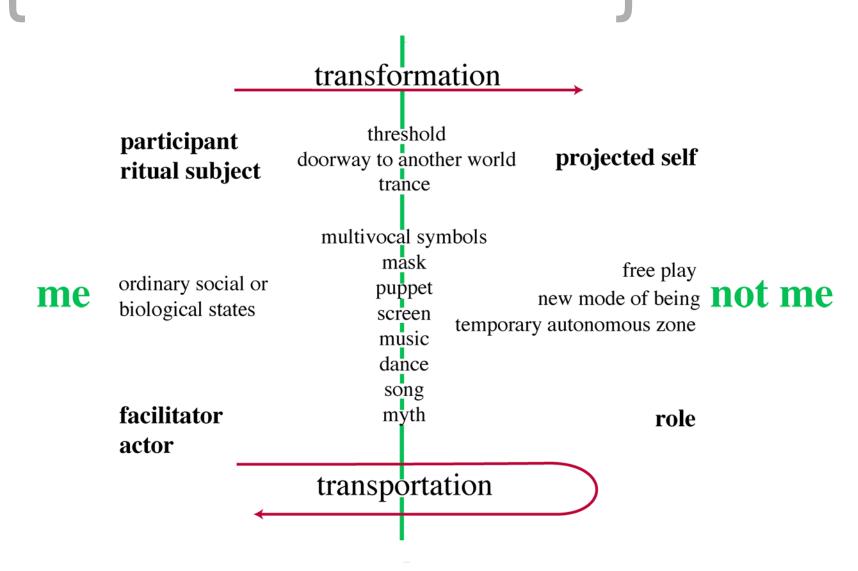


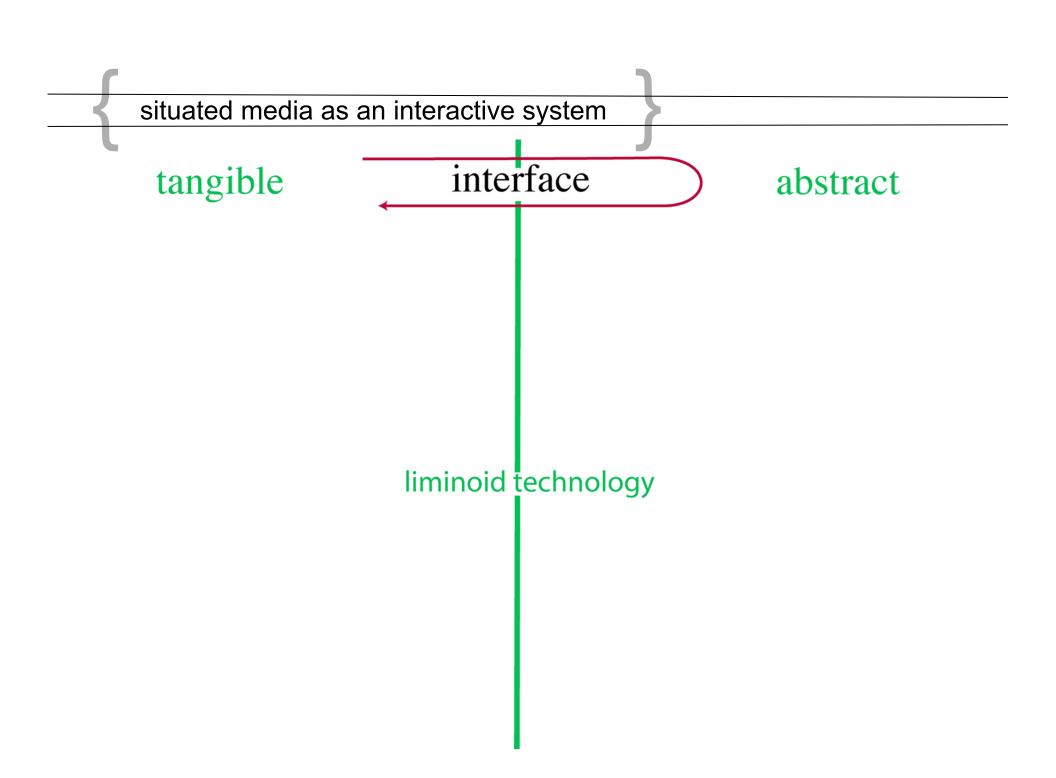






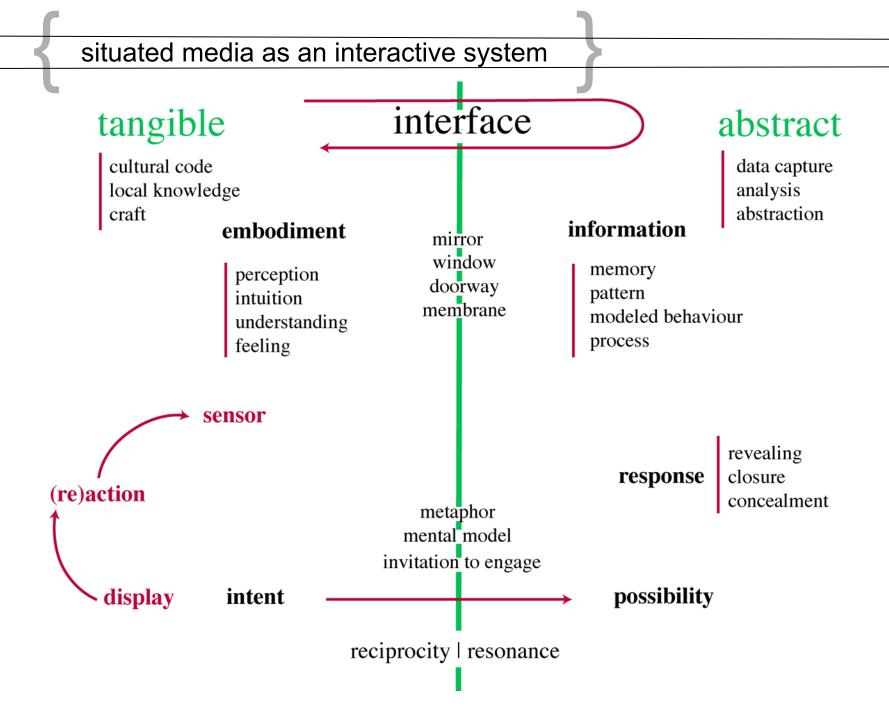






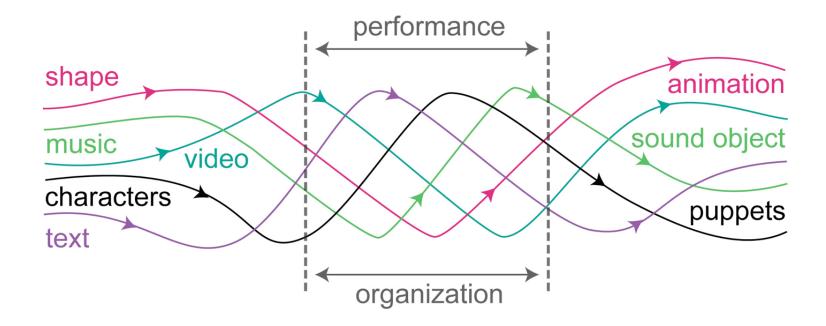
situated media as an interactive system interface tangible abstract mirror window doorway membrane liminoid technology reciprocity | resonance

situated media as an interactive system interface tangible abstract cultural code data capture analysis local knowledge abstraction craft information embodiment mirror window memory perception doorway pattern intuition membrane modeled behaviour understanding process feeling possibility intent reciprocity | resonance



from shadow play to braided media

braided narrative structure (Schechner, Between Theatre and Anthropology, 1985) a system of braids of several strands of activities that bring performers and partakers together here and now



situated braid

conceptual braid: spatial, temporal, contextual, and socio-political considerations
 multi modal media braid: audio, visual, textual, procedural, generative, kinetic, and proprioceptive elements
 computational braid: algorithms with any number of inputs to drive real-time interactive processes

Artistic Inquiry 'contextual rationality'

Media Art as interactive systems
Learning by doing

Meaning through experience
Aesthetics / Storytelling / Interaction

Challenge mental models

Reality as constructed rather than fixed

The acts of the reflexive practitioner is an artful inquiry into situations of uncertainty (Schön1983).



How To Engage The Public?

LOCAL: the community perspective

EXPERIENTIAL: clear and engaging

HOLISTIC: interconnected and linked to solutions



Social Life of Water





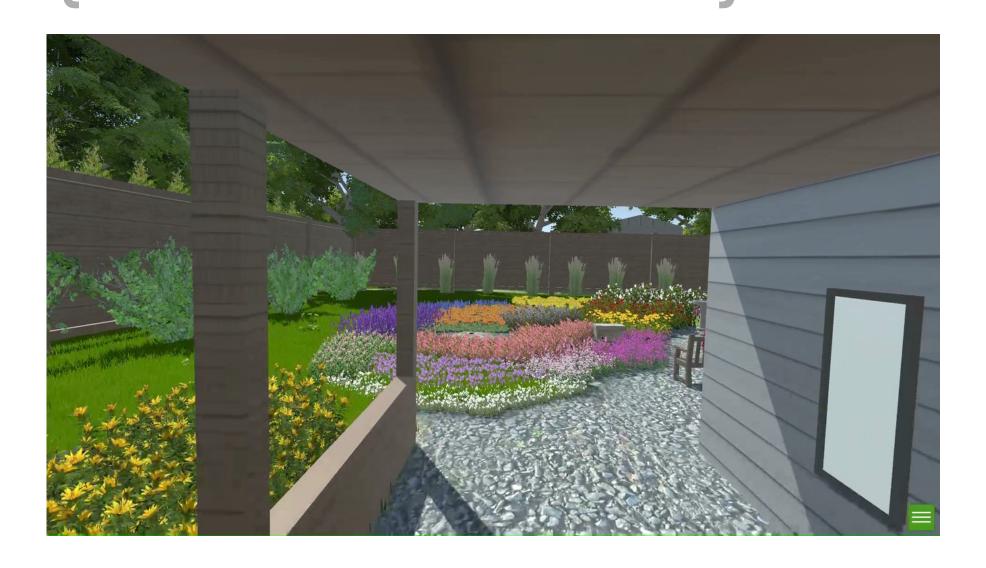












Thanks!