

EVA London 2013: Conference programme				
Day 1: Monday 29th July				
Rooms	Wilkes 1	Wilkes 2	Wilkes 3 (demos)	Wilkes 4 (demos, workshops)
8.30	Registration			
9.15	Conference opened by Stuart Dunn, EVA London Chair			Paper with demo shown in red
9.20 – 10.20	Digital enhanced reality			Research workshop
	9.20	Martha Henson, Alex Butterworth and Danny Birchall. Creating magic on mobile		
	9.40	Tuala Giannini. Visualizing Brooklyn: Creating a new digital resource for historical visualizations, the Brooklyn Visual Heritage Website		
10.20 – 11.00	10.00	Oliver Gingrich, Eugenia Emets and Alain Renaud. Enhancing Presence – Immersive Sound Environments as Presence Generating		
		Keynote		
		Steve DiPaola. Future trends: Adding Computational Intelligence, Knowledge and Creativity to Interactive Exhibits and Visualization Systems		
11.00 – 11.30	Break			
11.30 – 1.00	Computer arts			Research workshop
	11.30	Steve Dipaola and Allison Smith. Interactively exploring Picasso's multi-dimensionsl creative process in producing Guernica		
	11.50	Jen Southern, Will Simm and Maria Angela Ferrario. I?O Inside Out: Making citizen-led co-design visible		
	12.10	Joanne Armitage and Kia Ng. Multimodal music composition with haptic and visual feedback		
	12.30	Tom Schofield. Neurotic Armageddon Indicator: a Data Sculpture		
1.00 – 2.00	Lunch break			
2.00 – 3.30	Parallel session: Papers - Data visualisation		Parallel session: Papers - Music and performance	Workshop
	2.00	Florian Kräutli and Stephen Boyd Davis. Digital timelines for exploring cultural data	Thomas McKenzie, Lawrence Sarkar, Rebecca Carter and Kia Ng. From Hearing to Feeling Sound: A Multimodal Interface for Trans-Domain Mapping of Sound	Tara Daniel, Linsey Pollak and Michelle Williamson. The sound playground
	2.20	Robert Scharein. Why knots? A tangled tale	Gavin Wood and Aeron Buchanan. Introducing the Music Access Platform	
	2.40	Carina Westling, Leon Barker, Harry Witchel, Nachiappan Chockalingam, Aoife Healy and Robert Needham. Spatial Data Correlation: An interactive 3D visualisation tool for correlating the motion capture data streams from different devices	Marco Gillies, Shakti Zapata Gomez and Sebastian Zimmer. Suzie's Dance: reliving dance through motion capture animation of photographs	
	3.00	Jen Southern and Chris Speed. Shared Distance: The Poetry of Data in collaborative GPS visualisations	Elisa Sereno-Janz. FiddleLights: Visualisation and Narrative through Contemporary Violin Performance	
3.00 – 3.30	Break			
3.30 – 5.30	Parallel session: papers + demo. Imaging, 2D, 3D and Hi-Def		Parallel session: papers – Museums, libraries and archives	Parallel session: Demonstrations
	4.00	Mohammad Nabil, Nessma Sameer, Iman Ismail and Anas Said. A Framework for Developing Immersive Virtual Reality: The case of CULTURAMA II	Tessa Morrison, Helen Giggins and Nicholas Foulcher. Timeline Newcastle: Reconstructing Industrial Newcastle - Implementation and Exhibition	Oliver Gingrich, Eugenia Emets and Alain Renaud. Enhancing Presence – Immersive Sound Environments as Presence Generating
	4.20	Richard Collmann, Ann Borda and Dirk Van Der Knijff. Reflectance Transformation Imaging using white, ultra-violet and infra-red light sources	Eoin Kilfeather. Visualising museum stories	Gavin Wood and Aeron Buchanan. Introducing the Music Access Platform
	4.40	Jen Southern, Will Simm and Maria Angela Ferrario. Reflectance Transformation Imaging using white, ultra-violet and infra-red light sources	Katina Hazelden, Matthew Yee-King, Roberto Confalonieri, Dave De Jonge, Carles Sierra and Mark D'Inverno. WeCurate: Enriching the sociocultural practices of the museum experience	Steve Dipaola and Allison Smith. Interactively exploring Picasso's multi-dimensional creative process in producing Guernica
	5.00	Demo: Martha Henson, Alex Butterworth and Danny Birchall. I/O: Inside out.	Alex Butterworth, Stefanie Posavec and Jeff Cowton. The Prelude Timeline: on the growth of my own mind	Florian Kräutli and Stephen Boyd Davis. Digital Timelines for Exploring Cultural Data
5.30	Conference day close			
5.45	Conference reception			
Day 2: Tuesday 30th July				
Rooms	Wilkes 1	Wilkes 2	Wilkes 3 (demos)	Wilkes 4 (demos, workshops)
8.30	Registration			
9.15	Conference opens			
9.20 – 10.20	Art and electronics			
	9.20	David Harris Smith, Frauke Zeller and Immony Men. my kulturBOT 1.0: A robotic art show reviewer		
	9.40	Suk Kyoung Choi and Steve Dipaola. How a painter paints: an interdisciplinary understanding of embodied creativity		
	10.00	Jerome Leary. Development of a Portable Painting Format for virtual and machine-produced oil paintings		

10.20 – 11.00		<b>Keynote</b>			
		Linda Candy. Creativity and evaluation: Supporting practice and research in the interactive arts.			
11.00 – 11.30		<b>Break</b>			
11.30 – 1.00		<b>Papers - Scientific visualisation</b>		<b>Workshop</b>	
	11.30	Diana Marques. Augmented Reality facilitating visual literacy for engagement with science		Derek Smith: The Cognitive Science of Aesthetic Interaction	
	11.50	Augoustinos Tsiros. Sketching Sound: The Dimensions and Complexities of Audio-Visual Association			
	12.10	Mieke Pfarr-Harfst. Virtual Scientific Models			
	12.30	Liberty Dakin Audience Pixel Seats - London 2012 Olympic & Paralympic Opening & Closing Ceremonies			
1.00 – 2.00		<b>Lunch break</b>			
2.00 – 3.30		<b>Parallel session: Papers - Built and natural environment</b>		<b>Parallel session: Demonstrations</b>	<b>Parallel session: Demonstrations</b>
	2.00	Simone H. T. Vizioli, Joubert J. Lancha and Paulo C. Castral. Drawing and surface: freehand architectural drawing mediated by digital	Anastasios Maragiannis and Stacey Pitsillides. Terrains of Typographic Tension: the turbulent relationship between social media and the self	Carol MacGillivray, Bruno Mathez and Frederic Fol Leymarie. The Diasynchronoscope Project: Investigations in Screen-less Apparent Motion	
	2.20	Vajira Premadasa and Michael Pearce. Digital visualisation and design development in historic building projects.	Booksight: Visualising The Library of Ideas	Flavia Caviezel. RhyCycling - Border area in flux (Exhibition title)	
	2.40	Tessa Morrison. Utopian cities from 15th to 19th century literature: an philosophical investigation through 3-D visualisation	Kirk Woolford. Tracing Time: The Art and Science of Visualising Human Motion	Ileana Maris, Ard Huizing, Wim Bouman and Marijke Oosterbroek. The curious case of design thinking in museums	
	3.00	Panagiotis Parthenios. Visualizing the main monuments of Crete through an abstract interactive 3D model		Manasi Agarwal and Manasi Agarwal. Iconic Architecture : Using SAR for books	
3.00 – 4.00		<b>Break</b>			
4.00 – 5.30		<b>Parallel session: Papers - Museums, Libraries and Archives</b>		<b>Parallel session: Demonstrations</b>	<b>Parallel session: Demonstrations</b>
	4.00	Ruth Taylor. Virtual Heritage, "the Geek Factor": a case study in the development of virtual heritage projects by undergraduate computer games students	Diana Marques. Augmented Reality facilitating visual literacy for engagement with science	Jazz Rasool. Advancing Social Networking to Social Fieldworking	
	4.20	Ching-Chiu Lin and Kit Grauer. Visualizing Cultural Heritage through Urban youths' digital arts practice	David Harris Smith, Frauke Zeller and Immony Men. my kulturBOT 1.0: A robotic art show reviewer	Rebecca Jarvest. Cultural Engineering and Audience Engagement through New Digital Technologies	
	4.40	Eva Van Passel and Olga Van Oost. On Aggregation, Convergence and Providing Access: the Challenges for Museums, Archives and Libraries in Flanders, Belgium	Jerome Leary. Development of a Portable Painting Format for virtual and machine-produced oil paintings	Lucie Hernandez. Exploring the Infographic: Designing Our Digital Selves	
	5.00	Irida Ntalla. 'Touch this! It's so much fun!' Haptic interactions and play through touch-screen interfaces	Augoustinos Tsiros. Sketching Sound: The Dimensions and Complexities of Audio-Visual Association	Simone H. T. Vizioli, Joubert J. Lancha and Paulo C. Castral. Drawing and surface: freehand architectural drawing mediated by digital	
5.30		<b>Conference day close</b>			
5.45		<b>Conference reception</b>			
7.30		<b>Conference dinner at Carluccio's</b>			
<b>Day 3: Wednesday 31st July</b>					
<b>Rooms</b>		<b>Wilkes 1</b>	<b>Wilkes 2</b>	<b>Wilkes 3 (demos)</b>	<b>Wilkes 4 (demos, workshops)</b>
8.30		Registration			
9.15		<b>Conference opens</b>			
9.15 – 10.20		<b>Motion and performance</b>			
	9.20	Ian Grant. Surfaces and Shadows: Digital Shadow Puppetry and Augmented Silhouette Performance			
	9.40	Paula Varanda. Body and movement visualisations in new media dance			
	10.00	Kelly Hamilton. Mapping Motion: The Principles of Motion Capture and the Law of Projection			
10.20 – 11.00		<b>Keynote speaker</b>			
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11.00 – 11.30		<b>Break</b>			
11.30 – 1.00		<b>Parallel session: Papers - Imaging</b>	<b>Parallel session: Demonstrations</b>		
	11.30	Neil Glen and David Jones. Frozen in Time: Using photogrammetry to explore ceramics craft processes in new materials	Daniela de Paulis. OPTICKS and Visual Moonbounce		
	11.50	Nicole Beale, Gareth Beale, Louisa Minkin and Ian Dawson. Making Digital: Visual Approaches to the Digital Humanities	Brian Wichmann and Tony Lee. Analysis and Synthesis of Islamic Geometric Designs		
	12.10	Daniel Hughes-Mcgrail, Thomas Roth-Berghofer and Ian Grant. Extracting of Figurative Realities — Practical high fidelity photogrammetry, gesture capture and performance capture for 3D character modelling and animation reference on small-scale projects	Jen Southern and Chris Speed. Shared Distance		
	12.30	Ryan Dodge and Laura Haapio-Kirk. Crowdsourcing photos in real time. The ROM - Sharpyc case study	Ryo Ikeshiro. Audiovisual demo/performance of the Construction in Self series		

1.00 - 2.00	Lunch break				
2.00 – 3.30		Parallel session: Papers - Computer arts		Parallel session: Demonstrations	Parallel session: Demonstrations
	2.00	Pattarawut Subyen, Thecla Schiphorst and Philippe Pasquier. EMVIZ(Flow): an Artistic Tool for Visualizing Movement Quality		Neil Glen and David Jones. Frozen in Time: Using photogrammetry to explore ceramics craft processes in new materials	Carol MacGillivray, Bruno Mathez and Frederic Fol Leymarie. The Diasynchronoscope Project: Investigations in Screen-less Apparent Motion
	2.20	Alice M. Bowen, Jonathan P. Bowen and Karl Harrison. Electronic Visualisation in Chemistry: From Alchemy to Art		Nicole Beale, Gareth Beale, Louisa Minkin and Ian Dawson. Making Digital: Visual Approaches to the Digital Humanities	Flavia Caviezel. RhyCycling - Border area in flux (Exhibition title)
	2.40	Valerie Mace: Re-imaging the environment: repositioning exploration and visualisation in spatial design education		Rebecca Holderness and Matthew Russell. Learning To Think and Create Outside the Box: Using Digital Media in a Blended Theatre Course	Ileana Maris, Ard Huizing, Wim Bouman and Marijke Oosterbroek. The curious case of design thinking in museums
	3.00			Daniel Hughes-Mcgrail, Thomas Roth-Berghofer and Ian Grant. Extracting of Figurative Realities — Practical high fidelity photogrammetry, gesture and performance capture	Manasi Agarwal and Manasi Agarwal. Iconic Architecture : Using SAR for books
3.30 – 4.00	Break				
4.00 – 5.00		Seeing music and Performance			
	4.00	Camille Baker. Open-source, custom interfaces and devices with live coding in participatory performance			
	4.20	Camille Baker and Kate Sicchio. Hacking the Body			
	4.40	Anna Shvets. Interactive application for visualization of the form of written postmodern music			
	5.00	Conference summing up			
	5.30	Conference end			