

Media, Arts, Social Sciences, Humanities & Design Workshop (MASH'D)

<http://www.mexicode.org/ismar2016/open-call>

Organizers

Jorge Ramirez
ANEMONAL

Julian Stadon
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Thomas Sanchez
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Abstract

ISMAR 2016 will cover the full range of technologies encompassed by the MR continuum, from interfaces in the real world to fully immersive experiences. This range goes far beyond the traditional definition of AR, which focused on precise 3D tracking, visual display, and real-time performance.

MASHD would like to invite contributions from areas fundamental to this mixed and augmented reality, particularly in the fields of digital media, art, social sciences, humanities and design. Now effectively in its seventh year, this separation of the conference was established to allow for a more specific focus on areas relating to creative production in mixed and augmented reality environments, both for entertainment and for more meaningful endeavors. This year sees the integration of MASHD into the main program, however we will provide a small series of separate workshops during the conference. MASHD workshop would be celebrated the 22 of September with possibilities of extending to 23. Participants will be able to attend with the option of day passes, as well as full registrations for the whole ISMAR week from the 19th to 23rd September)

The 15th ISMAR brings new horizons to the community as it is the first in the series to be held in Latin America, responding to the recent explosion of commercial and research activities related to AR, MR, and Virtual Reality (VR) by continuing the expansion of its scope.

About the Organizer

Jorge Ramírez. Architect, composer, sound artist. Transfere marginal processes between music and architecture, in the imminence of the intractable. His works has been featured in group exhibitions like 3rd Art and Science International Exhibition, (Beijing, CH), Transreal Topologies, ISMAR 2013 (Adelaide, Australia), 6th Moscow art Biennale, Moscow, Rus, Norient exhibition CTM Festival, Berlin, GRM and festivals like Visiones Sonoras CMMAS, Sound Emissions, International soundart festival(Beijing,CH), Piksel(NOR) , “Vivo” festival internacional de livecoding, Centro Multimedia (MX), SuperCollider Symposium, (LON,UK),LiveCode Fest, (Karlsruhe,GRM), XCOAX, (Porto,Portugal, 2014), “NetworkMusicFestival”, (Birmingham, UK).

Founder member of Mico Rex, part of Algorave collective, featured in media like Vice, Wired, Boing boing, TechCrunch, The Next Web, etc.

Main organizer of MASHD ISMAR activities this year and curator of ANEMONAL exhibition "Afecto Material" to be celebrated 23 of September in Mérida, México.

Julian Stadon. Julian Stadon is a mixed reality artist, curator and researcher who recently submitted his PhD thesis at Curtin University of Technology. Stadon’s transdisciplinary research has included time with Interface Cultures Linz, The Sylgrut Centre, Salford University, HITLabNZ, The Australian Centre for Virtual Art; The Fogscreen Centre, The Banff New Media Institute, CIA Studios, Collaborative Research in Art Science and Humanity (CRASH), Ulster University, Technical University Graz (TUG) and Technical University Munich (TUM)

Thomas Sanchez. Thomas is a graduate student at the MIT Media Lab. His research derives from his ambition to create seamless interactions between people and digital information, by giving extra perception and awareness using color and sound. This is possible by enhancing human communication and perception through the augmentation of human senses using technology, working together with Nobel Prize winner Frank Wilczek. Also, his visual work ranges from organically propagated systems to self-rhythm visuals with new technology. He also teaches workshops on creative coding, audio analysis, color perception using open source software and hardware. Furthermore, his creative work and interactive installations has been commissioned by festivals in Germany, Mexico, Italy and Portugal. More information can be found here:

<http://codigogenerativo.com/>.

MIT Media Lab

Research Assistant

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