Digital Dialogues: Technology and The Hand

Presentations as Catalysts for Dialogues

To foster a deep yet broad exchange of ideas and techniques there will be a series of speakers throughout the symposium. Their comments are intended to be catalysts for dialogue in the studio and in conversation.

Presenters: Hiroshi Ishii - Professor, Tangible Media Group, MIT Media Lab will set the tone for Digital Dialogues as he presents his work with a focus on Hands and Bits. Christopher Rose - Professor, University of Brighton (England) and Visiting Professor, Rhode Island School of Design and Mitchel Resnick - Professor, Lifelong Kindergarten Group, MIT Media Lab share their reflections on the history of craft and the future of digital technology. Madayan A. Srinivasan - Principal Research Scientist / Director, Laboratory for Human and Machine Haptics: The Touch Lab, MIT discusses the hand, our sense of touch and the development of human-machine interactions in virtual reality. Lowry Burgess, Professor / Artist, School of Art, Carnegie Mellon University reflects on the disembodiment of the embodied-the embodiment of the disembodied. Pauline Oliveros - Composer, Performer, Professor of Electronic Arts, Rensselaer Polytechnic Institute and Founder of Deep Listening Studio and Chris Csikszentmihalyi - Professor / Artist, Computing Culture Group, MIT Media Lab will share their ideas about new expressive possibilities and the philosophical views they shape.

Justine Cassell - Professor, Gesture and Narrative Language Group MIT Media Lab will discuss the hands as a representational medium to begin commentary among panelist whose work engages them with the hand, including William Daley - Ceramist and Emeritus Professor, University of the Arts, Philadelphia, Tom Joyce, Blacksmith, Santa Fe and Christopher Moore - Professor, Brain and Cognitive Science, MIT.

Informal Discussions and Dialogues

This studio based symposium is designed to offer us an opportunity to use our hands to form materials, media and ideas as well. The structure of our time together, the design of the Haystack campus and the beauty of this site are conducive to conversation and impromptu sharing of ideas. These informal dialogues are at the heart of our exploration of the hand and our conceptions of its role and meaning in craft, artistic expression, and learning within contemporary material and digital culture.

Studio Work and Dialogues

There will be studios in use throughout the symposium. In five studios we have invited two people – one fluent in a craft media and one fluent with digital technology – to share a studio and work together. Each of these studios will also be open for all symposium participants to work on their own, work collaboratively or observe. There will be technical assistants in the studios to assist with projects.

Crafts people include: Xenobia Bailey - Fiber artist, New York City. William Daley - Ceramist, Emeritus Professor, University of the Arts, Philadelphia, Amanda Degener - Cave Paper, Minneapolis, Tom Joyce, Blacksmith, Santa Fe, John McQueen - Sculptor/Basketmaker, Saratoga Springs, NY.

People working with digital technology include: Justine Cassell - Gesture and Narrative Language Group, MIT Media Lab, Kenneth Camarata - Design Machine Group, University of Washington, Christopher Moore - Brain and Cognitive Science, McGovern Institute, MIT, Madayan A. Srinivasan - Director, MIT Touch Lab, Amy Youngs - Interactive Art, Department of Art, Ohio State University.

Story Making

A range of media will be available for gathering, making and sharing stories. This distributed studio space will offer a place for experimenting with new ways of story telling. While invited storytellers explore the multiple stories that emerge throughout the symposium, all participants will be invited to contribute their points of view using a system designed for collaborative story making. Story Making will evolve into a web based collaborative story describing the symposium in the dimensions of time and space.

Invited Storytellers include: Glorianna Davenport - Interactive Cinema Group, MIT Media Lab, Sue Halpern - writer, editor, David Tarnow - independent radio producer. Pauline Oliveros - Composer, Performer, Professor of Electronic Arts, Rensselaer Polytechnic Institute and Founder of Deep Listening Studio and Chris Csikzentmihalyi - Professor / Artist, Computing Culture Group, MIT Media Lab will share their ideas about new expressive possibilities and the philosophical views they shape.

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Printable, Shareable Trinkets

This community studio space is a catalyst for community making and an invitation to engage in a playful dialogue with digital media and materials. Design, print, wear and share a trinket. Watch your design ideas move through the symposium community as people make design iterations, sharing trinkets to add to your personal wearable.

Printable, Shareable Trinket Designers: Sweet Spot Design / Rick Borovoy, with BlepCo / Brian Kneip and Artist/ Diane Willow - MIT Media Lab.