



iMAL, Center for Digital Cultures and Technology is proud to announce *Connecting Cities 2013: Networked city,* a european cultural event gathering artists and citizens from Brussels and Liverpool around urban media art and performances, on the 4th and 5th of October 2013.

# **Connected Cities - Networked City**

Experience the Hybrid City between Brussels and Liverpool
Urban Media Art - Augmented Reality - Smarphone Flashmob - Digital Art Performances

With **Connecting Cities 2013: Networked City** experience the hybrid city: physical, digital and augmented. Get connected and take part in interactive urban media art and performances on mobile and urban screens. A creative, fun and festive event that will gather artists and citizens from Brussels, Liverpool and the global village.

Through those urban, mobile and connected pieces, iMAL aims to explore, to question and to stimulate emerging technologies and mediums, beyond the traditional formats of digital art.

### **Practical information**

### 4 and 5 October 2013

Friday 4th of October, 16:00-00:00 Saturday 5th of October, 14:00-00:00

### Open air - Free entrance - Free Wifi

Lieu: Esplanade metro Comte de Flandre/Graaf van Vlaanderen, Rue Sainte-Marie - Sint-Mariastraat 31,1080 Brussels

Music by Nathan Oye (dj), Drinks, Food by Keep on Toasting (Friday) and Soul kitch'en (Saturday).

Website: www.imal.org



## Installations and performances

### Sander Veenhof (NL)

#### - Dance.AR

This Augmented Reality Global Flashmob is a collaborative choreography performed in real time by different people in different cities over the world, using their smartphones to co-ordinate their moves. On the smartphone screen, instructions indicate the virtual movements to perform, ensuring that all the dancers, anywhere in the world, dance in a synchronized manner. The geographical coordinates of each dancer is available in the application and also on the website www.sndrv.nl/dance. A map then shows the dimension of collective experience globally distributed and located.

#### - WeTube

The *WeTube* system is a unique, cooperative and inter-city, people powered search mechanism. It helps to discover surprising content from the infinitely deep pool of Youtube content not easily found by deliberate searching using regular, predictable keywords. *WeTube* allows participants into a game of guessing and communicating with people in another city, triggers them to become creative and think of a spontaneous code language which develops from the things that they're expressing and seeing.

## Jeremy Bailey (CA) - Master/Slave Invigilator System

Jeremy Bailey is simultaneously all over Europe. Anonymous, Lycra-clad 'slaves' are strolling through the city, while Bailey's face appears in real time, on screens attached to their heads. Bailey, meanwhile, acts as a 'distributed presence', providing supervision via a digital link. It's an unsettling prospect, not least for Bailey himself who can only see and guide guests thanks to his avatars' digital eye.

### Mar Canet Sola et Varvara Guljajeva (EE) - Binoculars to ... Binoculars from ...

Binoculars to... Binoculars from... is an installation which is able to connect to a number of cities in an extraordinary way. When you look through the binoculars, instead of seeing the scene physically in front of them, you are transported to a different site. This opening of a real-time window into another location is not unidirectional: when looking into the binoculars, your eye is captured and shown on an urban screen at the observed place. Hence, the inhabitants of the other connected city will see the huge-scale, searching eye looking at them. Binoculars... creates an excess of time and space, allowing one to travel to a totally different location and be present there in a matter of milliseconds, whilst still remaining in their first physical location.

### Telekommunisten (DE) - Miscommunication Station

Miscommunication Station is a video bridge with built-in translation capabilities that allows users to communicate with each other while speaking different languages. Developed by media hacktavist / venture communist collective Telekommunisten, the app presents itself as being a revolutionary new technology that bridges not only space but also culture. However, errors in translation, somewhat overzealous content filtering, in-chat advertising (required to recoup investment funding) and processing delays result in a platform that allows you to communicate only with great difficulty.



# **About Connecting Cities**

Connecting Cities is initiated by a dozen European cities (within Brussels, Berlin, Istanbul, Helsinki, Madrid, Linz, ...), around urban and mobile screens (smartphones, tablets) which are everyday more present in the urban space. New urban medias which can become vectors of exchange in the public space, between artists and creatives, activists, passersby and inhabitants, on a local and international level. **www.connectingcities.net** 

### **About iMAL**

Ideally located in Brussels, iMAL (interactive Media Art Laboratory) is a centre for digital cultures dedicated to the meeting of artistic, scientific and industrial innovations. A place for contemporary artistic and cultural practices emerging from the fusion of computer, telecommunication, network and media. iMAL is the unique integration of an Art Centre producing various public events (exhibitions, lectures, concerts, performances,...) with a Media Lab for creative people to research, experiment, share and exchange with and about new technologies for the arts. Since October 2012 FabLab.iMAL has opened, a creative workplace dedicated to digital fabrication where anyone can come and experiment machines such as 3D printers, a lasercutter and a CNC milling machine.

www.imal.org

### **Credits**

**Connecting Cities Brussels** is produced by iMAL and supported by the Fédération Wallonie-Bruxelles in the framework of the program the 'Quinzaine Numérique', the Région de Bruxelles-Capitale, the commune de Molenbeek-Saint-Jean and the European Union (Cultural Program). In Liverpool, Connecting Cities is produced by FACT (Foundation for Art and Creative Technology).

### **Contact:**

iMAL, Center for Digital Cultures and Technology Audrey Brisack audrey@imal.org +32 2 410 30 93 www.imal.org

**Websites:** www.imal.org - www.connectingcities.net - www.varvarag.info - www.mcanet.info/blog - http://telekommunisten.net - http://sndrv.nl - http://jeremybailey.net.