



IMMERSIVE DAYS #1

Exploring and playtesting XR and immersive sound projects

NOVEMBER 11-12, 2020

PROGRAMME

Immersive Days is both a network and a new annual gathering of professional artists, curators, researchers, technicians, teachers and students within a broad field of immersive technologies and (artistic) practices. The initiative functions as a continuation of several symposiums, workshops and research into immersive technologies in art.

We meet up to share, explore and playtest XR (extended reality) and immersive sound projects, often works in progress. We give feedback to each other and we share experiences and challenges. The aim is to build a strong collaborative platform, where we help and support each other. And on a more overall note try to map the technological and artistic development within the fields of XR and spatial sound.

IMMERSIVE DAY 1:

Exploring and playtesting XR projects

WEDNESDAY, NOVEMBER 11, 2020

9.00-17.00

Location: Black Room, VR/Sound Lab, Café, Seminar Room

8.30 Checking in – Coffee and Tea

9.00 Introduction by **Christian Skovbjerg Jensen** and **Margot Edström** (on site)

9.15 **Mattias Wallergård**, Virtual Reality Researcher, LTH, Lund University (digital)

Virtual Reality in research at Lund university. Are we ready for the blue pill?

Virtual Reality is sometimes described as an “experience machine”.

What will we be able to do with this machine? How far can we take it? Are we prepared for the effects it may have on our lives and the world we live in? Are we ready for the blue pill?

10.00 **Mirabelle Jones**, creative technologist, educator, and researcher (on site)

Design Ethics in Immersive Experiences

When designers and developers create immersive experiences, our approaches to engagement are sometimes at odds with the realities of accessibility, privacy, and other ethical concerns. How do we as designers and developers create engaging, challenging, and customizable data-driven experiences while at the same time ensuring that our experiences are accessible and ethically sound for all participants?

10.45 **Coffee break**

11.00 **Gibson & Martelli**, artist duo (Ruth Gibson & Bruno Martelli) (*digital*) integrating live performance and audience interaction in virtual environments and installations

12.00 **Lunch**

13.00 **Lundahl & Seidl**, artist duo // Christer Lundahl (*on site*) & Martina Seidl (*digital*)

Garden of Ghost Flowers – a work in progress

Lundahl & Seidl will present their new immersive work in progress *Garden of Ghost Flowers*. The Garden uses VR to create a virtual, floral, biohybrid life-form, Ghost Flower, which exists and evolves in symbiosis with collective human behaviour. Lundahl & Seidl question the possibility (as inspired by Richard Brautigan) of a real utopian cooperation system, where mammals, computers, and flowers live together in mutually programming harmony; and examine how their project becomes a pursuit to move beyond critique into a place of questioning curiosity, exploring the boundaries between self and surroundings, between care and control, symbiosis and alienation, labour as well as the future of no labour, the evolution of the human species and its relation and possible transcendence with the non-human.

13.45 **Johan Lundin**, artist (*on site*)

Worldtrotters™ Virtual Travel Guide

The performance work *Worldtrotters™* is a corporate group of fictive travel companies offering travels in VR. Travels have been arranged at venues such as empty shopping centres, hunting villas, beaches, luxurious hotel suits, and outdoors under tunnels in Sweden, Norway, Denmark, Finland, Czech Republic and South Africa. Through being a continuously changing VR travel production platform we interrogate our own rules and standards.

14.15 **Coffee break**

14.30 **Francis Patrick Brady** – playtesting '*The Fabled AFR Machine, or How to leave Reality IRL*'

'The Fabled AFR (Away From Reality) Machine, or How to Leave Reality IRL' is a thought and discussion based, non-proximity roleplay workshop that invites you to temporarily leave reality from the comfort of your own brain. No need to travel anywhere. It is a list of destabilising poetic paradoxes that help the player to question and then leave reality

and in doing so they are able to visit other realms. Set in a reality where no one can leave their homes or visit the "real world" the AFR machine is the only method for visiting any kind of shared reality.

15.30 Mark Durkan, artist and organiser

Union Group - Limited Hangout

Mark Durkan will present Union Group, a network of artists exploring intersections between roleplay, technology and social practice. Outlining the network's recent work, we will look at how Union Group utilises fictive social practice to create temporary active communities and how this will be applied in their upcoming period of work called "Limited Hangouts".

16.00 Jakob La Cour – artist (on site)

Jakob la Cour will share his artistic devotion to explorations within the field of mysticism and XR. Further elaborating on how he envisions building ceremonial XR performance installations for a live audience targeting seekers of transcendence. He will be sharing results from *Mystical Touch* (2019). We will also do a live prototype test and hear more about XR BLACK BOX (www.xrblackbox.com) - an industry network for XR and the performing arts supported by The Danish Arts Foundation.

16.45 End discussion and network reflections

18.30 Acousmatic Concerts by Kent Olofsson, Alessandro Perini and Lotta Fahlén

20.00 Dinner (only for onsite participants, registration is needed)

IMMERSIVE DAY 2

Workshops and presentations on immersive sound

THURSDAY, NOVEMBER 12, 2020

9.30 - 17.00

Black Room, VR & Sound Lab, Café and Seminar Room

10-12.00 Tim Bishop – workshop on immersive sound for *Blackout*

13.00 Kent Olofsson – immersive sound and diffusion at IAC, plus own artistic practice and research

14.00 Alessandro Perini

15.00 Jakob Riis or Lotta Fahlén

Parallel programme – installations and other projects

OPEN WEDNESDAY-THURSDAY, 8.00-17.00

Lundahl & Seidl: *The Memor, 2019 (VR)*

VR & Sound Lab

Approx. 20 min (one person)

This collaboration between UK studio ScanLAB Projects and Swedish artist duo Lundahl & Seidl was developed together with architecture theorist Malin Zimm who, in parallel, wrote a speculative fiction with the same title, as a companion to the exhibition.

With the visitor's body and senses as active medium, triggered through VR and live performance, the artwork reveals how memory allows for a string of data to be passed through matter, across time. From Earth's deep past as single celled cyanobacteria, through to its post-anthropocene future, living is tightly connected with geology: the surface of the earth and matter stored within a lineage of objects and tools; the hammer, the piano and the radio technology of Marconi.

Johan Lundin: *Worldtrotters™ Virtual Travel Guide*

Videoloop in the Café

The performance work *Worldtrotters™* is a corporate group of fictive travel companies offering travels in VR. Travels have been arranged at venues such as empty shopping centres, hunting villas, beaches, luxurious hotel suits, and outdoors under tunnels in Sweden, Norway, Denmark, Finland, Czech Republic and South Africa. Through being a continuously changing VR travel production platform we interrogate our own rules and standards.