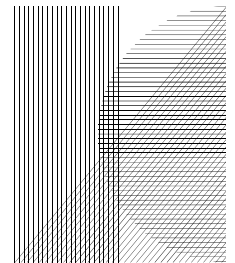


## **Immersive Days #2**

### ***Public Immersion***

**22–24 November 2022**

**Locations: IAC and various public spaces**



INTER ARTS  
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## PROGRAMME

### INSTALLATIONS AT IAC, 22–24 NOVEMBER, 13:00–18:00

Jacob Remin ***Server Songs***. A multichannel sound installation, a generative choir of synthetic voices. Songs from the depths of the servers, songs about life lived on and through the internet. Location: Black Room

Hans Rosenström ***A House Divided***. A sound installation that explores the mechanisms of words and their delivery. Location: Research Platform

Alona Rodeh ***Runway Freefall***. A new CGI video work contemplating the topic of nocturnal deserted city-scapes. The clip depicts an imaginary location and event inspired by Malmö's northern industrial harbor. Location: Dressing Room

### TUESDAY 22<sup>ND</sup>

12:00–13:00 Lunch at IAC. *By invitation only*

13:00–13:50 OR 14:00–14:50

Francis Patrick Brady. ***Finding the Real Thing***. A pervasive game that crosses several different platforms from a gallery space with collages, VR and an audio guide, to sites in public space around the city. Meeting place: outside VR/Sound lab (*10 participants at a time; By invitation only*)

13:00–13:50 OR 14:00–14:50

Justin Bennet ***Secret Garden Malmö***. Locative audiowalk in Pildammsparken. Listeners walk around the park using their own mobile phones, an app and headphones. Their movements determine the composition and the mix of sounds resulting in an individual experience. Duration: 30–60 min. (Accessible during the whole day)

15:00–16:00 OR 16:15–17:15

Axel Berger & Josh Vyrtz. ***PLUG-FAIR / Through a glass, darkly***. An ongoing extended reality-performance project. 20 participants at a time, duration: 45 min, Meeting place: IAC Café

19:00–21:00

Alona Rodeh. ***Night as other frontier or The Well-Being of The Nocturnal City: Night Walk***. With a group of up to 30 people for approximately one hour, Rodeh leads paths into the semi-darkness of Malmö's old northern harbor area. The tour includes a boat ride into the ocean in a quest for deeper darkness. Participants are encouraged to wear comfortable shoes and bring their warmest, darkest clothes.

## WEDNESDAY 23<sup>RD</sup>

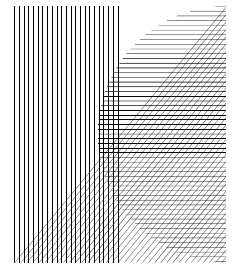
8:30–9:00 Coffee at IAC

### **Seminars in the Red Room, IAC**

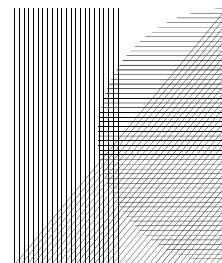
- 9:00–9:10 Introduction and moderator: Christian Skovbjerg Jensen  
9:10–10:00 Patricia Reed – *Sites and Localization at Planetary Dimensions*.  
10:00–10:50 Justin Bennet – *New Babylon: listening to public space*.  
10:50–11:40 Christina Kubisch – *Hidden waves* – about the audible and the inaudible.
- 11:40–13:00 Lunch at IAC
- 13:00–13:50 Hans Rosenström – *Outside Within*. Recent projects where the human voice has a central role.  
13:50–14:40 Jonas Dahlberg – *OPI (Of public interest)* – how to take an active part in critically re-imagining our common spaces, what values they contain, who they are for, in which ways they are shared, and how they are made and by whom.
- 14:40–15:00 Coffee
- 15:00–15:40 Sara Wallgren – Experiences, thoughts and questions in relation to working with sound art in the public sphere. Looking at two works in particular. “*Rösternas Geometri*” – a public commission for a hospital in Malmö where the voice and a sound installation is central to the project, as well as a recent work entitled “*The Lament*” presented in Lund in 2022.  
15:40–16:30 Alona Rodeh – *Night as other frontier or The Well-Being of The Nocturnal City*: In an immersive lecture/performance, Rodeh presents various states of artificial illumination, highlighting the under-discussed subject of high-intensity illumination in the contemporary city. The audience is recommended to bring a pair of sunglasses and a hat/cap.
- 16:30 Discussion  
19:00 Dinner *By invitation only*

## THURSDAY 24<sup>TH</sup>

- 9:30–11:00 Yann Coppier and Charlotte Østergaard. Presentation of the *inside out – outside in* concept including a feedback/reflection session. Location: Red Room
- 11:10– 12:00 OR 13:00–13:50  
Francis Patrick Brady. *Finding the Real Thing*. A pervasive game that crosses several different platforms from a gallery space with collages, VR and an audio guide, to sites in public space around the city. 10 participants.
- 11:10–12:00 OR 13:00–13:50  
Justin Bennet. *Secret Garden Malmö*. Locative audiowalk in Pildammsparken. Listeners walk around the park using their own mobile phones, an app and headphones. Their movements determine the composition and the mix of sounds resulting in an individual experience. Duration: 30–60 min. (Accessible during the whole day)



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16:00–17:00 Axel Berger & Josh Vyrtz. *PLUG-FAIR / Through a glass, darkly*. An ongoing extended reality-performance project. 20 participants at a time, duration: 45 min.  
Meeting place: IAC Café