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[CTRL]: TAS : SYMPOSIUM :
Technology : Art : Society :
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// 17 MAY 2007 //

[http://ctrlconference.org]
[http://upgrademtl.org]

A one day symposium on technology, art and society. Organised by the [CTRL] collective, the Technology, Art, Society Symposium features keynote speaker McKenzie Wark (New School, NYU), whom we are pleased to say will be presenting on the 'gamespace of everyday life in the rat race of free-market society'; a panel discussion with local artists and activists on democracy, art and media; and an evening cabaret of video-art, new media and electronic music performance presented by UpgradeMTL. All events are free & open to the public. Events at McGill are in English. Organised by Anna Feigenbaum, Horea Avram and tobias c. van Veen of [CTRL].

MEDIA@mcgill

:: ctrlconference.org ::

[CTRL] : TAS
TECHNOLOGY : ART : SOCIETY

:: **politique prise d'assaut** ::

/ Une journée de symposium sur la technologie, l'art et la société. Organisé par le collectif [CTRL], le Symposium Technologie, Art et Société (TAS) a le plaisir d'accueillir comme conférencier McKenzie Wark (New School, NYU), qui offrira une présentation sur 'l'espace-jeu (gamespace) du quotidien dans la course effrénée de la société du libre-marché'; un panel d'artistes locaux et d'activistes de la démocratie, des arts et des médias; et une soirée cabaret de vidéo-art, de nouveaux médias et de performances de musique électronique présentée par UpgradeMTL. Tous les événements sont gratuits et ouverts au public. Le symposium ayant lieu à l'université McGill se déroule en anglais. Le tout est organisé par Anna Feigenbaum, Horea Avram et tobias c. van Veen du collectif [CTRL].

:: **schedule** / **horaire** ::

10H – 12:00 GRADUATE SEMINAR with McKENZIE WARK
Open to McGill graduate students only. Email: seminar @ctrlconference.org
Thomson House Room 404, 3635 McTavish St., McGill

12H – 13:30 SEMINAR LUNCH for participants
Banquet Room, Thomson House, 3635 McTavish St., McGill

14H – 15:30 DEMOCRACY, ART & MEDIA: PANEL
/ DEMOCRATIE, ART ET MEDIAS: PANEL
With members of / Avec membres du the Levier Project, Oboro, Centre Canadien d'Architecture (CCA), Fair Trade Media & Île Sans Fil.
Banquet Room, Thomson House, 3635 McTavish St., McGill

16H – 18:00 McKENZIE WARK: GAMER THEORY / La théorie du gamer
Ever get the feeling that life's a game with changing rules and no clear sides, one you are compelled to play yet cannot win? Welcome to gamespace. Gamer Theory uncovers the significance of games in the gap between the near-perfection of actual games and the highly imperfect gamespace of everyday life in the rat race of free-market society. / *Avez-vous parfois l'impression que la vie et un jeu dont les règles changent continuellement et les camps sont flous, un jeu qui vous attire, mais dont vous ne pouvez être le vainqueur? Bienvenue à l'espace-jeu ('gamespace'). La théorie du gamer traite de la signification des jeux dans le fossé entre la quasi-perfection des jeux et l'extrême imperfection de l'espace-jeu du quotidien dans la course à rats de la société du libre-marché.*
Keynote talk, Adams Auditorium, 3450 University St., McGill

18H – 20:00 Time for dinner /Pause pour le souper.

20:00H – 24 UpgradeMTL :: POLITICS UNDER FIRE ::
:: LA POLITIQUE PRISE D'ASSAUT :
Vidéo-art & musique éxperimentale / video-art screening & experimental music. Présentation par RYBN, France. Performances par Tara Rodgers, Doug van Nort, Javier Arciniegas, tobias.dj. Video-artists Rozalinda Borcila, Ondrej Brody & Kristofer Paetau, Andrew Lynn and The Vacuum Cleaner.
Society for Arts and Technology (SAT), 1195 St. Laurent

:: ctrlconference.org ::

McKENZIE WARK: GAMER THEORY

16H – 18:00 _ Keynote talk, Adams Auditorium, 3450 University St., McGill
Free / Gratuit and open to the public / ouvert au publique.

McKENZIE WARK is Professor of Cultural and Media Studies at Lang College, New School University. He is the author of several books, most recently *Dispositions* and *A Hacker Manifesto*. Wark investigates the politics and economies of digital and online technologies and is well known for his contributions to critical net communities such as Nettime. Steven Shaviro writes that "McKenzie Wark's A Hacker Manifesto is a remarkable and beautiful book: cogent, radical, and exhilarating, a politico-aesthetic call to arms for the digital age. [...] If his Manifesto has its deepest roots in the Western Marxist tradition, from Marx himself through Lukacs and Benjamin to the Situationists, it also draws heavily on Deleuze and Guattari's notions of the 'virtual', as well as Mauss' theory of the gift. At the same time, it relates directly to the practices (and the ethos) of the free software movement, of DJs producing mash-ups, and of radical Net and software artists." / *Professeur de Cultural and Media Studies au Lang College, New School University. Il est l'auteur de nombreux livres, dont récemment Dispositions et A Hacker Manifesto (Harvard UP, 2007).*

[http://www.ludiccrew.org/wark/]

KEYNOTE TALK :: GAMER THEORY ::

Ever get the feeling that life's a game with changing rules and no clear sides, one you are compelled to play yet cannot win? Welcome to gamespace. Gamespace is where and how we live today. It is everywhere and nowhere: the main chance, the best shot, the big leagues, the only game in town. In a world thus configured, McKenzie Wark contends, digital computer games are the emergent cultural form of the times. Where others argue obsessively over violence in games, Wark approaches them as a utopian version of the world in which we actually live. Playing against the machine on a game console, we enjoy the only truly level playing field -- where we get ahead on our strengths or not at all.

[http://www.futureofthebook.org/gamertheory/]

Gamer Theory uncovers the significance of games in the gap between the near-perfection of actual games and the highly imperfect gamespace of everyday life in the rat race of free-market society. The book depicts a world becoming an inescapable series of less and less perfect games. This world gives rise to a new persona. In place of the subject or citizen stands the gamer. As all previous such personae had their breviaries and manuals, Gamer Theory seeks to offer guidance for thinking within this new character. Neither a strategy guide nor a cheat sheet for improving one's score or skills, the book is instead a primer in thinking about a world made over as a gamespace, recast as an imperfect copy of the game.

DEMOCRACY, ART & MEDIA: PANEL / DEMOCRATIE, ART ET MEDIAS

14H – 15:30 _ *Banquet Room, Thomson House, 3635 McTavish St., McGill*
Free / Gratuit and open to the public / ouvert au public.
The community panel for this Symposium will feature Montréal collectives and organizations working in technology arts and new media. Linking together theoretical frameworks with local curatorial practice, arts production and media democratization, the community panel will seek to engage the ethical and political dimensions of their work. FEATURING:

Devora Neumark, Levier Project [http://www.engrenagenoir.ca]
Adam Bobbette, Centre Canadien d'Architecture (CCA) [http://www.cca.qc.ca]
Dru Oja Jay, Fair Trade Media [http://fairtrademedia.com/]
Michael Lenczner, Île Sans Fil [http://www.ilesansfil.org]
Aaron Pollard, Directeur technique, Oboro [http://www.oboro.net]
*Moderator: **Anna Feigenbaum,** [CTRL] Collective* [http://ctrlconference.org]

UPGRADEMTL :: POLITICS UNDER FIRE ::

20:00H – 24 _ *Society for Arts and Technology (SAT), 1195 St. Laurent*
Free / Gratuit and open to the public / ouvert au public.

THEUPGRADEMTL

Vidéo-art & musique éxperimentale / video-art screening & experimental music. Renegade curators Horea Avram and tobias c. van Veen present works that tackle the social and political dimension of new media, from control and alternatives to control, strategies of democratization and access to creative tactics for confronting mechanisms of power.

| Les commissaires renégats Horea Avram et tobias c. van Veen proposent des oeuvres explorant les dimensions sociale et politique des nouveaux médias, du contrôle aux alternatives au contrôle, aux stratégies de démocratisation et à l'accès aux tactiques créatives qui confrontent ces méchanismes de pouvoir.

20H30 + présentation "Anti-Data Mining" par **RYBN**, France. Rybn est un collectif transversal, issu des nouvelles pratiques liées au vjaying, aux musiques électroniques, aux technologies sensorielles et aux logiciels open sources. / *presentation of 'Anti-Data Mining' by RYBN, France. Rybn is a transversal collective which came out of new practices linked to vjing, electronic music, sensorial technologies and open source software.*
[http://www.rybn.org / http://www.antidatamining.net]

21H15 + uninterrupted screening of video art. Featuring video-artists **Rozalinda Borcila**, **Ondrej Brody** & **Kristofer Paetau**, **Andrew Lynn** and **The Vacuum Cleaner**. Curated by Horea Avram. / projection continue de vidéo-art. Avec les vidéastes Rozalinda Borcila, Ondrej Brody & Kristofer Paetau, Andrew Lynn et The Vacuum Cleaner. (Commissaire: Horea Avram).

22H30 + live electronic and experimental music. Performances par **Tara Rodgers**, **Doug van Nort**, **Javier Arciniegas, tobias.dj**. Also time for drinks. / *performances live de musique électronique et de musique expérimentale. Avec Tara Rodgers, Doug van Nort, Javier Arciniegas, tobias.dj. Et de la boisson à l'horaire.*

UpgradeMTL is a global, autonomous organisation for the presentation of the technology arts. [http://upgrademtl.org] . Organised in Montréal by tobias c. van Veen, Sophie Le-Phat Ho and Anik Fournier.

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Mission. When conducting research into media, ethics and communications, critical scholarship often takes as its object local communities and artistic practices as it studies the effects of technology upon society. It is rare, however, that representatives from community-based technology practices, curators and artists in the technology arts, and scholars in disciplines of communication, information and media have the opportunity to engage each other in dialogue and practice. In the spirit of opening dialogue brought about by the study and practices of media, ethics and communications, [CTRL] proposes to spark a dynamic encounter between these fields by bringing together artists, community members and scholars in a one-day symposium and art event dedicated to Technology, Art and Society. The TAS Symposium seeks to combine artistic, academic and community practices that undermine borders between genres and disciplines. We seek to foster a transdisciplinary, creative environment in which we can construct collective visions for democratizing technology within communities while cultivating the political and ethical potential of artistic practice. At the same time, and in recognition of Wark's introduction of 'Gamer Theory', the question is posed if our time is not the time of 'politics under fire': a time in which reactionary forces abound in worldwide gamespace with devastating consequence.

Mandat. La recherche académique critique, lorsqu'elle porte sur les médias, l'éthique et les communications, prend souvent comme objet d'étude les communautés locales et les pratiques artistique afin d'étudier les effets de la technologie sur le société. Il est pourtant rare que des représentants issus des pratiques technologiques communautaires, des artistes et commissaires des arts technologiques et des chercheurs dans les domaines de la communication, de l'information et des médias aient l'occasion de s'interpeller dans le dialogue et dans la pratique. Afin d'ouvrir le dialogue émergeant de l'étude et de la pratique des médias, de l'éthique et des communications, le collectif [CTRL] propose de provoquer une rencontre dynamique entre ces domaines en réunissant des artistes, des membres de la communauté et des chercheurs lors d'un symposium d'une journée et d'un événement artistique dédies à la Technologie, l'Art et la Société. Le Symposium TAS a pour but de combiner les pratiques artistique, académique et communautaire qui rejettent les frontières entre les genres et les disciplines. Nous voulons bâtir un environnement transdisciplinaire et créatif dans lequel nous pouvons forger des visions collectives afin de démocratiser la technologie au sein des communautés tout en cultivant le potentiel politique et éthique de la pratique artistique. Toutefois, inspirés de l'introduction du livre 'Gamer Theory' de Wark, la question se pose quant à la possibilité que nous vivions une période où 'la politique est prise d'assaut': une période où des forces réactionnaires abondent dans un espace-jeu global menant à des conséquences dévastatrices.

[CTRL]:TAS
TECHNOLOGY:ART:SOCIETY

BROUGHT TO YOU BY...

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The [ctrl] collective develops and supports collaborative events and projects that address, confront and intervene in modes and mechanisms of social, economic and institutional control. Bringing together researchers, artists and activists, [ctrl] fosters spaces for generating imaginative tactics to resist and create alternatives to a control society. :: WE ARE WATCHING YOU ::

UpgradeMTL _ http://upgrademtl.org | tobias @upgrademtl.org
The Upgrade is an international, emerging network of autonomous nodes united by art, technology, and a commitment to bridging cultural divides. Launched in 2004 as the third node in the international network, Upgrade MTL has sought to explore the limits of the technology arts through performance, exposition, presentation, installation, nomadism, intervention and cabaret. Upgrade MTL has featured diverse events bridging digital culture and the technology arts, from new media and net-art to electronic music and embodied performance. As a forum for feedback and discussion, the Upgrade has become a space in which to engage political questions concerning technology and the arts in Montreal.
Upgrade MTL is supported by The Society for Arts and Technology (SAT).