

Cover page: Curating the Digital: A CHI2014 Workshop proposal

Contact Organiser

Dr David England
School of Computing and Maths Sciences
Liverpool John Moores University
Byrom St
Liverpool L3 3AF
United Kingdom

d.England@ljmu.ac.uk

Contents

1. The proposal
 2. The Extended Abstract
 3. The Call for Position Papers
 4. Additional Information (omitted for space reasons)
- Organiser contact details

David England d.England@ljmu.ac.uk

Jocelyn Spence J.Spence@surrey.ac.uk

Celine Latulipe clatulip@uncc.edu

Kirk Woolford K.Woolfrod@surrey.ac.uk

Ernest Edmonds ernest@ernestedmonds.com

Linda Candy linda@lindacandy.com

Thecla Schiphorst Thecla@sfu.ca

Nick Bryan-Kinns nick@eecs.qmul.ac.uk

Invited Participants

Beryl Graham, University of Sunderland, UK – Keynote Speaker

Lizzie Muller of COFA, Sydney and Caroline Langill of OCAD, Toronto on “The Living Effect - Exhibiting Lively Object”

Deborah Turnbull of the Powerhouse Museum, Sydney on “The digital, the museum and the audience”

Curating the Digital: The Proposal

David England

Liverpool John Moores University
Liverpool, UK
d.England@ljmu.ac.uk

Jocelyn Spence

University of Surrey, Guilford, UK
J.Spence@surrey.ac.uk

Celine Latulipe

University of North Carolina at
Charlotte
Charlotte, NC USA
clatulip@uncc.edu

Kirk Woolford

University of Surrey, Guilford, UK
K.Woolford@surrey.ac.uk

- License: The author(s) retain copyright, but ACM receives an exclusive publication license.

CHI2014, Apr 26- May 1, Toronto, Canada, ACM

Ernest Edmonds

University of Technology,
Sydney, Australia and De
Montfort University UK
ernest@ernestedmonds.com

Linda Candy

University of Technology,
Sydney, Australia
linda@lindacandy.com

Thecla Schiphorst

Simon Fraser University,
Vancouver, BC, Canada
Thecla@sfu.ca

Nick Bryan-Kinns

Queen Mary University of
London, London. E1 4N, UK
nickb@ecs.qmul.ac.uk

Abstract

This workshop aims to make an Art Catalog and a future Art Gallery a practical reality for CHI conferences. The workshop follows a proposal submission to the SIGCHI Executive Council and will carry out a 2-day research and design exercise to inform the development of an Art Catalog, relevant to CHI, for CHI2015, and additionally to underpin calls for an Art Gallery at some future CHI conference. The first day will open with a keynote talk from our invited speaker, followed by participatory research discussions that will invite emerging concepts for a CHI Arts Catalog. The first day will introduce Design Charrette exercises to produce design ideas for the Catalog and Gallery, which will continue into the second day. Outcomes from the workshop will be in the form of an edited book, a set of articulated design ideas, an agenda for a SIG at the main conference, and a set of recommendations for the Executive Council.

Author Keywords

Digital Art, Performance Art, Interaction,
Interdisciplinary, Collaboration

ACM Classification Keywords

H.5.m. Information interfaces and presentation (e.g., HCI):

A CHI Digital Art Catalog

A major focus of the Art and Interaction Spotlight submission is the development of an Art Catalog for CHI. This is conceived of as an artifact that delegates can purchase and take away from the conference, and that will provide a major focus on artistic works that are developed within and of relevance to the CHI Community. The development of the Catalog, in whatever form it takes, will be an iterative, contextual and participative process, using the best practices of the CHI Community. We are therefore proposing this workshop as the first stage in the process of developing the Catalog, and setting the stage for a possible future Art Gallery for CHI.

Workshop Organization

Leading up to the workshop, we will host discussions around the topic of curating digital interactive work on the Workshop blog at <http://chidigitalarts.wordpress.com/>. These discussions will be seeded weekly by the workshop organizers, with each organizer posing a different question during one of the weeks leading up to the workshop.

Day 1

The first day will start with an opening presentation from an invited keynote speaker, as well as short presentations by the participants. Participants will be addressing the Art Catalog and Gallery goals directly. The remainder of the morning will be spent in group discussions on the key research themes and their relative importance to the gallery. The afternoon session will involve group design discussions where each group will be tasked with more detailed presentations of the research themes and their relation to the CHI Art Catalog.

Day2

Day 2 will be based around Design Charrettes. In the morning, participants will be split into groups. They will have 2-1/2 hours to come up with design solutions for the Art Catalog. They will have the opportunity to evaluate on demand printed work that will be prepared by the workshop team ahead of time. They will also have a variety of interactive artworks to consider as samples of the type of work to be presented in the catalog. Teams will be expected to come up with holistic solutions that include a catalog prototype. Prototyping materials will be provided. At the end of the morning, each team will be given 10 minutes to present their design solutions and catalog prototypes in a critiquing session where the full workshop participates in critiquing the design solution.

During lunch workshop participants will decide which prototypes should be presented as outcomes at a later SIG session during the main conference.

During the afternoon participants are expected to come up with solutions for the Catalog that are descriptive and creative, but may not be represented in prototypes. Participants will be given 1-1/2 hours for this brainstorming activity. Once again, teams will be formed based on diversity of experience, and each team-member will be asked to represent the viewpoint of one or more particular stakeholders. In this case stakeholders include venue organizers, curators, reviewers, artists, conference attendees, security personnel, site personnel, and IT support staff at the venue.

Organizers' Experience

David England is the Head of Software Systems at Liverpool John Moores University. He has worked with artists in new media for the last 20 years and organised previous CHI Workshops on Whole Body Interaction (2009, 2010) and the Interacting with the Cloud (2011).

Jocelyn Spence is a PhD candidate at the Digital World Research Centre, University of Surrey, UK. Her PhD research focuses on Performative experience design for autobiographical storytelling.

Celine Latulipe is an Associate Professor of Human-Computer Interaction at UNC Charlotte. Dr. Latulipe investigates expressive and creative interaction, and IT support for the digital and performing arts.

Ernest Edmonds is a pioneering digital artist, an international expert on human-computer interaction and, specifically, creativity and the Creative Industries. He first used computers in his art practice in 1968. He is Professor of Computation and Creative Media at the University of Technology, Sydney and Professor of Computational Arts at De Montfort University, UK.

Linda Candy is a researcher in creativity, practice-based research and evaluation methodologies at the University of Technology Sydney. She is co-founder of the ACM Creativity and Cognition conference.

Nick Bryan-Kinns is a Reader in Graphical User Interface Design and Interactional Sound and Music Lead at the Centre for Digital Music, Queen Mary University of London. He has been a panel member for the NSF CreativeIT programme.

Thecla Schiphorst is Associate Director and Associate Professor in the [School of Interactive Arts and Technology](#) at [Simon Fraser University](#) in Vancouver, Canada. As a media artist with a background in dance and computing, her research goal is to expand the practical application of embodied theory within Human Computer Interaction.

Kirk Woolford is a Reader and head of Digital Media Arts at the University of Surrey, working with partners including the BBC, Channel 4, The Economist Group and Babel Media.

Workshop Outcomes

The workshop outcomes will be as follows:

- An agenda for the Art and Interaction SIG in the main conference where the design recommendations will be presented and discussed with a wider audience
- A set of Art Catalog prototypes demonstrating the requirements and design issues around a Catalog for the CHI audience
- A set of Art Gallery ideas/solutions, again outlining some of the cross-disciplinary thinking required to stage an Interactive Art Exhibition at some future CHI conference
- A Call for Papers for an edited book "Curating the Digital" in the Springer Cultural Computing Series, based on extended position papers from the workshop.
- A report to the SIGCHI Executive committee as a follow on to our earlier proposal
- A potential article for ACM Interactions magazine again to present the Art Catalog discussion to the widest possible audience

