BANFF NEW MEDIA INSTITUTE

THE BANFF CENTRE

Bodies in Play:
Shaping and Mapping Mobile Applications
May 19th – 22nd, 2005

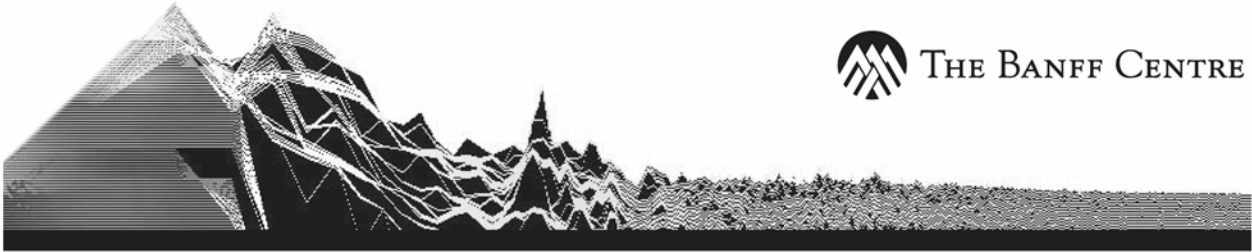This event is made possible through the support of:

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2005

Agenda: Bodies in Play: Shaping and Mapping
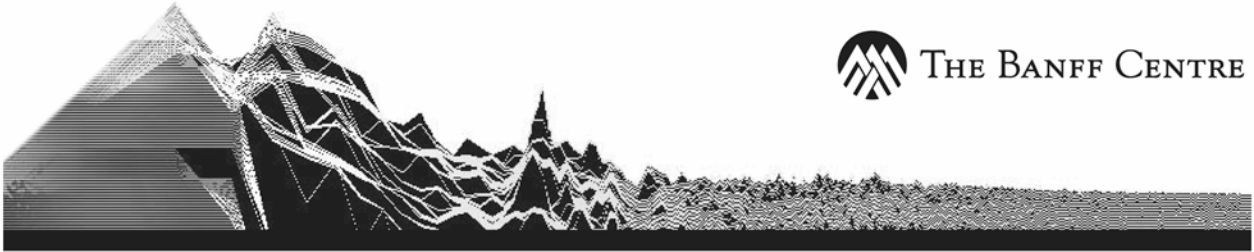Mobile Applications

THEME

Games, entertainment and learning are moving to mobile platforms that make use of social gaming, communication and play. How can we think about experience design that engages a wide range of participants and makes the most of mobile technology and its capabilities? How does GPS, biometric data, language and physical mapping enhance game play? What are the special qualities of mobile media that we can use in gaming, play, wellness and learning?

This summit gathers leading researchers, developers, designers and investors in the development and evaluation of computer based experiences and tools for mobile applications. We focus on experiences that combine social and physical maps, visualization strategies and location based experience design. These can be used for gaming, play, tourism, recreation and learning. We look at the relationships between synchronous and synchronous experiences, ways of building a community of participants. How can visualization tools be instrumental at all levels of experience design?

The summit expands on research developed concurrently in The Shape of Conversation: Language Simulation, Sonification and Visualization workshop where we considers simulation, sonification and visualization tools, looking at how these ports between mobile and other delivery contexts such as the Web. What happens when we add GPS and sensor data to the mobile computing experience? We look at the application and design of these into mobile, real time and asynchronous game and play experiences. What are the economies of location based mobile experience design? How can we design experiences that cross geographic and temporal boundaries?

As well, we consider technologies and software systems that allow the design of location based experience, from next generation telephones to location based design language. This summit continues ongoing BNMI dialogues about collaboration, simulation, re-enactment, visualization, language, emotion and computation.

The summit will be video streamed live to universities and colleges in Canada and abroad as a learning resource as well as prototypes demonstrated through the ACCESS grid, desktop audio and video conferencing software. Event coverage will be archived for use by future researchers.

THE BANFF CENTRE

AGENDA

Sara Diamond, Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre, will moderate or co-moderate most sessions unless otherwise noted.

Wednesday, May 18th

8:30pm – 11:00pm
Meet and Greet Reception
Location: Max Bell Fish Bowl

Thursday, May 19th

8:00am – 9:00am
Technical Run Through
Location: Rice Studio, Jeanne and Peter Lougheed (JPL) Building
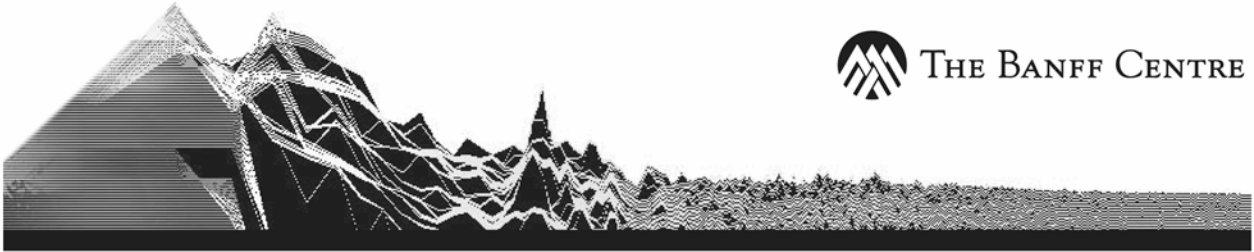**All presenters FOR THE DAY must attend - see technical run through schedule for times.**

9:00am – 10:00am
Welcome, Goals and Introduction: Focus on Visualizing Human Communication, Mapping and Next Generation Mobile Experiences
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
- **Sara Diamond,** Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre
- **Sheelagh Carpendale,** Assistant Professor; Canada Research Chair, University of Calgary; Information Visualization (Alberta), **Andrew Salway,** Lecturer, Computing Department, University of Surrey (UK), and **Minna Tarkka,** Director, M-cult Centre for New Media Culture (Finland)
- Why visualize, sonify or simulate social and communication processes?
- What are the core questions in "social" mapping?
- How can we think about experience design that engages a wide range of participants and makes the most of mobile technology and its capabilities? How does GPS, biometric data, language and physical mapping enhance game play?

- What are the special qualities of mobile media that we can use in gaming, play, wellness and learning?
- **Maria Lantin,** Visualization Researcher, Manager, A.R.T. Labs, The Banff Centre, and **Greg Judelman,** Interaction Designer, Visualization Lab, The Banff Centre: *Mapping the summit - language visualization process*

10:00am – 11:15am
Social Visualizations, Social Activities and Collaboration
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
Moderated by: Sara Diamond, Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre, and **Minna Tarkka,** Director, M-cult Centre for New Media Culture (Finland)

- **Thomas Erickson,** Research Staff Member, IBM T. J. Watson Research Center, Minneapolis (USA)
- **Gerald Penn,** Professor of Computer Science, Department of Computer Science, University of Toronto (Ontario)

11:15am – 11:30am
BREAK

11:30am – 1:00pm
Visualizing Communication - Language, System, Expression
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
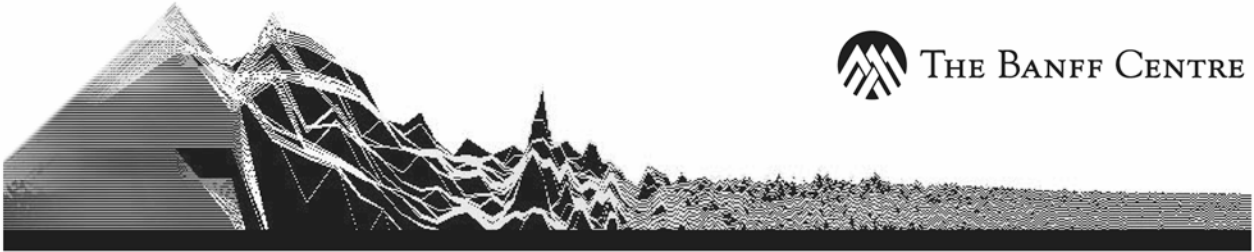**Moderated by: Sara Diamond,** Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre, and **Sheelagh Carpendale,** Assistant Professor; Canada Research Chair, University of Calgary; Information Visualization (Alberta)

- **Christopher Collins,** Ph.D. Candidate, Department of Computer Science, University of Toronto (Ontario)
- **Andrew Salway,** Lecturer, Computing Department, University of Surrey (UK)
- **Andrew Klobucar,** Doctor of Philosophy at University of British Columbia, Professor at Capilano College, English Department (British Columbia)

1:00pm – 2:00pm
LUNCH
 please note: last service in the dining room is at 1:30pm

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2:00pm – 3:30pm
<u>Understanding Mobility and Social Mapping - Mobile Communities, Affect and Mobility, Mobile and Locative Sub-Cultures</u>
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
Moderated by: Sara Diamond, Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre
- **Jan-Christoph Zoels,** Senior Associate Professor, Interaction Design Institute Ivrea (Italy)
- **Minna Tarkka,** Director, M-cult Centre for New Media Culture (Finland)
- **Julie Zilber,** Co-Director, 7th Floor Media, SFU; Research Leader, Mobile MUSE Research Network (British Columbia)

3:30pm – 3:45pm
BREAK

3:45pm – 5:15pm
<u>Social Expressions – Models and Economies - Mobile Case Studies - What are interaction models? How is social mapping used?</u>
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
Moderated by: Sara Diamond, Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre, and **Minna Tarkka,** Director, M-cult Centre for New Media Culture (Finland)
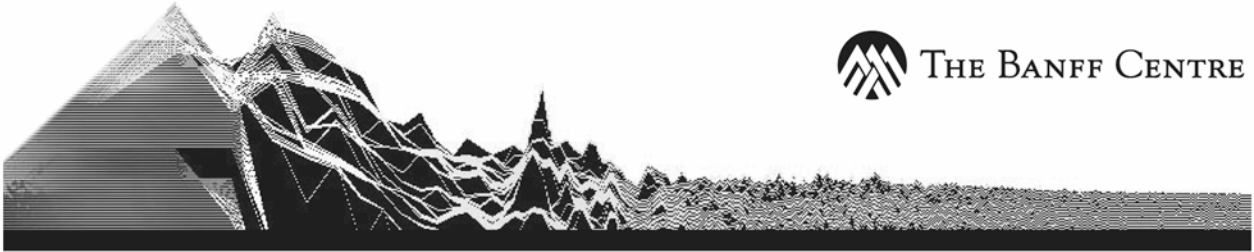- **Marc Tuters,** Principle Investigator**,** Mobile Digital Commons Network (Quebec), with **Karlis Kalnins,** Creative Director, Locative Media Lab (British Columbia)
- **Julie Andreyev,** Artist / Associate Professor, Emily Carr Institute (British Columbia)
- **Michael Longford,** Associate Professor**,** Department of Design Art**,** Concordia University (Quebec), and **Barbara Crow,** Associate Professor, Communication and Culture, York University (Toronto)

5:15pm – 5:45pm
<u>Review of Language Visualization at the Summit: What might we want to map into the mobile environment?</u>
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
- **Maria Lantin,** Visualization Researcher, Manager A.R.T. Labs, The Banff Centre

5:45pm – 8:15pm
DINNER AND FREE TIME

8:15pm – 10:00pm
Planning Session: What might we want to build on the weekend!? - With wine and beer
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)

SOUND MADNESS! Installation walk throughs until 11:00pm
Location: Various locations in Glyde Hall including the Walter Philips Gallery,
Sound Madness: considers fabricated cacophonous environments, natural and artificial echoes and the reverberative qualities of built space. Nine artists are converting and renovating spaces around The Banff Centre, activating a series of listening stations, pushing our expectations of "sound" through live audio remixing, live radio streaming and improvisational performance. Summit guests are invited to these performances that start at 9pm.

There will also be an **after party at JPL 204 (11:00pm – late)** for live radio streaming of radio90 & radio-based work by Scott Rogers.

Friday, May 20th

8:00am – 9:00am
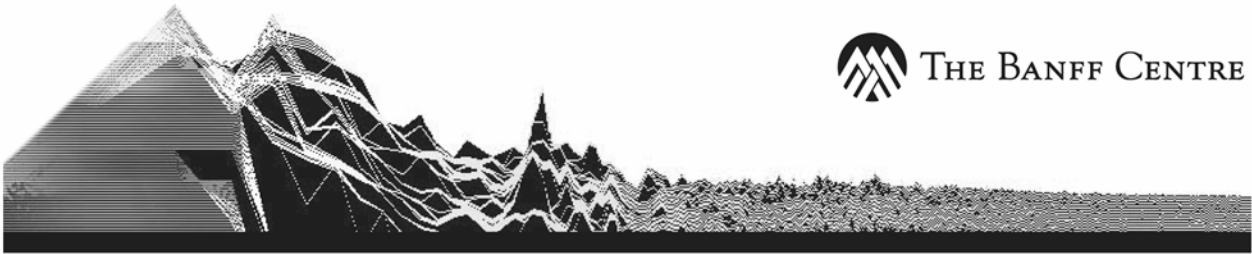**Technical Run Through**
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
All presenters FOR THE DAY must attend - see technical run through schedule for times.

9:00am – 9:30am
Review of Day One
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
- **Sara Diamond,** Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre
- **Maria Lantin,** Visualization Researcher, Manager, A.R.T. Labs, The Banff Centre - *Review of Summit Visualization*

9:30am – 11:00am
Expressive Texts and Interaction Models
How can we use communication to build rich experiences across various disciplines and points of expression? How can we model participant behaviors? How can we provoke participation?
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
Moderated by: **Sara Diamond,** Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre, and **Andrew Salway,** Lecturer, Computing Department, University of Surrey (UK)

- **Jason Lewis,** Assistant Professor, Digital Image, Sound and Fine Arts, Concordia University (Quebec)
- **Leena Saarinen,** Researcher, University of Arts and Design Helsinki (Finland)
- **Sheelagh Carpendale,** Assistant Professor; Canada Research Chair, University of Calgary; Information Visualization (Alberta)

11:00am – 11:15am
Break

11:15am – 12:45pm
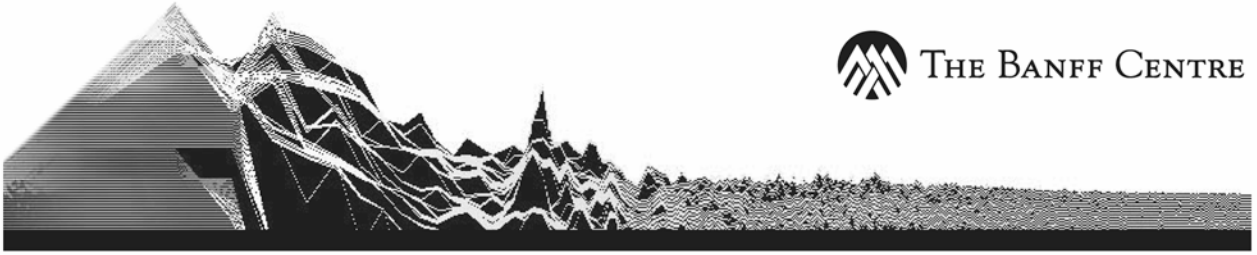**Visualizing Complex Data**
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
Moderated by: Sara Diamond, Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre, and **Sheelagh Carpendale,** Assistant Professor; Canada Research Chair, University of Calgary; Information Visualization (Alberta)

- **Amber Frid-Jimenez,** Research Designer, Cognitive Machines, MIT Media Lab, Cambridge (USA)
- **Tom Donaldson,** Research Faculty Engineer, Banff New Media Institute, Research Department, The Banff Centre, and **Tina Gonsalves,** Visual artist (Australia)

12:45pm – 1:45pm
LUNCH ***please note: last service in the dining room is at 1:30pm***

2005

1:45pm – 3:45pm
<u>Mobile Gaming / Experience Design: What are emerging applications? What is current take up? What are $ models?</u>
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
Moderated by: Sara Diamond, Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre, and **Minna Tarkka,** Director, M-cult Centre for New Media Culture (Finland)

- Introduction on state of mobile gaming by **Sara Diamond,** Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre, from preliminary report commissioned by Accelerator from **Anthony Harckham,** President, Ordino Inc. (Alberta)
- **Paul Poutanen,** President, Blister Entertainment Inc. (Alberta)
- **Michael Lenczner,** Co-Founder, ÎleSansFil.org (Quebec)
- **Barbara Crow,** Associate Professor, Communication and Culture, York University (Toronto)

3:45pm – 4:00pm
BREAK

4:00pm – 6:30pm
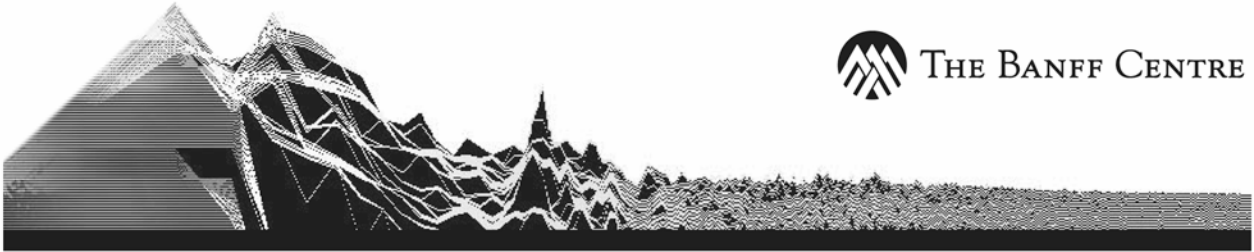**<u>Mobile Heart Rate Project Case Study</u>**
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
Moderated by: Sara Diamond, Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre

- Participatory Design and Mobile Expression
- Iterative Engineering and Content
- Overview and Hoodoo Walk with Mo   biles - *Wear walking shoes!*
- Debrief

6:30pm – 7:30pm
DINNER

Saturday, May 21st

8:00am – 9:00am
Technical Run Through
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
All presenters FOR THE DAY must attend – see technical run through schedule for times.

9:00am – 9:30am
Review of Day Two
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
- **Sara Diamond,** Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre

9:30am – 11:00am
Roundtable Discussion: Engineering, Social Visualization / Mobile to Big Screen
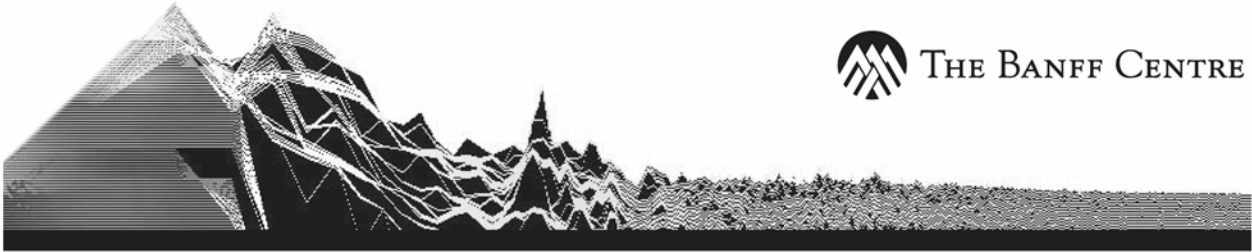*Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)*
What technologies and software systems can allow the design of location based experience, from next generation telephones to location based design language. How can we engineer these to work with visualization and mapping technologies? What about locative versus fixed points of data? Where do sensors fit into the picture? How can these port between platforms?
Moderated by: Sara Diamond, Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre, and **Tom Donaldson,** Research Faculty Engineer, Banff New Media Institute, Research Department, The Banff Centre
- **Leonard Paul,** Video Game Audio Instructor, Sound Design Vancouver Film School (British Columbia)
- **Jürgen Scheible,** Project Coordinator / Doctoral Student, Media Lab/Mobile Hub, University of Art and Design, Helsinki (Finland)
- **Thomas Erickson,** Research Staff Member, IBM T. J. Watson Research Center, Minneapolis (USA)

11:00am – 11:15am
Break

2005

11:15am – 1:00pm
Data Beauty - Aesthetics, Sound, Image and Social Visualization
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
Moderated by: Sara Diamond, Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre

- **Brian Fisher,** Associate Professor, Simon Fraser University at Surrey (British Columbia) - *Cognition, Sound and Vision*
- **Jaanis Garancs,** Artist, RIXC, Riga Center for New Media Culture (Latvia)
- **Mathew Sloly,** Visualization Artist, A.R.T. Labs, The Banff Centre, and **Hrad Hekimian,** Principal Consultant, Time Critical Research Inc. (Ontario)

1:00pm – 2:00pm
LUNCH ***please note: last service in the dining room is at 1:30pm***

2:00pm – 5:00pm
Workshop Part One: Participatory Design Workshop in Communication Visualization and Mobile Media
Location: Meet in Rice Studio, Break out into groups in JPL 313, or the Mobile Lab
Facilitated by all Faculty: With kick-off discussion of participatory design process by **Sara Diamond,** Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre.

- Lets imagine experiences that combine social and physical maps, visualization strategies and location based experience design and some related applications.
- Lets look at the relationships between synchronous and asynchronous experiences, ways of building a community of participants. How can visualization tools be instrumental at all levels of experience design?
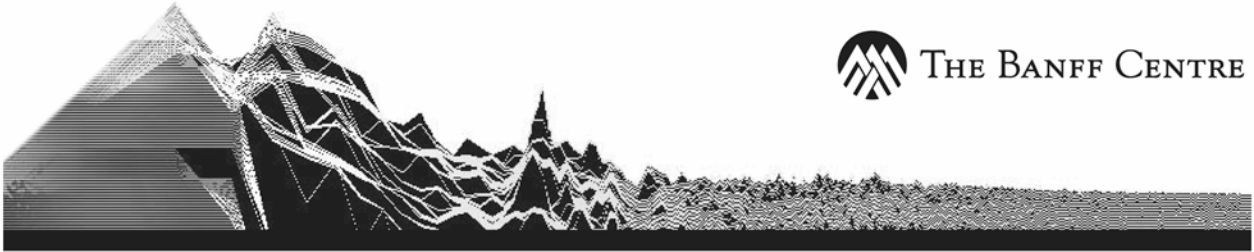
5:00pm – 9:00pm
DINNER AND FREE TIME

9:00pm – 1:00am
Party at Sara's house in Canmore
Bus leaves from outside Lloyd Hall at 9:00pm, sharp!

- Bus will stop at liquor store in Canmore
- Snacks provided at Sara's
- Bring walking shoes, as we will take a short walk around the Canmore area
- Bus returns to Banff at 12:00am and 1:30am

2005

Sunday, May 22nd

10:00am – 11:30am
Review of Day Three: Working Group Report Back
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)

11:30am – 3:00pm
Workshop Part Two: Participatory Design Workshop in Communication Visualization and Mobile Media
Location: Meet in Rice Studio, Break out into groups in JPL 313, or the Mobile Lab
Facilitated by all Faculty: Continuing discussion about the participatory design process by **Sara Diamond,** Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre.
Don't forget to take lunch before 1:30pm

3:00pm – 4:00pm
Show and Tell
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)

4:00pm – 5:00pm
Conclusions, Evaluation and Follow-Up: Results of Visualization of Summit
Location: Rice Studio, Jeanne and Peter Lougheed Building (JPL)
Moderated by: Sara Diamond, Director of Research, The Banff Centre and Artistic Director, BNMI, The Banff Centre, and **Faculty**
- **Maria Lantin,** Visualization Researcher, Manager, A.R.T. Labs, Banff New Media Institute, The Banff Centre

5:00pm – 7:00pm
Final Cocktail Farewell
Location: Jeanne and Peter Lougheed Building (JPL), 3rd Floor Balcony (weather permitting, Atrium if not)

9:00pm
OPTIONAL HOT SPRINGS IMMERSION