Life by Design
everyday digital culture

history

translation

performance

ubiquity

imagination

University of California, Irvine

Organized by UC Irvine graduate students, **Life by Design: Everyday Digital Culture** is a three day symposium/exhibition featuring papers, discussions, installations, and a film screening by digital arts practitioners and graduate presenters.

Exhibition curator: Jane Hart

Established and emerging artists include:
ChanSchatz, Millree Hughes, David Khang with Alan So, OnRamp Arts, Matthew Sloly with Paul Aslin, Kevin Bertazzon and Gary Fixler, Shirley Shor and Aviv Eyal, Tobey Crockett, Norman Klein, Paulina Wallenberg-Olsson, Micro Space/Global Time Portfolio courtesy of the MAK Center for Art and Architecture, L. A.

Keynote Speakers: Norman Klein and Celia Pearce.

Conference Moderators: Rayford Guins, Antoinette LaFarge, M.A. Greenstein, Cristina Lopes and Simon Penny

Exhibition April 1 – 20
Opening Reception: April 11, 6-9pm
The Beall Center for Art and Technology
712 Arts Plaza
Claire Trevor School of the Arts
Hours: Tues - Sun, 12-5, Thurs until 8pm

Exhibition Information: (949) 824-6206

Conference April 10 – 12
Humanities Instruction Building
HIB 135, School of Humanities
Conference Information: (949) 824-1124

Film Screening April 10th
Film & Video Center 7:30 pm
Screening of 'Avatars Offline' a feature length documentary about online gamers and players. Filmmaker Daniel Liatowitsch will make remarks and answer questions.

Panel Topics for the Conference include:

History
What does second generation digital practice and criticism have to tell us about digital culture? What critiques of extant theories about digital media should be raised? Could we already be beyond 'second wave' considerations, into even deeper digital history?

Translation
Do the cross-media translations fostered by digital media create a particular opening for issues related to interdisciplinarity and/or intertextuality, or is something else taking place? Are we building a bridge between the 'two cultures', as addressed by C.P. Snow, of the humanities and sciences?

Performance
How do issues understood in other time-based practices become altered within the digital context? How do issues of identity politics function in new digital contexts? How do issues of embodiment, interface and participation apply within the apparent immateriality of the digital?

Ubiquity
Privacy, surveillance, mobile devices, wireless communications, tangible and 'invisible computing', education, smart homes, media-convergence, intelligent agents, invasiveness and related topics will be considered in this panel.

Imagination
How has the imaginary evolved to include popular culture references to scientific breakthroughs, and what impact has this had on the development of the technology itself? How does science fiction impact the creation of new technologies? Have we become post-human? What about cyborgs, genetic engineering, nanotechnology and a host of other everyday wonders 'just around the corner'?

Conference and Event Schedule: http://www.humanities.uci.edu/visualstudies/everyday/
Conference Information: (949) 824-1124