



MEDIA RELEASE

Fifth International Digital Arts and Culture Conference

Monday May 19 – Friday May 23, 2003

RMIT University

Streaming Worlds for Globally Networked Communities

MelbourneDAC +streaming wor(l)ds+ is the first major academic conference on streaming media, computer games and game culture, hypertext and interactive film in Australia.

Providing a platform for critical discussion on the implications technological and creative innovations are having on us as globally networked communities, MelbourneDAC brings together producers, theorists, critics, designers, new media artists, educators, filmmakers, curators, researchers and students who share a passionate interest in digital arts and culture.

As with previous DAC, (digital arts and culture), events, the 2003 conference is marked by the quality and diversity of the presented material, the intensity of the discussions, and the broad range of networking opportunities. Considering Melbourne's leadership role in growing Australia's game industry, MelbourneDAC has a strong focus on computer games and game culture, digital aesthetics and interactive film. I am very pleased that we are able to offer Australians working in this field the opportunity to participate in an important event like this in Australia. Adrian Miles, Conference Chair

MelbourneDAC is hosted by RMIT University. The conference will be officially launched by the Hon Marsha Thomson MP, Minister for ICT on Monday morning, May 19th at RMIT, followed by an evening Welcome Reception at the Australian Centre for the Moving Image at Federation Square.

Established by Espen Aarseth, an internationally renown games specialist from the University of Bergen in Norway, the Melbourne event is the first DAC conference to be taking place outside Europe and North America. The 2003 conference explores such topical digital culture issues as Augmented Reality, Cyberculture, Games, Gameplay, Interactive Architecture, Interactive Film, Streaming Media and Virtual Reality, and their relationship to knowledge economies, digital culture, art and education.

Some of the presenters will discuss questions such as: What is our experience of urban space and community in a shared digital environment? How do we become culturally enriched by the use of mixed-reality story-telling? Why is play an important method for studying game culture? What are the new paradigms of interactive film and participatory aesthetics? What do we mean by interactive experience?, adds Miles.

These and many other topics have been rigorously reviewed and selected by an impressive review board of 30 academics. Distinguished digital and new media culture critics include Darren Tofts (AUS), Sean Cubitt (UK/NZ), Stuart Moulthrop(USA), Andrew Murphie (AUS) and Irina Aristarkhova (SIN).

In addition to the conference presentations, the weeklong program is dense with associated events, artist talks, free public forums, a performance evening. The organisers are also taking delegates, many of whom are from interstate and overseas, to the Yarra Valley for a special networking Day Out.

A highlight of MelbourneDAC public programs is +playengines+ a major survey exhibition of recently produced computer art games, streaming and interactive media projects. The exhibition takes inspiration in the concept that gameplay art is a testimony to the non-sequential and collaborative ways in which ideas are formed, distributed and shared. It is very much a hands-on show.

Antoanetta Ivanova, Conference Producer

24 works, including projects by well-known Australian artists Troy Innocent, Mez Breeze, Ross Gibson, the Lycette Brothers and Metraform, and award-winning international artists Mark Amerika (USA), Alok Nandi (Belgium), SKOP (Germany), gameLab (USA), Mary Flanagan (USA) and Han Hoogerbrugge (Netherlands), among others, have been curated for the exhibition.

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| Main venue | RMIT University, Storey Hall |
| Exhibition venues | Exprimedia, State Library of Victoria, 328 Swanston Street, Melbourne |
| Permanent installations | ACMIat Fed. Sq.& VR Centre, RMIT Build. 91, 110 Victoria Street, (opp. City Baths) |
| Admission: Free | Bookings: Essential for the VR Centre. Min. 4 people. Book at Experimedia. |
| URL | http://hypertext.rmit.edu.au/dac |
| Media Liaison | Maria RIZZO Publicity Coordinator |
| | For more information regarding this media release please call NOVAMEDIA ARTS. |
| | T: (03) 9650 0849 E: admin@novamediaarts.net |

MelbourneDAC is co-organised by RMIT University and Novamedia Arts.

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