

Melbourne & DAC

MelbourneDAC Preliminary Program ver. 1.0 (GM)
April 24 2003 – subject to change

Monday May 19 2003		
08:30 – 08:50	Registration	FOYER
08:55 – 11:00	Session: Mon-1	RM: Auditorium
Hon. Marsha Thomson Minister for Information and Communication Technology	Official Welcome	
Julian Holland Oliver Selectparks .au	Developers in Exile: Why Independent Game Development Needs an Island	
Lisbeth Klastrup IT University of Copenhagen .dk	A Poetics of Virtual Worlds	
John Banks University of Queensland .au	Negotiating Participatory Culture in the New Media Environment: Auran and the Trainz Online Community	
11:00 – 11:30	Morning Tea	FOYER
11:30 – 12:30	Session: Mon2A	RM One
Bernadette Flynn Griffith University .au	Cultures of Navigation Within Video Game Space	
Mark McGuire University of Otago .nz	PlayStation 2: Selling the Third Place	
Stefan Greuter, Jeremy Parker, Nigel Stewart, Geoff Leach	Undiscovered Worlds - Towards a Real Time Procedural World Generation Framework	

Geoff Leach RMIT .au		
11:30 – 12:30	Session: Mon2B	RM: Two
Janez Strehovec University of Ljubljana .si	Text as a Loop: On the Aesthetics of Kinetic Poetry Objects	
Jim Bizzocchi Simon Fraser University .ca	"Ceremony of Innocence" and the Subversion of Interface: Cursor Transformation as a Narrative Device	
Susan Ballard Otago Polytechnic .nz	Flickering Affects	
12:30 – 13:30	Session Mon3A	RM: One
Mary Flanagan University of Oregon .us	SIMple and Personal: Domestic Spaces and The Sims	
Simon Ryan, Brett Nicholls University of Otago .nz	Game, Space and the Geopolitics of Simulation	
Anne Mette Thorhauge University of Copenhagen .dk	Player, Reader, or Social Actor?: How to Conceptualise the New Sort Participant Within the Field of Computer Games	
12:30 – 13:30	Session Mon3B	RM: Two
Eugenie Shinkle University of Westminster .uk	Gardens, Games, and the Anamorphic Subject: Tracing the Body in the Virtual Landscape	
Maren Hartmann Vrije Universiteit Brussel .be	Situationist and Situationists Roaming Online	
Christina McPhee California Polytechnic State University .us	Aphasia/Parrhesia: Code and Speech in the Neural Topologies of the Net	
13:30 – 14:30	Lunch	FOYER
14:30 – 16:00	Session Mon4A	RM: Auditorium
Gregory More, Lawrence Harvey, Jules Moloney, Mark Burry RMIT .au RMIT .au	Implementing Nonlinear Sound Strategies within Spatial Design	

University of Auckland .nz RMIT .au	
Nanette Carter Swinburne Institute of Technology .au	Dot Shops
Mikael Jakobsson, T.L. Taylor Umeå University .se North Carolina State University .us	“Sopranos” Meets “Everquest”: Socialization Processes in Massively Multiuser Games
17:30 – 21:00	Welcoming Reception. Australian Centre for the Moving Image.

Tuesday May 20 2003		
08:30 – 08:55	Registration	FOYER
09:00 – 10:30	Session Tue1	RM: Auditorium
Keith Armstrong Queensland University of Technology .au	Towards an Ecosophical Praxis of Media Space Design	
Dan Fleming University of Ulster .uk	Hypertext and Empire	
Nick Montfort, Stuart Moulthrop University of Pennsylvania .us University of Baltimore .us	Face It, Tiger, You Just Hit the Jackpot: Reading and Playing Cadre's Varicella	
10:30 – 11:00	Morning Tea	FOYER
11:00 – 12:00	Session Tue2A	RM: One
Darshana Jayemanne University of Melbourne .au	Spielraum: Games, Art and Cyberspace	
Alison Walker, Silvia Rigon University of California .us	The Many Voices of Saint Catherine of Pedemonte	
Caroline McCaw University of Otago	Place as a Pattern of Stories	

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11:00 – 12:00	Session Tue2B	RM: Two
Deena Larsen Independent scholar .us	Dancing in a Language Maze: Understanding the Mind-states and Trinary Logic/Language of Glide	
truna Queensland University of Technology .au	Betwixt and Between: a Mixed Media Expose of the Epistemologies of Cyberspaces and Beyond Places	
Diana Reed Slattery Rensselaer Polytechnic Institute .us	From Interface to Interspace: LiveGlide and the 3rd Dimension	
12:00 – 13:00	Session Tue3A	RM: One
Teri Hoskin University of South Australia .au	Pricklings: Appearance	
Noah Wardrip-Fruin Brown University .us	From Instrumental Texts to Textual Instruments	
Daniel Pargman Royal Institute of Technology .se	From Word and Code to Code as World	
12:00 – 13:00	Session Tue3B	RM: Two
William Gillespie Independent scholar .us	Drugs, Machines, and Friendships: Cybertext, Collaboration, and the Beatles	
Dene Grigar, John Barber Texas Womens University .us University of Texas Dallas .us	Media Translation and the Online _Brautigan Bibliography	
Robert Kendall Independent scholar .us	Charting the Frontier: The Electronic Literature Directory	
13:00 – 14:00	Lunch	FOYER
14:00 – 15:30	Session Tue4	RM: Auditorium
Jane McGonigal University of California Berekely .us	This Is Not a Game: Immersive Aesthetics and Collective Play	
Andrew Hutchison Curtin University .us	Analysing the Performative Function in Interactive Narrative	

Tiffany Holmes Art Institute of Chicago .us	Feminist art games: New media meets the American arcade	
15:30 – 16:00	Afternoon Tea	FOYER
16:00 – 17:30	Session Tue5	RM: Auditorium
Jill Walker University of Bergen .no	Digital Fictions and Make-Believe	
Susana Pajares Tosca IT University of Copenhagen .dk	Reading “Resident Evil-Code Veronica X”	
Ben Hourigan University of Melbourne .au	Videotopia: Utopia and Utopianism in Role-Playing Videogames	
17:30 – 18:30	Session Tue6A	RM: One
Mike Leggett, Chris Bowman, Jacqueline Gothe, Daniel Ireland University of Technology Sydney .au	Panel: Interface Design and Visual Indexing	
17:30 – 18:30	Session: Tue6B	RM: Two
Robert Kendall, Rob Swigart, Nick Montfort Writer Writer University of Pennsylvania .us	Panel: Whatever It Takes: The New Media Editor	
21:00 -	Venue TBC	
Various	MelbourneDAC Big Night: Out Performance Night	

Wednesday May 21 st	
DAC Day Out	Session: WedI
09:00	Meet outside RMIT Latrobe St
09:15	Leave for Yarra Valley
18:00 approx	Return to RMIT

Thursday May 22nd		
08:30 – 08:55	Registration	FOYER
09:00 – 10:30	Session Thu1	RM: Auditorium
Andrew Murphie University of New South Wales .au	Electronicas	
Kristoffer Gansing Malmö University .se	The Myth of Interactivity or the Interactive Myth? Interactive Film as Imaginary Genre	
Hanne-Lovise Skartveit, Magnhild Viste University of Bergen .no	System Dynamics as Story Engine for Interactive Video	
10:30 – 11:00	Morning Tea	FOYER
11:00 – 12:00	Session Thu2A	RM: One
Thomas A. Porter University of Queensland .au	An Exploration of Espen Aarseth's Taxonomy	
David Lerdell, Christina Garsten Stockholm School of Economics; Stockholm University .se	Mainstream Rebels: Informalization and Regulation in a Virtual World	
Patrick Crogan University of Technology Sydney .au	The Man in the Middle: The Experience of Information in Computer Games	
11:00 – 12:00	Session Thu2B	RM: Two
Jeremy Yuille RMIT .au	Real-Time::Sonic Performance in-Game	
Laetitia Wilson University of Western Australia .au	Interactivity or Interpassivity: A Question of Agency in Digital Play	
Caleb Stuart University of Canberra .au	The Object of Performance: Aural Performativity and Live Laptop Sound	
12:00 – 13:00	Session Thu3A	RM: One
Aleksandra Dulic Simon Fraser University .ca	Towards Process Cinema: HeteroForm in New Media Composition	
Nitzan Ben-Shaul	Split Attention problems in Interactive Moving	

Tel Aviv University .il	Audio-visual Texts	
Alok b. Nandi Artist .be	Mixed reality story-telling: story-setting and story-sharing	
12:00 – 13:00	Session Thu3B	RM: Two
Lone Malmborg Malmö University .se	The Role of Art and Design in IT-Education at the Digital Bauhaus	
Mike Leggett University of Technology Sydney .au	PathScapes - Interface Design and Visual Indexing	
David Cameron, John Carroll Charles Sturt University .au	To the Spice Islands: An interactive performance project	
13:00 – 14:00	Lunch	FOYER
14:00 – 15:30	Session Thu4	RM: Auditorium
Anna Munster University of New South Wales .au	Compression and the Intensification of Information in Flash Animation	
Troy Innocent Monash University .au	Exploring the nature of electronic space through semiotic morphism.	
Ned Rossiter Monash University .au	Processual Media Theory	
15:30 – 16:00	Afternoon Tea	FOYER
16:00 – 17:30	Session Thu5	RM: Auditorium
Espen Aarseth University of Bergen .no	Playing Research: Methodological Approaches to Game Analysis	
Daniel Palmer University of Melbourne .au	The Paradox of User Control	
Richard Brown Melbourne University .au	Alchemy, Mimetics, Immersion and Consciousness	
17:30 – 18:30	Session Thu6A	RM: One
Jayne Fenton Keane Griffith University .au	Clicklit Cinelit & the Invisible Hand <skinborgs & poetmachines>	

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Christiane Robbins University of Southern California .us	Blue Screen _ Moto
Sybil Nolan RMIT .au	Journalism Online: the Search for Narrative Form in a Multilinear World
17:30 – 18:30	Session Thu6B RM: Two
Panel TBA.	
20:00	Conference Dinner, Kri Kri.

Friday May 23rd	
10:00 – 15:00	Session Fri I
Panel Sessions: TBC	Experimedia: State Library of Victoria
Artists Sessions: TBC	Experimedia: State Library of Victoria