



MOBILE
ART && CODE

6-8 november 2009

carnegie mellon university, pittsburgh

WELCOME

ART && CODE is an event series and online community dedicated to the democratization of computer programming for artists, young people, and the rest of us.

This November 6-8, we continue our workshop/lecture series with **MOBILE ART && CODE: Mobile Media and Interactive Arts**—a symposium on the aesthetic and tactical potentials of mobile, networked and locative media. The three-day event will feature intimate, practical, arts-oriented programming workshops for popular mobile platforms along with an all-day series of free lecture presentations that contextualizes the use of these technologies in a variety of contemporary critical, artistic and design practices.

Friday and **Sunday** feature hands-on workshops in arts-oriented mobile phone programming (including workshops in creating software for the iPhone, Android, Nokia, SMS text messaging, etc.); interface design for mobile devices; interactive telephony and voice-response systems; and prototyping with the Arduino (a tiny computer which is popular for making interactive objects).

Saturday is a lecture marathon, featuring a dozen presentations by leading international artists, designers, historians, hackers, entrepreneurs and researchers working in mobile and locative media.

Saturday lectures are broken into 3 sessions:

SESSION I. Mobile Audiovision, Experimentation and Interaction

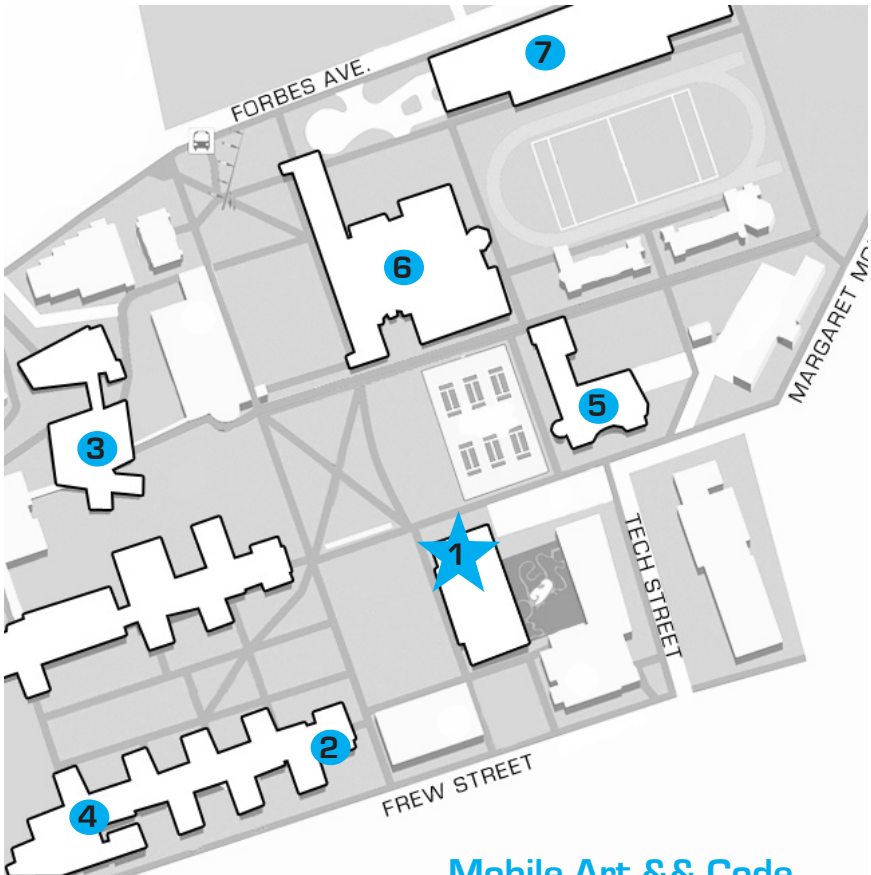
Explorations into the language, aesthetics, and history of mobile arts and interaction design.

SESSION II. Mobility, Locativity and Society
Technocultural, tactical, and other contextual approaches to mobile computing.

SESSION III. Invention

The future is already here; it's just not evenly distributed. We spread it around with a blast from the radical present.

MAPS



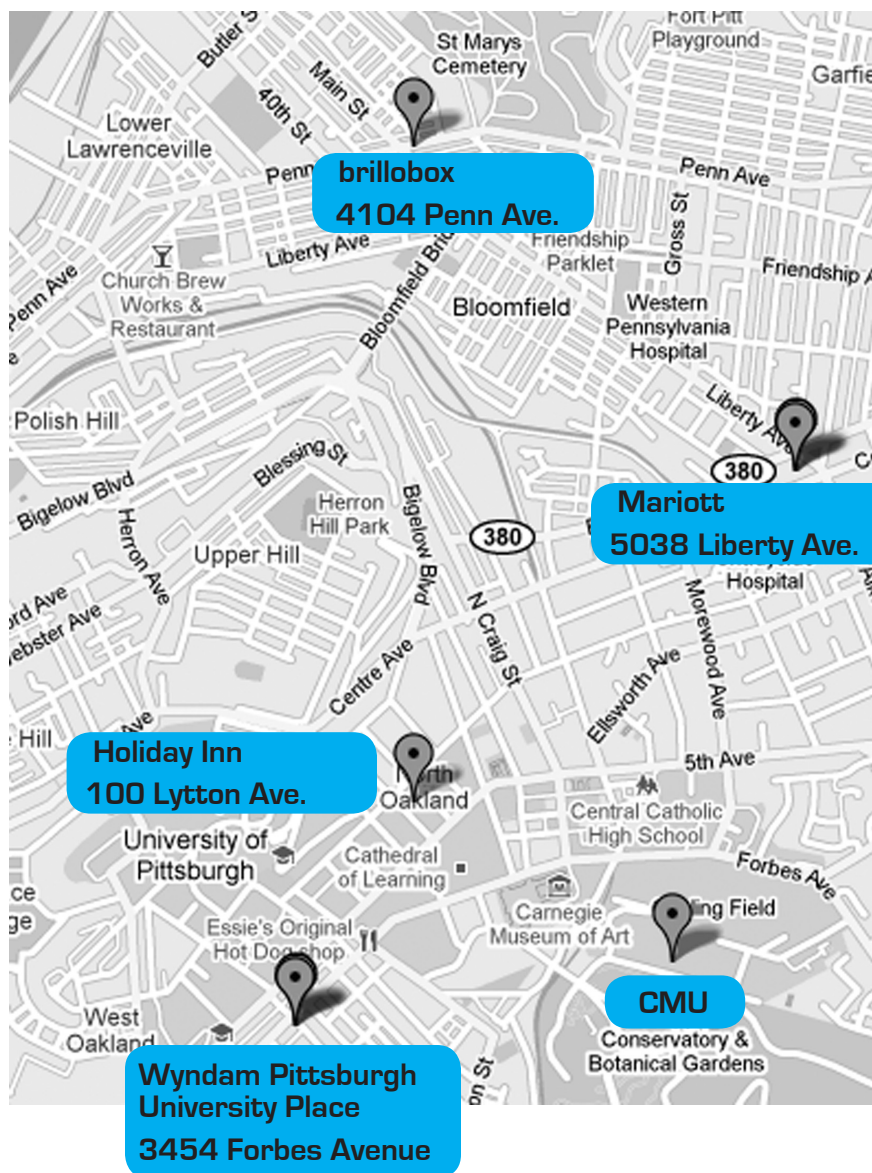
Mobile Art & Code Locations

1. STUDIO for Creative Inquiry, CFA (College of Fine Arts) 111
2. Giant Eagle Auditorium, Baker Hall A51
3. Rashid Auditorium, Gates-Hillman Center 4401
4. Porter Hall
5. Margaret Morrison Carnegie Hall
6. University Center
7. Parking Garage

The hub for Mobile Art && Code is the STUDIO for Creative Inquiry, located at CFA 111. It is in the north end of the building, look for the blue neon sign.

You can find ATMs, Entropy+ (convenience store) and Skibo Café (a coffeehouse) in the University Center **[6]**. South Craig Street, just two blocks from campus, offers a wide variety of restaurants, cafés, bars and shops.

Pittsburgh Locations



WORKSHOPS

All workshops at Mobile Art && Code are 3 hours long (with the exception of the Scrapyard Challenge, which is 6 hours). There are four slots for the workshops— Friday and Sunday from 9 am to 12 pm and 2 pm to 5 pm.

Friday 11/6

Sunday 11/8

AM

PM

AM

PM

Scrapyard Challenge!

Directed by Jonah Brucker-Cohen and Katherine Moriwaki

An intensive workshop in which participants build simple electronic art projects (both digital and analog) from found or discarded “junk”.

Design Technology for Mobile Experiences: How To Do Things With Phones

Directed by Julian Bleecker

A rare opportunity to learn how it all works, this is a soup-to-nuts overview of today’s mobile technologies.

Master’s Seminar: Critique + Pro Brainstorming Sessions

Co-Hosted by Frauke Behrendt, Eric Paulos, Marc Davis and other Presenters

This special workshop format allows you to receive friendly critique and helpful suggestions on your own projects, from a panel of international experts.

iPhone + openFrameworks

Directed by Memo Akten and Zach Gage

An introductory hands-on workshop in programming your iPhone or iPod Touch, using the powerful open-source openFrameworks library.

Interactive Sound on the iPhone, with Pure Data

Directed by Hans-Christoph Steiner

Using the open-source development environment, Pure Data, the Apple iPhone can become a programmable, interactive sound-processor. A hands-on workshop.

Flash Lite: Flash on Mobile Phones

Directed by Matthew Kam with Anuj Kumar, Derek Lomas and Manoj Dayaram

A hands-on workshop in Flash programming for mobiles, using Flash Lite.

Interactive Telephony for New Media Arts

Directed by Shawn Van Every

Learn to create interactive voice systems using the open-source Asterisk PBX telephony system. A hands-on workshop.

Creative Mobile Phone Programming with Python & Nokia Phones

Directed by Jürgen Scheibel

Develop fully working mobile applications with Python. A hands-on workshop with loaner phones provided.

An Introduction to Arduino Workshop

Directed by Lalya Gaye and Jacob Tonski

A patient introduction to making interactive, mobile, sonic widgets with the popular Arduino microprocessor.

Mobile Physical Computing: Android + Arduino

Directed by Stuart O. Anderson and Moxie Marlinspike

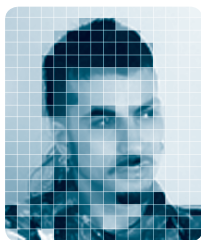
Learn how to get your Google Android phone talking to sensors and actuators, using the popular Arduino microprocessor. A hands-on workshop.

Interactive Text Messaging: Computing with SMS, the Easy Way

Directed by David Evans + Deeplocal

Learn to generate and receive SMS messages with your own PHP or Processing code. A hands-on workshop.

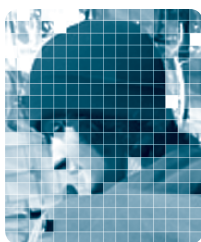
PRESENTERS



Mehmet (Memo) Akten

<http://www.msavisuals.com>

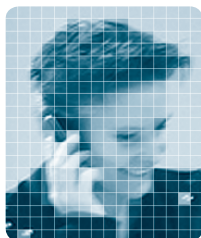
Mehmet (Memo) Akten is a visual artist, musician and interaction designer interested in creating emotional and memorable experiences. Using programming as his primary artist's tool, he develops technology to create new instruments and explore alternative ways of performing visuals and sound. Memo worked in the video games industry for five years, during which time he focused on designing and programming visual effects, physics and playability for platforms such as the PC, PSX, PS2, Xbox, GameCube, and DreamCast. Since 2003, Memo has directed MSA Visuals, where he balances his time between personal projects, collaborations, research and working with international brands. Memo is one of the lead developers of the iPhone fork of the openFrameworks initiative.



Stuart O. Anderson

<http://www.cs.cmu.edu/~soa/>

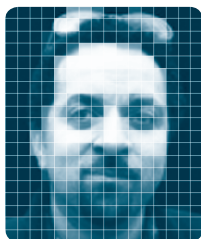
Stuart O. Anderson is a Ph.D. student at the Carnegie Mellon Robotics Institute, where he works with Jessica Hodgins studying agility in humanoid bipeds. Stuart has diverse interests including robotic and electronic musical instruments, kinetic sculpture, mutant bicycles, beekeeping, and cryptography. At the Institute for Disruptive Studies, with Moxie Marlinspike, he created Barada, a two factor authentication application that integrates with Linux's PAM system and the Google Android cellphone platform.



Frauke Behrendt

<http://mobilesound.wordpress.com>

Frauke Behrendt is a researcher, historian and critical theorist interested in the role of sound in the areas of interactive art, locative media and mobile technology. She studies the increasing number of artists experimenting with mobile phones as means of audience participation in their sound/music-focused projects. Currently she is completing her Ph.D. at the Department of Media and Film Studies at the University of Sussex, England. Frauke works on several commercial and governmental advisory committees to help steer progress in mobile and locative media, including the Steering Committee of the International Workshop on Mobile Music Technology.



Julian Bleeker

<http://www.nearfuturelaboratory.com>

Julian Bleeker is a designer, technologist and researcher at the Design Strategic Projects studio at Nokia Design in Los Angeles, and co-founder of the Near Future Laboratory, a design-to-think studio. He lectures and leads workshops on the intersections of art, design, technology and the near-future possibilities for new social-technical interaction rituals. Julian has taught interactive media at Parsons School of Design and the University of Southern California, where he completed his Ph.D. on technology, culture and entertainment. His current interests include Science Fiction, Film,

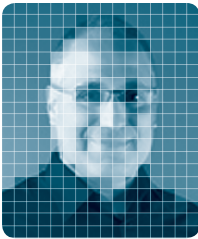
Urban Space, Future Things and strategies for thinking about and creating conversations that lead to more habitable near future worlds.



Jonah Brucker-Cohen

<http://www.coin-operated.com>

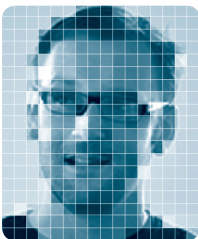
Jonah Brucker-Cohen is a researcher, artist, and Ph.D. candidate in the Disruptive Design Team of the Networking and Telecommunications Research Group (NTRG), Trinity College Dublin. He is an adjunct assistant professor of communications at NYU's Interactive Telecommunications Program (ITP) and Media, Culture, Communication at NYU. His work and thesis focuses on the theme of "Deconstructing Networks" which includes projects that attempt to critically challenge and subvert accepted perceptions of network interaction and experience. Jonah is co-founder of the Dublin Art and Technology Association (DATA Group), and is a frequent contributor to international publications including WIRED Magazine, Make Magazine, Neural, Rhizome.org, Art Asia Pacific, Gizmodo and more.



Marc Davis

<http://www.inventionarts.com/>

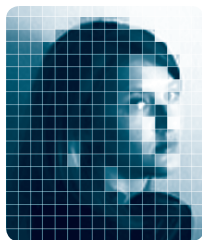
Marc Davis, visionary technologist and inventor, is a founding partner of Invention Arts. With a distinguished career of technology research and development at the MIT Media Lab, Interval Research, UC Berkeley, and Yahoo!, Marc's thought leadership has articulated—often over a decade beforehand—how people, the web, and the world will be connected. Marc and his teams have done pioneering research and development in digital video databases and remixing, automated media production, computer vision, mobile media, social media, and mobile and social advertising. Marc has transformed his ideas into over 150 patent applications, as well as research prototypes and products. From 2002 to 2006, Marc Davis served as Assistant Professor at the UC Berkeley School of Information where he directed Garage Cinema Research; during this time, he also founded and directed Yahoo! Research Berkeley. Most recently, Marc was Chief Scientist and Vice President of Early Stage Products (ESP) for Yahoo! Mobile. Marc earned his B.A. in the College of Letters at Wesleyan University, his M.A. in Literary Theory and Philosophy at the University of Konstanz in Germany, and his Ph.D. in Media Arts and Sciences at the MIT Media Lab.



David S. Evans

<http://deeplocal.com>

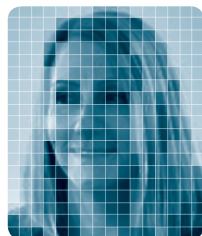
David S. Evans is Chief Technology Officer at Deeplocal.com. He is a native of the Pittsburgh area and graduate of the University of Pittsburgh. David has worked on a variety of software engineering efforts, including projects at Management Science Associates, at North American Scientific, and the Real-Time Outbreak and Disease Surveillance project at the University of Pittsburgh, where he specialized in the geo-spatial display of over-the-counter medicine sales and emergency room admissions. David found himself working for Deeplocal originally as a GIS consultant on its MapHub project, but came on board full time shortly thereafter. Over the years, David has become a Swiss-army knife of cutting edge technology and the classics, and spends his time directing new framework creation and product development.



Lesley Flanigan

<http://lesleyflanigan.com/>

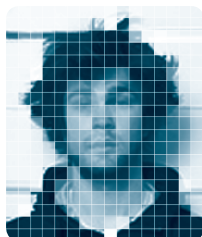
Lesley Flanigan is an artist, vocalist, and performer based in New York City. Much of her work deals with the physicality of sound, and “amplification” as a source of sound in and of itself, focusing on the relationships between noise, speakers, and voice. In her current work, Flanigan builds her own speaker feedback instruments. Her performances with these instruments reveal a sculptural process of creating music, as she shapes the varying tones and rhythms of speaker feedback, and blends these sounds with the tones and rhythms of her own singing voice. Her work has been featured in numerous online media outlets and blogs, including Make Magazine, NPR, Engadget, and Rhizome, and is included in the second edition of Nicolas Collins’ book, “Hardware Hacking: The Art of Handmade Electronic Music.”



T. Foley

<http://www.tfoley.info>

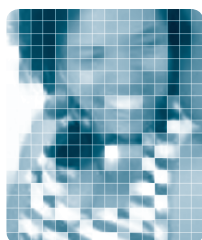
T. Foley is a video artist and media literacy consultant who shares strategies and techniques for using digital media consumer tools as a means for creative expression and community reflection. Presently captivated by “user generated content” within web publishing and new media production circles, Foley’s latest work underscores and promotes the expression of personalized creativity through accessible communication technologies such as cell phones and online participatory communities. Most recently, Foley initiated and directed Locally Toned, a project which helps people learn how to create and distribute original ringtones.



Zach Gage

<http://www.stfj.net/>

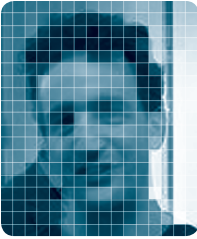
Zach Gage is a digital mixed media and installation artist currently residing in New York City. Along with Memo Akten, Zach is one of the primary artist-developers responsible for porting the popular open-source open-Frameworks toolkit to the iPhone. Among his more popular iPhone apps are *Unify* and *Synthpond*.



Lalya Gaye

<http://www.lalyagaye.com/>

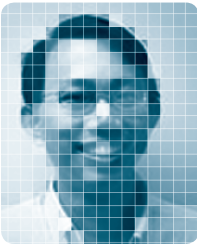
Lalya Gaye is an HCI/interaction designer and researcher, trained in engineering, who works in multidisciplinary projects at the convergence of art, technology and design. In her research, she is interested in the relation between people and new technologies, in the context of contemporary culture and society: how to design new technologies that can challenge and inspire people creatively, and what aesthetic activities people come up with when having access to them. Her prototyping-based research explores potentials of physical computing for everyday life aesthetic activities, and focuses in particular on locative media and mobile music technology. Usually based in Göteborg, Sweden, she is currently at Rhode Island School of Design as a visiting critic and artist-in-residence at RISD’s Digital + Media department, where she teaches courses in physical computing, mobile technologies, and interactive sound.



Tad Hirsch

<http://web.media.mit.edu/~tad/>

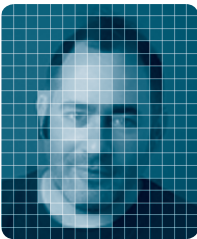
Tad Hirsch is an artist and designer whose work explores relationships between science and engineering on the one hand, and social and political issues on the other. He is a design researcher with the People and Practices Research group at Intel, where he examines ways to use technology for natural resource management, sustainable agriculture, and food-based social movements. He is also a founding member of the Institute for Applied Autonomy, an art/technology/activism collective that has been operating since 1998. Tad's projects have included robots that distribute subversive literature, aircraft-detecting coconuts that place complaint calls to airport noise abatement programs, a faux-travel agency that critically examines the CIA's extraordinary rendition program, SMS broadcast systems for street protest, and telephone-based independent media systems for activists in Zimbabwe. Tad holds a Ph.D. from the MIT Media Laboratory, and an MDes in Interaction Design from Carnegie Mellon.



Matthew Kam and his Research Group

<http://www.cs.cmu.edu/~mattkam/>

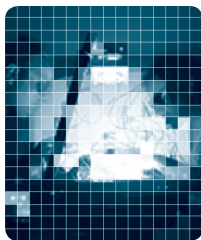
Matthew Kam is an Assistant Professor in the Human-Computer Interaction Institute at Carnegie Mellon University. One of his research projects investigates how e-learning games on cellphones can be designed to extend literacy and second language learning in rural areas and the urban slums in the developing world. He is embarking on a controlled experiment involving 800 rural children in 40 villages in India, with early replication underway in Kenya and China. His research has received major sponsorship from the MacArthur Foundation, Microsoft, National Science Foundation, Nokia, Qualcomm and Verizon. It was featured in the press in India, ABC News and a Canadian Broadcasting Corporation television documentary. Matthew earned all his degrees at the University of California, Berkeley: Ph.D. in Computer Science with a minor in Education, B.S. in Electrical Engineering and Computer Sciences, and B.A. in Economics.



Golan Levin

<http://www.flong.com>

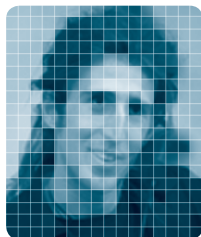
Golan Levin is the founder of the Art && Code event series. As an educator, Golan's pedagogy is concerned with reclaiming computation as a personal medium of expression. To that end, his courses are designed to give students the confidence to program their own software creations from first principles. His studio classes focus on significant themes in contemporary electronic media arts, such as interaction design, computational form generation, information visualization, and audiovisual performance. These function as "studio art courses in computer science," in which the objective is to produce personally and socially relevant expressions, but the medium is software created by the students themselves. Golan is Director of the STUDIO for Creative Inquiry and Associate Professor of Electronic Art at Carnegie Mellon University, where he also holds courtesy appointments in the School of Design and the School of Computer Science.



The Loud Objects

<http://loudobjects.com/>

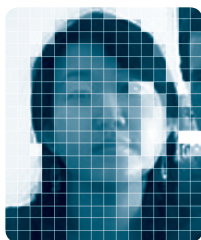
The Loud Objects have set the standard for performative live circuit bending. Wielding soldering irons over a ramshackle overhead projector, the New York City-based trio wire up live musical circuits in pursuit of lo-fi electronic noise. The Loud Objects (Kunal Gupta, Tristan Perich, and Katie Shima) have staged their lush noise constructions at electronic art festivals, Brooklyn house parties, alternative galleries, and the trunks of cars in Providence, skirting between the worlds of circuit-bending, chiptunes and noise rock. This Fall, the Loud Objects merge storytelling with digital hardcore on their Orb of Scheldenn mini-tour.



Moxie Marlinspike

<http://www.thoughtcrime.org/>

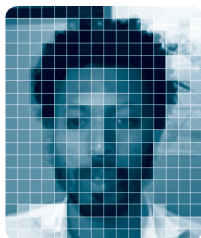
Moxie Marlinspike is one part sailor, one part hacker, one part pyrotechnician. He writes: "In my hacker life I am interested in systems programming, high performance server architecture, and computer security. The research that I publish tends to deal with secure protocols, particularly SSL/TLS as of late. I currently do security consulting and penetration testing, and additionally offer trainings on designing secure protocols. In my sailing life I have a USCG Master Mariner's license, and do yacht deliveries world wide. I am also personally interested in sailing without engines, and draw great inspiration from the likes of Moitessier as well as the entire 1969 Golden Globe crew."



Katherine Moriwaki

<http://www.kakirine.com/projects>

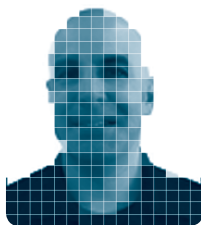
Katherine Moriwaki is an artist and researcher investigating clothing, accessories and wearable technologies as the means through which people develop and articulate social relations in public space. She is currently Assistant Professor of Media Design in the School of Art, Media, and Technology at Parsons the New School of Design in New York City. Her work has appeared in IEEE Spectrum Magazine, and numerous festivals and conferences including Numer.02 at Centre Georges Pompidou, Siggraph, Futuresonic, Break 2.2, London Science Museum, Irish Museum of Contemporary Art, Ubicomp, eculture fair, Transmediale, CHI, ISEA, Ars Electronica, and WIRED Nextfest. Katherine received her Masters degree from the Interactive Telecommunications Program at New York University's Tisch School of the Arts. She is a 2004 recipient of the Araneum Prize from the Spanish Ministry for Science and Technology and Fundacion ARCO.



David Nolen

www.littlecomputers.net

David Nolen is a hacker, visual artist, and musician. He is currently the lead developer on the ShiftSpace project, an open source browser plugin for collaboratively annotating, editing and shifting the web. David also teaches at the NYU Interactive Telecommunications Program on topics ranging from iPhone development (Little Computers, Spring 2009), to AJAX programming, to the relationship between drawing and technology. He has given presentations and lectures at the School of Visual Arts, the New Museum, Artefact (Belgium), and OFFF (New York).



Eric Paulos

<http://www.paulos.net/>

Eric Paulos is the Director of the Living Environments Lab and an Assistant Professor in the Carnegie Mellon Human-Computer Interaction Institute, with a secondary faculty appointment in CMU's Robotics Institute. Previously he was Senior Research Scientist at Intel Research in Berkeley, California where he founded the Urban Atmospheres research group —challenged to employ innovative methods to explore urban life and the future fabric of emerging technologies across public urban landscapes. His areas of expertise span a deep body of research territory in urban computing, sustainability, green design, environmental awareness, social telepresence, robotics, physical computing, interaction design, persuasive technologies, and intimate media.

Eric is a leading figure in the field of urban computing and is a regular contributor, editorial board member, and reviewer for numerous professional journals and conferences. He received his Ph.D. in Electrical Engineering and Computer Science from UC Berkeley, where he helped develop some of the first internet tele-operated robots including Space Browsing helium filled blimps and Personal Roving Presence devices (PROPs). Eric is also the founder and director of the Experimental Interaction Unit and a frequent collaborator with Mark Pauline of Survival Research Laboratories. Eric's work has been exhibited at the InterCommunication Center (ICC) in Japan, Ars Electronica, ISEA, SIGGRAPH, the Dutch Electronic Art Festival (DEAF), SFMOMA, the Chelsea Art Museum, Art Interactive, LA MOCA, Yerba Buena Center for the Arts, the ZKM, Southern Exposure, and a performance for the opening of the Whitney Museum's 1997 Biennial Exhibition.

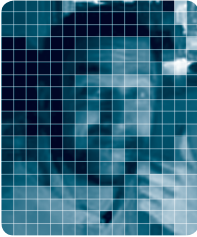
Jürgen Scheible

<http://mobilenin.com/>

Jürgen Scheible is a researcher, musician and media artist. He is a doctoral student at the Media Lab of University of Art and Design, Helsinki where he runs the Mobile Hub, a prototype development lab for mobile applications with a strong focus on artistic approaches and creative design. His research focuses on designing multi-modal user interfaces for creating and sharing interactive artistic experiences. He has previously worked for 8 years at Nokia and in 2006 he was as a visiting scientist at MIT. He is the recipient of the Best Arts Paper Award in ACM Multimedia 2005 in Singapore, and ACM Computers in Entertainment Scholarship Award in 2006. In



2006, 2007 and 2008 Jürgen was recognized as a Forum Nokia Champion for his driving vision to be a bridge builder between art, engineering and research. He is the author of the book 'Mobile Python—Rapid prototyping of Applications on the Mobile Platform' (Wiley, 2007). He has been giving innovation workshops on rapid mobile application prototyping in academic and professional settings e.g. at Stanford University, MIT, NTU Taiwan, Yahoo Research Berkeley and Nokia.



Hans-Christoph Steiner

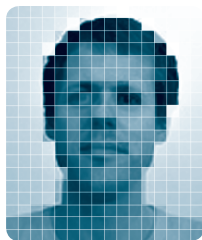
<http://at.or.at/hans>

Hans-Christoph Steiner spends his time designing interactive software with a focus on human perceptual capabilities, building networks with free software, and composing music with computers. With an emphasis on collaboration, he has worked in many forms, including responsive sound environments, free wireless networks that help build community, musical robots that listen, software environments that allow people to play with math, and a jet-powered fish that you can ride. To further his research, he teaches and works at various media art centers and organizes open, collaborative hacklabs and barcamp conferences. He is currently teaching courses in dataflow programming NYU's Interactive Telecommunications Program.

Hans-Christoph's research focuses on making software tools enable read/write literacy. He is one of the primary developers of Pure Data, a graphical dataflow programming language. He also is an active sound designer and artist, and draws the inspiration for shaping the software he works with from the creative projects he works on.

Hans-Christoph's solo work has been performed at Tonic New York, inside the Croton Aqueduct, and inside the Atlantic Avenue Tunnel. Group projects that he has collaborated on have been exhibited at the Guggenheim New York, Cartier Foundation, Lille2004 European Cultural Capitol Festival, Robodock, Wood Street Gallery, and strip malls around the New York City area. He has given talks at SRI, Eyebeam, Hangar/Barcelona, LocationOne, Zürcher Hochschule der Künste, Geidai Tokyo National University, and dorkbot NYC and Madrid, presenting a range of topics from art projects to music programming to intellectual property. His work has been covered by the BBC, New York Times, Wired News, Popular Science. Steiner received his Masters from NYU's Interactive Telecommunications Program.

He is currently working on new visual programming platforms and free, open-source media arts curricula and teachers' guides. This is Hans-Christoph's second appearance at an Art && Code event.

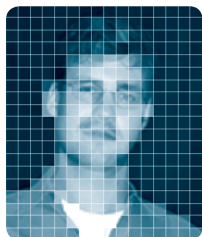


Jacob Tonski

www.jacobtonski.com

Jacob Tonski is a pragmatic optimist whose work explores dynamic balance. His artworks and other human-scale objects, both amusing and threatening, find an uncanny identity between toys and tools. The forces of time and gravity serve in these works as foils for those things we are powerless to direct in our lives, and with which we must instead dance and negotiate.

Tonski holds an MFA from the Design | Media Arts department at UCLA. He studied computer science at Brown University and worked as a Technical Director at Pixar Animation Studios. He has lived in Berkeley, Barcelona, Los Angeles, Paris and Providence, grew up in West Virginia, and is currently a visiting assistant professor of art and interactive media studies at Miami University of Ohio.



Shawn Van Every

<http://www.walking-productions.com/shawn.html>

Shawn Van Every is an educator at NYU's Interactive Telecommunications Program. His academic research focus is on emerging technologies related to media creation, distribution and interaction. His projects generally involve development of tools that help to make low cost media making, distribution and interactivity possible. Specifically he works with online audio/video and mobile devices.

His teaching is varied and includes courses on participatory and social media, programming, mobile technologies and interactive telephony. Recently Shawn was honored with the David Payne Carter award for excellence in teaching.

He has demonstrated, exhibited and presented work at many conferences and technology demonstrations including O'Reilly's Emerging Telephony, O'Reilly's Emerging Technology, ACM Multimedia, Vloggercon and Strong Angel II. He was a co-organizer of the Open Media Developers Summit, Beyond Broadcast (2006) and iPhoneDevCamp NYC.

Additionally, Shawn runs a consultancy to help companies better utilize technology for putting audio and video on the internet. His clients have ranged from Disney and Morgan Stanley to many start-ups. Shawn holds a Master's degree in Interactive Telecommunications from NYU and a Bachelor's degree in Media Studies from SUNY at Buffalo.

ACKNOWLEDGEMENTS

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at Carnegie Mellon

Additional Sponsors & Partners:

Brillobox
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The ART && CODE symposia are made possible by a generous grant from Microsoft Research, with oversight by the Center for Computational Thinking at Carnegie Mellon University. The ART && CODE events are a project of the CMU STUDIO for Creative Inquiry, directed by Golan Levin. We express our gratitude to Microsoft Research and the CMU Center for Computational Thinking for their sponsorship, and to the STUDIO for Creative Inquiry for its administrative support.

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CMU Book Store: Alison Haimson and Jeffrey Krsul



Want More?

If you're interested in continuing your mobile phone tinkering after November 8th, consider joining **HackPittsburgh**, a non-profit, community-based workshop that allows members to come together and share skills & tools to pursue creative projects. Our membership is open to everyone but typically comprises inventors, engineers, scientists, programmers, hobbyists, artists, roboteers, families, entrepreneurs, and arts and crafts enthusiasts. Our focus is on collaboration, education, and community outreach. We're a benevolent group and use the term "hacking" in a benign sense, in the context of deconstructing and understanding objects and systems and re-purposing existing materials for new and innovative uses.

<http://www.hackpittsburgh.org>

SCHEDULE

WORKSHOPS

FRIDAY, NOVEMBER 6 AM PM

8:00–9:00am Breakfast and Registration at the STUDIO for Creative Inquiry, CFA-111

Friday AM Workshops | 9 am–12 pm

Design Tech. for Mobiles (*Bleeker*)

Introduction to Arduino (*Gaye*)

iPhone+ ObjectiveC (*Nolen*)

iPhone+ openFrameworks (*Akten & Gage*)

Interactive SMS (*Evans*)

12–2pm *Lunch Break & Bookstore*

12:45–1:45 *Informal Attendee Presentations*

Friday PM Workshops | 2 pm–5 pm

Design Tech. for Mobiles (*Bleeker*)

Introduction to Arduino (*Gaye*)

iPhone + ObjectiveC (*Nolen*)

Python + Nokia (*Scheible*)

Interactive Telephony (*Van Every*)

Android + Arduino (*Anderson & Marlinspike*)

5:15 Lecture–James Gosling (*open to workshop participants—bring your conference bracelet*)

Rashid Auditorium, Gates & Hillman 4401

LECTURES

SATURDAY, NOVEMBER 7

All lectures are located at the Giant Eagle Auditorium, Baker Hall A51.

8:30–8:55 *Coffee & Pastries*

9:00–9:10 Golan Levin (introduction)

Session I. Mobile Audiovision, Experimentation and Interaction

Explorations into the language, aesthetics, and history of mobile arts and interaction design.

9:15–9:40 Jürgen Scheible

9:45–10:25 Memo Akten

Zach Gage

Hans-Christoph Steiner

10:30–11:05 Jonah Brucker-Cohen

Katherine Moriwaki

11:10–12:00 Frauke Behrendt

12:00–14:00 *Lunch Break, Bookstore, and an informal meeting about jailbreaking your iPhone*

Session II. Mobility, Locativity, and Society

Technocultural, tactical, and other contextual approaches to mobile computing.

14:00–14:35 Eric Paulos

14:40–15:15 Layla Gaye

15:20–15:55 Tad Hirsch

16:00–16:20 **Dozen** Cupcake Break

Session III. Invention

The future is already here; it's just not evenly distributed. We spread it around with a blast from the radical present.

16:20–16:55 Julian Bleeker

17:00–17:55 Marc Davis (*Keynote*)

17:55–18:00 *Closing Remarks*

Evening Presentations & Performances

18:30–19:50 *Dinner++ (at the Brillolbox)*

20:00–21:00 Lesley Flanigan

21:00–22:00 The Loud Objects

22:00–24:00+ Lauren G of Spoilers/Riley Harmon (*DJ/VJ night*)

WORKSHOPS

SUNDAY, NOVEMBER 8 AM PM

8:00–9:00am Breakfast and Registration at the STUDIO for Creative Inquiry, CFA-111

Sunday AM Workshops | 9 am–12 pm

Introduction to Arduino (*Tonski*)

iPhone + openFrameworks (*Akten & Gage*)

Interactive Telephony (*Van Every*)

Scrapyard Challenge! (*Brucker-Cohen & Moriwaki*)

Master's Seminar (*Behrendt, Paulos, et al.*)

iPhone + Pure Data (*Steiner*)

FlashLite on Mobiles (*Kam et al.*)

Python + Nokia (*Scheible*)

12–2pm *Lunch Break & Bookstore*

12:45–1:45 *Informal Attendee Presentations*

Sunday PM Workshops | 2 pm–5 pm

Introduction to Arduino (*Tonski*)

Interactive SMS (*Evans*)

Android + Arduino (*Anderson & Marlinspike*)

Scrapyard Challenge! (*Brucker-Cohen & Moriwaki*)

iPhone + Pure Data (*Steiner*)

Sunday Evening

5:30–7:30 Pizza and Scrapyard Challenge

Exhibition at the STUDIO

8:00+ Informal Presentations & Drinks at

Brillolbox (\$5 vegetarian dinners available)