

'Virtual Worlds' Symposium
23rd November 2016
Cavendish House, Norwich University of the Arts
Programme

As part of William Latham's 'Mutator' exhibition, which opens in the East Gallery^{NUA} on 15th November and runs until 14th January 2017, Norwich University of the Arts will host a one day symposium exploring potential research and innovation themes stemming from the show, including: generative and evolutionary art; artificial intelligence; data, design and play; virtual reality; and the implications of living in a world where the boundaries between the analogue and the digital are ever-shifting.

- | | |
|--|---|
| 10.00-10.30 | Arrival, registration and coffee |
| 10.30-11.10 | <p>Presentations</p> <p>'Virtual Reality and its creative challenges'
Prof William Latham, Goldsmiths, University of London</p> <p>'Petworks: Internet Cats, Avatars, Play & Data Security'
Liam Wells, Norwich University of the Arts</p> |
| 11.10-11.20 | Break |
| 11.20-12.00 | <p>Presentations</p> <p>'Scientific Visualization and Computer Art: A personal view from 1980 to today's Virtual Reality'
Prof Stephen Todd, Goldsmiths, University of London</p> <p>'Visualising Microscopic Worlds'
Stephen Taylor, University of Oxford</p> |
| 12.00-12.30 | Panel and participants' discussion |
| 12.30-13.15 | Lunch |
| 13.15-13.25 | Demonstration: 'Artificial Intelligence and Amazon Echo'
James Duez and Ben Taylor, Rainbird |
| 13.30-16.00 | Break-out Workshops (1 hour each; Tea break: 14.30-15.00) |
| Workshop 1
(Gallery) | 'Art, Audio-Visual Composition and Virtual Reality': Lance Putnam and Prof William Latham |
| Workshop 2
(Cavendish Boardroom) | 'Creative Coding': Dr Scott Grandison, Norwich University of the Arts |
| 16.00 | Concludes |