

Thundergulch, the new media initiative
of the Lower Manhattan Cultural Council
in association with:

Vera List Center for Art and Politics
World Policy Institute
Computer Instruction Center

of The New School

Presents:

THE FUTURE^{OF} WAR

AESTHETICS, POLITICS, TECHNOLOGIES
MAY 2 & 3, 2003

THE NEW SCHOOL
Swayduck Auditorium
65 Fifth Avenue at 13th Street

Friday May 2, 2003 2:30–9:30 pm

2:30–5:30 pm

PRESENTATION OF NEW MEDIA WORKS

Audience members join conference participants and local artists for a preview of works with informal discussion.

PARTICIPANTS INCLUDE

Matt Adams, artist

Alex Galloway, artist/scholar

Joy Garnett, artist/curator

Natalie Jeremijenko, techno artist/engineer

John Klima, artist

Carl Skelton, digital artist/teacher

Eddo Stern, artist/game developer

Lebbeus Woods, architect

5:30–7:00 pm

RECEPTION

7:00–9:30 pm

THE AESTHETICS AND POLITICS OF TECHNOLOGIZED WARFARE

Radar, 3-D computer graphics, tracking devices, covert data-gathering, robots, and computer vision have become ubiquitous technologies of warfare and play an integral role in maintaining "homeland security." These technologies have long been a rich source of interest to artists engaged in the subjects of surveillance, control, and military imaging. Curators, artists, and human rights activists examine ways in which art exposes the depersonalization of violence, and resists the erosion of privacy and civil rights.

PANELISTS:

Joy Garnett, artist/curator; **Natalie Jeremijenko**, techno artist/engineer, Yale University and New York University; **Tom Keenan**, director of Human Rights Project, Bard College; **Thomas Y. Levin**, curator/media theorist, Princeton University.

MODERATOR: Helen Nissenbaum, professor, Department of Culture and Communication, New York University

REGISTRATION INFORMATION

Admission is free. Registration is encouraged. Seating is first come, first served. Register online at www.lmcc.net/futureofwar/main.html. For more information or to register by phone call 212-219-9401 x400.

SUBWAY DIRECTIONS TO THE NEW SCHOOL

F to 14th Street & 6th Avenue

1 / 2 / 3 / 9 to 14th Street & 7th Avenue

4 / 5 / 6 / L / N / Q / R / W to 14th Street-Union Square

A / C / E to 14th Street & 8th Avenue

Journal Square and Hoboken PATH trains to 14th Street & 6th Avenue

FUNDERS

This conference is made possible with funding from American Express Company, May and Samuel Rudin Family Foundation, Cowles Charitable Trust, and in part, with public funds from the Experimental Television Center Presentation Fund, the New York State Council on the Arts and the New York City Department of Cultural Affairs.

Saturday May 3, 2003 10:00 am–7:00 pm

10:00 am–12:00 pm

ARCHITECTURE, VIOLENCE, AND SOCIAL (IN)SECURITY

New media artists and architects discuss the impact of violence, political terrorism and social (in)security on architecture and public space. Reflecting on physical and virtual spaces of war, panelists question assumptions about architecture's physical and psychological permanence. They will consider ways in which digital technologies limit and enable public perception of the built environment and spatial innovation.

PANELISTS:

Benjamin Bratton, cultural theorist/media architect, Southern California Institute of Architecture and **Keller Easterling**, associate professor, Yale School of Architecture.

MODERATOR: Kadambari Baxi, architect/media designer, Martin/Baxi Architects

1:00–3:00 pm

WAR AND THE CINEMATIC IMAGINARY

Collaborations between Hollywood, network television and the Pentagon have become commonplace. The shaping of popular culture through film and television intertwines with political strategies for legitimizing new modes of surveillance and criminalization. Panelists examine the causal relationships between the business of war and show biz.

PANELISTS:

Matt Adams, artist, Blast Theory performance collective, Great Britain; **Allen Feldman**, recurring visiting professor, Anthropology of Everyday Life Program, Center for Humanities Studies, Ljubljana; **Michael Shapiro**, political scientist, University of Hawaii.

MODERATOR: McKenzie Wark, author/media theorist

3:30–5:30 p.m.

THE VIRTUAL BATTLEFIELD:

COMPUTER GAMING, MODELING, SIMULATIONS

What role does the military-industrial complex play in the increased virtualization and digitalization of war and weaponry? Does this new emphasis on the virtual nature of war decrease its connection to reality, territory and the body? An interdisciplinary panel explores the new technologies of imitation and simulation, and the coordinated efforts of computer programmers, artists, and the gaming industry to advance the state of immersive military training and online recruitment.

PANELISTS:

James Der Derian, professor, International Relations, Watson Institute, University of Massachusetts at Amherst; **Eddo Stern**, artist/game developer, University of Southern California Graduate School of Cinema and Television.

MODERATOR: J. C. Herz, principal, Joystick Nation

6:00–7:00 pm

ROUNDTABLE DISCUSSION

Join conference participants in an informal discussion about the questions, issues, and themes raised during the conference.

MODERATOR: Allen Feldman, recurring visiting professor, Anthropology of Everyday Life Program, Center for Humanities Studies, Ljubljana

Panelists subject to change



Photo: Albert Vecerka