## Friday May 2, 2003
### 2:30–9:30 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
- **John Klima**, artist
- **Lebbeus Woods**, architect

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

### 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

### 3:30–5:30 pm

#### THE VIRTUAL BATTLEFIELD:

**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 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:**
- **Matt Adams**, artist
- **Blast Theory performance collective, Great Britain**
- **Joy Garnett**, artist/curator
- **McKenzie Wark**, author/media theorist
- **James Der Derian**, professor, International Relations, Watson Institute, University of Rhode Island

**MODERATOR:**
- **Allen Feldman**, principal, Joystick Nation

#### THE AESTHETICS, POLITICS, TECHNOLOGIES

### MAY 2 & 3, 2003

#### THE NEW SCHOOL

**Swayduck Auditorium**

**65 Fifth Avenue at 13th Street**

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### Saturday May 3, 2003
### 10:00 am–7:00 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
- **Michael Shapiro**, artist
- **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

#### 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*