

BLAST THEORY

MIXED REALITY PERFORMANCE AND WIRELESS GAMING WORKSHOP

Advanced interdisciplinary training for artists and scientists

Tuesday 31st August – Friday 3rd September 2004

Blast Theory, in collaboration with the Mixed Reality Lab, is offering a unique training opportunity in mixed reality performance and wireless gaming. Using *Can You See Me Now?* as a case study, participants will engage with code (Java, C++, Assembler), hardware (PDAs, GPS, GPRS) and with other off the shelf software (Shockwave, 3D modelling, Dreamweaver, networking, databases). Scientists will be trained to engage with artistic practices (performing, public presentation, user interfaces).

As well as providing new skills and an insight into mixed reality performance work, the workshop will build a team capable of touring *Can You See Me Now?* and participants may subsequently be offered freelance work.

Can You See Me Now?

Awarded the Prix Ars Electronica Golden Nica for Interactive Art and nominated for an Interactive Arts BAFTA, *Can You See Me Now?* is a ground breaking work that combines gaming, performance and wireless technology to create a shared cityscape. More information can be found at www.canyouseemenow.de, www.canyouseemenow.v2.nl and www.canyouseemenow.co.uk

Format

The four day workshop will be held in the Mixed Reality Lab at the University of Nottingham and will be lead by five members of Blast Theory and the MRL. The eight places are subsidised through Grants for the Arts and each participant will receive a bursary of £300 towards the costs of attending the workshop (to include travel and all other expenses). Blast Theory will provide accommodation.

Who can apply?

The workshop is open to experienced professional artists and scientists based in the UK who have strong technical skills or an established willingness to learn technical skills. Participants will need good communication skills, strong organisational ability, a willingness to prepare thoroughly and a dedication to the highest possible standards. Knowledge of performance skills, web hosting, web servers, networking, firewalls, databases and Linux are all valuable.

How to apply

Send a CV accompanied by a single side of A4 explaining why you think the workshop is appropriate to you and what you would hope to gain. Include examples of your work on CD ROM, DVD or paper and include web details if you have a website.

Deadline

All applications to be received by Friday 23rd July at Blast Theory, Unit 43a Regent Studios, 8 Andrews Rd, London E8 4QN. Please note that we will not accept applications via email. Successful applicants will be notified by Monday 2nd August.

Acknowledgements

The workshop is supported through Grants for the Arts, Arts Council England, London and the Mixed Reality Lab at the University of Nottingham.

Blast Theory promotes equal opportunities and welcomes applications from all sectors of the community .