

ual:



D/G/TAL
MAKER
COLLECTIVE



DECONSTRUCTING
THE DIGITAL WITH
DIGITAL MAKER COLLECTIVE

WEDNESDAY 22ND
FEBRUARY 2017

Explore resistance,
activism and risk taking
through creativity, taking
things apart, experiments,
performances, interventions,
and conversation.





**COLLECTIVE
BASE CAMP**

// 12:00-17:30

HELP CREATE NEW WORK AND IDEAS TO TAKE FORWARD TOGETHER

// OPEN MAKER STUDIO

A space for general work in progress and experimentation, please pop-in for a chat. Explore anything from virtual, mixed/augmented reality and virtual/real interventions, to creating artificial creatures and utopian or dystopian worlds. Use sensors, microcomputers and biofeedback devices to create interactive objects & interactions.

// VIRTUAL REALITY PROJECTS (VR EXPLORERS)

Work alongside students as they explore VR in both spatial design and fine art practices.

// TECH WORKSHOP

A participant driven workshop space where the Collective can propose & deliver workshops on the day.

// DEBATE & CRITIQUE

Tate Exchange Series of Informal Discussions, Talks and Crits.

// ONLINE LISTENING PLATFORMS

Challenge and explore listening experiences.

**GUEST COLLABORATION:
ELECTR"O"ACTIVE GRID**

// 12:00-17:00

Get hands on making with coding Arduinos at most levels of ability, subverting pound shop toys and creating open source interactive projects that will populate the grid.

**ALUMNI PROJECT SPACE:
WELCOME TO THE WORLD
OF ANALOGUE SYSTEMS**

// 12:00-17:00

A creative, immersive and physical take on Adobe photoshop.

**TECH
CLUSTER**

// 12:00-17:30

**VIRTUAL REALITY
SYMPOSIUM, VIRTUAL
ECONOMIES // 12:00-14:15**

The future of work and play.

**WHAT HAPPENS IF WE
PUSH THIS? // 14:30-17:45**

In the creative industries, technology is transforming the way we work and generate economic value.

**PROJECTS
SPACE**

// 12:00-17:00

**GESAMT - A DIGITAL
PARTICIPATORY OPERA
PART 2 // 12:00-17:00**

Take part in a digital participatory opera.

**VIRTUAL REALITY (VR)
EXPERIMENTS (VIRTUAL
MEETS REALITY) // 12:00-17:00**

A space to experience & co-develop VR projects together.

**WONDER
WALL**

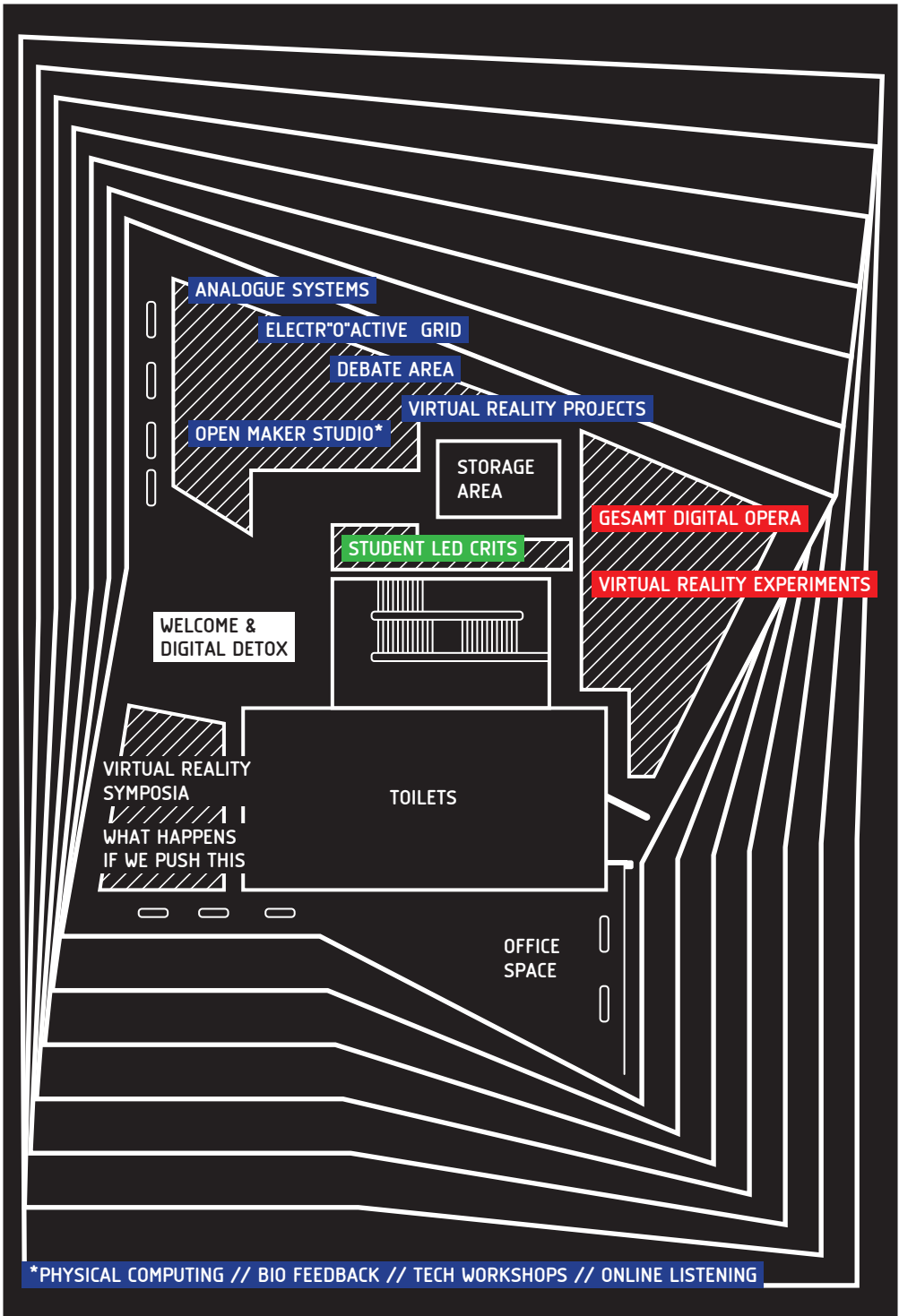
// 12:00-17:30

A space for public interaction and mapping debate and conversations throughout the day.

**DIGITAL
DETOX**

// 12:00-17:30

A space to relax, meet and chat.



DIGITAL MAKER LIVE APP

Keep up-to-date with the Digital Maker Collective – Search 'Digital Maker Live' in iTunes or Google Play.

WWW.DIGITALMAKERCOLLECTIVE.ORG

THIS EVENT WILL BE LIVE STREAMED

By entering this we will assume your consent to being filmed.

ABOUT THE DIGITAL MAKER COLLECTIVE

The Digital Maker Collective are a group of artists, designers, staff and students from the University of the Arts London (UAL) who explore emerging digital technologies in arts, education, society and the creative industries. Event supported by Digital Learning, Teaching & Enhancement at Camberwell, Chelsea and Wimbledon Colleges of Arts, UAL.

@TATEEXCHANGE
@CCWDIGITAL
#ARTSDMC
#TATEJAM

This event is programmed by Digital Maker Collective, a Tate Exchange Associate.