

# electric dreams

FESTIVAL OF IMMERSIVE STORYTELLING

19–21 FEB

CONFERENCE PROGRAM

Supported by the Government of South Australia

Conference sessions located at **Lot Fourteen Lecture Theatre, Eleanor Harrauld building, Frome Rd, Adelaide.** Morning and afternoon tea provided, lunch not provided.

Your conference ticket includes:

- Access to all 3 days of the conference
- Afternoon tea – morning and afternoon daily
- A tour of Yabarra – Dreaming in Light
- Opportunity to attend the Electric Dreams VR Experience on sign-up basis at registration
- A meet and greet function at Fringe Club
- Access to Adelaide Fringe's exclusive Fringe Club with Electric Dreams conference pass
- An invitation to the Conference Closing Party

## Day One — Wednesday 19th Feb

08.30 **Registrations open at Lot Fourteen**

**Lecture Theatre.** Also to collect:

- Lanyard for entry to conference
- Details on social and networking events
- Tickets for Yabarra – Dreaming In Light

09.10 **Greeting from Karl 'Winda' Telfer**

09.15 **Welcome from Hon David Pisoni MP, Minister for Innovation and Skills**

### WORLD BUILDING

09.30 – 10.00

**Yabarra: Dreaming In Light**

Karl 'Winda' Telfer of **Yellaka - Old Wisdom – New Ways** and Justin Wight of **Monkeystack** share ways of understanding how ancient oral traditional storytelling and immersive technologies can come together in a respectful way to share and connect with contemporary audiences across the generations. We have all been invited to experience **Yabarra - Dreaming in Light**, a journey we can all begin together at the end of today's conference. **Speakers:** Leko Novakovic, Novatech; Karl 'Winda' Telfer and Justin Wight, Monkey Stack, Adelaide.

10.00 – 10.40

**Ubisoft — Creators Of Worlds**

Ubisoft are creators of worlds, rich and diverse, which people can enter through various doors. Starting with the massive game series **Assassin's Creed**, they have extended that world through books, movies, TV series, park attractions, location-based VR and now live entertainment. **Speaker:** Hinde Daoui, Ubisoft, Paris.

10.40 – 11.10 **MORNING TEA**

11.10 – 11.50

**Weta Workshop — Building New Game Worlds**

In the hands of Greg Broadmore, the imaginary becomes reality. As Game Director at Academy Award®-winning **Weta Workshop** and Founder of the company's game studio, Greg's artistic visions have been brought to life with **Dr. Grordbort's Invaders** on the Magic Leap One. This Spatial Computing device propels you into a whole new territory of immersive games and is set to change the way we experience entertainment. **Speaker:** Greg Broadmore, Weta Workshop, Game Director, Writer, Artist; Wellington.

11.50 – 12.30

**Royal Shakespeare Company — All The World's A Stage**

The RSC pioneered the use of motion capture in live theatre working with The Imaginarium to create a

live digital Aerial in **The Tempest**. Now, as part of the ambitious Audience of the Future programme they are working with tech companies such as **Magic Leap** to design the theatre experiences of tomorrow. **Speaker:** Sarah Ellis, Director of Digital Development, Royal Shakespeare Company, Stratford-Upon-Avon.

12.30 - 13.45 **LUNCH BREAK**

### THE ART OF IMMERSION

13.45 - 14.25

**Marshmallow Laser Feast — Scientific Hallucinations**

Barnaby is taking a close look into the collective's artistic practice, an inquiry into the nature of nature, a space where science and spiritual practice fuse through technology that tickles the senses. Combining architectural tools, contemporary imaging techniques and performance with tactile forms, **Marshmallow Laser Feast** sculpts spaces that lay dormant until animated by playful investigation. **Speaker:** Barnaby Steel, Marshmallow Laser Feast, London.

14.25 - 14.50

**Generating Possibility:**

**Immersion As A Futures Method**

Immersive experiences give audiences a chance to step away from the current normality into a different possibility, if just for a moment. As a futurist designing experiences for young adults at **MOD.** at UniSA, Kristin is interested in immersion as a method for foresight, reflecting on how different approaches might inspire and guide young adults in navigating uncertain futures. **Speaker:** Kristin Alford, MOD., Adelaide.

14.50 - 15.20

**Digital Art In The Era Of Interactivity**

Allegra Shorto focuses on establishing Virtual Reality as a widely applied medium within the arts, through collaborations with artists and institutions working with new digital technologies. **Speaker:** Allegra Shorto, Khora Creative, Copenhagen.

15.20 to 15.50 **AFTERNOON TEA**

15.50 - 16.20

**Extended Reality Storytelling**

**MAKROPOL** is an award-winning studio working in the intersection of cinema, technology, live performance and installation. Mads, the founder of MAKROPOL, will discuss his exploration of embodied cinema, creative use of technology in storytelling, insisting to be a cross-medial studio and how his vision for how the future of art and cinema is taking form. **Speaker:** Mads Damsbo, Makropol, Copenhagen.

16.20 – 16.50

**From DJ Culture To Experience Design**

Colin Nightingale will talk about how an initial love of music and DJ culture took him on a journey, from becoming a core member of the pioneering, multi award winning theatre company **Punchdrunk** in the early 2000s, to his current independent projects integrating new audio and visual technology to create unique experiences such as **Beyond the Road** (Saatchi Gallery, London Summer 2019). **Speaker:** Colin Nightingale, Creative Producer, London.

16.50 – 17.15

**PERFORMANCE: A Machine For Viewing**

**A Machine for Viewing** is a unique hybrid of real-time VR experience, live performance, and documentary that explores how we now watch films by putting cinema and VR – an old machine for viewing and a new one – face to face. **Creator / Narrator:** Oscar Raby VRTOV, Melbourne; **Performer:** Vassiliki Khonsari.

17.15 – 17.30

Delegates and speakers are invited to take a short walk to **Tandanya National Aboriginal Cultural Institute, 253 Grenfell St, Adelaide.**

17.30 – 18.30

**EXPERIENCE: Yabarra — Dreaming In Light; Tandanya**

Free to all conference pass-holders: We invite you to journey with us along an immersive dreaming track to experience story of creation and country. **Commissioned and Co-Produced:** Adelaide Fringe; Karl Telfer, Cultural and Creative Producer; with special thanks to Justin Wight, Monkeystack; Leko Novakovic, Novatech.

18.30 – 20.00

Free to all conference pass holders: **Opening Drinks at Fringe Club, Roxie's, 188 Grenfell St, Adelaide.**

## Day Two — Thursday 20th Feb

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08.30 **Registrations open at Lot Fourteen Lecture Theatre**

### PRODUCING IMMERSIVE EXPERIENCES

Pioneers of immersive storytelling share their experience as producers in an emerging medium.

09.15 – 09.45

**Ink Stories:****Game On — From Resident Evil To Trump's America**

As we usher in the new frontier of immersive arts, how do we foster an equitable future for the overall industry? By advocating on behalf of artists, writers, producers and projects. Khonsari will look at the nuts and bolts of the opportunities and realities of co-creation, partnerships and cross-platform ecosystems. **Speaker:** Vassiliki Khonsari, Ink Stories, Brooklyn.

09.45 – 10.15

**Atlas V: Putting The Artists First**

One of the world's most prominent immersive production companies, Atlas V brings a new approach to audience engagement by leveraging new technologies, unique visual aesthetics, and immersive design. Deeply engaged in a community of creative technologists, Atlas V works to identify and foster independent artists who are innovating the art and form of storytelling. Take a deep dive into the encounters and artistic visions that made projects like **Battlescar**, **Gloomy Eyes** and **Spheres** possible and get a first look at the worlds currently being built by Atlas V's teams. **Speaker:** Fred Volhuer, Atlas V, Paris.

10.15 – 10.45

**Room To Play**

From working in the AFL and construction, to projects featured at Sundance and the Venice Biennale, Anton will put forward a case for the advantages of being in Adelaide, and the importance of being contrarian in a world that is constantly looking for 'the next big thing'. **Speaker:** Anton Andreacchio, Adelaide.

10.45 – 11.15 **MORNING TEA**

### DISTRIBUTING AND EXHIBITING IMMERSIVE EXPERIENCES

11.15 – 11.35

**How A VR Documentary Became Box-Office Gold**

Briege's **The Antarctica Experience** is the most successful VR experience in the world, currently sitting in the top 15 of all-time documentaries at the box office in Australia. What is the secret of her success? **Speaker:** Briege Whitehead, Whitespark Pictures, Perth.

11.35 – 12.30

**PANEL —****Distribution And Exhibition Of Immersive Work**

One of the big questions with immersive experiences is how to reach audiences at scale? Hear from some of the people who are distributing and exhibiting immersive work successfully. **Moderator:** Kristin Alford, MOD., Adelaide. **Speakers:** Camille Lopato, Diversion, Paris; Catherine Allen, Limina Immersive, Bristol; Katrina Sedgwick, ACMI, Melbourne.

12.30 – 13.45 **LUNCH BREAK**

### WHERE IS IMMERSIVE TECH TAKING US?

13.45 – 14.25

**Industrial Light And Magic — How Breakthroughs In VR Helped Create The Movie-Set Of The Future**

Luke will show us how Industrial Light and Magic are creating new worlds in entertainment by using real-time technology developed for location-based experiences such as **Star Wars VR: Secrets of the The Empire for The Void**, to create an interactive, responsive, digital set for film and TV production. **Speaker:** Luke Hetherington, Industrial Light and Magic, Singapore.

14.25 – 14.50

**MIT — Towards An Ecologically-Centred Design For Smart Cities And Communities**

MIT Data scientists have devised a metric that captures the hidden income inequality in cafes, restaurants, and other places in cities: **The Atlas of Inequality**. But what

do new methods of measurement like this mean for creating more sustainable societies? Come learn about the Atlas, explore design principles to create healthier ecologies in communities and cities, and be a part of a new pilot study on diversity in the arts being run at Fringe. **Speaker:** Dan Calacci, MIT Living Lab, Boston.

14.50 - 15.20 **AFTERNOON COFFEE BREAK**

## AI & ETHICS

15.20 - 15.50

### MIT: How To Spot Deepfakes

In July 1969, much of the world celebrated the "giant leap for mankind" of the successful moon landing. Fifty years later, nothing is quite so straightforward. **In Event of Moon Disaster** illustrates the possibilities of deepfake technologies by reimagining this seminal event. What if the Apollo 11 mission had gone wrong and the astronauts had not been able to return home? A contingency speech for this possibility was prepared, but never delivered, by President Nixon – until now. Francesca Panetta explains how this immersive art project uses this alternative history to ask us to consider how new technologies can bend, redirect and obfuscate the truth around us. **Speaker:** Francesca Panetta, MIT Open Documentary Lab, Boston.

15.50 - 16.20

### SBS: Ethics, Diversity And Tech

**Ravi and Emma** is a new interactive documentary (WIP) that uses AI to recognise select Auslan signs. Meet the makers of this world-first project as they unpack their process of collaboration with community, development and computer modelling. **Speakers:** Kylie Boltin, SBS, Sydney; Ramkumar Shankar, SBS, Sydney; Adel Foda, Silverpond, Melbourne.

## Day Three — Friday 21st Feb

### MEETINGS, WORKSHOPS, TECH TALKS, PANELS

**Climate Change Showcase;** one-on-one meetings and tech talks.

09.30 **Welcome from Jim Whalley, Chief Entrepreneur, Office of the South Australian Chief Entrepreneur**

09.45 - 11.00

### Electric Dreams Development Showcase

#### Climate Change Showcase at Electric Dreams

A presentation of seven in-development Australian and international projects from across the immersive storytelling spectrum on the subject of climate change to be assessed by a panel of international experts. The showcase will be streamed online to Kaleidoscope's international network of funders, buyers, festivals and distributors.

11.00 - 11.30 **MORNING TEA**

11.30 - 13.00

### PANEL: Question Time — Funding Immersive

In collaboration with AIDC (Australian International Documentary Conference). Australian creators have made waves internationally, often punching far above their weight. But, with ever-evolving technologies in a globally competitive space, will Australian organisations

16.20 - 16.50

### PERFORMANCE: Kaspar — Can An AI Help Create Art?

Kaspar examines the potential role of the machine in documentary film montage. We will experience how an AI engine edits a film in continuous real-time from rushes of an unfinished documentary by Oscar-nominated director James Longley. We will discuss the ethical considerations and the future for man/machine collaborations. **Speaker:** Mads Damsbo, Makropol, Copenhagen.

16.50 - 17.20

### DISCUSSION — AI & Ethics

**Moderator:** Matthew Bate, Closer Productions, Adelaide. **Speakers:** Francesca Panetta, MIT; Kylie Boltin, SBS; Mads Damsbo, Makropol.

17.20 - 18.00

### Building Protopian Worlds

Those who control the fantasy, control the future. A futurist with an artist's eye and an inventor's mind, Monika Bielskyte prototypes culturally diverse, socially and environmentally engaged future world designs for the entertainment industry, technology companies, and cities/countries. She calls for a new framework for shaping the future: protopia. An approach involving plurality, community narrative, evolution of values, and a celebration of life. **Speaker:** Monika Bielskyte, Lithuania.

18.00 - 18.15

Free to Electric Dreams VR Experience Registrants: Please join us as we cross the road to the **Great Hall of the Masonic Lodge, 254 North Tce, Adelaide.**

18.15 - 20.00

### Gloomy Eyes; VR Cinema; Fire Escape

Free to Electric Dreams VR Experience Registrants (limited availability – please sign up at Registration Desk): Special delegates-only presentation of the Electric Dreams VR Experience at **Masonic Lodge.**

and institutions need to increase investment and support to prevent us falling behind? To explore this, Australian creators will bring their most pressing questions to a panel of local and international experts, with a goal towards imagining a new future of funding.

13.00 - 14.15 **LUNCH**

14.15 - 17.00

### Open Music And RAIDAR —

#### Protecting Artists' Rights on the Blockchain

Come and learn how RAIDAR will help artists to get paid, and the music industry thrive. **Speaker:** Lucas Novak, MIT Open Music Workshop, Boston.

**TECH TALKS** — Ten-minute presentations of new technologies or projects using technology in novel ways.

**MEETINGS** — Throughout conference days one and two, delegates will be able to use digital networking tool Brela to connect to speakers and entrepreneurs in order to make individual meetings on day 3.

**DEMOS** — Experience some of the tech that has been talked about in conference sessions, such as Magic Leap and The Atlas of Inequality.

19.00 - 22.00

Free to all conference pass holders: **Closing Party at Fringe Club, Chateau Apollo, 74 Frome St, Adelaide.**

**Kristin Alford — MOD.**

Kristin is a futurist and the Director of MOD., a future-focused museum for young adults, provoking new ideas at the intersection of science, art and innovation.

**Catherine Allen — Limina Immersive**

Limina Immersive has brought VR to thousands of first-timers, through three years of festivals, pop ups and a 6-month VR theatre.

**Anton Andreacchio**

Anton has founded several companies in the creative industries, including visualisation in construction, a VR/AR Studio working across contemporary art and training (Jumpgate), and post-production.

**Becc Bates — Director for Creative Industries, Department for Innovation and Skills**

Becc leads the Creative Industries team in the development and delivery of strategies that stimulate growth in the creative industries in South Australia.

**Monika Bielskyte**

Monika's work connects bleeding edge technological innovation with some of the world's most original creative visions that bring Sci Fi to reality.

**Kylie Boltin — SBS**

As SBS's first commissioning editor for online documentaries, Kylie has been instrumental in creating ethical storytelling collaborations that sit at the intersection of story and technology.

**Greg Broadmore — WETA GAMESHOP**

Greg is the creator of Dr Grordbort's Invaders, and has worked as a designer, artist and writer at The Lord of the Rings film franchise with director Peter Jackson's award-winning special effects and prop company, Weta Workshop.

**Ana Brzezińska — KALEIDOSCOPE**

Ana is a Curator at Kaleidoscope, a funding platform for immersive art and entertainment.

**Alice Burgin — AIDC**

Alice is the current CEO/Conference Director of the Australian International Documentary Conference.

**Dan Calacci — MIT**

Dan is a member of the Human Dynamics group of the MIT Media Lab, studying the relationship between inequality, segregation, and human behaviour.

**Kate Croser — Chief Executive Officer of the South Australian Film Corporation**

An award-winning film and television producer, Kate's work has won Australian Academy Awards and screened at the world's most prestigious international film festivals.

**Mads Damsbo — MAKROPOL**

Mads is creative producer at Makropol, a production studio based in Copenhagen, focusing on developing new narratives, utilizing new technology.

**Hinde Daoui — UBISOFT**

Hinde is overseeing the Assassin's Creed Symphony worldwide tour at Ubisoft, and she produced Just Dance Live tour in the US.

**Sarah Ellis — ROYAL SHAKESPEARE COMPANY**

Sarah Ellis is Director of Digital Development for the Royal Shakespeare Company, exploring new artistic initiatives and partnerships.

**Luke Hetherington — INDUSTRIAL LIGHT AND MAGIC**

Luke runs ILM's Singapore studio, responsible for all films

in production as well as overseeing all studio operations, marketing, and bidding on future projects.

**Vassiliki Khonsari — INK STORIES**

Creative Producer/Writer + CoFounder at iNK Stories – the New York City based award winning interactive storytelling studio Fast Company calls an 'innovation agent'.

**Camille Lopato — DIVERSION**

Camille founded Diversion Cinema, a company specialising in distributing and showcasing VR films and experiences.

**Colin Nightingale**

Colin co-created Beyond The Road, a multi-sensory installation merging visual arts, music and film, and has been a member of the award winning Punchdrunk, helping pioneer a form of 'immersive' theatre, in which the audience is free to choose what they watch and where they go.

**Francesca Panetta — MIT**

Francesca is a Creative Director in the MIT Center for Advanced Virtuality. As an immersive artist and journalist, she uses emerging technologies to innovate new forms of storytelling that have social impact.

**Oscar Raby — VRTOV**

Co-Founder and Creative Director at VRTOV, Melbourne-based Virtual Reality studio behind the projects The Turning Forest, Easter Rising: Voice of a Rebel and Assent.

**Katrina Sedgwick — ACMI**

Katrina has been Director/CEO of ACMI (the Australian Centre for the Moving Image) since 2015, where she is leading a vision for a \$40m transformation for the museum, due to reopen mid-2020.

**Allegra Shorto — Khora Contemporary**

Allegra focuses on establishing VR as a widely applied medium within the arts through collaborations with artists and institutions working with new digital technologies.

**Paul Smith — Technology Editor, Financial Review**

Paul Smith leads the The Australian Financial Review's technology coverage focusing on big tech, how businesses are using technology, fast growing start-ups, telecommunications and national innovation policy.

**Barnaby Steel — MARSHMALLOW LASER FEAST**

Barnaby is an artist and creative director of Marshmallow Laser Feast, working in the liminal space between art, technology and the natural world.

**Karl 'Winda' Telfer — YELLA KA**

Karl is a senior man from the Mulla Wirra meyunna - Dry forest people/family clan, which today is known as the Kurna Nation from the Adelaide region. He is a custodian, a cultural educator, designer and artist.

**Fred Volhuer — ATLAS V**

Deeply engaged in a community of creative technologists, ATLAS V works to identify and foster independent artists who are innovating the art and form of storytelling.

**Briege Whitehead — WHITE SPARK PICTURES**

Briege is responsible for the cinematic VR hit, The Antarctica Experience – its ticket sales making it the most successful VR film of all time.

**Justin Wight — MONKEY STACK**

Justin is director of Monkey Stack, creating award-winning work in animation, XR, VFX, experiential spaces and game design which delights and engages audiences on any screen, anywhere.