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# **CALL FOR PARTICIPANTS**

Haptic InterFace

# The Wearables Lab\* is pleased to announce **Haptic InterFace** 2014: a new challenge for designers, artists, developers and creative practitioners who want to come face to face with the unexpected and new. This event will take place from **December 1st to 10th**,2014.

# Professionals and creative thinkers from a range of backgrounds are invited to engage in an innovative trans-disciplinary laboratory that explores the borders and intersections of art, science and technology.

Our aim is to develop new ideas in relation to the body through the creative use of materials and praxis. **Haptic InterFace** considers an intermediary zone; not clearly part of the body (the intimate-self) or of the public (the communal-self) it can be viewed as a space of depth rather than surface. The affordances\* of the body may undermine and even revise existing practices of embodiment and lead to new processes for navigating the alternative geographies of post-modernity.

Technology is increasingly becoming smaller and more powerful and access to data, faster and more portable, while scientific discoveries are revealing more about how our mind and bodies work. The resulting interconnected world of objects, beings and spaces is the environment we currently inhabit. It is within the intersecting nodes and spaces of accelerated change, through intelligence, imagination and innovation that we must imagine and design ethical and sustainable future(s) in which we want to live.

“You never change things by fighting the existing reality. To change something, build a new model that makes the existing model obsolete.” - R. Buckminster Fuller

Combining our current reality, our imagined future and our unimagined future with Fuller’s challenge, I am pleased to announce the 2014 workshop theme: Haptic InterFace – Designing Experience.

Hong Kong is an ideal location to explore new research paradigms. As a high-density and hi-tech urban centre, it has a long history as a site of multi-cultural engagement and is a rapidly growing centre for the arts. In close proximity to Shenzhen, the Wearables Lab has easy access to diverse and affordable materials and high-technology components as well as production facilities.

This is an un-conference-style event that is participant-driven. Participants will be encouraged to mash-up materials and technology and to find ways to let innovation happen in real-time. The underlying hypothesis is that an ethos of collaboration and real-time feedback may generate effective and engaging research environments, blending haptic and cognitive praxis with intelligence, imagination, innovation and play.

\* An **affordance** is a quality of an object, or an environment, which allows an individual to perform an action.

\* The **Wearables Lab** is a research hub at the Academy of Fine Arts, Hong Kong Baptist University

**How to apply:**

As there are a limited number of places available, selection is based on quality of previous work and creative capacity to contribution to the overall group.

Please submit **images of your work** (max 10)**,** a short **biography** and a **covering letter** stating why you wish to be involved not later than **30th September 2014**.

The participants will be invited to make a 10-minute presentation about their practice to the HKBU community and the general public as part of a half-day symposium.

Prototypes/concepts will be exhibited in a pop-up exhibition at the end of the 10-day un-conference. It is anticipated that the resulting works should be finished within 12 months.

**Cost:**

3000 HKD (EU 290) (US 385) (CNY 2430) includes 10 days workshop, a materials budget, basic meals. The cost helps subsidize the expenses of this non-profit event.

Limited UGC funded places are available to outstanding candidates.

For application submission or any enquiry, please email: flanagan@hkbu.edu.hk

# **Haptic InterFace exhibition**

The un-conference will run parallel with the **Haptic InterFace** exhibition December 3rd  – 21st at the Koo Ming Kwon Exhibition Gallery, Hong Kong. It will feature art/design/multi-media work in the form of body-related objects from leading artists/ designers/ scientists around the world.

**Who will be there: (TBC)**

* CHUNG, Meiyi. (Fashion Design, Hong Kong). Paragon Designs
* DALE, Angela. (Costume designer, Canada).
* DONOVAN, Jared. (Gestural interaction and participatory design) Lecturer Interactive Design, Creative Industries, Queensland University of Technology.
* FLANAGAN, Tricia (Wearables and Public Art, Hong Kong). Wearables Lab Director and Assistant Professor at HKBU.
* FRANKJAER, Raune. (Intermedia Design, Germany). Intermedia Design Fachhochschule Trier - Hochschule fuer Technik, Wirtshaft und Gestaltung at University of Applied Science.
* HRYNKIW, Dave. (Robotics, Mechanical engineer, Canada). Solarbotics Calgary
* KASHIHARA, Erina. (Light artist, Japan)
* SHAW, Elizabeth (Jewellery and Small Objects, Australia). Acting Convenor of Fine Art at Queensland College of Art Griffith University.

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