

LOCATIVE MEDIA BIBLIOGRAPHY

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by Drew Hemment, Steve Bull, Elizabeth Goodman, Pete Gomes, Derek Hales, Hana Iverson, Paula Levine, Ann Morrison, Teri Rueb, Alison Sant, Leslie Sharpe, Jen Southern, Nick West and Nisar Keshvani

Books

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Websites

angermann2

<http://www.angermann2.com/>

Anne Galloway - purse lip square jaw

<http://www.purselipsquarejaw.org/>

Dr. Reinhold Grether - Netzwissenschaft

<http://www.netzwissenschaft.de/index.html>

Locative Media Lab

<http://locative.net>

Mirjam Struppek - Documentation of PLAN workshop at ICA

<http://culturebase.org/home/struppek/PLAN/>

networked_performance

<http://www.turbulence.org/blog/>

Receiver

<http://www.receiver.vodafone.com/>

socialfiction

<http://socialfiction.org/>

urban cartography

<http://www.urbancartography.com/>

Website for seminal Locative Media workshop in Karosta, Latvia, 16-26 July 2003

<http://locative.x-i.net/>

we make money not art

<http://www.we-make-money-not-art.com/>

Blogs and Online Journals

angermann2

<http://www.angermann2.com/>

Anne Galloway - purse lip square jaw

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Dr. Reinhold Grether - Netzwissenschaft

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Howard Rheingold - smartmobs

<http://www.smartmobs.com/>

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Mo-life

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Steve Dietz - yproductions

<http://www.yproductions.com/info/archives/000375.html>

The Feature

<http://www.thefeature.com/main>

University of Openess - Faculty of Cartography

<http://twentiethcentury.com/uo/index.php/FacultyCartography>

WirelessLondon

<http://wirelesslondon.info>

Collaboratively Produced By

DREW HEMMENT is director of Future Everything, a non-profit creative company responsible for Futuresonic International Festival; AHRC Research Fellow in Creative Technologies at University of Salford; Project Investigator in PLAN - The Pervasive and Locative Arts Network. Involvement in music events as DJ and/or organizer since the 1980s. Projects include *Loca* (2003-ongoing), *Futuresonic* (1995-ongoing), *Low Grade* (2005), *Mobile Connections* (2004), *FutureDJ* (2004), *Turntable Re:mix* (2004), *Migrations* (2002/3), *Blacktronica* (2002), *Sensurround* (2001/2), *BrokenChannel* (2001) and *SenseSonic* (2000). Completed an M.A. (Distinction) at the University of Warwick, and a Ph.D at University of Lancaster.

Formerly with Interval Research, *STEVE BULL* founded Cutlass (ctlss.com), a company that specializes in mobile locative media with applications running on O2, Verizon Wireless, TELUS Mobility, and Orange. In Fall 2005 he spoke on pervasive gaming at the Institute For The Future and Digital Storytelling Festival in California, and at CUNY. Recent recipient of a N. Y. State Council for the Arts grant for Cellphonia: In The News, a karaoke cell phone opera, Bull is also collaborating on *Phone Me*, an interactive locative cell phone history/mystery set on the Lower East Side. The New York Historical Society's Slavery in New York exhibit will feature his cell phone tour of its downtown locations. He's taught in the Interactive Telecommunications Program at N.Y.U, Parsons, and currently at Temple University (<http://www.templenmic.com/courses.html>).

ELIZABETH GOODMAN's design, writing, and research focuses on critical thinking and creative exploration at the intersections of new digital technologies, social life and urban spaces. She has a Bachelor of Arts in Fine Art from Yale University and a Masters in Interactive Telecommunications from New York University. Most recently, her *Familiar Stranger* project was part of Spectropolis: Mobile Media, Art and the City. Her work has been shown at Paris' la Cite des sciences et de l'industrie, as well as at a number of international academic conferences such as CHI, DIS and Ubicomp. She is now a design researcher at Intel's User Centered Design group.

PETE GOMES is a writer-director and artist. His work has been screened and shown internationally, in galleries and festivals including, Tate Modern, Whitechapel Art Gallery, Gimpel Fils, Barcelona Museum for Contemporary Culture, Stedelijk Museum Amsterdam, Vienna Museum of Contemporary Art, Leeds

International Film Festival, South Bank Centre London, Sonar and also in USA, India, Russia, Iceland and Europe. He is known for his innovative visual work and collaborations with contemporary architects, choreographers, musicians and composers including: Throbbing Gristle, Shobana Jeyasingh, Luciano Berio, Donnacha Dennehey, Jocelyn Pook, and Michael Nyman. He explores intersections between cinema and technology which manifests itself in a wide range of projects encompassing installation to film drama. Current projects include a 'geo-cinematic' film shot in southern Madagascar, and his first feature film as writer-director. He has taught at the Architectural Association since 1999 and is working on *Urban Mirage*; an international workshop examining drawing, location, and cinema.

DEREK HALES is Subject Leader for Multimedia and Research Leader for Creative Technologies in the School of Art and Design, University of Huddersfield, U.K. As Research Director of the Digital Research Unit, Derek works in partnership with Creative Director Tom Holley at the Media Centre, Huddersfield to support practice-based research (<http://www.druh.co.uk/>) through an artist in residence program, a series of Creative Labs and a newly established M.Phil/Ph.D group. Derek is a chartered architect and chairs the Emerging Technology Group for the Royal Institute of British Architects in Yorkshire.

HANA IVERSON is a new media artist, whose work crosses between digital, video and sound media. She currently is director of the New Media Interdisciplinary Concentration at Temple University. Her work was recently exhibited at the International Center of Photography, Dorfman Projects, Mary Anthony Gallery, Pulse Art, Art in General, and 494 Gallery in New York; the Museo Universitario del Chopo, Mexico City; and in Canada. Her long-term installation and multimedia project, *View from the Balcony*, was on view at New York's Eldridge Street Synagogue from 2000-03. She has received support for her work from the Covenant Foundation, TU Vice Provosts Research Initiative, the Memorial Foundation for Jewish Culture, the New York Foundation for the Arts (NYFA) and Tisch School of the Arts. Ms. Iverson holds a masters degree from the Interactive Telecommunications Program, Tisch School of the Arts, New York University. <http://www.temple.edu/nmic>

PAULA LEVINE is a media artist and Associate Professor of Art in Conceptual/Information Arts, at San Francisco State University. Her current research and art practice is in GPS (Global Positioning System), remote and locative media. As a participant in the 2004 IntraNation Residency, The Banff Centre, Levine produced *Speaking Here* and *Shadows from another place: San Francisco β ->Baghdad*. She presented a paper on these locative projects at MIT:4 – The Work of Stories, as a Mobile Narrative panelist. Levine is currently working on a series of projects and essays based on her ideas of transpositional mapping: using coordinates of distant events as templates that are overlaid locally. Collapsing the safety of distance, these hypothetical maps ground foreign events in local terms. *Security Wall*, a transpositional mapping of the Israeli barrier, is a work in progress. In April 2006, she will exhibit *Signature*, a GPS triggered sound installation, as part of Sonoma County Museum's centennial commemoration of the 1906 California earthquake.

ANN MORRISON lectures on studio process, physical computing interactive environments and information visualization within The Information Environments Program, School of ITEE, at The University of Queensland. Morrison is an installation and new media artist, currently working with alternative reality and locative projects, writing and constructing a context containment interactive environment. (<http://www.itee.uq.edu.au/~morrison/>)

TERI RUEB's large-scale responsive spaces and location-aware environments explore intersections of architecture and urbanism, landscape and human movement, and sonic and acoustic space. She was an early pioneer in using GPS to create location-aware responsive installations and environments in urban and remote landscapes. She has received grants and commissions from The Banff Centre New Media Co-Productions, Turbulence.org (with funding from LEF and the Jerome Foundation), Artslink, the Maryland State Arts Council, and The Puffin Foundation. Her work has been presented internationally and reviewed in diverse publications including "Information Arts: Intersections of Art, Science and Technology," edited by Stephen Wilson, MIT Press, 2001. Rueb received her masters degree from the Interactive Telecommunications Program at New York University and a B.F.A. in Sculpture, Painting and Literary and

Cultural Studies from Carnegie Mellon University. She is a professor in the graduate department of Digital + Media at the Rhode Island School of Design (<http://digitalmedia.risd.edu>)

ALISON SANT is a media artist, with a background in digital media and architecture. Her work explores the city as both a site for investigation and intervention and has often focused on the hidden dynamics of the urban landscape. She has exhibited nationally and internationally including the San Francisco Museum of Modern Art, VIPER Basel, and ISEA. Sant teaches classes at the San Francisco Art Institute, Mills College, and the California College of the Arts. She has been awarded artist residencies at the Djerassi Resident Artists Program, Headlands Center for the Arts, and the Tryon Center for Visual Art. Sant is also a recipient of a Creative Work Fund Grant. She received her B.F.A. from New York University in 1993 in the departments of Photography and Interactive Telecommunications and received her Masters in Design at the College of Environmental Design, University of California Berkeley in 2004. Sant is currently an artist in residence at the San Francisco Exploratorium.

LESLIE SHARPE is assistant professor and area head of Digital Art in the Hope School of Fine Arts at Indiana University, Bloomington, and previously taught at UCSD as a faculty fellow and at Pratt Institute in New York. She works in Digital Media and Installation, with a focus on Mobile and Wireless Technologies. Sharpe's recent work employs the genre of ghost narrative in projects using cellphones and PDAs to explore questions about subjectivity, embodiment, social networks, wireless histories and place.

JEN SOUTHERN is an artist and lecturer based in Huddersfield, U.K. Her work involves investigating everyday journeys between virtual and physical spaces, which are navigated through socially embedded technologies such as video games, mobile phones and locative media. With a particular interest in personal and specific relationships with technology in everyday life and ordinary places her work investigates real experiences of game spaces through learning and navigation. Her use of technology is specific to each project and has included robotics, wearables, shipping containers, CD ROMs and currently GPS. Jen's practice is installation based and has been both process led and collaborative, exploring the many gray areas between shared authorship, audience participation and interaction. She has also written and curated, and run technical and creative workshops as part of her own work and in other contexts. These modes of operation are integral to a practice that is rooted in social processes and the relationship between people and local environment.

NICK WEST is an information architect and researcher with Proboscis, a London-based creative studio. He has 15 years' experience in designing experimental prototypes for new media research, and has worked with Apple Computer, Paramount Pictures, the National Fine Arts Museum in Rio de Janeiro, and New York University. He holds a B.A. in Political and Economic Systems from Yale University, a Masters in Interactive Telecommunications from New York University and is currently working on a Ph.D in Cultural Studies at Goldsmiths College.

Singaporean *NISAR KESHVANI* is a consultant, Internet journalist, web developer, educator and new media specialist. In the last decade, he has worked across five continents (Asia, Africa, Europe, North America and Australia/Oceania). He is editor-in-chief of the Leonardo Electronic Almanac (<http://LEA.mit.edu>) and International Co-Editor of fineArt forum (<http://www.fineartforum.org>) - one of the Internet's longest running arts publications. He has worked for various international magazines and newspapers since 1993. Keshvani sits on the board of the Art, Science, Technology Network (ASTN), Leonardo/International Society for the Arts, Sciences & Technology; fineArt forum and on SIGGRAPH's Singapore Chapter Management Committee. Keshvani has extensive experience developing and maintaining websites and was an online journalism educator at Queensland University of Technology, Australia, examining internationalization issues and changing work practices in the online newsroom. He was also Digital Media Lecturer and module leader for Web Design Applications with Ngee Ann Polytechnic's School of Film & Media Studies in Singapore. In 2003 - 2004, Keshvani was on consultancy with the Aga Khan Development Network (a group of international development agencies working in health, education, culture and rural and economic development, primarily in Asia and Africa).