

## SECOND CALL FOR PARTICIPANTS



The Wearables Lab\* is pleased to announce **Haptic InterFace** 2012: a new challenge for designers, artists, scientists, developers and creative thinkers who want to come to face to face with the unexpected and new. Haptic InterFace consists of a ten-day workshop and an exhibition that will be running parallel in this event.

Haptic InterFace workshop will take place from November 10<sup>th</sup> to 20<sup>th</sup> in the Wearables Lab, an innovative trans-disciplinary laboratory at the Academy of Visual Arts, Hong Kong Baptist University. This invitation represents an opportunity to spend ten intensive days developing new ideas in relation to the body through the creative use of materials and praxis. Our aim is to provide a space where professionals and creative thinkers from a range of backgrounds explore the borders between art, science and technology.

This is a participant-driven workshop where you will be encouraged to collaborate, mash-up materials and technology and find ways to let innovation happen in real-time, facilitated by a team of experts and support staff. The lab is equipped with state of the art technology, and depending on your research area, can draw on specific equipment available from the broad range of creative studios at the Academy of Visual Arts in order to support your creative investigations.

The workshop will run parallel with the Haptic InterFace Exhibition November 19th – December 20th at the Koo Ming Kown Exhibition Gallery, Hong Kong. It will feature art/design/multi-media work in the form of body related works from leading artists and designers around the world. Concepts/prototypes developed in the Wearables Lab will be added to the core exhibition at the end of the workshop.

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.

For more details, visit the web site at <http://hapticinterface.hkbu.edu.hk>

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

**How to apply:**

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

Please fill in the [Haptic InterFace Application Form](#) and send it to: [hapticinterface\[AT\]hkbu.edu.hk](mailto:hapticinterface[AT]hkbu.edu.hk)

**Deadline:** 1st August 2012.

**Cost:**

3000 HK\$ (approx. US\$ 385) includes 10 days workshop, basic meals and the use of the creative studios at the Academy of Visual Arts.

**Who will be there:**

- ANDERSEN, Kristina (Wearable Computers, Netherlands). Studio for Electro-Instrumental Music (STEIM) and Founding Research Fellow of the Research Institute in the Converging Arts & Sciences (ICAS) at the University of Greenwich.
- CHUNG, Bryan (Interactive Multimedia, Hong Kong). Interactive Media Consultant and Assist. Prof. at HKBU.
- FLANAGAN, Tricia (Wearables and Public Art, Hong Kong). Wearables Lab Director and Assist. Prof. at HKBU.
- FUKS, Hugo (Computer Science, Brazil). Head of the Groupware Research Group and Assoc. Prof. at PUC-Rio.
- GILGEN, Daniel (Intermedia Design, Germany). Intermedia Design Fachhochschule Trier - Hochschule fuer Technik, Wirtschaft und Gestaltung at University of Applied Science.
- HO, Siu Kee (Sculpture, Hong Kong). Assoc. Prof. at HKBU.
- JAMES, Jonathan (Print as object, Australia). Printmaker/Stylist and Lecturer School of Drama Fine Art and Music, Faculty of Education and Arts at Newcastle University.
- KOCHHAR-LINDGREN, Kanta (Choreography, USA) Assoc. Prof. at the School of Interdisciplinary Arts and Sciences at University of Washington Bothell.
- SHAW, Elizabeth (Jewellery and Small Objects, Australia). Acting Convenor of Fine Art at Queensland College of Art Griffith University.
- TILBURY, Nancy (Fashion design, wearable technology) Studio\_XO, London, UK.
- VEGA, Katia (Computer Science, Brazil) Researcher at the Groupware Research Group, PUC-Rio.
- WILDE, Danielle (Embodied Engagement & Body-Technology-Poetics. Australia). Lecturer, Fashion | Visiting Research Fellow, Exertion Games, RMIT University, Melbourne. Research Associate, WCU Centre for the Convergence of Digital Technology and Art, Hongik University, Seoul.

**Sponsors:**

If you are interested in being one of our sponsors, please contact Katia Vega at [katia@hkbu.edu.hk](mailto:katia@hkbu.edu.hk)