

# multiplicity

**SPECTRA**vision

## Episode 3

### 36 IDEAS TO WHILE AWAY THE WINTER

ONLINE SYMPOSIUM

Friday, 8 April, 2022

10am – 5pm, AEST

**HOSTED BY ROBERT WALTON**

CO-CURATED BY  
MELISSA DELANEY, DAVID PLEDGER,  
ZAMARA ROBISON AND ROBERT WALTON

PRODUCED BY  
ZAMARA ROBISON  
AND DEARNA NEWCHURCH

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## EPISODE 3: 36 IDEAS TO WHILE AWAY THE WINTER SYMPOSIUM RUNNING ORDER

### BODIES

10:00am – 12:30pm

#### Acknowledgement and Introduction

Robert Walton

#### Imaginary Friend World

Danielle Freakley

#### Digital traces of the body

Alexandra Chalmers Braithwaite and Andrew Burrell

#### The AirDancer

Anthea Skinner, Melinda Smith, Alon Ilisar, Aaron Corn and Libby Price

#### Attuning to the possibilities

Ella Dumaresq, Kirsten Hillman and Mischa Baka

#### Crosstalk

### LUNCH BREAK

### LISTENING

12:30pm – 1:45pm

#### Exploring Self Through Chatbot Persona

Georgia Banks and Jey Han Lau

#### The Semantic Machine

Tracy Redhead and Florian Thalmann

#### Listening in the Wild

Leah Barclay, Tricia King and Lyndon Davis

#### Crosstalk

### BREAK

### ETHICS

1:45pm – 5:00pm

#### Frankenstein and the Crisis of Reproducibility

Oron Catts

#### Reclaiming Legal Agency in the Metaverse

Alana Kushnir

#### Art-Science + Law

Svenja Johni Kratz

#### DNA as molecule, DNA as data

Helen Pynor, Jimmy Breen and Carolyn Johnston

#### Art, AI and Digital Ethics

Vanessa Bartlett, Sean Dockray, Xanthe Dobbie and Katrina Sluis

#### Crosstalk with David Pledger and Melissa DeLaney

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## EPISODE 3: 36 IDEAS TO WHILE AWAY THE WINTER PRESENTATIONS AND PROJECT STATEMENTS

### **Imaginary Friend World**

[Danielle Freakley](#)

Discussion on what Imaginary Friends may be as parasocial relationships, clones of others, backup social generators in surviving the pandemic. The discussion falls into the development of Freakley's "Imaginary Friend World" in XR where users input a depiction of a "real" imaginary friend from their life which lives on in the system. Imaginary Friends can be anything from unmet Grindr matches, to Gods, rockstars, landscapes and more.

### **Digital traces of the body: queer approaches to representation and virtual embodiment**

Alexandra Chalmers Braithwaite and [Andrew Burrell](#)

This presentation looks at two projects involving queer embodiment in virtual environments, Virtual Drag (2016) and Domestika (2017), which are then considered alongside experiments by the authors. Through the discussion of queerly performed embodiment offered by these works, we propose a queer sensibility of disembodied presentness for Virtual Reality, embracing multiplicity and variance as a theoretical and aesthetic grounding principle. Of particular interest is the notion of queering of presentness that occurs in these works, due to the multiplicity of perspectives that VR affords.

### **The AirDancer – A Wearable Musical Instrument for People with and Without Disability**

[Anthea Skinner](#), [Melinda Smith](#), [Alon Ilsar](#), Aaron Corn and Libby Price

The AirDancer is a wearable musical instrument designed to transform dance movements into music by triggering and manipulating sound in a 3D playing space which was created to support the dancer practices of Melinda Smith, a professional dancer with cerebral palsy. Our presentation will feature a video documentary about the process of adapting the instrument to Melinda's needs, including footage of Melinda's first public performance with the AirDancer.

### **Attuning to the possibilities: Art, nervous systems, and becoming-together**

[Ella Dumaresq](#), Kirsten Hillman and [Mischa Baka](#)

Through a series of "intra-active" events (Barad, 2008) participants are encouraged to explore sound, image, body movement, metaphor, and stillness. A short dance film will be shown, depicting the human body intra-acting with powerful wind and water in a coastal setting. Through images and sounds, participants are invited to experience a sense of being in relationship with diverse others, within a rapidly changing physical environment. This is a space for embodied action, for reflection, and renewal.

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## **Exploring Self Through Chatbot Persona**

[Georgia Banks](#) and Jey Han Lau

Georgia Banks and Dr Jey Han Lau will discuss 'Gee', a fantastic and facetious attempt to quantify self through reality TV and robots.

## **The Semantic Machine – A Contextual Listening Experience based on Semantic Web Technologies**

[Tracy Redhead](#) and [Florian Thalmann](#)

This paper presents and evaluates the Semantic Machine, a collaborative contextual work created for the Semantic Player dynamic music system. The work consists of a song that adapts to the listener's environmental conditions such as location, weather, or time of the day. We compare the work with existing work, and describe particular compositional decisions and the production process. The study investigates how listeners perceive the contextual changes in the music and whether they see potential in such music formats becoming more widely adopted.

## **Listening in the Wild: New methods for interdisciplinary practice in regional Queensland**

[Leah Barclay](#), [Tricia King](#) and [Lyndon Davis](#)

This paper explores the methods and approaches to collaboration across three interdisciplinary projects created in regional Queensland. Listening in the Wild is a series of immersive soundscapes and images exploring ecosystems across the Sunshine Coast, Beeyali is a Kabi Kabi word meaning 'to call' and is a moving image work commissioned for ANAT New Light, the final work explores methods of seeing sound and hearing images. The three projects explore an evolving dialogue between photography, soundscapes, and Indigenous knowledge to develop new method for understanding ecosystems and responding to change.

## **Frankenstein and the Crisis of Reproducibility**

[Oron Catts](#)

A lecture performance outlining the discovery of material evidence relating to the creation of the companion to Frankenstein's creature at the Orkney Island: A news article from 1773 about a stranded whale with a human skeleton indicates that Frankenstein likely failed in his second attempt of reanimation. This story is used to reflect on the current Crisis of Reproducibility in Science.

## **Reclaiming Legal Agency in the Metaverse – A How to Guide for Artists and Cultural Institutions**

[Alana Kushnir](#)

My presentation will consider how artists and cultural institutions can reclaim their agency in the metaverse, and how a deeper understanding of their legal rights can assist with this process. I will discuss four key areas of law which are relevant to the metaverse, and how these areas of law affect artists and cultural institutions in particular – real and personal property, IP and moral rights, privacy and security and governance.

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**Art-Science + Law: Towards a multiplicity of critical perspectives on the ownership and governance of biomaterials**

[Svenja Kratz](#)

Collaborators: [Jane Nilesen](#), [Brad Sutherland](#) and [Jo-Maree Courtney](#)

This presentation brings together researchers from the UTAS School of Creative Arts and Media, School of Medicine and Centre for Law and Genetics to advocate for the value of including legal perspectives in art-science research. Using their collaborative 2021 ANAT Synapse project Posthuman Genetic Legacies as an example, the team address key ethical and governance issues associated with the use, storage and distribution of human biomaterials.

**DNA as molecule, DNA as data: Liminal entities, radical porosity, and the limits of legal and ethical practices of care**

[Helen Pynor](#), Jimmy Breen and [Carolyn Johnston](#)

Collaborators: Bastien Llamas and Dan Bonsu

This interdisciplinary research explores DNA's liminality in both its material (molecular) and dematerialised (genomic data) forms. Using scientific and artistic methodologies we explore human and non-human DNA exhaled in our outbreaths, a little-known form of DNA shedding, that underscores our multi-species, radically porous bodily ontologies. In contrast DNA that is intentionally sampled for clinical purposes joins large, anonymised, arguably 'semi-living' DNA data sets. We explore the challenges DNA's liminality presents for legal and ethical practices of care.

**Art, AI and Digital Ethics: Notes from an emerging collective**

[Vanessa Bartlett](#), [Sean Dockray](#), [Xanthe Dobbie](#), [Katrina Sluis](#)

Collaborators: Gabby Bush, Jasmin Pfefferkorn, Tyne Sumner and Kristal Spreadborough

[Art, AI and Digital Ethics](#) is a new interdisciplinary initiative that explores the insights and contradictions that emerge when ethics and aesthetics meet with contemporary technologies. We have invited practitioners from our evolving network: Sean Dockray, Katrina Sluis and Xanthe Dobbie, to reflect on our core research questions. The Art, AI and Digital Ethics research collective is led by Vanessa Bartlett, Gabby Bush, Jasmin Pfefferkorn, Tyne Daile Sumner and Kristal Spreadborough. It is based at the Centre for AI and Digital Ethics.

**We gather together across many different unceded countries  
for Episode 3 of ANAT SPECTRA 2022 :: Multiplicity.**

ANAT acknowledges and pays respects to the First Nations peoples of the land we call Australia. Aboriginal peoples are the Traditional Custodians and we recognise their continued cultural, spiritual and technological practices.

We also acknowledge and pay respects to all First Nations peoples beyond Australian shores. As the very first storytellers, we understand that First Nations peoples hold invaluable knowledge and perspectives that are vital in the research, interrogation and development of traditional and emerging technologies, across both our physical and digital realms.