

SCHOOLS AND RESIDENCIES

ANAT co-ordinates a range of Masterclasses, Workshops and New Media Labs which offer intensive skills development and networking opportunities for Australian practitioners. Since 1989 ANAT has pioneered skilling programs for artists, offering advanced tuition in new media arts, ranging from web authoring, interactive environments, sound, video, performance and curating.

ANAT BLAST THEORY MASTERCLASS AND ATTACHMENT PROGRAM

Adelaide, South Australia

January – March 2004

I Like Frank in Adelaide - The world's first mixed reality game on 3G phones
<<http://www.ilikefrank.com/>>

Blast Theory is one of the leading artists' groups in Britain making interactive performances, installations, video and mixed reality projects. Combining rigorous research and development with leading edge technologies, their practice ranges across media and disciplines, taking risks and encouraging critical debate.

The founding members of Blast Theory Matt Adams, Ju Row Farr and Nick Tandavanitj, were Adelaide Thinkers in Residence for three months in early 2004. Accompanied by members of the Mixed Reality Lab (University of Nottingham), Blast Theory developed *I Like Frank in Adelaide* - the world's first mixed reality game on 3G phones.

ANAT was a major partner in Blast Theory's visit to South Australia and co-ordinated a Masterclass for Australian practitioners from January 13 – 15. The sixteen participants came from diverse creative backgrounds including *wearable computing, software engineering, computer animation, filmmaking, new media* and *visual arts*.

Participants in the ANAT Blast Theory Masterclass:

Bianca Barling (SA)

Kirsten Bradley (Vic)

Leon Cmielewski (NSW)

Brian Degger (SA)

Michelle Glaser (WA)

Megan Heyward (NSW)

Karen Hughes (SA)

Troy Innocent (Vic)

Annemarie Kohn (SA)

James McCluskey (WA)

Justin McGuinness (SA)

Debra Polson (Qld)

Derek Rogers (SA)

Sumugan Sivanesan (NSW)

Aaron Stafford (SA)

Following the Masterclass, five South Australian participants took part in an Attachment program in conjunction with the SA Film Corporation. The five artists worked with Blast Theory on the development of *I Like Frank in Adelaide*, they were: Bianca Barling, Brian Degger, Annemarie Kohn, Justin McGuinness and Aaron Stafford.

The *I Like Frank in Adelaide* game was presented for the 2004 Adelaide Fringe from March 2 – 13.

Partners in Blast Theory's visit to Adelaide were Department of the Premier and Cabinet, Adelaide Fringe 2004, m.Net Corporation, SA Film Corporation (SAFC), Australian Network for Art and Technology (ANAT) and Department of Education and Children's Services (DECS), with support from Internode, Australia Council for the Arts, Technology School of the Future (TsoF), Australian Film Commission, Arts SA and Department of Further Education, Employment, Science & Technology.

SYNAPSE ART AND SCIENCE RESIDENCY PROGRAM

Nation wide, 2004-2005

The *Synapse Art and Science Residency* program aims to develop dynamic creative partnerships between scientists and artists, science institutions and arts organisations. The residency program is managed by ANAT and is a major component of the Australia Council's *Synapse Art and Science* initiative.

The first stage of the residency program was launched in October 2003, with ANAT calling for applications from Australian science organisations, interested in hosting artist residencies. Following a positive response and selection of host organisations, ANAT invited Australian new media artists to apply for the *Synapse Art and Science Residency Program*. The four successful residencies were announced in mid 2004 and are being conducted over a 12-month period July 2004 – June 2005.

Centre for Astrophysics and Supercomputing University of Swinburne, Melbourne

<http://astronomy.swin.edu.au>

DAVID O'DONOVAN (VIC)

Artist in residence July – December 2004

David O'Donovan completed his residency at the end of 2004, which was then extended by the University through an internal grant. The Swinburne Centre for Astrophysics and Supercomputing operates a significant supercomputing facility and a virtual reality theatre and concentrates on problems in astrophysics that benefit from these unique resources. David O'Donovan is a Melbourne based sound artist who is collaborating with the Centre to create mediation on the myths and stories that human cultures have attributed to heavenly bodies, and to consider these myths in the context of our present day experience. The completed artwork will be suitable for display using the virtual reality projection systems developed by the Centre for Astrophysics & Supercomputing, including theatres at Parkes Observatory (NSW), Sydney Observatory (NSW) and Jodrell Bank Observatory (UK).

Australian National Botanic Gardens and the Centre for Plant Biodiversity Research (CPBR), Canberra

<http://www.anbg.gov.au/cpbr>

The Synapse residency will give the Gardens the chance to link scientific and artistic creativity in a way we hope will be of mutual benefit to the artist and