VIDEO ART - CHECKING THE FRONTIER

June 3/4/5 1994

Australian International Video Symposium - directed by EMA

Screenings of video and films, interactive video art/game arcade and seminars

Australian National Maritime Museum and Art Gallery of NSW

Program conceived by guest international curator Erkki Huhtamo

Screenings

A large selection of video and film screenings, including a specially curated program of "ride films" from all over the world - details over page....

Friday 3rd June
7pm - 10pm
Saturday 4th June
2.30pm - 5.30pm & 7pm - 10pm
Sunday 5th June
2.30pm - 5.30pm & 7pm - 10pm

ANZ Theatre at the
Australian National Maritime Museum,
Darling Harbour, Sydney.

Interactive
Game / Art Interface

Friday 3rd June to Saturday 4th June: 10 - 5pm
Sunday 5th June: 12 - 5pm

The exhibition investigates the ways in which contemporary media artists have adopted game playing as a central aspect of their aesthetic strategies. The exhibition should be seen as an art game arcade, thus referring to an institution which, although ignored,despised or feared by those devoted to high culture, has already played an important role as a breeding ground for new modes of interactivity, and as a consequence, for new cultural formations.

**Art Gallery of NSW,
The Domain, Sydney**

Minimum entry requires the purchase of a three session pass - $20 full price, $16 concession. Entry to each additional session is $10 full price, $8 concession. A weekend pass, covering all sessions listed above can be obtained in advance from EMA for $35/30.
Seating is limited therefore it is recommended that advance weekend passes be obtained when possible.

Symposium

Nintendo Killed the Video Star?

12 noon - 2pm

Saturday 4th June
Speakers:
Peter Callas (Australia) "Nintendo, Japan, gaming...."
John Conomos (Australia)
"Video art and the challenge of interactivity".
Pam Hansford (Australia)
"The social implications of games".
Machiko Kusahara (Japan) "Media art in Japan".

Sunday 5th June
Speakers:
Ross Harley (Australia)
"Art meets entertainment - historical aspects".
Troy Innocent (Australia) "Cyber dada".
Christine Tamblyn (USA)
"Woman, technology, virtual reality".
VNS Matrix (Australia)
"Feminism, games, big daddy mainframe".

**ANZ Theatre at the
Australian National Maritime Museum,
Darling Harbour, Sydney.**

The guest speakers will lead the audience in a discussion of the following questions:
How has the coming of the new audio-visual technologies, (such as synthetic computer imaging, interactive real-time computer systems, hypermedia, virtual reality and computer networking), and their applications, (music video, video games, simulator entertainment etc), effected video art?
What new possibilities have these technologies opened for creativity?
What kind of attitude should an artist adopt in relation to the ever spreading digital environment?

Electronic Media Arts (Australia) Ltd is pleased to

present:

VIDEO ART - CHECKING THE FRONTIER

Program

June 3/4/5 1994

Australian National Maritime Museum and Art Gallery of NSW.

Screenings of video and films, interactive video art/game arcade and seminars.
Directed by EMA, the program has been conceived by guest international curator Erkki Huhtamo.

The weekends activities will include:

* an interactive exhibition of video art/games to be housed at the Art Gallery of NSW;
* a large selection of video and film screenings, including a specially curated program of "ride films" from all over the world;
* two seminar sessions talking around the theme of "Nintendo Killed the Video Star?".

All screening and symposium sessions are held at the ANZ Theatre, Australian National Maritime Museum, Darling Harbour Sydney.

SESSION ONE
Friday 3rd June
7pm - 10pm
Jim Blashfield Retrospective
The relatively unknown master of animation from the USA. Contains music video, TV commercials and logos, and independent animation films.
Pixelvision I - A compilation of innovative videowork produced with the lowest of technologies: the Fischer Price PXL 2000 toy video camera.

SESSION TWO
Saturday 4th June
Noon - 2pm
Nintendo Killed the Video Star?   seminar

* Ride Films are a new audio-visual genre, shot from a first person point of view and giving you the impression that you are riding a train, car, space vehicle etc. You, as the spectator, can penetrate into the screen world.

SESSION THREE
Saturday 4th June 1994
2.30pm - 5.30pm
Out of the Machine: Computer Imaginings
Recent Australian computer artworks.
Curated by Brian Langer.
Travelogues I
Presentation of an ambitious project by Stefaan Decostere a "TV artist" from Belgium.
Part I of a program exploring the parallels between different forms of cultural display: the museum, the worlds fair, the city, film, television, the shopping mall and the tourist site.

SESSION FOUR
7pm - 10pm.
The Ride of Your Life A world first. A compilation of some of the greatest ride* films made, aiming at presenting the state of the art. Featuring works from Rhythm and Hues, Boss Films, Iwerks Entertainment, SEGA, Links corporation. Showscan.
Virtual Love Lynn Hersman. An ambitious feature length video combining fiction and documentary. Virtual reality, identity, love. "A love story of the '90's".

SESSION FIVE
Sunday 5th June
Noon - 2pm
Nintendo Killed the Video Star?
seminar

SESSION SIX
2.30pm - 5.30pm
ARS Electronica 93
A compilation of the best computer generated artworks from the leading European festival in the field.
Liquid Light Recent Australian video artworks - Part 1.
Curated by Julie Vulcan.
Pixelvision II The second part of the program screening a compilation of innovative videowork produced with the lowest of technologies: the Fischer Price PXL 2000 toy video camera.

SESSION SEVEN
7pm - 10pm
Travelogues II Second part of the presentation of an ambitious project by Stefaan Decostere, a "TV artist" from Belgium.
Liquid Light Recent Australian video artworks - Part 2.
Curated by Julie Vulcan.
Imagina The best of computer animated works from the 1994 Monte Carlo festival, Imagina.

sydney film festival
Fifty features from 30 countries, a retrospective on Yasujiro Ozu from Japan, 3 special nights, 3 late shows, the Dendy Awards, opening night film and party. At the State Theatre, 10-25 June. Phone 660 3102 for a brochure now.

ELECTRONIC MEDIA ARTS (AUSTRALIA) LTD
incorporating the Australian International Video Festival.
Since its inception Electronic Media Arts (EMA), in association with the Australian International Video Festival, has exhibited the works of some of Australia's leading video artists as well as bringing to this country pioneering artists, historians and curators working in video and television art, computer animation and interactive media from all over the world.
EMA liaises and networks with contemporary art centres (nationally and internationally) and educational institutions for the purposes of presenting gallery exhibitions and special public projects for the electronic arts.
EMA fosters professional excellence in the electronic arts, activates and encourages the research, exhibition and distribution of moving image culture through the presentation of the Australian International Video Festival and promotes new media and independent video through publications, conferences, workshops and special exhibition projects. In line with the aim of promoting new independent electronic media production, EMA also presents the EMA AWARD annually to an artist or artists working within the ambit of electronic arts. The award is for $2,000.

Membership of Electronic Media Arts is open to anyone with an interest in electronic arts.

EMA PO Box 661 Glebe 2037 Ph: (02) 552 4220 Fax (02) 552 4229

*** **Parking discount** at Secure Parking, 320 Harris St Ultimo for $6 per day. Parking ticket must be stamped by the Australian National Maritime Museum to be eligible for discount.

* Only people over the age of 18 years will be admitted to the screenings.
** Program subject to change at the discretion of EMA.