

### ACM Multimedia 2004 Interactive Art Program

#### Chairs

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### **Curatorial Committee**

Mark Tribe, Director of Art and Technology, School of the Arts, Columbia University

Christina Yang, Curator of Visual Art and New Media, The Kitchen

Pamela Jennings, School of Art and the HCI Institute, CMU Alejandro Jaimes, Multimedia

Analysis and Interaction, Fuji Xerox

### **Technical Program Committee**

Please see website.

### Submission

Papers submitted to the *tools* tracks can be either **eight page** full papers or **four page** short papers.

Art exhibition submissions should consist of the following: (1) a **one to two page** statement that includes artistic motivation, project description, and technical details; (2) a project information sheet stating stage of completion of the work and installation requirements; (3) supporting materials (web-links and copies of CDs/DVDs). <u>Do not send</u> <u>original materials.</u>

### **Selection Process**

All submissions will be refereed by a committee on the basis of technical quality, relevance, originality, significance, soundness and clarity. Artistic merit will be of special consideration in the artist created tools track and the exhibition.



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# ACM Multimedia 2004 Interactive Art Program

## October 10-15. New York. NY USA

Call for
Papers
& Art

**ACM Multimedia 2004** is the premier annual multimedia conference, covering all aspects of multimedia computing. With this year's new **ACM MM Interactive Art Program** we wish to bring together the arts and multimedia communities to create the stage to explore, discuss, and push the limits for the advancement of both multimedia technology through the arts, and the arts through multimedia technology.

### The Interactive Art Program will consist of two technical tracks and an exhibition. We invite researchers in technical areas and artists working with digital media to submit their original contributions to the following tracks:

- Tools for creating multimedia art: performance, immersive, narrative, multi-modal, networked art, etc. The emphasis is on novel <u>technical tools</u> developed specifically for the creation of multimedia art in any form. We particularly encourage submission of tools in new and emerging areas.
- **Tools developed by artists in the creation of multimedia art works:** will describe the process and technical details of the creation of <u>artistic works</u> that have required either the development of new multimedia tools, or novel uses of currently available multimedia tools. Artists that develop their own tools are strongly encouraged to submit their work to this track.
- *Multimedia art exhibition:* "Digital Boundaries: Multiculturalism, Identity, and Awareness". We seek art works that, using multimedia, explore issues of cultural identity, cultural awareness, and the boundaries created or enforced through the use of multimedia technology. The emphasis for the exhibition is on interactive <u>art works</u> that realize powerful artistic concepts using multimedia content and technologies.

Awards will be given to submissions in all three tracks, placing particular emphasis on the most innovative use of multimedia technology.

**Short papers** will be presented in poster format and are an opportunity for authors to present new work and ideas in an interactive setting.

### The conference and exhibition will be held at Columbia University in New York City.

### **Important Dates**

### Registration

Authors whose works are accepted in the <u>tools tracks</u> **must register** and attend the conference. Artists whose work is selected for the <u>exhibition</u> are highly encouraged, but **not** *required* to register and attend the conference. Artists, however, are fully responsible for installation and delivery of artworks. Anyone who attends the conference must register. The exhibition, however, will be open to the public (no registration needed). Please see website for details. The submission system will be available online after March 15, 2004.

http://www.mm2004.org