

7月21日-8月5日  
東京・横浜

# DISLOCATE

ART, TECHNOLOGY, LOCALITY

[www.dis-locate.net](http://www.dis-locate.net)



The Daiwa  
Anglo-Japanese  
Foundation



The Great Britain  
**SASAKAWA**  
FOUNDATION  
グレートブリテン・ササカワ財団



# Introduction

## Dislocate 07

ART, TECHNOLOGY, LOCALITY  
Exhibition, Symposium and Workshop series

24<sup>th</sup> July – 5<sup>th</sup> August  
Tokyo and Yokohama  
Ginza Art Laboratory (Wednesday – Sunday 3-8pm)  
Koiwa Project Space (Tuesday – Sunday 2-7pm)  
ZAIM 28<sup>th</sup> & 29<sup>th</sup> July 11am-4pm Symposium and Workshops  
Opening Event Koiwa Project Space 24<sup>th</sup> July 7pm  
Performance Event ZAIM 29<sup>th</sup> July 6pm

The city is no longer built of concrete, a static posture no longer endures. Our surroundings have become a malleable space which can be warped, spliced and expanded at will. We no longer stand in one place alone, a mass convergence of coordinates is taking place beneath our feet.

As we traverse these points of perpetual motion we are enclosed by structures of elsewhere, met with the sliding walls of other places which lead us through a never ending maze. Shrouded in alternative layers of space, we escape to another confinement through the mesh of new media.

As our presence is extended by the veins of technology our sense of space is transformed, our nervous system stems through endless reaches of universal skin. Our eyes see through a thousand windows, each with a different view, a collision of a multitude of global sounds meets our ears, our fingers pass beyond tiers of materiality.

But can we see what is before us? Are we listening to the resonance of our surroundings? Can we feel the texture of this place?

Engaged in distant or imaginary space, we flick through the channels with our remote control and choose when to plug in when to switch off. But as we are absorbed by these electronic pulses are we disappearing from the here and now?

Personal technologies offer a kaleidoscopic sensation of a multi-layered existence, but perhaps may also provide a microscope by which to examine the place which we are in at this moment.

Dislocate 07 – Festival for Art, Technology and Locality

Dislocate brings together a group of over 30 international artists in an exhibition, symposium and workshop series in Tokyo and Yokohama. Considering the spacial and social dislocation which can occur through technology, these artists are investigating how new media can be rooted in its specific location and form a meaningful relationship between ourselves and our surroundings.

Dislocate aims to explore the potential new media has to increase our awareness of our environment, enhance participation in our locality and community and transform our perceptions of the space we inhabit.

This project presents cutting edge approaches to new technology art but with a view to seeing beyond the technology itself, examining what lies past the screen.

Dislocate prompts us to reconsider the alternative uses of the personal technologies which surround us, not merely offering an escape route from our current situation but also a tool to actually confront this very location.

With an endless array of spaces available to us, we can select our contexts of participation like the channels of a television. We may be highly active in an online space, engrossed in our constructed personal space, but by choice or otherwise we may distance ourselves from our immediate surroundings. We are presented with the freedom of 'unlimited' possibilities and yet are we making these decisions consciously or are they occurring without thought?

Dislocate considers the very integration of new media with the environment and this might be utilized to consciously reconnect with our location, seeking to explore, question and debate how can

technology be used to heighten our engagement with our surroundings instead of isolating us from our immediate space.

When numerous places converge in one site, how do we navigate such space? How does our interaction within a given space formulate identity and how can this be communicated effectively to elsewhere?

These are some of the questions which will be raised through the Dislocate events.

### **Exhibition**

Ginza Art Laboratory

Yogashi West 2F 7-3-6 Ginza Chuo-ku Tokyo 104 0061

Koiwa Project Space 7-2-7 Minami-Koiwa Edogawa-ku Tokyo 133-0056

Taking place over two sites, of contrasting locality, this exhibition aims to present a particular relationship to its surroundings, revealing new perspectives of our immediate space, engaging with and investigating this site while also fusing with spaces beyond.

Works include a city wide game in which teams play against each other with their mobile phones, an exploration of the streets led by the beat of your heart, architecture which responds to environmental conditions and emotion mapping of the urban landscape.

### **Symposium**

ZAIM – Theatre Space 3F

34 Nihon Odori, Naka-ku, Yokohama, Kanagawa 231-0021

Dislocate presents an international symposium with confirmed delegates from UK, Germany, Republic of Korea, Indonesia and Japan further contributing to the discourse surrounding the interplay of art, technology and location.

This symposium aims to explore what is meant by 'locality', how does new media impact upon our notion of space, our interaction with our surroundings, and how this can be used to transform communities, both virtual and physical.

The conflicts and integrations which emerge as separate spaces collide in one site will be examined raising concerns of homogenization and de-contextualisation alongside the awareness of local identity and culture.

This will include a scrutinization of sensitive, meaningful exchange between different localities facilitated through new media and the manifestations which reconnection or further connection with our environment can take.

### **Workshops**

ZAIM (and surrounding area)

In a series of workshops participants will have the opportunity to engage further with some of the Dislocate artists and investigate with them in an active form of research and collaboration.

The focus of these workshops will be upon the exploration of the surrounding environment, investigating its many layers and connections with other spaces. Workshops will enable direct participation and engagement with the locality and may also draw attention to our simultaneous interaction with elsewhere.

Workshop leaders include Christian Nold, who will present his bio-mapping project, allowing participants to create emotion maps of their travels through the city by the use of bio sensors.

[www.biomapping.net](http://www.biomapping.net)

Erik Pauhrizi will lead a workshop exploring lo-tech solutions to advanced mobile and locative media.

Participating Artists:

Active Ingredient, Christian Nold, Dan Belasco Rogers, DFuse, Taeyoon Choi, So Hyeon Park, Erik Pauhrizi, Stanza, Yuko Mohri, Ryosuke Akiyoshi, Disinformation, Augmented Architectures, Martin Callanan, Frank Abbott, Sascha Pohflepp, Andreas Schlegel and Vladimir Todorovic, Mouna Andraos, Miguel Andrés-Clavera and Inyong Cho, Laurent Pernot, Esther Harris, Andreas Zingerle, Julian Konczak, Genevieve Staines, Marco Villani, So Young Yang, Liu Zhenchen, Nisha Duggal, Lori Amor & Kevan Davis, Maria Raponi, Lisa Mee, Leo Morrissey, Cary Peppermint & Christine Nadir, Anne-Marie Culhane, Jomi Kim, Harry Levene & Jon Pigrem, Naoko Takahashi, Son Woo Kyung

Dislocate is supported by The Asia-Europe Foundation, The Sasakawa Foundation, The Daiwa Anglo-Japanese Foundation and Arts Council, England

# Exhibition

### **Exhibitions**

Over two gallery spaces the works of 40 artists from across the globe were brought together, works which dealt specifically with our notions of place. The gallery spaces themselves drew attention to ideas of the local and the global, situated in contrasting areas of Tokyo city, Ginza with its international fashion brands and Koiwa located on the outskirts of Tokyo.

The works could be roughly divided into 4 main groups in their various approaches to place.

### **Mediating Place**

How does place change when we see it through the eye of a lens? A locality is framed, areas shown while others covered. The act of communication through recording, but also a new scrutinization by media means– videos of Shanghai Indonesia

It is possible that such a mediated gaze presents an obstruction to our perception as shown in 'Sakura' in which countless mobile phones are used to capture the Japanese cherry blossom season, but perhaps without the close look of the naked eye. Whereas, the work of Genevieve Staines draws our attention to possible negative impacts of new media as new perception, buildings splintering with every click of a camera button.

### **Merging Place**

Place is no longer a single set of coordinates, no longer defined by a locus, points are networked and merged to the extent that locations may no longer be fixed, but exist in a constant combined flux.

These new possibilities of space were presented in works such as 'Undercurrent' by D-Fuse and J9 by Julian Konczak. D-Fuse examined various sites in Beijing, Shanghai, Guangzhou, London, Manchester and Liverpool, bringing them all together in a dynamic film in which the line between one place and another can never quite be drawn. Julian Konczak presents an even wider array of sites from around the world including India, Japan, China, Morocco, America, UK etc in a video which continually shifts from place to place.

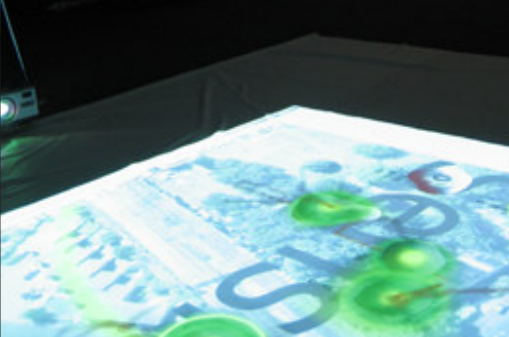
### **Locating Place**

In a response to this disorientating fusion of disparate spaces, many artists have begun to question what does it mean to be in one place, attempting to locate our location. This is put forward in the works of Stanza and Augmented Architectures, in which through interactive installations the viewer is presented with specific conditions of specific geographical sites. The challenge of locating ourselves was also examined in the work of Lori Amor and Kevan Davis, in which artists attempt to follow the directions given by a dislocated audience.

### **Responding to Place**

What is our interaction with our environment? How can we build upon the awareness of where we are? What impact does our location have upon us?

These were some of the questions raised through the works of Christian Nold and Active Ingredient, whose works required a re-examination of one's surrounding space and one's positioning within it.









# Symposium

## **Symposium**

A highlight of the Dislocate events was the two day symposium held in Yokohama. This brought together artists from UK, Germany, Korea, Singapore and Japan in a rigorous discussion of new media art practice.

Speakers included:

Active Ingredient (UK)

Christian Nold (UK)

Dan Belasco Rogers (UK)

Augmented Architectures (UK)

Taeyoon Choi (Korea)

So-Hyeon Park (Korea)

Sascha Pohflepp (Germany)

Inyong Cho (Korea)

Yuko Mohri (Japan)

Vladimir Todorovic (Singapore)

The participants not only presented their current projects but entered into a wider critical debate of issues surrounding new media art.

Areas of discussion included:

What is the importance of locality

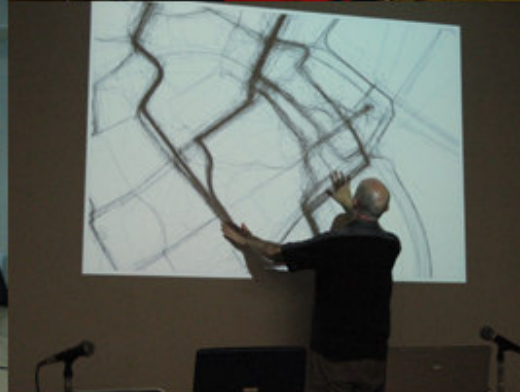
The tensions between the global and the local

The failure of locative media art

Is technological mediation with our direct environment necessary

Virtual space and communities

New media creating physical communities



# Workshops

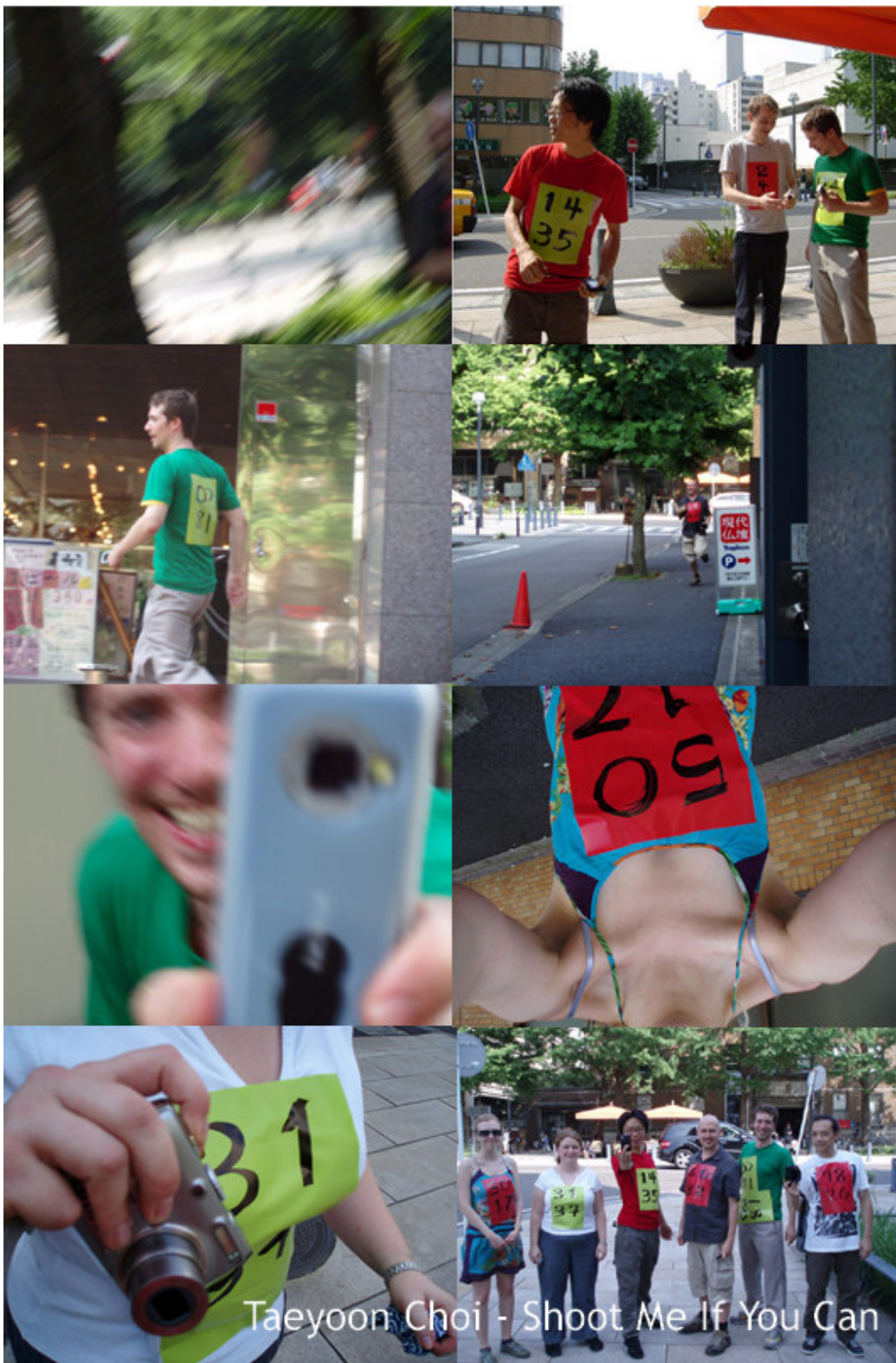
## **Workshops**

A key emphasis of the Dislocate events was to explore our particular relationship with a locality and present new ways of interacting with this space. Workshops and participatory events offered the audience exciting opportunities to investigate their surroundings in a creative and thought provoking manner.

Active Ingredient's Ere Be Dragons offered a multi-player game which is played by the beat of your heart and your physical location. Attached to a heart rate monitor and holding a GPS enabled PDA, participants navigated the surrounding streets in accordance with the virtual territory they created on their hand-held screens.

In Christian Nold's Emotion Mapping workshop participants were given a chance to map their emotional responses to the streets of Yokohama. Fitted with a special device which measures the body's state of agitation, along with global positioning, participants freely roamed their environment and noted points of interest, excitement and fear. After their travels their data was downloaded and a visualisation of their route and their agitation levels mapped.

Taeyoon Choi in 'Shoot me if you can' undertook a competition between two teams, using their mobile phones to shoot (photograph) their opponents. In a furious game of digital tag, players hurled through the streets, darted around corners and plunged for cover in this fast pace, exhilarating game.



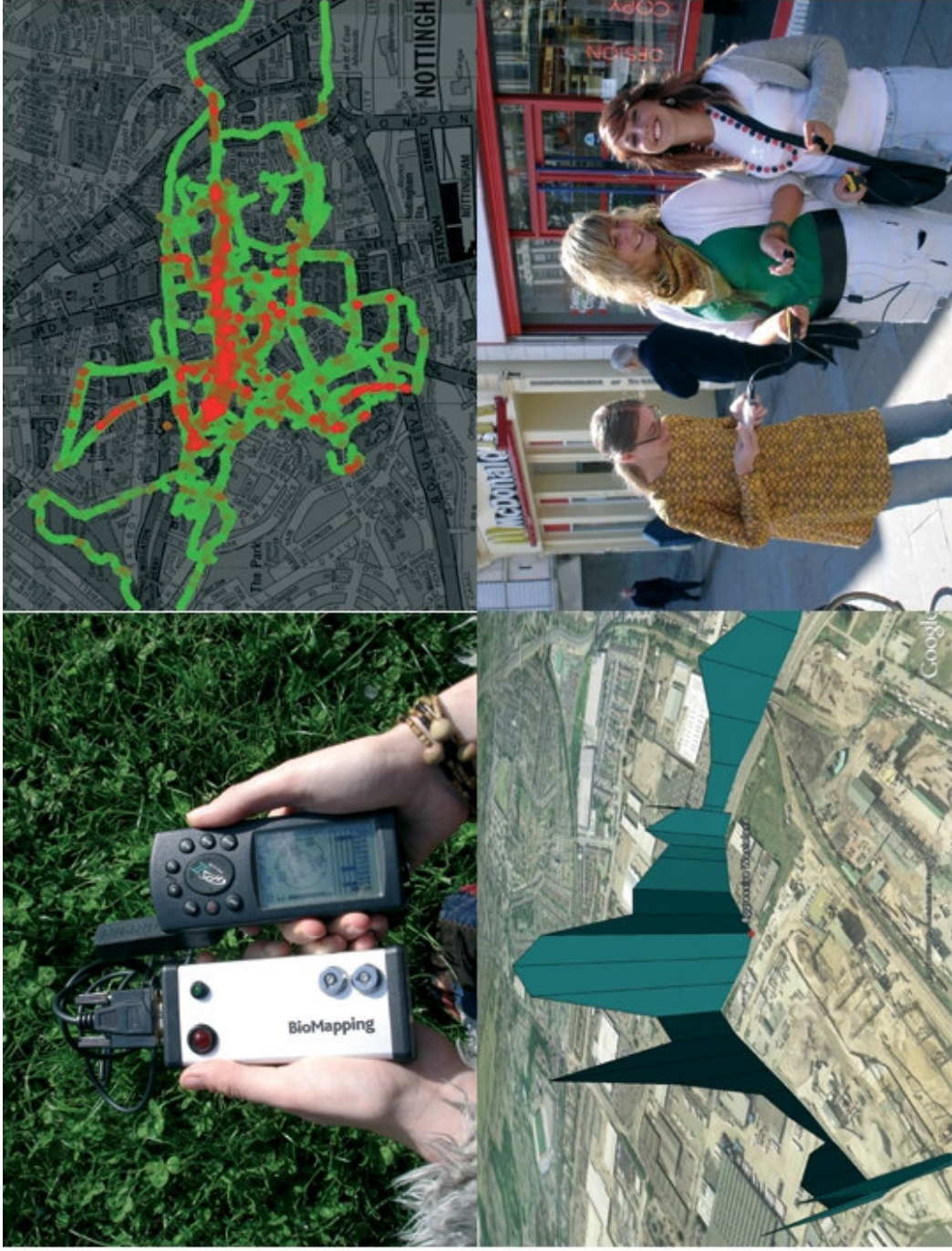
Taeyoon Choi - Shoot Me If You Can





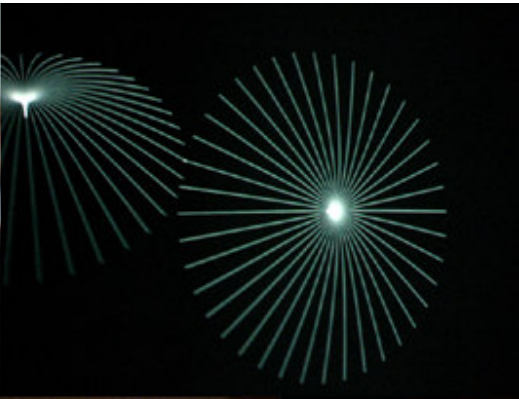
Active Ingredient - 'Ere de Dragons





Christian Nold - Biomapping

# Live Events



### **Performance events**

The Dislocate 07 program also included a number of live events presenting performance, sound and live video. Offering yet another dynamic angle to Dislocate's explorations, spontaneity, improvisation and a direct relationship to the audience were defining elements of these presentations.

Vladimir Todorovic and Andreas Schlegel

Sound, images and video collated from the shores of Singapore the audience were brought into a new environment and ecosystem

Hoonida K & Watanabe Y

Mixing analogue and digital creating new spaces of sound

Son Woo Kyung

Exploring presence within space through dance, sound and video, Son presents the audience with places of disorientation and uncertainty as filters are placed on reality.

Takahashi Naoko

Blurring notions of space and time Takahashi's performance described physical presence within a given place and the history of actions that take place there.

Koyanagi Junji

Mesmirizing landscapes and cityscapes interwoven with shifting fields of sound