

# PROGRAM SCHEDULE

## 19 MARCH



**Room 615**

**OPEN ALL DAY**

**Interactive pop-up exhibition:**  
**The Homo Ludens Museum Project**  
 • Jannicke Johansen

Time	Room F101	Room F308	Room F310	Room F311
09:00–10:30		<p>Hans Gunnar Brekke  <b>PRISMA: A student-centered pedagogical platform for innovation and creativity in Audiovisual Media</b>            CATEGORY: ANIMATED FILM, AV</p> <p>Ole C. Haga  <b>Post-Automatism: Humans versus the Machine in the Animated Film</b>            CATEGORY: FILM, SCREENWRITING</p>		
10:45–12:30		<p>Morten Moen  <b>Capturing Tap – a project in progress</b>            CATEGORY: AI. AR. DANCE</p> <p>Jamie Howell and Jørund Fluge Samuelsen  <b>The Digital Accomplice: The Role of Technology in the Creation of Collaborative Multidisciplinary Works</b>            CATEGORY: AI. AR. DANCE</p> <p>Bilge S. Göksülük  <b>Remote Dance Improvisation Through Advanced Telematic Technologies</b>            CATEGORY: AI. AR. DANCE.</p>	<p>Notto J.W. Thelle, Tejaswinee Kelkar and Bernt Isak Wærstad  <b>Expanding Co-Creative Spaces</b>            CATEGORY: MUSIC. IMPRO. SCIENCE</p> <p>Jelena Perišić  <b>Intermedia: Blurring the boundaries between sound/music, visuals and text using art and technology</b>            CATEGORY: MUSIC. IMPRO. SCIENCE</p>	
12:30	<b>LUNCH BREAK</b>			
13:15–14:45	<p>Hedvig Jalhed  <b>The Delphic Room – An Artistically Derived Metaphor</b>            CATEGORY: MUSIC. SONG. AI</p> <p>Mari Skogly and Håkon Iversen  <b>Saxofon i elektronisk lydbilde</b>            FAGOMRÅDE: MUSIKK</p> <p>Tone Åse  <b>Trondheim Voices and Maccatrol – improvising and composing with new technology in a long-term creative community</b>            CATEGORY: MUSIC. SONG. AI</p>		<p>Synne Skjulstad and Fredrik Eive Refsli  <b>The speaking “ghost”: Book design, materiality and the rhetoric of the format</b>            CATEGORY: BOOK DESIGN</p> <p>Lene Utigard, Annette Kriszat and Margaret Rynning  <b>SPIS MEG! – et samspill mellom analog og digital kommunikasjon</b>            CATEGORY: DESIGN. MEDIA. TEKNOLOGI</p>	<p>Elisabeth Brun and Ivar Kjellmo  <b>Fryseriet/The Freezer: VR work/Digital art as agent in cultural heritage/sustainable place development</b>            CATEGORY: FILM. ARCHIVE. PHOTO</p> <p>Elin Festøy, PhD  <b>Creating room to think</b>            CATEGORY: AI. VR. ETHICS</p>
15.00	Panel discussion			