

The Festival **Ciber@RT Bilbao 2004** announces a Call for Papers for its International Conference, which under the heading **CHALLENGES FOR A UBIQUITOUS IDENTITY**, will take place in the city of Bilbao from Monday 26th April to Thursday 29th April 2004.

The International Conference of the Festival **Ciber@RT Bilbao 2004** is a biannual event and is a space for debate and reflection.

Under the name **Challenges for a Ubiquitous Identity** it will focus on the challenges posed by cyberculture and the new artistic practices that use digital technologies and emerging technologies for their development. These technologies and the discussions, which they generate, have a wide-reaching social repercussion.

01 CONFERENCE FORMAT

The Conference will last **4 days**, beginning on Monday 26th April until Thursday 29th April (both included). It will be divided into **8 sessions**. The first 3 days will be devoted to the **6 topics** proposed by **Bilbao** (6 sessions, 2 per day). Each session will open with a master lecture and will be completed by a series of communications to be determined and which an international scientific committee will select from the submitted papers. The fourth day will be devoted entirely to *Planetary Collegium*, a group of researchers and artists (a total of 19) directed by Roy Ascott.

In addition, the main auditorium of the Conference will have two adjacent rooms:

Room for Artistic Projects: here, artistic projects may be submitted which use new technologies for their development. The selected projects will be shown to the public for a given time. From the submitted projects a jury will award a prize to the chosen project. The prize will consist of financing the project and its future exhibition. The prize will be awarded by the Foundation **Bilbao Arte** and will be displayed in their headquarters.

Room for Emerging Technologies: here, practical applications of interaction technologies (software and hardware development) may be submitted. The projects will be chosen by virtue of their contribution to the science and art community of innovative tools and applications, their social contribution of co-operative software and of new programming languages.

The selected projects will be shown to the public for a given time. From the submitted projects a jury will choose a project that will be awarded an honorary prize in recognition of its merits.

02 DOCUMENTS

1) PAPERS FOR THE CONFERENCE

Those interested in presenting communications at the Conference will provide an abstract with the following format:

- Title of communication.
- Personal data of the author(s).
- Affiliation (if any).
- Chosen topic (from the enclosed list).
- Abstract with maximum 500 words.
- Brief CV of the author(s).
- Technical requirements for the presentation.

1) ROOM FOR ARTISTIC PROJECTS AND ROOM FOR EMERGING TECHNOLOGIES

Those interested in presenting communications at the Conference will provide an abstract with the following format:

- Personal data of the author(s).
- Affiliation (if any).
- Brief CV of the author(s).
- Room of choice
- Title of presentation
- Presentation of documents
- Technical requirements for the presentation.

03 HOW TO SEND COMMUNICATIONS

The communications, together with all the documentation, can be submitted by e-mail or regular post (in a digital medium together with a printed copy) to the offices of **Ciber@rt-Bilbao 2004** before the reception deadline.

The communications **will be granted a maximum of 20 minutes** for their presentation. There will be a period of collective discussion and questions at the end of the presentation.

The communications can be presented in English and in Spanish. All presentations will have simultaneous translation in English and Spanish.

All the selected communications will be published after the conference.

04 DEADLINES

Reception of abstracts:	7 th January 2003
Acceptance notification:	15 th February 2004
Registration deadline:	15 th April 2004

The selected authors will be informed of their deadline to present the final version of their communication.

05 REGISTRATION AND FEES

Those interested in attending the conference should fill in the registration form and send it to the festival organization: congres@ciberart-bilbao.net

The registration fee for the conference attendants will be **120 EURO; 60 EURO for students**. This fee covers the right to attend all activities at **Bilbao 2004**.

The speakers, whose communications are chosen, will be exempted from paying the registration fee.

Students enrolled at the *Universidad del País Vasco* will receive optional course credits for their attendance.

All conference attendants will be given an attendance certificate, issued by the *Universidad del País Vasco*.

Conference attendance is limited and we advise to formalise the registration as soon as possible.

All those who register after the deadline will have to pay a higher fee.

06 SELECTION OF COMMUNICATIONS

A scientific committee will be in charge of selecting the communications.

07 INFORMATION AND RECEPTION OF COMMUNICATIONS

Ciber@rt Bilbao 2004

Tel.: **00 34 96 373 01 81**

Fax: **00 34 96 373 05 45**

e-mail: congres@ciberart-bilbao.net

URL: <http://www.ciberart-bilbao.net>

Address:

Avd Reino de Valencia 58, pta 8.

CP: 46005 VALENCIA - ESPAÑA

08 PAYMENT FORM

The payment for registering will be done by bank transfer in Euro, indicating the name of the participant and **“Registration Payment Conference Bilbao 2004”**. Once payment is made, please send copy of transfer by post or fax to the FUNDACIÓN BILBAO ARTE FUNDAZIOA

Bank: **bbk Caja Bilbao Vizcaya Kutxa**
Account #: **2095 0119 90 91– 0498078-2**

FUNDACIÓN BILBAO ARTE FUNDAZIOA.
C/ Urazurrutia nº 32.
48003 Bilbao - España
Fax: 00 34 94 415 61 93

09 CANCELLATION

Should you cancel, please notify in writing (fax or post) at least 20 days before the opening of the conference. In that case, **50% of the registration** fee will be returned. No other cancellation form will be admitted.

10 SUGGESTED AREAS FOR COMMUNICATIONS

1.- COMPUTATIONAL SOCIOLOGY

- Social software
- Cyberspace and collective awareness
- Virtual reality and cultural modelling
- On-line identities
- The Net and community culture
- New patterns of social interaction
- Technological asymmetries and democracy

2.- TELEVIRTUALITY AND TELEPRESENCE

- The Body in the intangible space: weightless Bodies
- The Net and the code
- The code and the language barriers
- Intelligent agents
- Techno-reflexes

3.- BODY AND NETS

- Technologies of body extension and body intensification
- News from the Cyborg (technological extensions of the individual and of global society)
- Gender and the Net
- The desire on the Net (heteronymous personalities and sexual otherness)
- Extension, distribution and interaction of the mind on the Net

4.- SYNAPTIC CARTOGRAPHY

- Architecture and urban planning as political action
- The Teleport: computation, architecture, design and interaction for a living room or friendly space in the 21st century
- Critical devices
- What is and how does a semiotic Web work?
- The invisible cities

5.- PLANETARY ART

- Planetary art: Neuronal Communities of post-modern art
- Art in search of a new image for human nature
- From futuristic constructivism to neuronal techno-art
- Nanotechnology and molecular biology in art
- Ubiquitous art: colonisation or disappearance of the technological interface?
- The aesthetics of the code
- Dependence and/or autonomy of digital art
- Conditions of reception, use, function of digital art

6.- THE MUSEUM OF THE UBIQUITOUS ART

- Curator's democracy: from the territorial museum to space in heterarchy
- The public as curators
- From speculative collecting to an interactive patrimonial ecology
- Conservation of the intangible or leaving behind the idea of conservation
- The museum as a space of flux

11 REGISTRATION FORM

Name: _____

Surname: _____

Profession: _____

Title: _____

University: _____

Department: _____

Address: _____

City: _____

Zip Code: _____ Tel.: _____

Fax: _____ E-mail: _____

Web: _____

Date: _____