

2016/17

EXHIBITIONS,
SYMPOSIA, AND
EVENTS

SPONSORED
BY
GRADUATE ART &
GRADUATE
MEDIA DESIGN
PRACTICES
(MDP)

September 22, 2016, 4–6 pm

MDP SUMMER RESEARCH 2016

With SEAN DONAHUE, BEN HOOKER, ELIZABETH
GOODMAN, and MAYA GURANTZ

October 6, 2016, 4–6 pm

DAVID TOWNSEND

MDP Design Dialogues +
ArtCenter Educational Partners

October 21–March 17, 2017

DOUBLE DATA: TYPOGRAPHY + DATA VISUALIZATION EXHIBITION

Curated by BRAD BARTLETT in the HMCT Gallery

October 21, 2016, 7–9 pm

OPENING RECEPTION

October 27, 2016, 4–6 pm

STUART CANDY

MDP Design Dialogues

November 3, 2016, 4–6 pm

JANET VERTESI

MDP Design Dialogues + Toyota Lecture Series

November 7, 2016, 7:30–9:30 pm

ALAIN BADIOU

Graduate Art Lecture Series

November 17–26, 2016

THE ALGORITHM IN THE ROOM

MDP Design Dialogues Symposium + Exhibition
with TIM DURFEE, BEN HOOKER,
and MIMI ZEIGER

November 17, 2016, 4–9 pm

SYMPOSIUM +
OPENING RECEPTION

December 1, 2016, 4–6 pm

LEAP DIALOGUES

MDP Design Dialogues + Toyota Lecture Series
Book and panel discussion curated by
DR. MARIANA AMATULLO
with SEAN DONAHUE, DR. LAURA FORLANO
and RYAN MURRAY

December 5, 2016, 7:30–9:30 pm

FRED MOTEN

Graduate Art Lecture Series

December 15, 2016, 7–10 pm

GRAD ART OPEN STUDIOS + MDP WORK-IN- PROGRESS SHOW

February 9, 2017, 4–6 pm

ELIZABETH CHIN, MY LIFE WITH THINGS

MDP Design Dialogues + Toyota Lecture Series

March 2, 2017, 4–6 pm

BENJAMIN BRATTON, THE STACK

MDP Design Dialogues

March 9, 2017, 4–6 pm

SHANNON MCMULLEN + FABIAN WINKLER

MDP Design Dialogues

April 13–22, 2017

MDP THESIS SHOW

April 13, 2017, 5–8 pm

MDP THESIS SYMPOSIUM

April 20, 2017, 6–10 pm

MDP THESIS SHOW RECEPTION + GRAD ART OPEN STUDIOS

Wind Tunnel Gallery, Grad Art Galleries
and Hixon Courtyard

WIND TUNNEL GRADUATE CENTER FOR CRITICAL PRACTICE is an initiative of the graduate programs in Art and Media Design Practices at ArtCenter College of Design. The Wind Tunnel, situated between the two programs in a former supersonic jet testing facility on ArtCenter's south campus, is a forum for speakers, conferences, exhibitions, residencies, screenings, and publications.

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Wind Tunnel Graduate Center for Critical Practice is an initiative of the graduate programs in Art and Media Design Practices at ArtCenter College of Design. The Wind Tunnel, situated between the two programs in a former supersonic jet testing facility on ArtCenter's south campus, is a forum for speakers, conferences, exhibitions, residencies, screenings, and publications.

artcenter.edu/windtunnel
windtunnel@artcenter.edu

Graduate Art is an interdisciplinary Master of Fine Arts program that encourages divergent ideas and methods. With a core faculty of 10 internationally recognized artists and writers, 10 adjunct faculty and a total of 35 students, we have one of the lowest faculty-to-student ratio among comparable MFA programs. The result is an intense work environment where concentrated art-making is assured equally concentrated and careful attention, whether within specific disciplines or among them: in film, video, photography, painting, sculpture, installation, performance and everything in between.

Fundamental to our program are one-on-one studio visits with faculty and rigorous critical, academic and practical coursework. We extend our reach internationally, inviting artists and writers—famous and infamous—as well as historians and philosophers for weekly seminars and our biannual conference series. Coming from and going to Europe respectively, our artist-in-residence partnership and student exchange link us with programs in Paris, Berlin and Cologne.

Closer to home, indeed at home, is Los Angeles, one of the world's great art capitals. Closer still is the world class design school to which we are connected, with leading edge software and hardware technology and the equipment that goes with it. On site, we provide students with individual studios, a fabrication shop, several gallery spaces, and dedicated computing and moving image production labs. We make our public gallery spaces and project rooms available to all candidates, from the first term through the fourth, when every graduating student mounts a final solo show.

www.artcentermfa.net

Media Design Practices/Lab+Field brings interdisciplinary design practices to a world of cultural and technological change. Graduates get an MFA in Media Design through one of two tracks: Lab or Field.

In the Lab Track, students work with emerging ideas from technology, science, and culture, using design as a mode of inquiry in a studio context. External partners—from Caltech scientists to Silicon Valley engineers to offbeat cultural institutions—bring expertise, resources, and the latest advances into the studio.

In the Field Track, students work in a real world context where social issues, media infrastructure, and communication technology intersect. A collaboration with Designmatters, Art Center's social impact initiative, the curriculum includes first hand experience in the field—from 2012-2016, students work with UNICEF's Tech4Dev Innovation Lab in Kampala, Uganda. Beginning in 2017, Field will work out of UNICEF's Innovation Office in Mexico City, Mexico.

www.artcenter.edu/mdp

Exhibitions and Symposiums

August 18 – September 22, 2016

MDP SUMMER RESEARCH 2016 EXHIBITION

The MDP Summer Design Residency is granted to a creative practitioner or team whose experimental design work engages emerging issues in science, technology, culture, and society. The winning proposal—to be selected by a jury that includes Natalie Jeremijenko, Rosten Woo, Dr. Rhazes Spell, and Tim Durfee—should demonstrate how design/making can be used as a mode of inquiry and critical engagement. In Summer 2016, we hosted MDP core faculty Sean Donahue and Ben Hooker as well as outside researchers Elizabeth Goodman and Maya Gurantz.

October 21, 2016 – March 17, 2017

DOUBLE DATA: TYPOGRAPHY AND DATA VISUALIZATION EXHIBITION

The rapidly expanding landscape of data visualization encompasses a diverse terrain that can be parsed into three areas of practice—scientific inquiry, visual journalism and artistic practice. While two areas of practice—science and journalism—are firmly established and clearly defined, the third area, artistic practice, spans adverse visual continuum that is open to a vast array of aesthetic outcomes, from austere functionality to figurative expression. With a particular focus on the expression of data through the medium of typography, *Double Data* seeks to explore the artistic and aesthetic possibilities of data-driven form-making. *Double Data* is drawn from a broad range of subjects—from architecture to linguistics, from pop culture to public policy, from Dr. Seuss to Wikileaks. Some visualizations seek to provide a platform for political discourse, while others search for patterns that have yet to be made visible. *Double Data* will feature interactive installations, data-driven sculpture, music, poetry and large-scale prints.

November 17 - 26, 2016

THE ALGORITHM IN THE ROOM SYMPOSIUM AND EXHIBITION

The Algorithm in the Room: An Evening of the Post-Geographic brings together an interdisciplinary group of designers and thinkers to discuss relationships between algorithmic and spatial practices. The algorithm in the room is the unspoken technological subject that reorients our understanding of design outcomes, ethics/politics, and authorship. Yet to concretize the algorithm, to try to peg down its functional uses within design is to misunderstand its potentially slippery (and productive) role as a bad collaborator. Feral and unpredictable, it provokes human, systemic, and urbanistic response. Via conversations and through digital, video, and screen-based works, this symposium and exhibition looks to raise difficult questions regarding the politics of predictive/automated software, its architectural and urban impacts, and the aftereffects of recalibrated design agency. Speakers include: Jeff Maki, urban strategist and Joanne McNeil, writer. Videos exhibited by John Szot Studio, Tim Durfee + Ben Hooker, Jenny Rodenhouse.

April 13 - April 22, 2017

MDP/LAB+FIELD THESIS SYMPOSIUM AND EXHIBITION

In April, the graduating Lab+Field Thesis students mount their thesis work around design and emerging technologies for a final exhibition. The thesis projects can be a single project or a body of work that is driven by a specific agenda or set of research questions. The work can be speculative and/or applied. In conjunction with the exhibition, we bring in respondents and guest critics to the thesis projects as diverse design perspectives for the Thesis Symposium. The 2017 MDP Thesis Symposium + Exhibition is the closing of an ArtCenter career and a transition from student to peer.

2016/17 Speakers

MARIANA AMATULLO is the vice president of Designmatters, ArtCenter's award-winning social impact department. Since co-founding Designmatters in 2001, and later expanding it into a graduate and undergraduate department, she has helped conceptualize and manage a portfolio of global educational design projects, research collaborations and publications at the intersection of art, design and social innovation.

ALAIN BADIOU is widely considered to be one of the most important Continental philosophers alive today, and one of the greatest thinkers of our time. He was born in Morocco in 1937 and came of age in France in the 1960s, when he began publishing novels, plays, works of philosophy, political theory, and literary and aesthetic criticism. Badiou's major books of philosophy are *Theory of the Subject* (1982; English translation 2009), *Being and Event* (1988; English translation 2005), its sequel, *Logics of Worlds* (2006; English translation 2009), and a third major volume in this series, *The Immanence of Truths*, is now in preparation.

BENJAMIN H. BRATTON is a Sociologist and Design Strategist based in Los Angeles. His research, writing, and practical interests include contemporary social theory, the perils and potentials of pervasive computing, architectural theory and provocation, inverse brand theory, software studies, and the rhetorics of exceptional violence.

STUART CANDY (@futuryst) is a producer, strategist and educator. He is best known for his influential work in experiential futures and design fiction evoking worlds to come via tangible artifacts and immersive encounters. In the past decade, Stuart has worked around the world with governments at all levels, the Sydney Opera House, IDEO, Wired magazine, Institute for the Future, and General Electric. He has lectured at New York University, UC Berkeley, and the Royal College of Art, and run workshops at Yale, Singularity University, and the TED Conference. futuryst.blogspot.com

DR. ELIZABETH CHIN is an anthropologist whose research interests include children and childhood; consumption; dance; race; urban geography; Haiti. She approaches these from an ecumenical theoretical perspective, grounded in political economy, critical theory and a good dose of literary, artistic and post modern influences. PhD, Anthropology, City University of New York; BFA, Drama and Anthropology, NYU. labofspeculativeethnology.tumblr.com

SEAN DONAHUE is principal of Research-Centered Design, a Los Angeles-based design practice that explores how design can be utilized to make significant contributions to society. MFA, Media Design, Art Center College of Design; BA, Graphic Design, Indiana University of Pennsylvania. researchcentereddesign.com

TIM DURFEE's interdisciplinary architecture studio is based in Los Angeles. He has won awards for architecture, exhibitions, media design, installation, furniture, and poetry. Current projects include a large suspended artwork for the Los Angeles Police Department, the forthcoming book *Made Up: Design's Fictions*, and a computer game / urban simulation with Ben Hooker examining a world with drones, self-driving cars, and moving houses. MArch, Yale University; BA, Literature, History, University of Rochester. timdurfee.com

LAURA FORLANO is an Assistant Professor of Design at the Institute of Design at the Illinois Institute of Technology, where she is Director of the Critical Futures Lab. From 2009-2011, she was a Postdoctoral Associate in the Interaction Design Lab in the Departments of Communication and Information Science at Cornell University. Forlano's research is on the role of information technology in supporting open innovation networks in urban environments with a specific emphasis on the use of mobile, wireless and ubiquitous computing technologies to support collaboration. Forlano received her Ph.D. in Communications from Columbia University in 2008.

ELIZABETH GOODMAN has taught user experience research and tangible interaction design at the University of California, Berkeley and site-specific art practice at the San Francisco Art Institute. As well, she has worked with exploratory research and design teams at Intel, Fuji-Xerox, and Yahoo! She speaks widely on the design of mobile and pervasive computing systems at conferences, schools, and businesses. She has a masters degree in interaction design from the Interactive Telecommunications Program at New York University, and a BA cum laude in art from Yale University. She received her PhD from the School of Information at the University of California, Berkeley in fall 2013. Currently, she is a design researcher and UX strategist at 18F, a design group within the General Services Administration.

MAYA GURANTZ is an artist who makes videos, performances, movement-based works, installations, and community-generated projects. Her work has been shown by the Museum of Contemporary Art Denver, High Desert Test Sites, Human Resources, Autonomie Gallery, LAX><ART, workspace gallery, GLAMFA, and Movement Research at Judson Church. She recently completed her first public video art commission from the Great Wall of Oakland, in collaboration with artist Ellen Sebastian Chang. She has a B.A. from Yale and an M.F.A. in Studio Art from UC Irvine. tenredhen.wordpress.com

BEN HOOKER is a designer and artist who works with interactive media in and about urban contexts. His projects, whether conceptual or applied, define new experiences and aesthetic situations which arise from the intermingling of the phenomenal and intangible worlds of physical materiality and electronic data. As daily life contains ever more windows into electronic spaces, and virtual realities increasingly occupy our minds, he investigates how site-specific media technologies can be employed to exploit the play between many realms to enable new kinds of technology-dependent lifestyles. He is Associate Professor and Core Faculty in the Media Design Practices graduate program at Art Center College of Design where he co-directs the new Post-Geographic City research group. www.benhooker.com

JEFF MAKI helps organizations working at urban scale deploy technology to improve customer experience and operational outcomes. He is especially interested in public-private partnership, the role of the arts and culture in place-making, and new approaches to service delivery—particularly transportation. Past clients include MTA/New York City Transit, NASA's Ames Research Center, The White House Office of Science and Technology Policy, The Commonwealth of Pennsylvania, The City of New York and others.

FRED MOTEN lives in Los Angeles, where he teaches at the University of California, Riverside. He is author of *Arkansas* (Pressed Wafer); *In the Break: The Aesthetics of the Black Radical Tradition* (University of Minnesota Press); *I ran from it but was still in it*. (Cusp Books); *Hughson's Tavern* (Leon Works); *B Jenkins* (Duke University Press); and *The Feel Trio* (Letter Machine Editions), which is a finalist for the National Book Award.

RYAN MURRAY is the Innovation Deputy, Mayor's Office, City of Long Beach. His career has focused on building partnerships to address social and economic justice issues and create opportunity for those most vulnerable. Mr. Murray has also served as a direct social service and HIV/AIDS education practitioner, community organizer, and capacity building manager for a City Agency which administered youth, workforce and community development programs. He holds a Master's in Public Health Degree from Hunter College, City University of New York.

SHANNON McMULLEN, PhD and **FABIAN WINKLER**, MFA are interdisciplinary artists and researchers combining their backgrounds in new media art and sociology to produce collaborative artworks at the intersection of nature and technology, a research and creative practice they define as "critical gardening." Their work has been shown internationally at venues such as Science Gallery Dublin, IE; VISAP'15 School of the Art Institute of Chicago, USA; VISAP'14, Paris, France; China Museum of Science and Technology, Beijing, China; EX3 Center for Contemporary Art, Florence, Italy; Art Center Nabi, Seoul, Korea; ZKM Center for Art and Media, Karlsruhe, Germany and the Spark Festival, Minneapolis, USA. They have also published articles in Leonardo (MIT Press), Plurale - Zeitschrift für Denkversionen (Berlin, Germany), Media-N (Journal of the New Media Caucus), Senses and Society (Berg Publishers) and The Environmentalist (Springer, New York). Their large-scale investigation of "Images of Nature" at the intersection of art, engineering and science was awarded a grant from the National Science Foundation. Shannon and Fabian teach in the Art, Culture and Technology Program at Purdue University in West Lafayette in Indiana, USA. gardensandmachines.com

JOANNE MCNEIL is a writer interested in the ways that technology is shaping art, politics, and society. She is currently working on a book. She writes about things like broken iPhones, virtual assistants in airports, the Chelsea Manning trial, and the future of novels. Her essays and reviews have appeared in the New York Times, Domus, Dissent, Frieze, The Baffler, Modern Painters, Wired, The Los Angeles Times, Saturated Space, Dirty Furniture, The Boston Globe, n+1/Occupy Gazette, and other web and print publications. She is currently collaborating with Eyebeam on OurNet, developing student workshops on networks. joannemcneil.com

JENNY RODENHOUSE is a multimedia designer and artist. Working within the field of interaction design, her research examines the merging of the interface and the landscape. Her projects explore the experiences, environments, and communities that may develop from the merging of these large scale systems [virtual and physical, artificial and natural, local and global]. Appropriating the test site as a design medium, she creates sites of experimentation that act as ways to prototype alternate realities. Through her conceptual and applied design practice, she collaborates with companies, startups, computer scientists, designers, architects, and artists. jennyrodenhouse.com

JOHN SZOT is an award-winning architect in New York City. His studio focuses on the relationship between technology and the locus of meaning in the built environment. johnszot.com

DAVID TOWNSEND is the Chief Designer at IBM heading up the Information Management portion of the portfolio—Cloud, Big Data, Analytics, Streams and Mobile—David is leading a global team of over 200 UX / UI Designers, Architects, Writers and Developers, redefining the future of software and how we run the planet. Formerly as the Chief Designer for Samsung STA, David created a new line of high-end devices now known as the Galaxy S, the number one-selling series of Smart Phones in the world.

JANET VERTESI specializes in the sociology of science, knowledge, and technology. She has spent the past 7 years studying several NASA spacecraft teams as an ethnographer. Her book, *Seeing like a Rover: Images and Interaction on the Mars Exploration Rover Mission* (Chicago, 2014) draws on over two years of ethnographic immersion with the Mars Exploration Rover mission to show how scientists and engineers use digital images to conduct scientific research on another planet. She holds a Master's degree from Cambridge and a PhD from Cornell, has received several grants from the National Science Foundation, and was awarded the Hacker-Mullins prize for best graduate student paper from the American Sociological Association, Science, Knowledge and Technology section in 2007.

MIMI ZEIGER is a Los Angeles-based critic, editor, and curator. Her work is situated at the intersection of architecture and media cultures. She has covered art, architecture, urbanism, and design for a number of publications including *The New York Times*, *Domus*, *Architectural Review*, and *Architect*, where she is a contributing editor. She is a regular opinion columnist for *Dezeen* and former West Coast Editor of *The Architects Newspaper*. Zeiger is the 2015 recipient of the Bradford Williams Medal for excellence in writing about landscape architecture. Zeiger is author of *New Museums*, *Tiny Houses and Micro Green: Tiny Houses in Nature*, and *Tiny Houses in the City*. She has curated, contributed to, and collaborated on projects that have been shown at the Art Institute Chicago, 2012 Venice Architecture Biennale, the New Museum, Storefront for Art and Architecture, pinkcomma gallery, and the AA School. She co-curated *Now, There: Scenes from the Post-Geographic City*, which received the Bronze Dragon award at the 2015 Bi-City Biennale of Urbanism/Architecture, Shenzhen. She holds a Master of Architecture degree from SCI-Arc and a Bachelor of Architecture degree from Cornell University. mimizieger.com

All events are free and open to the public.

All events will be held at Wind Tunnel Gallery, 950 South Raymond Avenue, Pasadena, CA 91105. Enter through the Hixon Courtyard on Raymond Avenue. Parking is free.

 **ArtCenter**