

## ISEA2004 new media (Stockholm, Tallinn, Helsinki)

Oliver Grau

CALL FOR PROPOSALS #1: sub themes and large projects

Deadline: February 28th 2003.

(Please note: If you want to submit a paper, a work to an exhibition, or any other project that does not require long-term arrangements and can manage with commonly available technologies, please submit by the August 15th, 2003 deadline.)

<http://www.isea2004.net> new media art -  
media culture research - electronic  
music - art and science - cultural and social applications for new media -

New media meets art, science, research, and popular culture at ISEA2004 in Stockholm - Tallinn - Helsinki. For the first time an event of this scale is being organised between three cities and on the ferry travelling between these three Baltic countries. International participants and local audiences attend thematic conferences, exhibitions, live performances, screenings, satellite events, concerts and clubs. Many events are also interfaced via television, radio, broadband Internet, and mobile networks making them available to the widest possible audience.

We are encouraging: Socially, critically and ecologically engaging work;  
Networked projects that connect several sites; Projects that bring the creative  
media to the streets; Projects that are worn on or inside people; Context  
sensitive work in the museums; Projects that float, dock or sail; Screen based  
media as it appears in 2004; Sea Fair: technological gizmos for ferry  
travellers  
and future media archaeologists to discover; Bridges between club scenes and  
art venues; Most engaging works from performing arts that engage new media,  
users, and audiences; Networks to network

Key themes for the event include: Networked experience (Stockholm) Wearable  
experience (Tallinn) Wireless experience (Helsinki) Histories of the new:  
media  
arts, media cultures, media technologies - all cities

Additional themes include: Interfacing sound (in collaboration with Koneisto)

Open source and software as culture (Helsinki) Critical interaction design (Helsinki) Geopolitics of media (Tallinn)

We are currently inviting proposals for additional conference and exhibition sub themes, large projects, technically or logistically complicated projects, projects that require work on site, projects or research which require collaboration with a local community, company, or a research institute, ideas which transform the event itself, tools for interaction and interfacing the event to urban spaces, etc.

We are envisaging that large projects may include, but not be limited to: theoretical or practical workshops, technically complicated installations, live acts that demand a lot of staging - thematic or technically unusually interfaced screenings - games or shared environments that influence the event structure - pre-events or post-events in relation to the above dates - remote participation - etc.

Our over all aim for ISEA2004 is to create an event which is thematically and critically coherent and provides new insight. You can suggest themes that link to those already suggested on the web site - <http://www.isea2004.net/themes.html> - or you can suggest an entirely new area which you feel is important to address in August 2004.

Please note that ISEA2004 is a forum for artistic, academic, and culturally or socially relevant work that has not previously been presented in international forums (you may have showed/presented it in your local context).

All submissions are done via our website using a web form and stored into a database. This procedure allows us to have the proposals reviewed by International Programme Committee (IPC) members. When you make a submission, it is recommended to that you choose a theme/city/genre - though especially in this first call we are also encouraging additional themes which you believe will be timely and relevant in late 2004.

Are you an individual, or do you represent a group, organisation, research unit, a network, or a company? One of our aims is to provide various ways in which organisations and individuals will be introduced to one another before and during the event. The networking and social aspects of ISEA2004 are very important to us - so please suggest concepts, technologies or themes with this objective in mind.

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Why are we making the first call 16 months before the event?

We want to enable you to propose challenging new work that requires time to produce and where our letter of acceptance may still assist you to secure partners or resources. We also want to be able to appropriately resource the presentation technology and network you with local collaborators if necessary. Ultimately we are interested in ensuring that ISEA2004 is a challenging and rewarding experience for its professional participants and multiple audiences! To this end we are keen to work with you to ensure that projects are appropriately resourced and supported.

E-mail responses: when you submit your proposal, you will receive an email providing you with a code, which will identify your proposal. You may login to your submission via a URL sent to you to modify the submission until the end of

February. After that, you can only modify your personal or organisation data. If you need to talk to us about the proposal, please include this code in the subject line of your e-mail.

We very much look forward to hearing your ideas!

Very best,

Tapio Makela and Amanda McDonald Crowley e-mail: [info@isea2004.net](mailto:info@isea2004.net)  
<http://www.isea2004.net>

MAIN ORGANISER m-cult, centre for media culture in finland

HELSINKI MAIN PARTNERS Exhibition: The Museum of Contemporary Art Kiasma  
Conference: Media Centre Lume (University of Art and Design) Electronic music:  
Koneisto (Festival for electronic music and arts)

MAIN ORGANISER, STOCKHOLM Coordinator: CRAC, Creativ

Reference:

CFP: ISEA2004 new media (Stockholm, Tallinn, Helsinki). In: ArtHist.net, Jan 27, 2003 (accessed Jun 9, 2026), <<https://arthist.net/archive/25405>>.