

# Speakers and workshops

AVARA – Art & Tech <3 Sustainability, Oulu

Thursday, 16<sup>th</sup> November 2023



## **Blair Stevenson, Oulu University of Applied Sciences**

Blair Stevenson is an educator, researcher, and administrator with a broad range of experience in the fields of education, culture and technology. Currently, he is Principal Lecturer at the Department of Media and Performing Arts, Oulu University of Applied Sciences (Oamk). In this role, he has founded a series of globally unique programs bridging education, innovation and the creative industries and is now acting as the founding lead for a new Centre for Innovation in Performing Arts in Oulu.



## **Sofia-Charlotta Kakko, Arts Promotion Centre Finland**

Sofia-Charlotta Kakko serves as project manager for the Art Promotion Centre Finland's Creative Net coordination project. She has overall responsibility for the coordination project and the fulfilment of its objectives. Kakko's work involves supporting actual projects within the Creative and Cultural Innovation Expertise ESF+ theme by sharing good practices related to operating models, services and products and helping embed the results.



## **Tanja Sihvonen, University of Vaasa**

Tanja Sihvonen is professor of communication studies at the University of Vaasa, Finland. She is specialized in digital media, games, and participatory cultures on the internet. Her most recent work considers role-playing games, online videos, (ro)bots, and algorithmic agency in social media.



## **Nuno N. Correia, Tallinn University**

Nuno N. Correia is an Associate Professor in Digital Transformation at Tallinn University. Since 2000, he has been teaching and conducting research in media art and interaction design, in several universities internationally. He holds a PhD in Art and Design in New Media, from Aalto University, with the thesis 'Interactive Audiovisual Objects' (2013). He has led several research projects combining sound, image, embodiment and interaction design.



### **Jari Kauppinen, Theatre Academy, Uniarts Helsinki**

Jari Kauppinen is a sound designer and emeritus professor in sound design at the Theatre Academy of University of the Arts Helsinki. Throughout his career within Sound Design and Sound Art, he has had a special interest towards the complex interplay of sounds and spaces. He is also interested in examining and experimenting with different strategies of letting unheard voices be actuated and mediated with various sonic technologies in artistic contexts.



### **Mónica Rikić (ES)**

Mónica Rikić is an electronic artist and creative coder born and based in Barcelona. She focuses her practice on creative coding and electronics, combining them with non-digital objects to create interactive projects, robotic installations, and handcrafted electronic devices. Rikić is a Bachelor of Fine Arts (UB) and has a Master's degree in Digital Arts (UPF), a Master's degree in Contemporary Philosophy (UOC). She is a Phd Student at Network and Information Technologies doctoral program (UOC). She has been awarded with the Catalan National Culture Award 2021 (Premi Nacional de Cultura de Catalunya 2021).



### **Hans Antonsen, Theatre Green Book (NO/UK)**

Hans Antonsen is the Theatre Manager at Det Norske Teatret in Oslo, a national theatre performing in Norway's minority language nynorsk - which is also the language of this year's Nobel laureate in literature, author and dramatist Jon Fosse. Antonsen is a former CEO of Kilden Performing Arts Centre in Kristiansand and has held various positions in politics and communications.

**The European Theatre Convention** is Europe's largest and most active theatre network, incorporating 61 theatres across 30 countries. The ETC's goal of becoming carbon neutral by 2030 has been adopted by the network's theatre members leading the way for the sector. The ETC Green Book provides a Europe-wide method for achieving this, which is both effective and measurable. It is specifically designed for the complex and varied process of theatre-making, and is already established as the sector-leading sustainability guidance among European theatre networks.



### **Anne Puolanne, Ekosetti**

Anne Puolanne works as a Sustainability Manager in Audiovisual Producers Finland APFI, leading the way for the Finnish film and TV industry to become more sustainable in all levels from practice to policies. Since 2010 Puolanne has worked as a TV freelancer in addition to being one of the pioneers to bring up the green topic in Finland. She is the co-author of the nation's first sustainability guidebook "Ekosetti – A Guidebook to Sustainable Audiovisual Production in Finland" (2019). Puolanne holds a BA in Media & Arts (2012) and a BSc in Natural Resources (2020).



### **Moritz Simon Geist (DE)**

The German media artist Moritz Simon Geist has been researching for as long as 12 years in the field of media art, robotics, electronic music, and performance. In his works, he combines his scientific background as a research scientist at Fraunhofer Institute with his education as a classically trained musician on piano and clarinet. His robotic instruments and performances have been shown in numerous international festivals and exhibitions throughout the last years and he was awarded numerous international awards. From 2015-2021 Geist taught on the progression of technology and society at the NYU, Clives Davis Institute.

## **Workshops**



### **Xsens (Motion capture)**

Movella™ is a leading global full-stack provider of integrated sensors, software, and analytics that enable the digitization of movement. Movella powers real-time character movement in digital environments, transforms movement into digital data that provides meaningful and actionable insights, renders digitized movement to enable the creation of sophisticated and true-to-life animated content.



### **Workshop: Imagination doesn't have limitations**

"Right now, filmmakers, producers of virtual live shows, builders of the metaverse, and video game developers are experiencing creative freedom as never before. And Movella's Xsens motion capture technology is playing a leading role. Discover the pipelines to get motion capture data into the major 3D packages. We will capture live on stage with the Xsens mocap system and show how to get the data recorded and processed. After this we will show how to export or stream into the major engines like Unreal Engine, Unity and MotionBuilder."

Workshop is presented by Product Specialist Steven Schurink and Sr. Account Executive EMEA Allan van de Laak.

## **Varjo (VR)**

Varjo is a Finnish company revolutionizing reality, since 2016, with the world's most advanced professional XR and VR solutions. Considering arts, when digital 3D objects can be blended seamlessly with the real world or entire, realistic digital worlds created, entirely new forms of expression emerge. As virtual and mixed reality technologies develop, so do experiences that can be created to delight, inform, and impress users.

Learn more about using VR/XR for breathtaking creative work. In this workshop, you get to experience hands-on Varjo's technology and try a couple of VR demo applications.

## **Studio Moritz Simon Geist (Sonic robots)**

"Robotic Electronic Music" (REM) offers a futuristic and visual approach to music production. By integrating the artistry of DIY-Instrument design with the nuances of electronic music, techno, and sound art, REM automates the sounds of electronic music using physical objects. These range from everyday items, drums, and metallic objects to advanced motors, relays, and robotic devices.

In this workshop, world-renowned sound artist and Moritz Simon Geist offers insights into the sound creation of robotic systems and mechanics.

## **Creative Net**

Arts Promotion Centre Finland's Creative Net is the coordination project for the Creative and Cultural Innovation Expertise ESF+ theme. Creative Net supports projects under the ESF+ theme and those applying for funding. Workshops focus on networking, clarifying project ideas, planning project communications and helping to make ideas suitable for ESF+ funding.

## **EU Creative Europe programme**

Creative Europe is EU's funding programme that offers organisations and professionals in the cultural, creative and audiovisual sectors opportunities for European cooperation and development of their activities. In the workshop you will get a short introduction into Creative Europe and can develop your project ideas together with other participants.

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**Andrew Melchior (UK)**

Andrew started his career as manager and producer for the UK band Elbow, eventually working alongside Sir George Martin and David Bowie at EMI Records, where he initiated and developed digital content and marketing innovations for mobile platforms and internet audiences. His most recent work with Robert del Naja from Massive Attack includes the remastering of their classic 'Mezzanine' album into synthetic DNA and leading the band's experiments in augmented reality, machine learning and robotics. As producer of Björk's first virtual reality album 'Vulnicura VR' his development of real time telepresence and spatial audio techniques have advanced core technologies for performers creating and presenting their creative work in immersive media. His current sustainability focus includes development of low carbon touring solutions and advanced modeling and simulation projects for future protein farming and designing dynamic digital twins of marine robots.



**Sophia Alexandersson, ShareMusic (SE)**

Sophia Alexandersson is the chief executive and artistic director of ShareMusic & Performing Arts. Alexandersson has extensive experience of inclusive arts and comprehensive experience as a project leader of both national and international projects. She has lead workshops and held lectures in several countries on empowering disabled people through the arts to be visible in the society and show their potential. With a background as a musician and pedagogue with a master's in fine arts from the Royal College of Music in Stockholm and a Postgraduate in Performance and Communication from the Guildhall School of Music and Drama in London, she has a strong commitment to everyone's right to arts and culture.

**ShareMusic & Performing Arts**, Swedish knowledge centre for artistic development and inclusion, is a non-profit organisation independent of party policy, religion and trade unions. ShareMusic is a development platform and a resource, which collaborates with the arts and cultural sector as well as the social and education sector and the academic world. It is a local, regional, national and international platform that supports and provides tools for sustainable inclusive work within the arts. One of the knowledge centre's main areas is to explore the possibilities that innovative technologies and digitisation can offer in form of widened active participation and creativity within the arts for disabled persons.



### **Tunde Olatunji, Arts Arkade (UK)**

Tunde Olatunji's work focuses on the intersection of placemaking, arts, and AI. He is a graduate of University College London, The National Film & Television School, and Swansea University. His training as a film producer underpins his belief that stories are central to most compelling experiences. In addition to developing physical and digital experiences, he has carried out research at University College London, written libretti, and been shortlisted for the PRS New Music Award. He is currently the co-founder and CEO of Arts ARKADE, a start up with a mission to become 'the operating system of urban culture' for young people in London.



### **Kai Huotari, EIT Culture and Creativity**

Dr. Kai Huotari has more than 20 years of management experience in the fields of culture, academia and technology. Since 2015, Huotari has worked as Managing Director at KAAPELI the largest cultural centre in Finland. During 2023, Huotari serves as the Interim CLC Director of EIT Culture & Creativity KIC's Co-Location Centre North. Huotari has a doctoral degree in economics and business administration, an M.A. degree in filmmaking, and a M.Sc. degree in computer science. He has published in the areas of gamification, service marketing and social media.



### **Riikka Koivula, Creative Europe Desk Finland**

Riikka Koivula works as a senior programme advisor at Creative Europe Desk Finland. Before joining CED Finland in 2010 she worked for several years in the cultural field, also in EU funded projects. Creative Europe Desks offer free advice to applicants, help cooperating with organisations in other countries and facilitate participation to EU's Creative Europe programme in all programme countries.



### **Kaisa Rönkkö, Arts Promotion Centre Finland**

Kaisa Rönkkö has worked as a director of Arts Promotion Centre Finland (Taike) since August 2023. Before that, she has served as a CEO of Music x Media, Executive Director of Music Finland, Head of the Orchestra Department at the Finnish National Opera and Ballet, Senior Coordinator at the Defence Forces and manager and partner at Fazer Artists Management Inc. She has also worked in various production tasks in the cultural sector and as freelance musician and music teacher.

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