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Media Contact:

Deena Juras/Lower Manhattan Cultural Council

T: (212) 219-9401 ext. 119

E: djuras@lmcc.net

**Thundergulch / Lower Manhattan Cultural Council
in association with
the Vera List Center for Art and Politics, the World Policy Institute
and the Computer Instruction Center of The New School**

Presents

**THE FUTURE OF WAR: AESTHETICS, POLITICS, TECHNOLOGIES
MAY 2–3, 2003**

April 21, 2003 New York, New York— Thundergulch, the new media initiative of the **Lower Manhattan Cultural Council**, in association with **The New School** present a two-day conference **The Future of War: Aesthetics, Politics, Technologies**. The conference looks at war not simply as a utilitarian means to an end but as a cultural process involving particular ways of seeing, narrating, and imagining.

On Friday, May 2nd and Saturday, May 3rd an internationally renowned group of panelists from a wide range of disciplines will convene at the New School's Swayduck Auditorium to examine and discuss the increasingly complex exchanges between the military, the media, the entertainment industry, the computer industry, and artists. Panels focus on the architectural spaces of war, the cinematic language of Hollywood combat films, online gaming and military simulations, and the computer and installation work of artists.

"The Future of War puts new media smack in the middle of one of the more confusing and scary crises of the 21st century," says Wayne Ashley, Thundergulch-New Media curator and conference organizer. "We're asking participants to bring their analytical tools to a number of fronts: the virtual network war in the media and on the Internet; the high-tech surveillance war overseas, in our airports, cities, and homes; and the "war on terrorism" using some of the most sophisticated computer modeling and simulation technologies. You're going to hear a lot of robust debate among conference speakers that include artists, anthropologists, political scientists, engineers, architects, and game designers."

"The Vera List Center for Art and Politics at The New School cannot consider anything more timely than this conference," notes Sondra Farganis, director of the Vera List

Center for Art and Politics of New School University. The Future of War takes an important issue beyond the sound bites to which we have grown too accustomed. This critical examination of technology in relation to war and visual culture is at the nexus of art and politics that is our defining mission."

Admission to the conference is free but people are encouraged to register in advance as space is limited and seating is on first-come, first-served basis. On-line registration is available at www.lmcc.net/futureofwar/main.html or for more information please call 212-219-9401 ext 400.

About Thundergulch

Recognizing the role that artists and technologists have played at the forefront of technological innovation -- a consortium of arts groups and artists founded Thundergulch in 1997. Since then Thundergulch has showcased work by more than 300 artists at venues such as the New York Information Technology Center, NYU's Interactive Telecommunications Program, Rockefeller Center Video Wall, The Kitchen and the New Museum of Contemporary Art's Media Z Lounge. Thundergulch continues to fulfill its roles as new-media arts presenter, advocate and curator by responding to the changing needs of artists using new technology while examining the role of technology in culture at large.

About LMCC

One of Manhattan's most far-reaching arts councils, LMCC is a primary source of support services-including grants residencies, presentation opportunities and professional development-for artists Downtown and throughout the diverse communities of Manhattan.

About the Vera List Center for Arts and Politics of The New School

The Vera List Center for Art and Politics at the New School, founded in 1992 with the generous support of philanthropist Vera List, is the University's vehicle for debate, discussion, research and reflection concerning the complex and vital relationship between politics and the arts.

About the World Policy Institute of The New School

Since joining New School University in 1991, the World Policy Institute has sought to adapt its traditional mission of policy research and advocacy on critical world problems to the New School's tradition of creative adult education. It has done so at a time when the traditional subject of international diplomacy and world politics itself is being transformed by dramatic world changes from the end of the Cold War to the increasing blurring of the line between domestic and international concerns.

About the Computer Instruction Center of The New School

Founded in 1983, the Computer Instruction Center was the first facility in the country dedicated exclusively to adult technology education. The CIC continues in its mission of preparing adult students of all skill levels and interests for the rapid changes of technology today.

About The New School

The New School was established in 1919 as an entirely new kind of institution-- a true school of adult higher education. The tradition continues today with 3500 credit and non-credit courses offered annually, professional certificates, graduate and undergraduate programs (www.nsu.newschool.edu).

Panel Descriptions and General Information

Friday May 2, 2003 2:30–5:30 pm

Presentation of New Media Works

Audience members join conference participants and local artists for a preview of works with informal discussion. Participants include **Matt Adams**, artist; **Alex Galloway**, artist/scholar; **Joy Garnett**, artist/curator; **Natalie Jeremijenko**, techno artist/engineer; **John Klima**, artist; **Laura Kurgan**, artist/architect; **Carl Skelton**, digital artist/teacher; **Eddo Stern**, artist/game developer and **Lebbeus Woods**, architect

Friday May 2, 2003 7:00–9:30 pm

The Aesthetics and Politics of Technologized Warfare

Radar, 3-D computer graphics, tracking devices, covert data-gathering, robots, and computer vision have become ubiquitous technologies of warfare and play an integral role in maintaining “homeland security.” These technologies have long been a rich source of interest to artists engaged in the subjects of surveillance, control, and military imaging. Curators, artists, and human rights activists examine ways in which art exposes the depersonalization of violence, and resists the erosion of privacy and civil rights. Panelists include: **Joy Garnett**, artist/curator; **Natalie Jeremijenko**, techno artist/engineer, Yale University and New York University; **Tom Keenan**, director of Human Rights Project, Bard College; **Thomas Y. Levin**, curator/media theorist, Princeton University. The panel will be moderated by **Helen Nissenbaum**, professor, Department of Culture and Communication, New York University

Saturday May 3, 2003 10:00 am–12:00 pm

Architecture, Violence, and Social (In)security

New media artists and architects discuss the impact of violence, political terrorism and social (in)security on architecture and public space. Reflecting on physical and virtual spaces of war, panelists question assumptions about architecture’s physical and psychological permanence. They will consider ways in which digital technologies limit and enable public perception of the built environment and spatial innovation. Panelists include: **Benjamin Bratton**, cultural theorist/media architect, Southern California Institute of Architecture; **Keller Easterling**, associate professor, Yale School of Architecture and **Eyal Weizman**, architect, Rafi Segal/Eyal Weizman Architects, Tel Aviv, Israel. The panel will be moderated by **Kadambari Baxi**, architect/media designer, Martin/Baxi Architects.

Saturday May 3, 2003 1:00–3:00 pm

War and the Cinematic Imaginary

Collaborations between Hollywood, network television and the Pentagon have become commonplace. The shaping of popular culture through film and television intertwines with political strategies for legitimizing new modes of surveillance and criminalization. Panelists examine the causal relationships between the business of war and show biz. Panelists include: **Matt Adams**, artist, Blast Theory performance collective, Great Britain; **Allen Feldman**, recurring visiting professor, Anthropology of Everyday Life Program, Center for Humanities Studies, Ljubljana; **Michael Shapiro**, political scientist, University of Hawaii. The panel will be moderated by **McKenzie Wark**, author/media theorist

Saturday May 3, 2003 3:30–5:30 pm

The Virtual Battlefield: Computer Gaming, Modeling, Simulations

What role does the military-industrial complex play in the increased virtualization and digitalization of war and weaponry? Does this new emphasis on the virtual nature of war decrease its connection to reality, territory and the body? An interdisciplinary panel explores the new technologies of imitation and simulation, and the coordinated efforts of computer programmers, artists, and the gaming industry to advance the state of immersive military training and online recruitment. Panelists include: **James Der Derian**,

professor, International Relations, Watson Institute; **Peter J. Dombrowski**, associate professor, Strategic Department of the US Naval War College; **Eddo Stern**, artist/game developer, University of Southern California Graduate School of Cinema and Television. The panel will be moderated by **J.C. Herz**, principal, Joystick Nation.

Saturday May 3, 2003 6:00–7:00 pm

Roundtable Discussion

Join conference participants in an informal discussion about the questions, issues and themes raised during panel sessions. The discussion will be moderated by **Allen Feldman**, recurring visiting professor, Anthropology of Everyday Life Program, Center for Humanities Studies, Ljubljana.

Conference Advisory Committee:

Wayne Ashley, curator, Thundergulch, the new media initiative of LMCC
James Der Derian, Watson Institute research professor of international relations and professor of political science at the University of Massachusetts at Amherst
Sondra Farganis, director, Vera List Center for Art and Politics, The New School
Allen Feldman, recurring visiting professor, Anthropology of Everyday Life Program, Center for Humanities Studies, Ljubljana
Joy Garnett, artist/curator
Moukhtar Kocache, director, Visual and Media Arts, LMCC
Thomas Y. Levin, culture and media theorist, professor at Princeton University
Michael Randazzo, director, Computer Instruction Center, The New School
Stephen Schlesinger, director, World Policy Institute, The New School

Funders:

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Location: The New School
Swayduck Auditorium
65 Fifth Avenue, (between 13th & 14th Street)
Ground Floor, New York

Subway Directions to the New School:

F trains to 14th St. & 6th Avenue
1/2/3/9 to 14th St. & 7th Avenue
4/5/6/L/N/Q/R/W to Union Square
A/C/E 14th St. & 8th Avenue
Journal Square and Hoboken PATH trains to 14th St. & 6th Avenue

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