



MediaCity 2010

International Scientific Conference Weimar 29.-31. October

Call for Papers

Call for Papers, Architectural Concepts and Media Art & Design Projects

MediaArchitecture, Urban Context and Social Practices

3rd international conference on the interaction of architecture, media and social phenomena

Bauhaus-Universität Weimar, Germany, 29 to 31 October 2010

The 3rd MediaCity conference will investigate how new media re-define social settings and urban spaces and how they influence architecture as well as media art & design in urban contexts, thus constituting new social and cultural practices.

Today, media create opportunities for diverse forms of connections between people and spaces, enabling and forming flows of information. New digital places for information and communication emerge, and the context of existing spaces is transformed by the joint impact of media and architecture, thus leading to new forms of social and cultural practices. The public sphere, the communication in ubiquitous networks, and the interaction with digital content will be a thematic focus. The conference addresses different approaches and methods of research. It will consist of three sessions and a workshop, exploring these themes in a focused way.

Session 1: MediaArchitecture

Talks focus on the complex integration and mutual dependency, and the amalgamation of media and architecture. The innovative integration of contemporary media in architecture produces new forms of design and construction of the built environment, and challenges traditional models for how we conceive, perceive and interact within physical space. Best-practice examples from current architecture, urban space, and models and visions for the future will be presented.

Session 2: Social Practices and Public Spheres

Talks focus on the implications of media in architectural and urban space on social practices. The cultural, social, political, and economical phenomena of the encounter between media and urban space will be investigated.

Session 3: Interaction and Engagement

Encounters with interactive media and digital art & design, embedded in architectural and urban spaces, and their influence on cultural phenomena, is the main topic of the talks and presentations.

Workshops

The workshop program will provide an opportunity to explore the conference themes in a more practical and experimental way. It aims to create an open and informal dialogue about the topics and methods, thus providing a forum for participants to share ideas, knowledge and technical experience. The workshops will offer insight into new technological developments. Examples from architecture and urban planning, as well as media art & design, will present new applications and interpretations for mobile and embedded media. Students of all levels are particularly welcome to submit works for this program, especially if they have demos or show-cases of projects they would like to present to a wider audience. The workshops will be an opportunity to gain feedback and advice on these works.

Submission

We are inviting academics, practitioners and activists to submit scientific papers for the conference and less formal presentations on practices for the workshop session. The submissions should be close to disciplines such as architecture, media art & design, urban studies, cultural and urban geography and sociology, using innovative ways and reflecting critically on processes, methods and impacts of public participation and technologies in the urban realm, within their theoretical and practical research, teaching, or activism roles.

- Please submit a paper of 2 to 4 pages as an extended abstract.
- The conference language will be English.
- Papers will be submitted to external review by an international selected scientific committee (to be announced at the website).

The authors of accepted papers will have the chance to talk at the conference and present their work to an international scientific audience. Please note that accommodation and traveling expenses will not be reimbursed and registration fees for the conference apply for speakers accepted through the open call. This conference is organized by the Bauhaus-Universität Weimar and co-funded by DFG.

Selected papers from the conference will be published in a digital, post-conference volume.

Please submit your abstract as PDF

with our easychair conference management software
<http://www.mediacityproject.org/2010/submission>

or by E-Mail: 2010@mediacityproject.org

(if you submit by mail and don't receive an acknowledgement of receipt, something went wrong!)

until 15 June 2010

Important Dates & Contact

15 June 2010:	Submission deadline (abstract)
End of July 2010:	Notification of acceptance
15 September 2010:	Submission deadline (full article for accepted submissions)
29 to 31 October 2010:	Conference in Weimar, Germany

Contact: 2010@mediacityproject.org
Website: <http://www.mediacityproject.org/2010>

Bauhaus-Universität Weimar

- Prof. Dr. *Jens Geelhaar*, Chair of Interface Design, Faculty of Media
- Prof. Dr. *Frank Eckardt*, Chair of Sociology of Globalization, Faculty of Architecture
- Prof. Dipl.-Ing. Dipl.-Des. *Bernd Rudolf*, Chair of Building Design, Faculty of Architecture
- Dr.-Ing. *Sabine Zierold*, Faculty of Architecture
- Dipl. postgr. Kunst u. öffentl. Raum, Dipl.-Des. *Michael Markert*, Faculty of Media