



17.01.19–07.04.19

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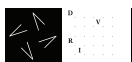
BE THE ONE WHO SAYS “HELLO?”

CYCLE OF ARTSCIENCE WORKSHOPS INSPIRED BY HELLO MACHINE,
ITINERANT POP UP ARTWORK BY RACHEL HANLON INVESTIGATING
HOW TECHNOLOGY SHAPES HUMAN-MACHINE INTERACTIONS.

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HOSTED BY:



Hello Machine

January 18 - February 22

Ca' Foscari Zattere CFZ - Cultural Flow Zone
Fodamenta Zattere al Ponte Longo, 1392

January 18 - March 1

Fondazione Polymnia M9
Via Giovanni Pascoli, 11

March 1 - April 5

Ca' Foscari Scientific Campus
Via Torino, 155

March 4 - April 5

Fondazione Querini Stampalia
Campo Santa Maria Formosa, 5252

The artwork Hello Machine investigates human interaction and the role of technology in the development of human-to-human interaction as well as the relationship of humans and technology. Rachel Hanlon's work traces the beginning of the interactions through the phone up to newest developments by including a chatbot into the artwork which randomly will answer the phone. It investigates how technologies enable people to communicate and join communications as well as its limitations and changes in communication and interaction in more modern "social networks" like social media on the works wide web.

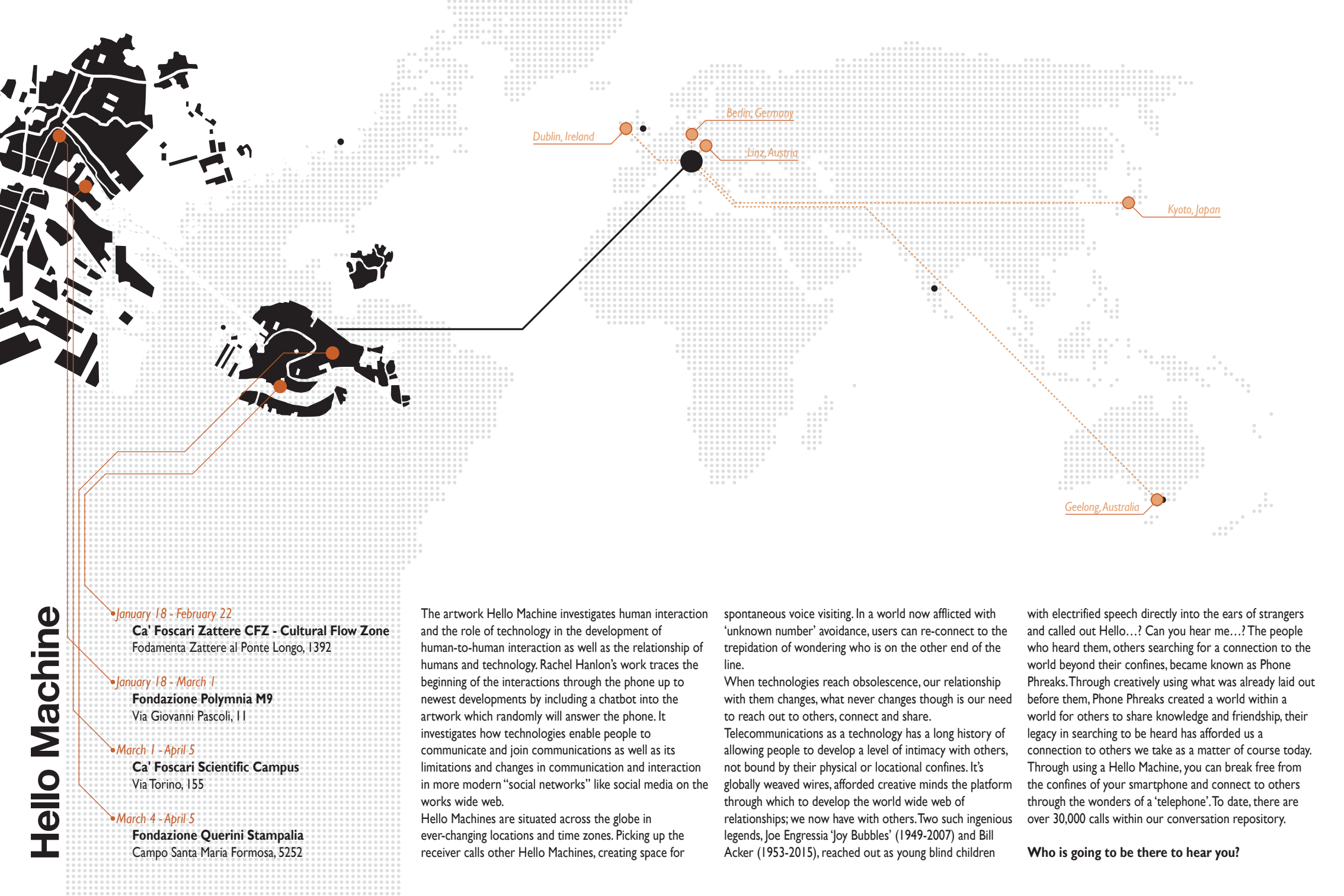
Hello Machines are situated across the globe in ever-changing locations and time zones. Picking up the receiver calls other Hello Machines, creating space for

spontaneous voice visiting. In a world now afflicted with 'unknown number' avoidance, users can re-connect to the trepidation of wondering who is on the other end of the line.

When technologies reach obsolescence, our relationship with them changes, what never changes though is our need to reach out to others, connect and share. Telecommunications as a technology has a long history of allowing people to develop a level of intimacy with others, not bound by their physical or locational confines. It's globally weaved wires, afforded creative minds the platform through which to develop the world wide web of relationships; we now have with others. Two such ingenious legends, Joe Engressia 'Joy Bubbles' (1949-2007) and Bill Acker (1953-2015), reached out as young blind children

with electrified speech directly into the ears of strangers and called out Hello...? Can you hear me...? The people who heard them, others searching for a connection to the world beyond their confines, became known as Phone Phreaks. Through creatively using what was already laid out before them, Phone Phreaks created a world within a world for others to share knowledge and friendship, their legacy in searching to be heard has afforded us a connection to others we take as a matter of course today. Through using a Hello Machine, you can break free from the confines of your smartphone and connect to others through the wonders of a 'telephone'. To date, there are over 30,000 calls within our conversation repository.

Who is going to be there to hear you?



12th February | 5.00 pm

Communication Games in the Connected Age with Francesca Franco & Stefano Coletto

Palazzetto Tito - Dorsoduro, 2826

Today, it is hard to imagine the world before the internet. This is as true in art as in the everyday use of modern technologies. This workshop is concerned with art & technology, and how connectivity and communication played a key role in pioneering artworks exploring human communication and the concept of conversation prior to the invention of social computing. How relevant such pioneering works are today? How did such works evolve with the advent of the World Wide Web? What is the relevance of art & technology today and how can it help in understanding the social impact art has in our connected society?

22nd March 2019, | 10.00 am - 5.00 pm

Talking to a stranger: Augmented portraits from the Hello Machine with Fabio Pittarello

Aula Magna G. Cazzavillan,
S. Giobbe Economic Campus, Fondamenta S. Giobbe, 873

How do you experience talking to a stranger through the Hello Machine by Rachel Hanlon? Since its beginnings the phone enables us to connect to others and it has been developed and augmented ever since. How is the connection to others through a technology perceived? Using upcoming technologies like Augmented Reality new opportunities to capture and share these connections with others - friends and strangers - arise. The workshop will bring together students from different backgrounds to develop a project based on portraits of conversations with strangers at the Hello Machine to envision a new way to experience these conversations.

28th March 2019 | 4.00 pm

Robots playing language games: An experiment in art and science with Luc Steels

Venice International University, Isola di San Servolo

This workshop has two interwoven themes. The first theme is collaboration and interaction between art and science. How does it work? What can both parties contribute and receive? Can media art and interactive installations play an important role? To answer these questions Luc Steels will use a case study from an artistic work 'Look into the Box' he developed with artist Olafur Eliasson for an exhibition at the Musée d'Art Moderne in Paris. The second theme is language, more specifically the origins of language. How can we understand the processes that underlie the emergence of new words, grammatical structures, and the meanings they express? Using the same case study Luc Steels will show that we can now create experiments with artificial agents (robots) that are able to self-organise language for talking about the color of the eyes of exhibition viewers. This requires understanding the cognitive mechanisms that underlie color vision, perception, categorisation, and description, and the ability of complex systems to exhibit emergent phenomena.



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CONNECTED - HELLO MACHINE is supported by the Venetian District of Research and Innovation (DVRI), created by signing off the Venice Statement on the occasion of the World Science Day, held with the auspices of UNESCO, and aiming to undertake a communitarian mission to get the excellence in scientific research. Institutions share resources, knowledge, instruments and data to realize common projects at national and international level, mainly focused on achievement of a sustainable development. They will promote the hosting of foreign researchers and the international mobility of their own researchers, supporting every initiative for the international cooperation, with particular attention towards youth and women. All of DVRI members have endorsed their commitment within the Venetian Innovation and Research District in order to strengthen the relationship between the Venetian culture centers and local communities through stimulating, creative and interdisciplinary activities, which can involve young people and local communities in the results of higher education. According to its mission DVRI supported the Science Gallery Venice Project as founding partner from the very beginning and particularly in its first stage.

Special thanks to the hosting locations:

Ca' Foscari Zattere CFZ - Cultural Flow Zone

Fondazione Polyminia M9

Ca' Foscari scientific campus

Fondazione Querini Stampalia



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