

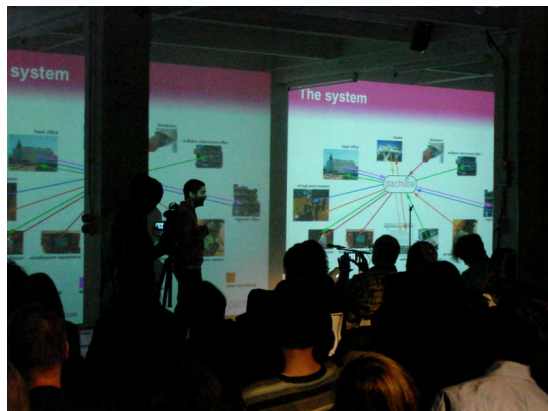
Fostering New Creative Communities

iMAL, Brussels

Yves Bernard

Marie-Laure Delaby

Yannick Antoine



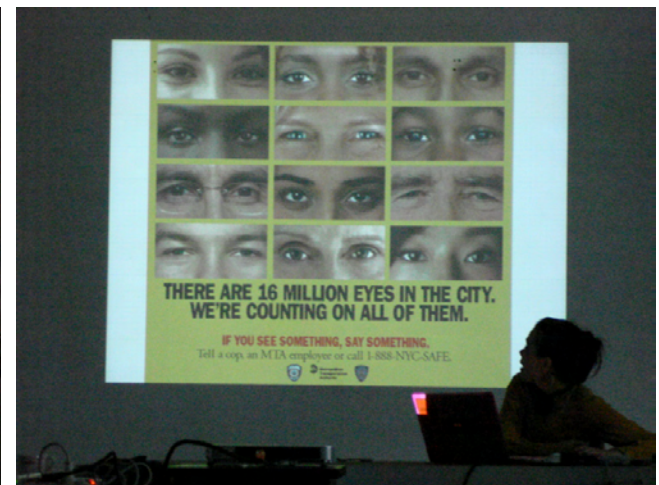
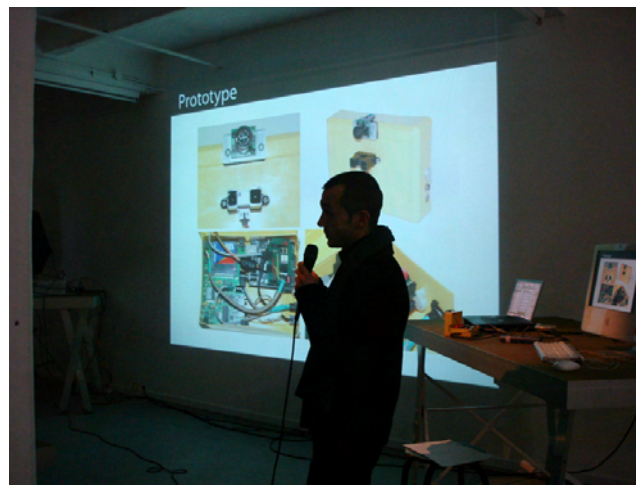
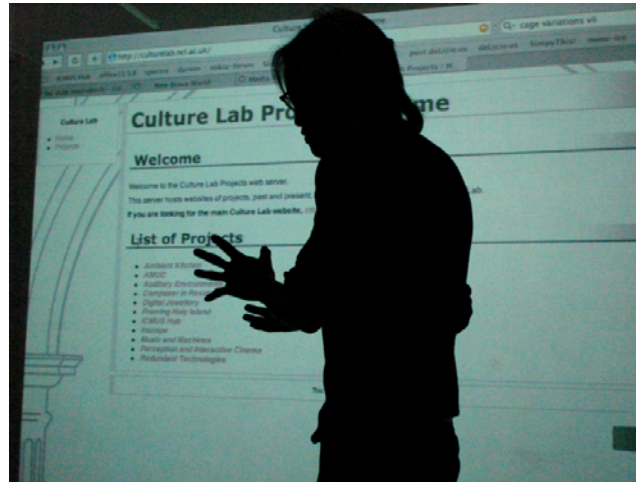
iMAL, Center for Digital Cultures and Technology



iMAL, Center for Digital Cultures and Technology



iMAL, Center for Digital Cultures and Technology



iMAL, Center for Digital Cultures and Technology

a Contemporary Art Center oriented to (new) media arts and digital cultures

an Education Center for digital cultures and multidisciplinary creativity

a Laboratory for Arts, Sciences, Technologies and R&D projects

an Artist Workplace and Production center for innovative Arts&Culture projects

an European and international meeting place for artists, scientists and creative people, ideally

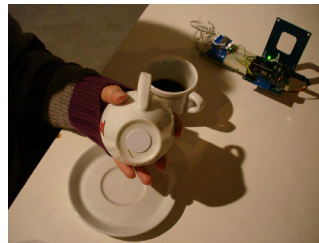
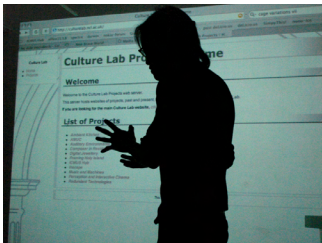
located in Brussels, a multicultural and international city, capital of Europe (and Belgium).



iMAL, Center for Digital Cultures and Technology

iMAL is the integration of:

- an Art Center with public activities for a large audience (new media arts, digital cultures)
- a MediaLab : artist experimentation, R&D and production workplace with educational and community-development activities, connected with art schools and universities.
- a Hub with trans-disciplinary activities between Arts, Sciences and Innovation



iMAL: connecting different communities

A range of activities for many different communities / audiences, from general public to:

Art & Culture Amateurs, Sciences & Technology Amateurs

Tinkerers (bricoleurs), DIY,...

Artists, Designers, Creative people, Developers, Hackers

Scientists, Engineers

Academics (IT and Social Sciences), Educators, Professors, Teachers,...

Art Galleries & Collectors, Art professionals,...

Entrepreneurs, businessmen, decision makers, politics

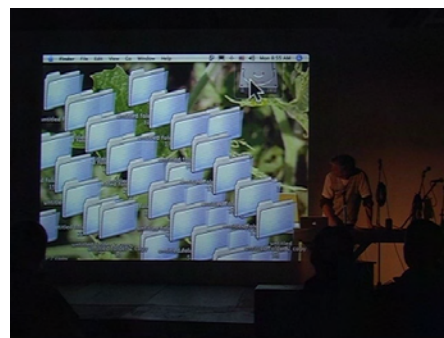
Brussels people (and Europeans), young and less young, informal and formal,...

iMAL: Contemporary Art Center

International dimension mixing local and foreign artists

Contemporary art exhibitions with a focus on media and technology-based arts

Concerts & performances



iMAL: Contemporary Art Exhibitions

Collective exhibitions:

2010: moddr_*

2010: Playlist: playing Games, Music, Art

2009: V.O.S.T. OV/OT, Stock Overflow

2008 : Holy Fire, art of the digital age

2007 : Hybrid World, inaugural exhibition of new venue

2006 : Art+Game

2005 : openLAB

2004 : Infiltrations Digitales

2003 : F2F, new media art from Finland

2000 : CONTinENT



iMAL: Contemporary Art Exhibitions

Holy Fire, art of the digital age, April 2008

with Cory Arcangel (USA), Gazira Babeli (SL), Boredomresearch (UK), Christophe Bruno (FR), Grégory Chatonsky (FR), Miguel Chevalier (FR), Vuk Cosic (SLO), Shane Hope (USA), Jodi (BE/NL), Lab[au] (BE), Joan Leandre (SP), Olia Lialina & Dragan Espenschied (DE), Golan Levin (USA), Eva and Franco Mattes aka 0100101110101101.ORG (IT), Alison Mealey (UK), Mark Napier (USA), Casey Reas (USA), Charles Sandison (UK/FI), Antoine Schmitt (FR), Yacine Sebti (BE), Alexei Shulgin & Aristarkh Chernyshev (RU), John F. Simon, Jr. (USA), Paul Slocum (USA), Wolfgang Staehle (USA), Eddo Stern (USA), Ubermorgen.com (AT), Carlo Zanni (IT).

Curated by Yves Bernard and Domenico Quaranta.

Holy Fire presents contemporary artworks made with contemporary technologies and designed to be collectible. Holy Fire is probably the first exhibition to show only collectible new media artworks already on the art market, in the form of traditional media (prints, videos, sculptures) or customized new media objects.



Yves Bernard (yb@imal.org)
September, 2011

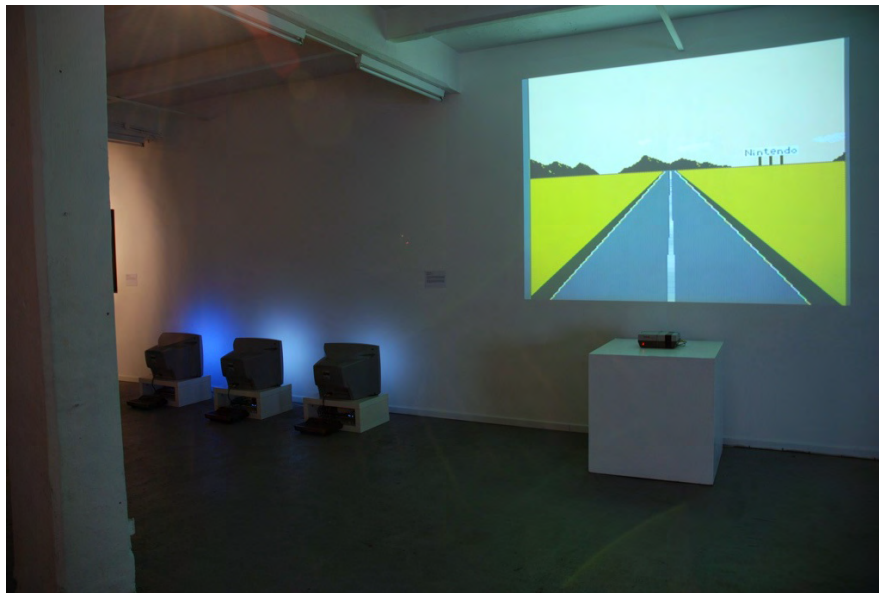
iMAL: Contemporary Art Exhibitions

Holy Fire, art of the digital age, April 2008



iMAL: Contemporary Art Exhibitions

Holy Fire, art of the digital age, April 2008



iMAL: Contemporary Art Exhibitions

Holy Fire, art of the digital age, April 2008

debate at Art Brussels, international contemporary art fair



iMAL: Contemporary Art Exhibitions

Holy Fire, art of the digital age, April 2008

we make money not art

Holy Fire, art of the digital age

By [Regine](#)
on April 22, 2008 7:55 AM

Categories:
[art](#)
[events](#)

Somehow related:
[Holy Fire, art of the digital age](#)
[Encoded art works](#)
[Residency and workshop opportunities for media artists and curators](#)
[New Brave World workshop at iMAL: RFID and art](#)
[Pricked: Extreme Embroidery](#)
[Even the Ghost of the Past](#)
[sk-interfaces conference talks on FACT archive](#)
[Join us for a panel on genetically modified art at the New Museum on Friday](#)

Recent articles:
[Video of the day](#)

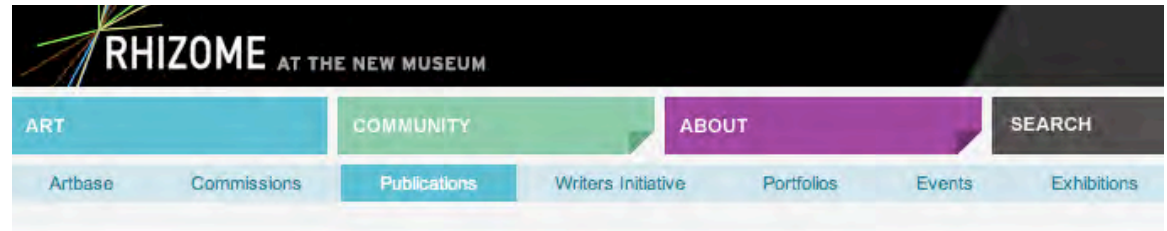


UBERMORGEN.COM (Lizvix/Hans Bernhard), *PsychIOS - Hans 2*, 2004. Lambda print on aluminium. 100 x 150 cm. Edition of 5. Private Collection, Brussels / [Fabio Paris Art Gallery](#), Brescia

Yves Bernard is the director of [iMAL](#) (interactive Media Art Laboratory), a space dedicated to contemporary artistic and cultural practices emerging from the fusion of computer, telecommunication, network and media. iMAL is the only space that doesn't put the Belgian french-speaking community i come from to total shame. The

iMAL: Contemporary Art Exhibitions

Holy Fire, art of the digital age, April 2008



The Rematerialization of Art

By Ed Halter on Tuesday, April 1st, 2008 at 1:58 pm.



Marx and Engels claimed that capitalism's "constant revolutionizing of production" ultimately means "all that is solid melts into air." The contemporary art market, however, describes an opposite process: innovations such as the flat-screen monitor, the digital print, and the editioned DVD, have helped transform immaterial forms like video and net.art into a new generation of physical, sellable objects. Underscoring the gallery-friendly moment, "*Holy Fire: Art of the Digital Age*" at Bruxelles's [iMAL Center for Digital Cultures and Technology](#) presents a show of works already for sale on the art market. While it's not surprising to find a younger crew who came of age within the current market ([Edo Stern](#), [Cory Arcangel](#), [Paul Slocum](#)), more significant are the first-generation net.art names who have ditched their former outsider status and joined the commercial club: note the inclusion of [Jodi](#), [Vuk Cosic](#), [Alexei Shulgin](#), and [Olia Lialina](#), as well as later, politically-pointed artists like [0100101110101101.ORG](#) and [Joan Leandre](#). (As corollary, observe that old media have

Yves Bernard (yb@imal.org)
September, 2011

iMAL : workplace and production

- to produce media artworks with innovative use of technologies, raising new forms of aesthetic expressions and/or critical issues about our world.
- to help artists in their projects with advise (artistic and technical), funding research, workplace and equipment, first public show, support for diffusion and promotion
- often supported through our artists residency programme



iMAL : workplace and production

White Square (2002)

interactive installation

Hanna Haaslhati (Fi) with

Yves Bernard (Be)

A poetic immersive

environment, a platform for

encounters and collaborative

behaviors

Acquired by Concertgebouw,

Brugge in 2002

WHITE SQUARE

an interactive installation by Hanna
Haaslahti with Yves Bernard (2002-2003)

White Square was first presented at
Kunsthalle Lophem, in the framework of
the Symptomana exhibition (Finish
Contemporary Photography, Film, Video
and Interactive Art),
14.9.2002 - 18.12.2002,
[Kunsthalle Lophem](#).

Since the Helsinki exhibition at Kiasma
beginning of 2003, White Square has
many new features proposing more
complex collaborative behaviors between
users.

White Square was exhibited at:

[Filmwinter Festival for Expanded Media](#), Stuttgart, Jan 2004

[VIPER festival](#), Basle, 2003

[VIDA6.0](#), Madrid, 2003

[F2F Brussels](#), 24.10.2003 - 5.12.2003

[Kiasma](#), Helsinki, 16.1.2003 - 16.3.2003

[Art in Motion](#), [AIM IV Interference Patterns](#)

Los Angeles, 15.2.2003 - 13.4.2003



iMAL : workplace and production

OFFFCAM (2004)

videomaton + web

Yves Bernard and Walter

Verdin

A social platform where everyone has 6 seconds to be a video star or anything else (pre-YouTube age).

OFFFCAM recorded 3.000 video portraits since 2004.



Yves Bernard (yb@imal.org)
September, 2011

iMAL : workplace and production

Jump! (2005)

interactive installation

Yacine Sebti

Go back to childhood,
forget the stress of adult
life, just jump and print
yourself in a collective
video creation. Shown at
the 5th Media Art Biennale
- Mediacity, Seoul, 2008.

JUMPI

an interactive installation by Yacine Sebti
(2005)

Yacine designed "Jump!" for the visitor's pleasure. If he or she is ready to go back to childhood, to forget the tensions and stress of adult life, then he (she) can start jumping in the air: just jump and let your image go and print a bit of yourself in this constantly moving and changing collective video creation.

"Jump!" is an immersive game for children from 7 to 77 years old.

Jump! was nominated at the International Festival for Film, Video and New Media VIPER 05, Basle, March 2006.

EXHIBITIONS

Crea Numerica, Beirut, September 2009
BVAM 2009, Santiago de Chile, August 2009
Wired Festival 2009, Den Haag, July 2009
STRP 2009, Eindhoven, April 2009
Smartival, Bruxelles, October 2008
Media City 2008, Seoul, September 2008
Mol.-St-Jean, Brussels, May 2008
FILE, Porto Alegre and Rio de Janeiro, Feb-Apr 2008
eArts, Ars Electronica, Shanghai, Nov. 2007
Storm op komst, Turnhout, April 2007
Temps d'Images, Montréal, February 2007
Atelier du Web, Bruxelles, May 2006
Brakke Grond, Amsterdam, April 2006
Ping2, Sataronja, Mallorca, October 2005
Centre Culturel du Brabant Wallon, April 2005



Yves Bernard (yb@imal.org)
September, 2011

iMAL : workplace and production

Salt Lake (2007)

immersive environment

Tom Heene & Yacine Sebti

A unique experience inside the media inferno. An hybrid work at the border between immersive environment, cinema, video game and interactive work. Selected by the 5th Media Art Biennale - Mediacity, Seoul, 2008. Nominated for File Prix Lux, Brazil, 2010



*Exhibited at Ixelles, 2006 and
Vooruit, Almost Cinema, Gand, 2007*

Yves Bernard (yb@imal.org)
September, 2011

iMAL : workplace and production

Synapse (2007)

interactive video installation

Pascale Barret

What does « being a woman » mean? The body as an artist? How can I establish communication, how can I make contact with the « others »? And make a concrete substitution created by a violent and repeated shock on the virtual wall that separates me from the visitor. I want the visitor to be confronted to my deformed body envelope, all wrapped in some adhesive tape.



iMAL : workplace and production

The Gate (2007)

hybrid environment (RL + SL)

Yves Bernard, Yannick Antoine.

The Gate is both an installation and a collaborative performance platform. The Gate connects the Real Life and Second Life (SL), it acts as a junction point, a door between the two worlds and two representation spaces.

Exhibited at Fantastic Illusions, Buda, Kortrijk, 2009-2010. Invited at Biennale of Shanghai, October 2010



iMAL : workplace and production

Oups! (2007)

interactive installation by Marcio Ambrosio with Yacine Sebti.

This project was born from the wish to mix new technologies and classic animation in a playful and artistic way. Each animated sequence has a script and the visitor interacts and transforms himself into an actor of this story.



Grand Prize at Japan Media Arts

Festival, 2008

iMAL : workplace and production

Movie in a Frame (2008)

art appliance

Yacine Sebti

Move in a frame questions the mirror,
but through space and time.



Exhibited at STRP Festival, Eindhoven, 2009

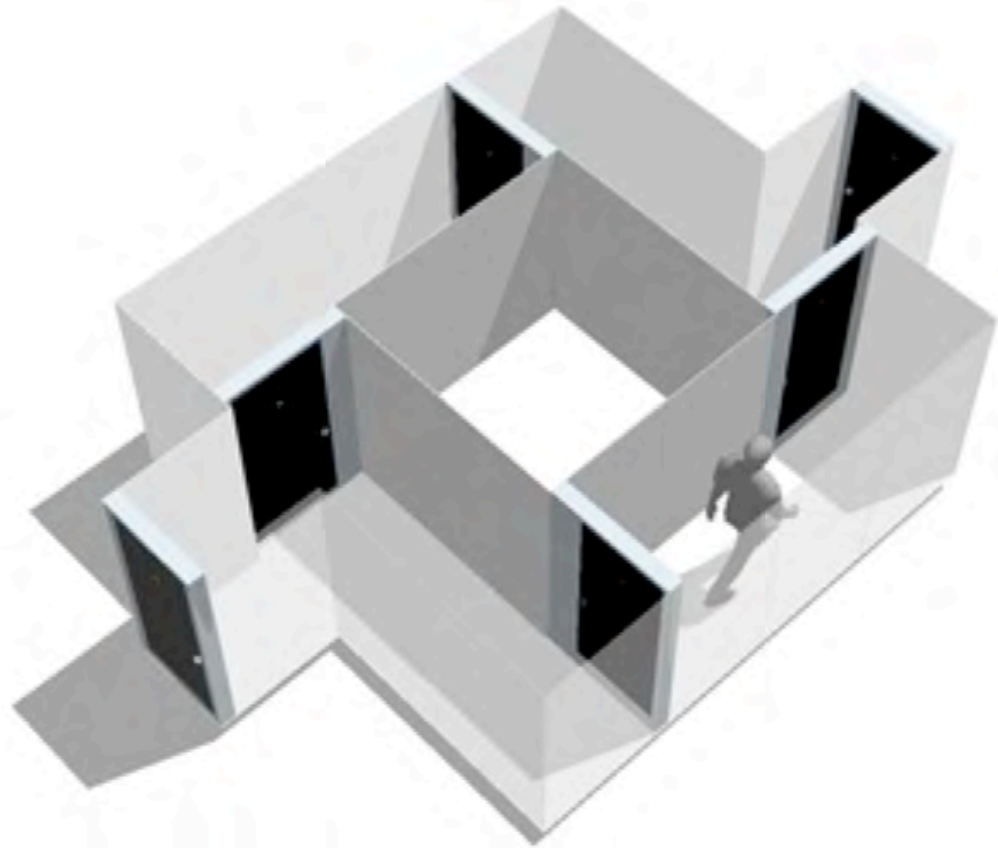
iMAL : workplace and production

Past Forward (2009)

installation

Nicolas Dufranne with Damier
Gernay and Félix Luque.

The spectator will experience her/h
own limits in regards to her/his ima
Once something is filmed or
photographed, it's already past. In
in real time does not exist. Only the
spectator exists, in her/his loneline:
and present.



Exhibited at Ixelles, Chapelle de Boondaal, 2009

iMAL : workplace and production

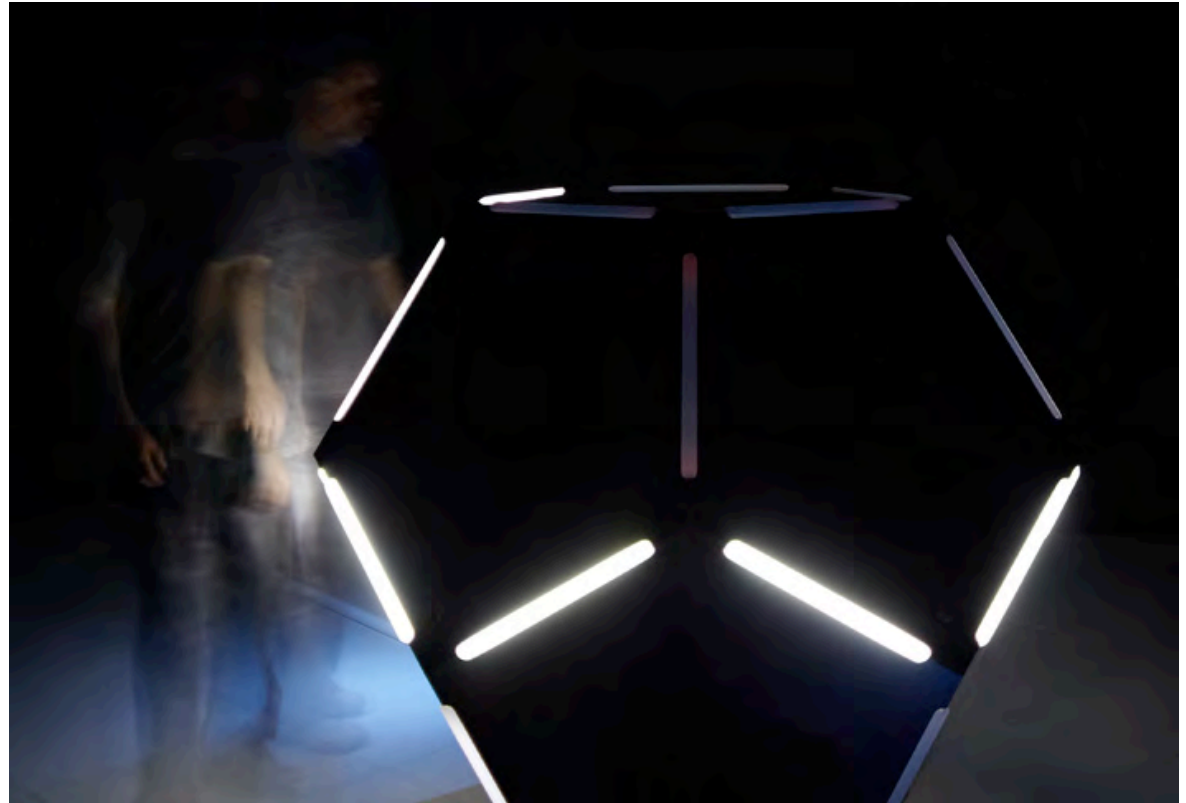
Chapter 1 - The Discovery

(2009)

installation

Félix Luque.

An encounter with an unidentified artificial entity as real than fictional. The installation reformulates some modern philosophical questions about mankind and technology through the use of images associated with science fiction culture and myths around artificial intelligence.



*Nominated and exhibited at Transmediale, Berlin, Feb. 2010,
and New Media Award Stichting Liedts-Meessen, Ghent, Apr. 2010.
Honorary mention at Ars Electronica Festival, 2010.*

Yves Bernard (yb@imal.org)
September, 2011

iMAL : workplace and production

Nihil ex Nihilo (2010)

installation

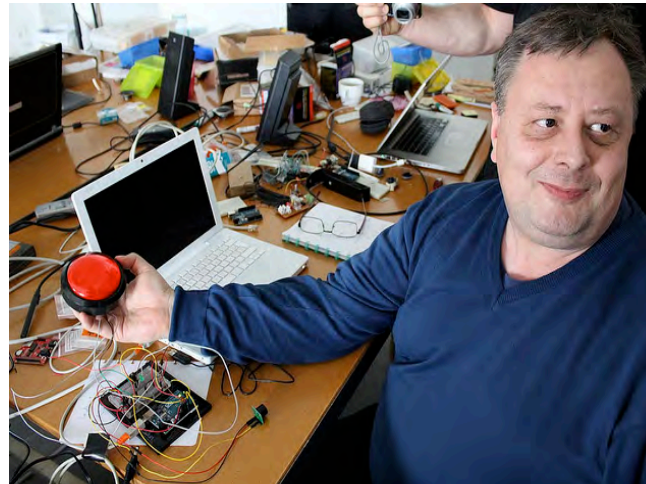
Félix Luque.

Are computers becoming intelligent entities, but mad ones all talking together and overflowing us with spams? What happens when these artificial brains controlled by unknown forces try to escape and when their web dialogues become absurd, entropic and uncontrollable?



First exhibition at iMAL, September 2010.

iMAL : workshops, masterclasses, openLABs



iMAL : workshops, masterclasses, openLABs

Since 2002, iMAL produces professional workshops targeted to creative people (artists, designers, developers,...) under the direction of recognised artists (e.g. Solu, Casey Reas, HC Hilje, Telco, David Rokeby, Jasch, Julian Oliver, Jonah Brucker-Cohen, Eric Singer, Kim Cascone,...)

<TITLE>HACKERS TECHNIQUE WORKSHOP</TITLE>
<SUBTITLE>A 4 days workshop by FFlaboratories (Barcelona) organised by iMAL in collaboration with Nadine. </SUBTITLE>

MAX + LIVE VIDEO WORKSHOP

processing :
an introduction to computer programming.
by casey reas
(ivrea, aesthetic
mit. media lab)

THE LIVE CINEMA LABORATORY:
A WEEK OF REALTIME AUDIOVISUAL EXPLORATION
A WORKSHOP BY TELCOSYSTEMS
DATE: 1-5 September

CONSTRUCTING EXPERIENCES
IN INTERACTIVE INSTALLATIONS
A 3 DAYS WORKSHOP BY DAVID ROKEBY

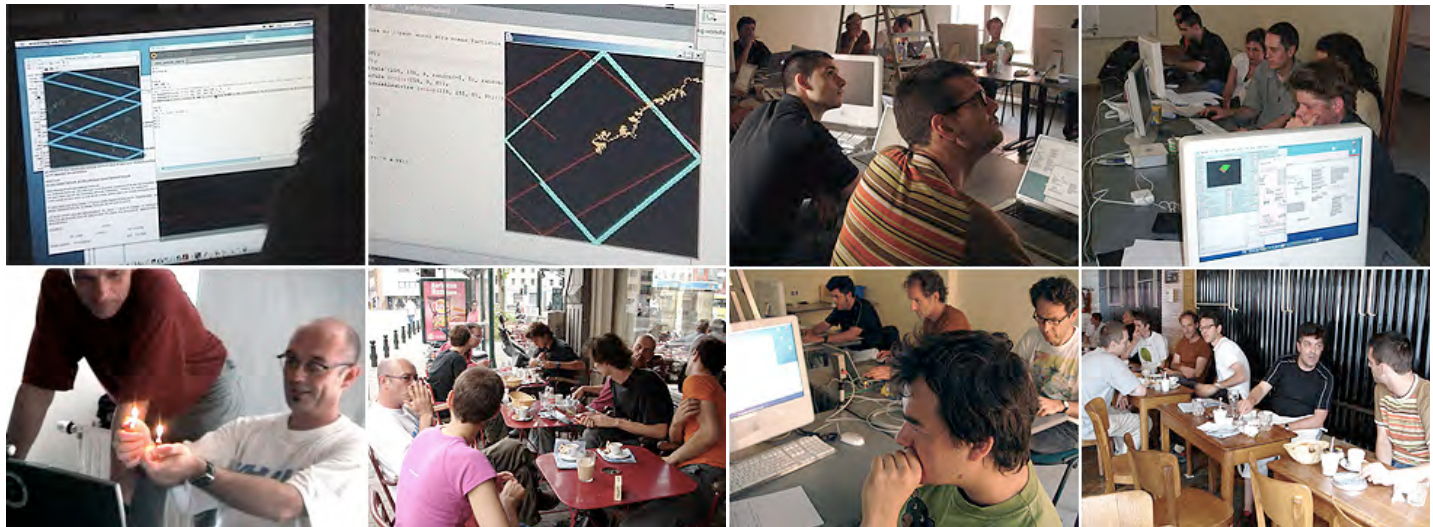
Art + Game
workshop by JULIAN OLIVER
3D GAME for ART
iMAL , Brussels, 27/11 - 1/12/2006

GENETIC
LAPTOP
MUSIC
WORKSHOP BY KIM CASCONE
11-14 October 2007
iMAL & TELE, Brussels

iMAL : workshops, masterclasses, openLABs

iMAL workshops are:

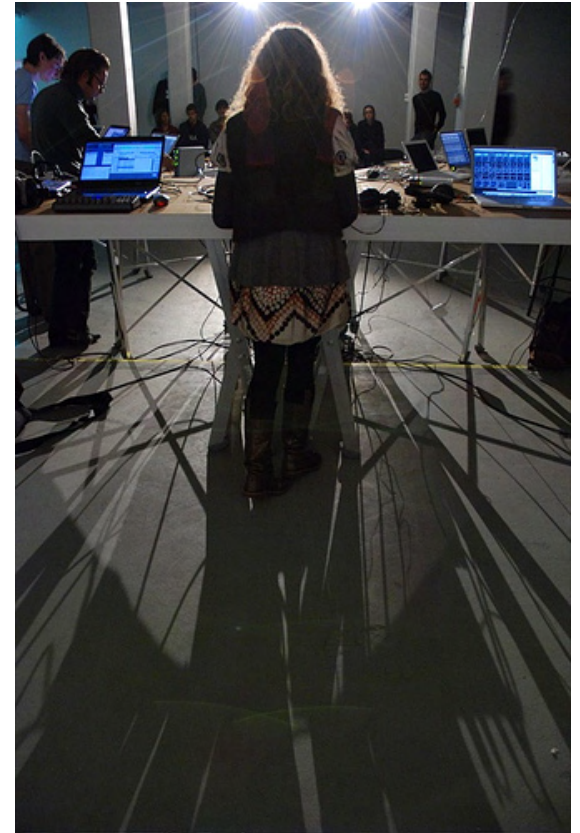
- attended by international and multidisciplinary participants
- practical and theoretical, given by artists for artists
- fun, in one of the friendliest district of Brussels
- affordable...



iMAL : workshops, masterclasses, openLABs

iMAL workshops are:

- usually ending with a public event (performance/exhibition)



iMAL : workshops, masterclasses, openLABs

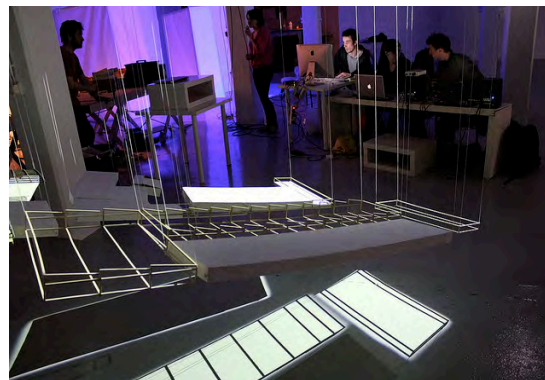
iMAL openLABs are project-oriented masterclasses with exhibition of results.

Participants are selected through a call for projects. The openLAB is under the coaching of a leading artist.



*Projections on forms and
Spaces with HC Gilje*

(2011)



iMAL : workshops, masterclasses, openLABs

2008-2009 Masterclasses : NewBraveWorld series



4 WORKSHOPS

1 RFID

2 Hybrid Scrapyard

3 Talkoo

4 Geotracing

! General info

NEW BRAVE WORLD

A SERIES OF WORKSHOPS ABOUT :

"Internet of things" - "hybrid world" - "networking & locative media"

While the Internet is still thought of as a virtual space, it is quickly gaining foot in the physical world. An "Internet-of-Things" is under construction with technologies for unique digital identification (RFID), geolocation (GPS), embedded computing (ubiquitous or pervasive computing,...) and mobile networking (wifi, wimax, umts/3g...). Places and objects become linked to digital media which can be everywhere people are.

Our digital life and social interactions are going to happen through tangible augmented objects and our physical environment will become the playground of new social and artistic behaviors, interventions, actions both in data and media spaces.

"New Brave World" proposes a series of workshops exploring the roles of artists, designers, media makers and creative scientists/developers in this context of the merge of digital and physical spaces.

AGENDA
NEWS

The NewBraveWorld series of masterclasses is starting!



Vlaams Audiovisueel Fonds
instelling van de Vlaamse Gemeenschap

With the support of the Flanders Audiovisual Fund

iMAL : workshops, masterclasses, openLABs

Introduction workshops: Summer Digital Art workshops (since 2005)

around 80 participants

every year

STAGES DE JUILLET/AOÛT 10 LES ATELIERS NUMERIQUES D'IMAL

Vidéo Temps Réel - Analyse de Mouvements - 3D temps Réel - Physical Modeling - Art du Code - Physical Computing - Web Collaboratif
(PureData/GEM - Processing - Arduino - OpenGL - SPIP/CSS - WordPress - PHP/MySQL)

iMAL a lancé les stages d'été en 2005 (consultez les [archives](#)), et suite à la demande continue, nous remettons cela en 2010 pour la sixième édition! Au programme: 5 stages qui s'étaleront du 13 juillet au 13 août 2010, et qui tous utilisent des logiciels libres!

Les 5 stages abordent des techniques et expressions de plus en plus utilisées dans les arts visuels, les installations, les arts de la scène, les performances audio-visuelles, ou les arts numériques (net art, art du code, interactivité) en introduisant des pratiques basées sur des logiciels libres (open source).

Deux stages permettent d'aborder et approfondir l'environnement PureData/GEM aux travers de problématiques telles que vidéo temps réel, analyse de mouvements, 3d temps réel et modélisation de systèmes physiques.

Un stage est consacré à l'art du code, matière de plus en plus présente dans les créations actuelles. Il est suivi d'un stage proposant une introduction au Physical Computing, ou comment rendre "sensible" un ordinateur en lui connectant de l'électronique (capteurs, moteurs, relais,...).

Un stage se concentre sur la création de plateformes de contenus collaboratifs sur le web dans une approche 'logiciel libre'.

Stage 1 : [Introduction à l'Art du Code - Processing](#)

Stage 2 : [Physical Computing - Arduino](#)

Stage 3 : [PureData, une introduction](#)

Stage 4 : [3D Temp Réel et modèles physiques - PureData](#)

Stage 5 : [Site Web Collaboratif - Plateforme de Contenus](#)

Conditions de Participation

Ces stages sont accessibles à tout artiste, étudiant en art, designer, infographiste, vidéaste, programmeur, enseignant en arts visuels... désirant s'initier aux nouveaux outils créatifs issus du numérique (18 ans ou +).

Inscription

Inscrivez-vous à temps en remplissant soigneusement le(s) formulaire(s) en ligne du ou des stages que vous voulez suivre (voir plus bas)!

Attention : le nombre de place est limité (max. 15 personnes).

Lieu

Les stages se donnent à iMAL, 30 Quai des Charbonnages, 1080 Bruxelles (le long du canal, métro Comte de Flandre). La salle est équipée d'ordinateurs en réseau, d'un vidéoprojecteur, et d'un tableau :-)

Horaires

Les cours se donnent de 10h à 18h00 avec interruption d'une heure le midi.

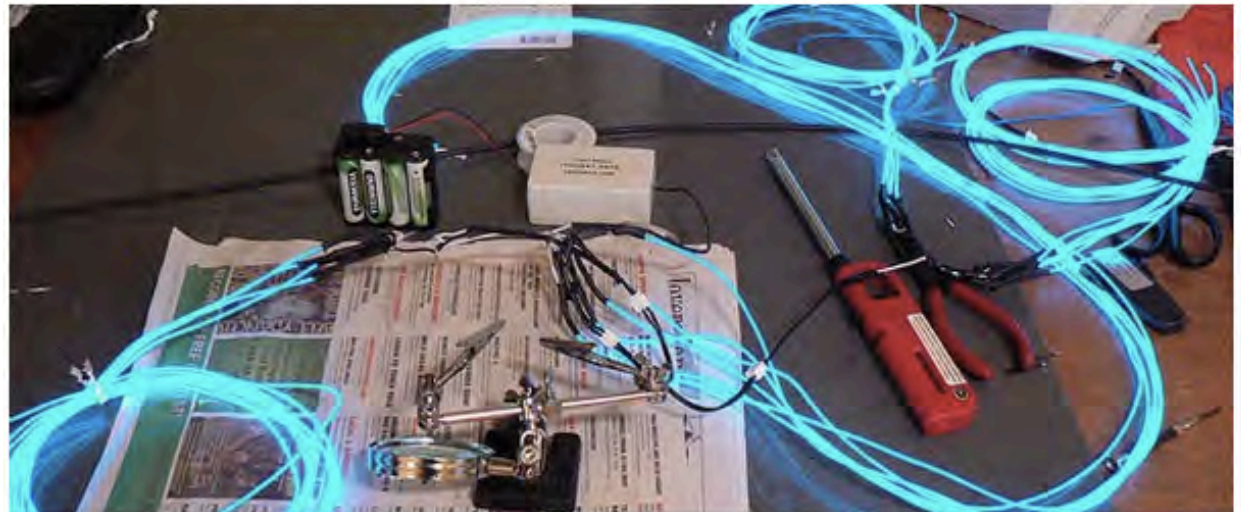
iMAL : workshops, masterclasses, openLABs

Introduction workshops: Code, Arts and Craft (continuous support)

Code, Arts & Crafts #6

Saturday, 12 March 2011 | 10:00 - 18:00

Workshops Code Arts and Crafts



[About](#) | [Media Gallery](#) |

Electroluminescent wires & Computer vision

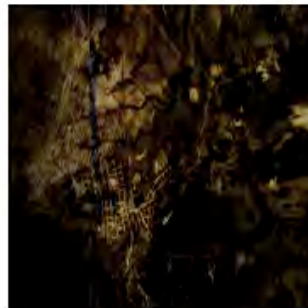
We open this new season of the [Code, Arts & Crafts](#) workshops with 2 new topics, one exploring the [EL wires](#) trend, the other reviewing the basis of [computer vision](#) through the [OpenCV](#) library for Processing.

iMAL : a Laboratory for Arts, Sciences, Technologies

VIRAGE (2009- february 2010) : a Research Project funded by Agence Nationale de la Recherche (FR) and Ministère de la Recherche (Communauté française) on new control interfaces and scripting tools for artistic creation and cultural industries. The consortium is composed of University labs (LIMSI/CNRS, Labri, CICM,...) small innovative companies (JazzMutant/Stanton, Blue Yeti,... and media art centers (GMEA, Cie Incidents Mémorables/Didascalie, iMAL).

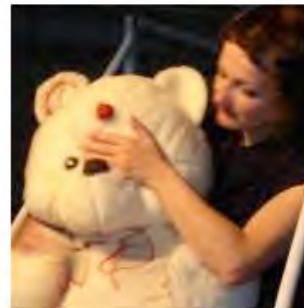
Territoires instables

Laura Colmenares Guerra



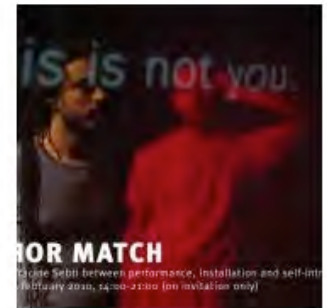
Oh Peer, my Teddy! //

Pascale Barret



M/M ?! this is not YOU

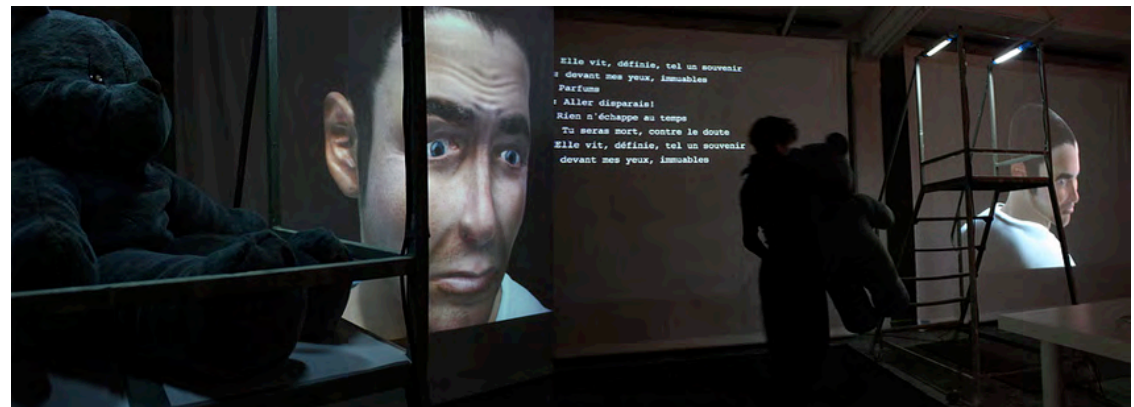
Yacine Sebti



iMAL : a Laboratory for Arts, Sciences, Technologies

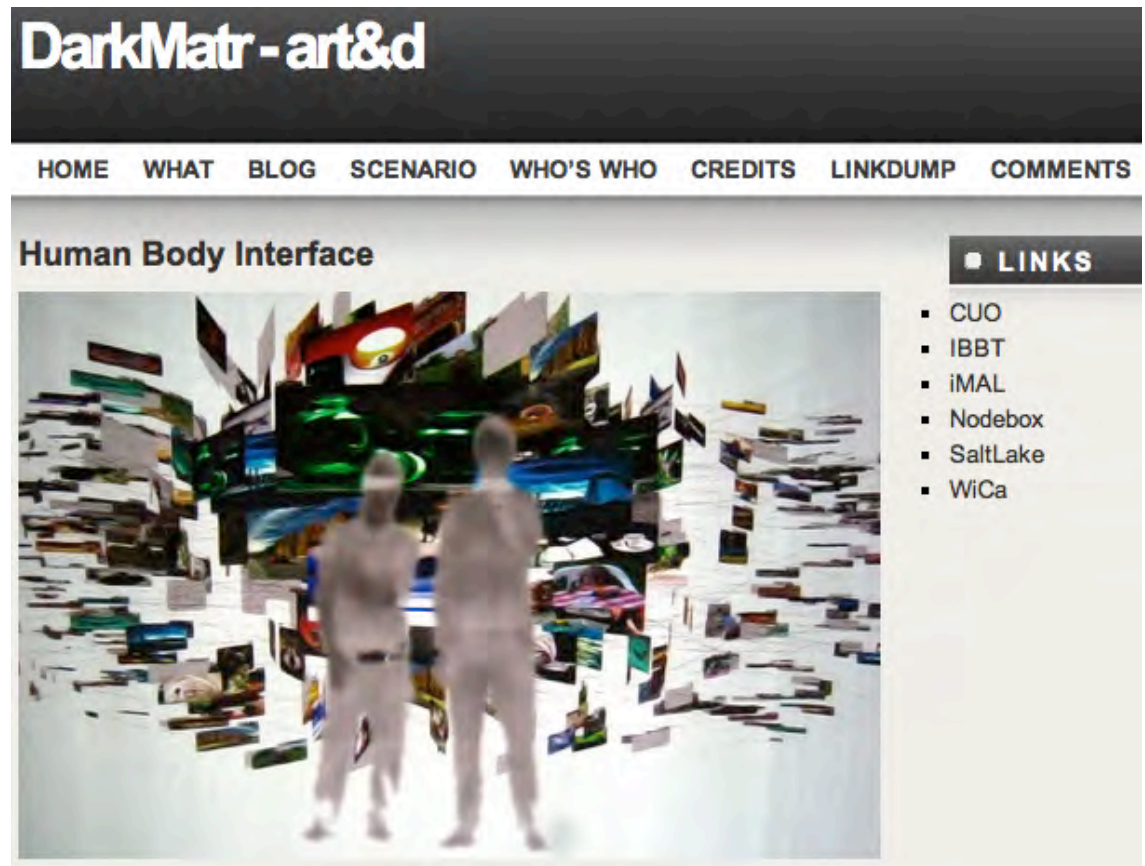
VIRAGE (2009- february 2010) :

3 experimental art projects



iMAL : a Laboratory for Arts, Sciences, Technologies

IBBT Art&D project (2009) : for artists and scientists to develop together innovative projects triggering the advanced development of technologies (funded by Flanders government). iMAL hosted 3 residencies of Tom Heene and his group of artists and scientists for his project 'Dark Matter'.



iMAL : rendez-vous programme

A programme of public events to connect different communities:

artists, scientists, tinkerers, hackers, creative people, curious & amateurs,...

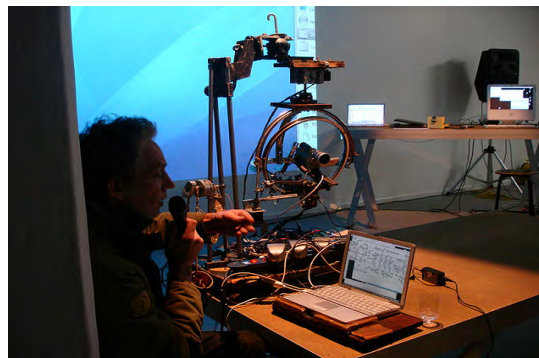
Arts & Sciences conferences

Dorkbot BRU

SHARE BRU

Tech Meetings

Open Platform



iMAL : rendez-vous programme

Arts/Sciences Conferences

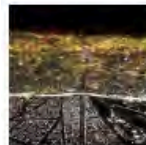


Arts/Sciences#9: Jean-Baptiste Labrune

26 May 2011

[Presentations](#) [Arts Sciences](#)

iMAL invites Jean-Baptiste Labrune, a scientific researcher interested in the development of creative tools using new technologies.



Arts/Sciences#8: Emmanuel Mahé

28 October 2010

[Presentations](#) [Arts Sciences](#)

Researcher and specialist in emerging uses of information and communication technology, Emmanuel Mahé (FR) will outline an archaeological approach of the speed in all its contemporary forms. In parallel, he will propose a reading of the current craze of the art world for...

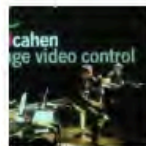


Arts/Sciences#7: Philippe Bekaert & Eric Joris

13 April 2010

[Presentations](#) [Arts Sciences](#)

Philippe Bekaert is professor at Expertise Center for Digital Media (Hasselt University) and has a long experience of collaboration with artists, especially Eric Joris from CREW. Since 2003, they are working together on the production of interactive augmented reality...



Arts/Sciences#6: Christian Jacquemin

16 September 2009

[Presentations](#) [Arts Sciences](#)

Professor in computer sciences at Paris University II and researcher at LIMSI-CNRS, Christian Jacquemin (FR) has worked on several Arts/Sciences projects and has led and taken part in several workshops on the topic. He is especially interested in virtual and augmented...



Arts/Sciences#5: Anne-Mie Van Kerckhoven

12 November 2008

[Presentations](#) [Arts Sciences](#)

For near 30 years, AMVK is interested in the relationships between arts & sciences along her continuous artistic exploration of sex, cyber-feminism, technology and representation. A lecture in our Rendez-Vous programme.

iMAL : rendez-vous programme

Dorkbot BRU



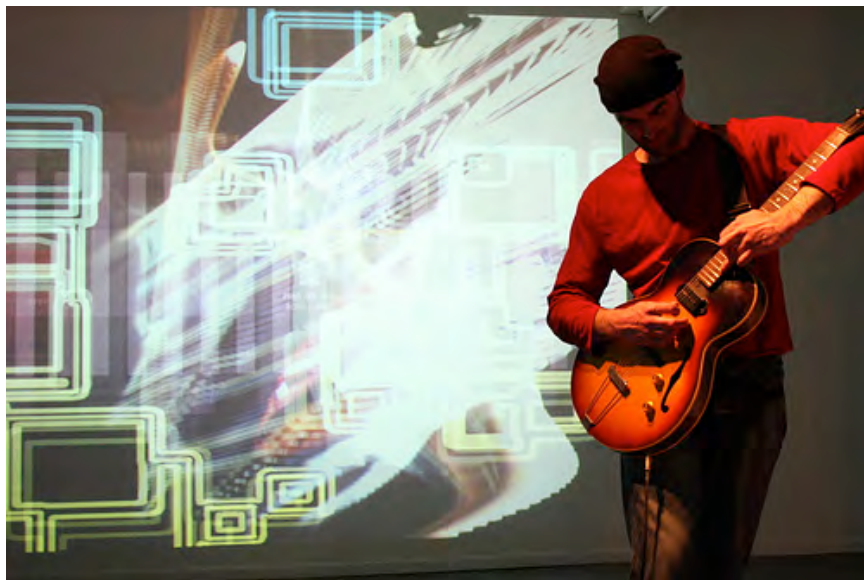
iMAL : rendez-vous programme

SHARE BRU

Support and infrastructure
for new media communities
worldwide.

A regular open
multimedia jam.

A place to experiment.



iMAL : rendez-vous programme

Tech Meetings

Rémi Dury and the KRL



JazzMutant and Lemur

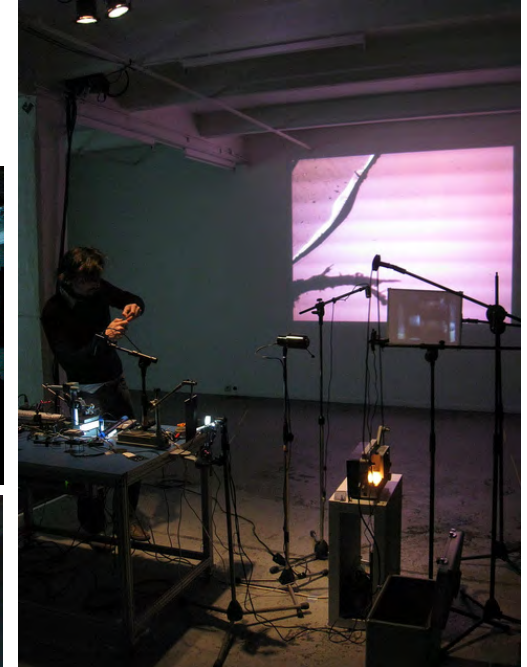
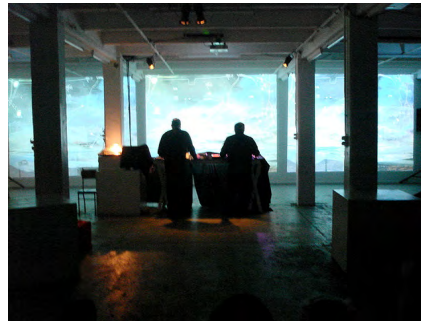


iMAL : rendez-vous programme

Open Platform: iMAL hosts many other events

- seminars, lectures (e.g. Internet of Things)
- project presentations
- concerts, performances
- clubbing, DJ,... (e.g. CatClub)

⇒ iMAL is established as an active cultural venue in Brussels



Yves Bernard (yb@imal.org)
September, 2011

iMAL : www.imal.org

The main instrument for our communication, promotion and community development:

- a Living Archive and Medialibrary:
10 years of activities, a growing resource for the communities
- a promotional and diffusion tool for the artists and their productions
- trilingual EN/FR, NL....
- online venue and physical venue amplify each other

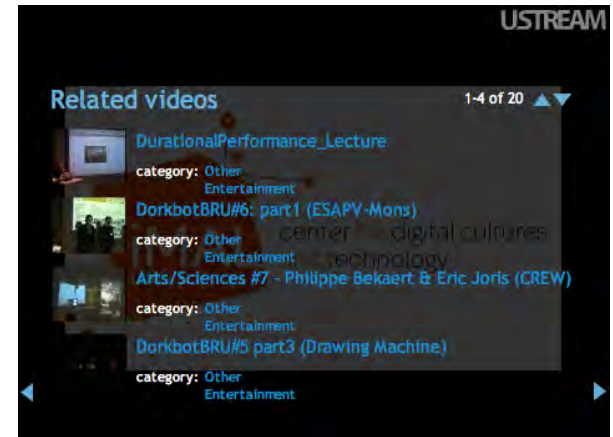
The screenshot shows the iMAL website interface. At the top left is the iMAL logo with the text "center for digital cultures and technology". To the right are social media icons for Twitter, Facebook, YouTube, and LinkedIn, along with language selection buttons for EN, FR, and NL. Below the logo is a navigation menu with links for IMAL, EVENTS, EXHIBITIONS, WORKSHOPS, RESIDENCIES, and PROJECTS. A search bar is located on the right side. The main content area features an "UPCOMING" section with two event listings. The first is "Tangible Feelings" (16 September - 18 September 2011) with tags for Performances, Exhibitions, and Workshops, accompanied by a dark, abstract image. The second is "The Death and Resurrection Show" (29 September - 28 October 2011) with tags for Exhibitions and Showcase, accompanied by two small images of blue and black abstract art. A "NEWS" section on the right lists three articles: "Marcio Ambrosio at Itaú Cultural", "Chapter 1 @ Variable Future, Girona", and "Mattia Casalegno in 'A Touch of'".

iMAL : online social platforms

iMAL documents its activities on many online social platforms:

*Use the Internet to get off the Internet,
to foster f2f meetings and grow local communities!*

- YouTube
- Flickr
- Facebook, iMAL newsletters with 30.000 subscribers
- ustream.com, with archives of our video streaming events



=>

strengthen the
many communities
around iMAL

iMAL archive 2000-2006
This online archive is the result of a first effort to preserve our media art video documentation from 2000 to 2006 and share it with the largest audience. Enjoy it!
URL: <http://www.youtube.com/user/imagicy#grid/user/08ECDFFDB6408C368>



iMAL exhibitions
10 sets



iMAL events
19 sets



NewBraveWorld workshops
4 sets

iMAL : wikimal

Coming soon...

A new collaborative tool to support the community


- Complementary to our workshops, masterclasses,...
- Sharing, repository of knowledge, how-tos,
- Built by Contributors
- Structured around projects, resources, classes, tags

wikimal

a platform for sharing knowledge and projects around iMAL lab

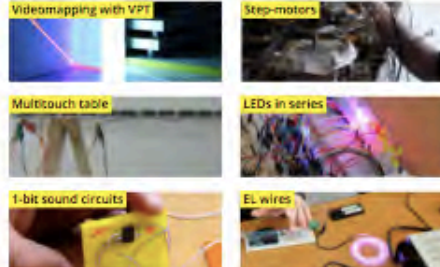
Featured < >

Project: Digimp
Digital Improvisation – L'enjeu est de façonner un instrument numérique capable d'interagir avec un ou plusieurs musiciens de manière graphique.
by Raphael Bastide



Latest how-tos +add

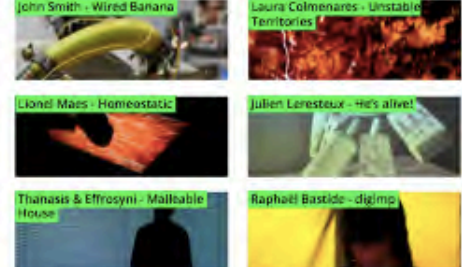
Videomapping with VPT
Step-motors
Multitouch table
LEDs in series
1-bit sound circuits
EL wires



Browse

Latest projects +add

John Smith - Wired Banana
Laura Colmenares - Unstable Territories
Lionel Maës - Homeostatic
Julien Lerestoux - He's alive!
Thanasis & Effrosyni - Malleable House
Raphael Bastide - digimp



Browse

Latest contributors

Elise Elsenker
Stéphane Noël
Katie Wright
Marie-Laure MA
Laura Colmenares
Raphael Bastide
Lionel Maës
Youssef Sidi



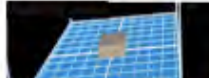
Browse

Ressources

Working with Kinect



FabLab



Tags

Arduino
Midi
Electronics
Kinect
Protocols
Electronics
Processing
UDP/OSC

iMAL activities are designed to foster...

Why such a diversity of activities for a small organisation ?

The MediaLab problem:

often isolated from general audience, closed circuit process,
the isolationist syndrome...

The Art Center problem:

often disconnected from creative people and processes,
the institution syndrome...

iMAL activities are designed to foster...

A range of activities for many different communities / audiences, from general public to:

Art & Culture Amateurs, Sciences & Technology Amateurs

Tinkerers, DIY, bricoleurs,...

Artists, Designers, Creative people, Developers, Hackers

Scientists, Engineers

Academics (IT and Social Sciences), Educators, Professors, Teachers,...

Art Galleries & Collectors, Art professionals,...

Entrepreneurs, businessmen, decision makers, politics

Brussels people (and Europeans), young and less young, informal and formal,...

iMAL activities are designed to foster...

A range of activities for many different communities / audiences to:

Mix, Connect, Discover, Exchange,...

Empower, Cross-fertilize, Collaborate and Evolve:

an amateur becomes a creative actor, a bricoleur becomes an artist,

a scientist becomes an artist or helps an artist,...

an artist becomes part of an academic research group,...

Dialogue and Confrontation : what you do is given back to and seen by the others...

See, Listen, Discover <-> Learn, Share, Experiment <-> Create, Act, Produce,....

iMAL activities are designed to foster...

- ⇒ an efficient **cultural and creative factory**
- ⇒ established as a well-known cultural venue connected with the city and its inhabitants
- ⇒ working to discover emerging creative talents, support them to produce innovative artworks or activities and products
- ⇒ to encourage them in developing (micro-)communities
- ⇒ connect and promote them on local & global levels

iMAL: what's next?

More active in the social and urban development of our neighborhood, working with local communities (young, immigrants,...) and local actors and partners.

In 2012, Festival Kanal!

