The Future of New Media

The Technological Arts Preservation project, enacted through the collaboration of Sabancı University and Sakıp Sabancı Museum digitalSSM Archive and Research Space, hosts the talk “Preserving Immersive Media.” The event will feature Jeffrey Shaw, a prominent name in new media arts and digital arts conservators from Tate Modern and ZKM.

The talk will revolve around the methods of carrying immersive media into the future and the participants will focus on “Virtual Sculpture” (1981) by Shaw and “Memory Theater VR” (1997) by Agnes Hegedüs to explore the technical and non-technical challenges of preserving the works of new media art.

The event will take place on April 8, Thursday at 04:00 PM (Turkish time) on webinar. Participation is free of charge and the visitors can register at Sakıp Sabancı Museum’s website. The talk will be held in English.

PROGRAM

16.00 Keynote: the Artist’s Views on the Preservation of Immersive Media Jeffrey Shaw, new media artist

The artist will share his views on the preservation of his artwork Virtual Sculpture (1981) as well as Memory Theater VR (1997) by Agnes Hegedüs.

16.40 Tate’s Preserving Immersive Media Project

17.00 ROUND TABLE: Non-technical and Technical Challenges of Preserving Immersive Media • Tom Ensom, Time-based Media Conservator (Tate) • Osman Serhat Karaman, Digital Preservation Manager (SSM) • Jack McConchie, Time-based Media Conservator (Tate) • Morgane Stricot, Media and Digital Art Conservator (ZKM) • Matthieu Vlaminck, Media and Digital Art Conservator (ZKM) • Cemal Yılmaz, Computer Scientist (SABANCI UNIVERSITY) The debate will revolve around the works referred to in the first session and focus on the time factor in the preservation of technological artworks. The participants will examine whether it is possible to conserve the effect of an artwork that has been technologically produced and preserved. They will also explore the process of selecting the elements to be saved for the future when the original technology cannot provide the means to preserve the work.

18.00 Q + A

The past events of the project Technological Arts Preservation are online on SSM’s YouTube channel.