

# **The Sylvia and David Steiner Speaker Series at Carnegie Mellon University**

Year Two at the CMU Frank-Ratchye STUDIO for  
Creative Inquiry: November 2018 — May 2020

# The Sylvia and David Steiner Speaker Series at Carnegie Mellon University

## Year Two at the CMU Frank-Ratchye STUDIO for Creative Inquiry: November 2018 – May 2020

This document describes the biographies and activities of the 22 Steiner Speakers who have visited campus since our previous “Year One” report:

Rob Rogers  
Hannah Davis  
Karina Smigla-Bobinski  
Stephanie Dinkins  
Igor Vamos  
Kamal Sinclair  
Kyle Machulis  
Dr. Elizabeth Hénaff  
Dr. Laine Nooney  
Dr. Sandy Stone  
Roman Verostko  
Alan Warburton  
Marie Foulston  
Joey Lee  
Amelia Bande  
Teddy Cruz & Fonna Forman  
Benedikt Groß  
Morehshin Allahyari  
Györgyi Gálik  
Kyle McDonald  
The Canadian Electronic Ensemble  
Tega Brain & Sam Lavigne  
(*And COVID-19 Postponed Events*)

This document was prepared at the STUDIO by  
Golan Levin, Tom Hughes, and Christi Welter.

The support of the Sylvia and David Steiner Speaker Series has continued its momentous impact on the quantity and quality of free public arts programming at Carnegie Mellon University. Steiner funds have dramatically expanded our ability to bring creative practitioners who push boundaries, defy definition, and demonstrate excellence in all aspects of the arts, to our campus for deep engagement with our students and faculty.

The Steiner Speaker Series is administered by the Frank-Ratchye STUDIO for Creative Inquiry, the research laboratory of the CMU College of Fine Arts, with the assistance of an advisory committee comprised of faculty from around the university. During the second year that the STUDIO managed this fund, the Steiner Speaker Series made possible 22 public lectures and 34 additional student engagement events (14 classroom visits, 7 workshops, 3 public exhibitions, and 10 critiques or charettes).

The STUDIO is proud to share that the total attendance of our second year of Steiner programming was more than 2000 persons. Lectures had an average attendance of 70 attendees and included a mix of students from across the College of Fine Arts and Carnegie Mellon, as well as faculty, staff and members of the public. Video records of all lectures are archived online, and in light of COVID-19, we are developing new protocols for remote experiences.

In our second year of programming, the Steiner Speaker Series partered with the CMU Schools of Art, Architecture, Design, and Music; the Miller ICA, the Entertainment Technology Center, the IDEaTe Network, the Center for Arts and Society, and the Masters of Arts Management Program; and with off-campus partners, the University of Pittsburgh, and The Andy Warhol Museum.



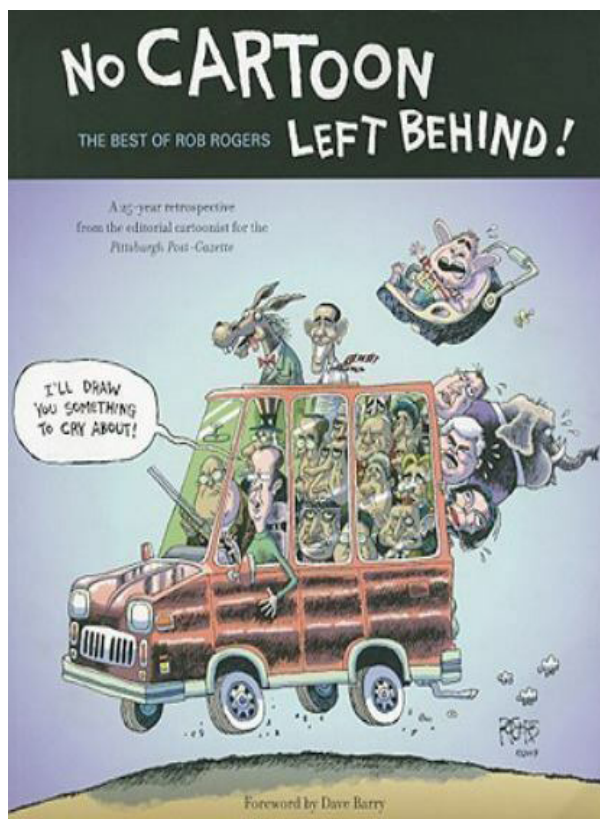


## Rob Rogers

Co-Presented with the CMU School of Art  
December 4, 2018

Rob Rogers is an award-winning freelance editorial cartoonist living in Pittsburgh. His cartoons have been vexing and entertaining readers since 1984 when he joined the Pittsburgh Press as an intern. In 1993, he was hired by the Pittsburgh Post-Gazette. Syndicated by Andrews McMeel Syndicate, (formerly Universal Press), Rogers' work has also appeared in The New York Times, The Washington Post, USA Today, Newsweek and The Week, among many others.

Rogers has also been the curator of three national cartoon exhibitions, *Too Hot to Handle: Creating Controversy through Political Cartoons* (2003) and *Drawn To The Summit: A G-20 Exhibition Of Political Cartoons* (2009), both at The Andy Warhol Museum, and *Bush Leaguers: Cartoonists Take on the White House* (2007) at the American University Museum. In 2015, Rogers curated *Slinging Satire: Editorial Cartooning and the First Amendment* at the ToonSeum. Rogers is an active member (and past president) of the Association of American Editorial Cartoonists. His work received the 2000 and 2013 Thomas Nast Award from the Overseas Press Club, the 1995 National Headliner Award, and numerous Golden Quills. In 2015 Rogers was awarded the Berryman Award from the National Press Foundation. In 1999 he was a finalist for the Pulitzer Prize.



In 2009, Rogers celebrated 25 years as a Pittsburgh editorial cartoonist with the release of his book, *No Cartoon Left Behind: The Best of Rob Rogers*, published by Carnegie Mellon University Press. In 2015, he released a local cartoon collection called, *Mayoral Ink: Cartooning Pittsburgh's Mayors*.

Rogers served as board president of the ToonSeum, a cartoon museum in Pittsburgh, Pennsylvania, from 2007 until 2017. In 2018, after 25 years on staff at the Pittsburgh Post-Gazette, Rogers was fired for drawing cartoons critical of President Trump.



## Hannah Davis

Co-Presented with Pittsburgh Processing Community Day 2019 and the University of Pittsburgh  
January 26, 2019

Hannah Davis (@ahandvanish) is a generative musician and researcher based in NYC. She is the creator of *TransProse*, which programmatically translates text into a musical piece with a similar emotional tone. Her AI music has been played at The Louvre, the BMW Museum, the Fabrica Alta, and others. She is a contributor to *ml5.js*, for which created the data sections, datasets, and the pitch detection model.

In addition to her Steiner Lecture, Davis also gave a practical workshop on the use of artificial intelligence for generating interactive music.

### Workshop: Generating Music & Lyrics with *ml5.js*

*ml5.js* is an open-source library which aims to make machine learning approachable for a broad audience of artists, creative coders, and students: a friendly tool for creating intelligent systems in the browser. In this workshop, you'll learn how to use *ml5.js* to train and harness LSTMs – a type of deep neural network – in order to generate novel melodies, poetry, and other creative symbol sequences.



## Generating Lyrics & Music with *ml5.js*

*ml5.js* is an open-source library which aims to make machine learning approachable for a broad audience of artists, creative coders, and students: a friendly tool for creating intelligent systems in the browser. In this workshop, you'll learn how to use *ml5.js* to train and harness LSTMs – a type of deep neural network – in order to generate novel melodies, poetry, and other creative symbol sequences.

**Instructor:** Hannah Davis

**Level:** Intermediate (participants should have some modest prior programming experience).

**Equipment:** Computers will be provided.

**Location:** Subject to change. Please check here for up-to-date information.

## Karina Smigla-Bobinski

February 18, 2019

Karina Smigla-Bobinski lives and works as a freelance artist in Munich. She studied art and visual communication at the Academy of Fine Arts in Krakow, Poland and Munich, Germany. She works as intermedia artist with analogue and digital media and move between science, intuition, expression and cognition. She produces and collaborates on projects ranging from kinetic sculptures, interactive installations, art interventions, featuring mixed reality objects, multimedia physical theatre performances and online projects. Karina's works bridge kinetic art, drawing, video, installation, painting, performance and sculpture. Her works contain the method of their making, they are direct art, which foregrounds the material, movement through time and impact on results. At least she was a Visiting Research Fellow and Artist in Residence at ZiF Center for Interdisciplinary Research on Bielefeld University's Institute for Advanced Study. Her works have been shown in 49 countries on 5 continents at festivals, galleries and museums internationally.

In addition to her Steiner Lecture, Karina also visited arts classes and participated in critiques of student work.



# STEPHANIE DINKINS

Artist Lecture at the  
Frank-Ratchye STUDIO  
for Creative Inquiry  
CMU CFA-111  
6:30pm Monday  
February 4

Stephanie Dinkins is a transdisciplinary artist who creates platforms for dialog about artificial intelligence as it intersects race, gender, and our future histories. Her art employs lens-based practices, the manipulation of space, and interactive technology to grapple with notions of consciousness, agency, perception, and social equity. Dinkins is a Soros Equality Fellow, a Data and Society Research Institute Fellow, a Sundance New Frontiers Story Lab Fellow and an Artist in Residence at Nokia Bell Labs. She teaches emerging media arts at Stony Brook University.

This lecture is made possible by the Sylvia and David Steiner Lecture Series, and is co-presented in partnership with the Miller Institute of Contemporary Art at CMU.

The Frank-Ratchye  
STUDIO  
for Creative Inquiry





## Stephanie Dinkins

Co-Presented with the Carnegie Mellon University  
Miller Institute for Contemporary Art  
February 4, 2019

Stephanie Dinkins is a transdisciplinary artist who creates platforms for dialog about artificial intelligence as it intersects race, gender, and our future histories. Her art employs lens-based practices, the manipulation of space, and technology to grapple with notions of consciousness, agency, perception, and social equity. Dinkins is a 2018/19 Soros Equality Fellow, 2018/19 Data and Society Research Institute Fellow, 2018 Sundance New Frontiers Story Lab Fellow and 2018/2019 Artist in Residence at Nokia Bell Labs. She teaches time-based practices and emerging media at Stony Brook University.

**While at CMU, Dinkins' work was presented in the following exhibition at CMU's Miller ICA gallery:**

*Paradox: The Body in the Age of AI*  
Oct. 5, 2018 – Feb. 3, 2019

*This exhibition explores the primacy of the human body as it's poised on the precipice of a potential fusion with artificial intelligence. Inspired by the Moravec Paradox, the show looks deeper into the unconscious role the body's sensorimotor habitat has in shaping our awareness, imagination, and socio-political structures. Society tends to privilege reason and logic because it is conscious and quantifiable. But beneath this thin "veneer of human thought" is a deeper, more complex knowledge system within the body. As technologists imagine the potentials of merging humans with AI, these artists consider the body's elusive and underestimated power. Their various investigations across multiple media offer room to speculate about the exchange between the unconscious and conscious, and ask questions about what the body knows. Before we enter a generation where cyborgs are as ubiquitous as the internet, in a time when we still inhabit human bodies, the urgent questions to ask are what lessons can our mortal vessels teach us and what unknown paradox might we contain?*



# Steiner Lecture in Creative Inquiry

## IGOR VAMOS (THE YES MEN)

Wednesday, February 27th @5:00pm

Frank-Ratchye STUDIO for Creative Inquiry CFA-111

Igor Vamos is an artist whose media spectacles get attention for social and environmental causes. He is a founding member of The Yes Men, a comic duo who infiltrate the world of big business to pull off jaw-dropping pranks that target the world's biggest corporate criminals. The antics of The Yes Men have been seen worldwide in three award-winning feature films that prompted author Naomi Klein to call them "the Jonathan Swift of the Jackass Generation." Igor is also a professor of Art and Technology at Rensselaer Polytechnic Institute, and he's gotten a bunch of awards over the years including a Guggenheim Fellowship, The Alpert Award, and The Annenberg Award for Art and Social Change. The talk is organized in conjunction with Prof. Angela Washko's Critical Studies: Art & Activism course.

This lecture is made possible by the Sylvia and David Steiner Speaker Series and the Frank-Ratchye STUDIO for Creative Inquiry at Carnegie Mellon University.





## Igor Vamos

Co-Presented by the CMU Center for Arts in Society  
February 27, 2019

Igor Vamos is an artist whose media spectacles get attention for social and environmental causes. He is a founding member of The Yes Men, a comic duo who infiltrate the world of big business to pull off jaw-dropping pranks that target the world's biggest corporate criminals. The antics of The Yes Men have been seen worldwide in three award-winning feature films that prompted author Naomi Klein to call them "the Jonathan Swift of the Jackass Generation. Igor is also a professor of Art and Technology at Rensselaer Polytechnic Institute, and he's gotten a bunch of "important" awards over the years including a Guggenheim Fellowship, The Alpert Award, and The Annenberg Award for Art and Social Change.

In addition to his Steiner Lecture, Vamos also visited several classes and met for a roundtable with both faculty and students from the Carnegie Mellon Center for Arts in Society.



# KAMAL SINCLAIR

## 4-MAR-19 5:00PM

### CMU STUDIO for Creative Inquiry

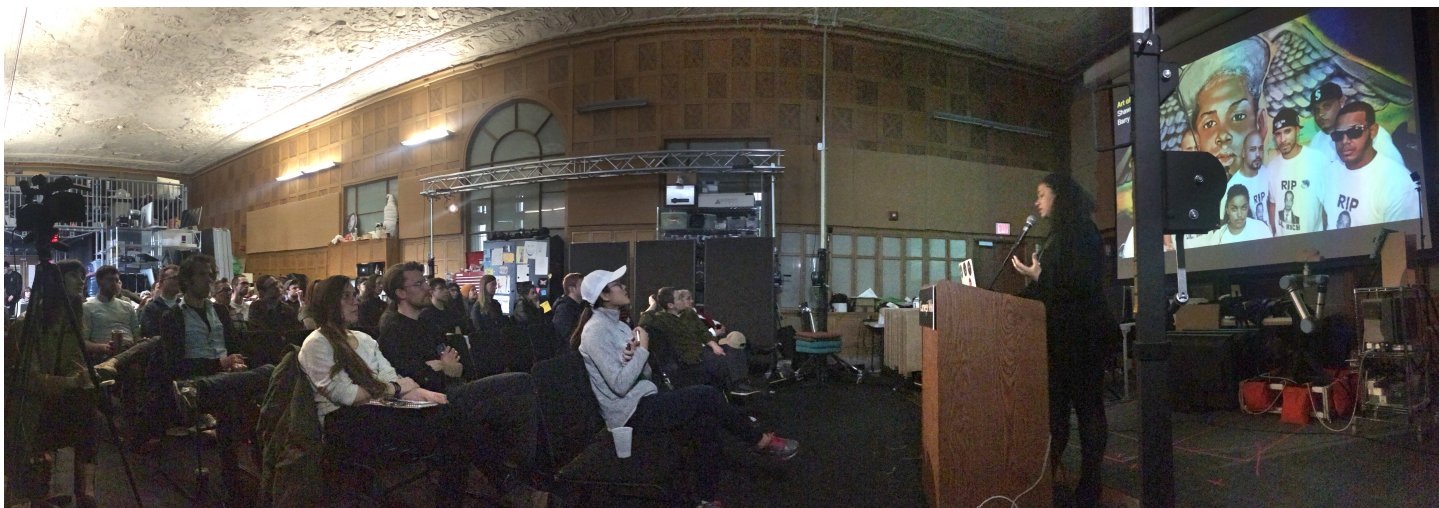
**Kamal Sinclair** serves as Director of the Sundance Institute's New Frontier Labs Program, which supports artists working at the convergence of film, art, media and technology; as a consultant to the Ford Foundation's JustFilms program, and to NYU's Tisch School of the Arts; and as artist and producer on the *Question Bridge: Black Males* transmedia art project. At New Frontier, she partners with Chief Curator, Shari Frilot, to develop and present landmark projects in the evolution of story, including experiments with VR, AR, and data as storytelling media. Sinclair was recently profiled by *NY Magazine* as a national leader in the VR industry.



Kamal Sinclair's free, public presentation is made possible by the Sylvia and David Steiner Speaker Series and the Frank Ratchkye STUDIO for Creative Inquiry at Carnegie Mellon University. Background image: "Esperanto" by Victor Morales and Jason Batchelle, an official selection of the New Frontier Program at the 2018 Sundance Film Festival. Courtesy of Sundance Institute.

The Frank Ratchkye  
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## Kamal Sinclair

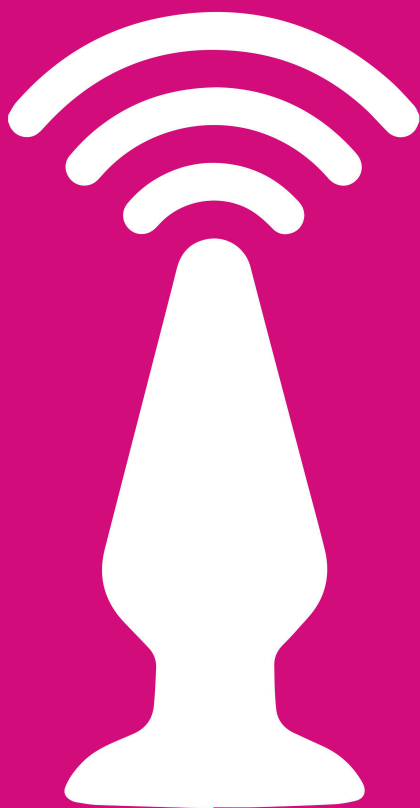
March 4, 2019

Kamal Sinclair serves as the Director of the Sundance Institute's New Frontier Labs Program, which supports artists working at the convergence of film, art, media and technology; as a Consultant to the Ford Foundation's JustFilms program; and as artist and producer on Question Bridge: Black Males, a transmedia art project. At New Frontier, Sinclair develops and supports landmark projects in the evolution of story, including experiments with VR and AR as storytelling media. She has been profiled by NY Magazine as a leading figure in the VR industry.



In addition to her Steiner Lecture, Sinclair also conducted a group critique with students from across the university working creatively with virtual reality, and also participated in a "lunch and learn" with the Master of Arts Management program on the history and current state of film and technology.





# KYLE MACHULIS: PROGRESS AND ADVENTURES IN OPEN-SOURCE **TELEDILDONICS**

5PM THURSDAY MARCH 21  
FRANK-RATCHYE STUDIO  
FOR CREATIVE INQUIRY  
AT CARNEGIE MELLON  
UNIVERSITY

Kyle Machulis (@qDot) has been called the world's leading authority on open-source teledildonics. He has worked as both designer and reverse-engineer on a wide range of interactive technologies, including sex toys, self-driving cars, erotic furniture, personal health devices, electrostimulation systems, and biometric monitors. Machulis is the founder and director of *Buttplug.io*, a project to design, develop and promote open-source standards and software libraries for the control of intimate hardware.

This presentation is free and open to the public, and is made possible by generous support from the Sylvia and David Steiner Speaker Series and the Frank-Ratchye STUDIO for Creative Inquiry at Carnegie Mellon University.

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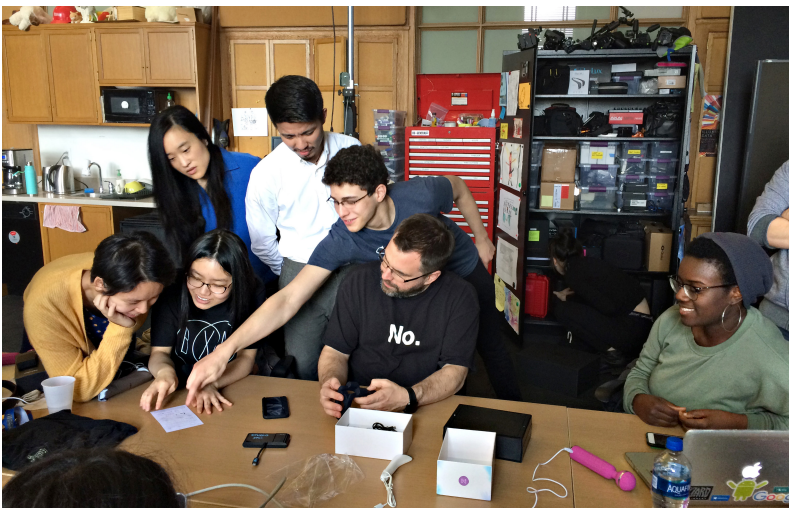


## Kyle Machulis

March 21, 2019

Kyle Machulis has been called the world's leading authority on open-source teledildonics. He has worked as both designer and reverse-engineer on a wide range of interactive technologies, including sex toys, erotic furniture, personal health devices, self driving cars, electrostimulation systems, and biometric monitors. Machulis is the founder of Buttplug.io, a project to design, develop and promote open-source standards and software libraries for the control of intimate hardware.

In addition to his Steiner Lecture, Machulis directed a practical workshop in software hacking for arts and other students interested in exploring new interactions with intimate electronics.





## DESIGNER + BIOLOGIST DR. ELIZABETH HÉNAFF

### Holobiont Urbanism: Towards Design Metrics that Span Scales and Species

In the era of computational genomics, a great deal of progress has been made in determining the relationships between genetic information and the development of multicellular organisms: plants, animals, humans. But what's become increasingly clear is that all these organisms owe meaningful aspects of their development and phenotype to interactions with the microorganisms—bacteria or fungi— with which they live in symbiosis. Those microbes are an integral part of, and are affected by, our environment. As such, the microbiome— whether it lives on the skin, gut, subway, office— manifests the continuum between organism and environment. *Here we present methods and metrics for data-driven design of our holobiont built environments.*

Dr. Elizabeth Hénaff is a computational biologist and designer. At the center of her research is a fascination with the way living beings interact with their environment. This inquiry has produced a body of work that ranges from scientific journal articles, to projects with landscape architects, to metagenomic artworks. Hénaff holds a PhD in Bioinformatics from the University of Barcelona; and a Bachelors in Computer Science and a Master's in Plant Biology (both from UT Austin). She is currently Assistant Professor in the Integrated Digital Media department at the NYU Tandon School of Engineering in New York City.

FREE PUBLIC LECTURE  
5PM THURSDAY  
APRIL 4 • 2019

Carnegie Mellon University  
Frank-Ratchye STUDIO for  
Creative Inquiry • CFA-111

This lecture is made possible by the  
Sylvia and David Steiner Speaker  
Series and the Frank-Ratchye  
STUDIO for Creative Inquiry at  
Carnegie Mellon University.

The Frank-Ratchye  
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for Creative Inquiry



## Dr. Elizabeth Hénaff

April 4, 2019

Dr. Elizabeth Hénaff is a computational biologist and designer. At the center of her research is a fascination with the way living beings interact with their environment. This inquiry has produced a body of work that ranges from scientific journal articles, to projects with landscape architects, to metagenomic artworks. Hénaff holds a Bachelors in Computer Science, a Master's in Plant Biology, and a PhD in Bioinformatics; she is currently Assistant Professor in the Integrated Digital Media department at the NYU Tandon School of Engineering in New York City.



*In the era of computational genomics, a great deal of progress has been made in determining the relationships between genetic information and the development of multicellular organisms: plants, animals, humans. But what's become increasingly clear is that all these organisms owe meaningful aspects of their development and phenotype to interactions with the microorganisms – bacteria or fungi – with which they live in symbiosis.*

*Those microbes are an integral part of, and are affected by, our environment. As such, the microbiome – whether it lives on the skin, gut, subway, office – manifests the continuum between organism and environment. Here we present methods and metrics for data-driven design of our holobiont built environments.*

In addition to her Steiner Lecture, Dr. Hénaff met with students from arts and biology to discuss new creative applications of natural sciences.





## Dr. LAINE NOONEY

Sylvia and David Steiner Lecture  
5pm Thursday, April 11 at the  
Frank-Ratchye STUDIO for Creative  
Inquiry, Carnegie Mellon University  
College of Fine Arts, Room CFA-111  
Refreshments served. Open to the public.

Game Histories Otherwise: Notes from the  
'Little Silicone Valley'

This talk explores the undocumented dimensions of the game industry's supply chain during the final decades of the 20th century, focusing on the emotional labor and maintenance work involved in sales, customer service and technical support. Unfolding in three scenes—each pinned to a financial crash, each oriented to the experience of a female employee—this talk will account for the material and affective networks that made gaming possible and computers thinkable as machines of everyday life.

Dr. Laine Nooney (@Sierra\_OffLine) is a media scholar and historian of video games and personal computing. Her current book project is a history of the computer game industry, told through a case study of the home entertainment software producer Sierra On-Line. Nooney is Assistant Professor in the Department of Media, Culture, and Communication at NYU. Nooney holds a Ph.D. in Cultural Studies from Stony Brook University, a M.A. in Cultural Studies from Kansas State University, and a B.F.A. in Graphic Design from the University of Dayton.

The Frank-Ratchye  
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for Creative Inquiry



**Dr. LAINE NOONEY is a media scholar and game historian speaking at the STUDIO at 5pm on Thursday April 11th!**



## Dr. Laine Nooney

April 11, 2019

Dr. Laine Nooney is a media scholar and historian of video games and personal computing. Her current book project is a history of the computer game industry, told through a case study of the home entertainment software producer Sierra On-Line. Nooney is Assistant Professor of Media Industries in the Department of Media, Culture, and Communication at NYU, specializing in historical, cultural and economic analysis of the video game and computer industries. Nooney's research has been featured in popular venues such as The Atlantic, Flash Forward Podcast, The Internet History Podcast, and NPR, as well as academic journals such as Game Studies, The American Journal of Play, and Journal of Visual Culture. Nooney holds a Ph.D. in Cultural Studies from Stony Brook University, a M.A. in Cultural Studies from Kansas State University, and a B.F.A. in Graphic Design from the University of Dayton.

### **Game Histories Otherwise: Notes from the 'Little Silicone Valley'**

*In the fall of 1980, the remote, rural Gold-Rush town of Oakhurst, California became home to Sierra On-Line, a computer game manufacturer that emerged as one of the most successful and iconic game companies of the 1980s and 90s. Thirty-seven years later, Sierra On-Line is long gone, but its operational and labor infrastructure remain strangely present—a civic record composed of repurposed buildings, regional archives, local memorials and the fraying memory of its citizens. If our cultural imaginary of the game industry is built of glowing screens, blinking lights and virtual worlds with no earthly referent, then Oakhurst offers something quiet and distinct: an impression of history in which video games are something best forgotten.*

*Taking Oakhurst seriously as a site of game history, this talk explores the undocumented dimensions of the game industry's supply chain during the final decades of the 20th century, focusing on the emotional labor and maintenance work involved in sales, customer service and technical support. Unfolding in three scenes—each pinned to a financial crash, each oriented to the experience of a female employee—this talk will account for the material and affective networks that made gaming possible and computers thinkable as machines of everyday life.*

# SANDY STONE

5PM WEDS. APRIL 17  
AT THE STUDIO FOR  
CREATIVE INQUIRY

**Dr. Sandy Stone** is an academic theorist, media theorist, author, and performance artist. She is currently Associate Professor and Founding Director of the Advanced Communication Technologies Laboratory (ACTLab) and the New Media Initiative at the University of Texas at Austin. She has worked in and written about film, music, experimental neurology, writing, engineering, and computer programming. Stone is considered a founder of the academic discipline of transgender studies, and has been profiled in Art-Forum, Wired, and Mondo 2000.

The Frank-Ratchye  
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This lecture is made possible  
by the Sylvia and David Steiner  
Speaker Series and the Frank  
Ratchye STUDIO for Creative  
Inquiry at Carnegie Mellon  
University.





## Dr. Sandy Stone

Co-Presented with the Carnegie Mellon University  
Entertainment Technology Center  
April 17, 2019

Dr. Sandy Stone is an academic theorist, media theorist, author, and performance artist. She is currently Associate Professor and Founding Director of the Advanced Communication Technologies Laboratory (ACTLab) and the New Media Initiative at the University of Texas at Austin. She has worked in and written about film, music, experimental neurology, writing, engineering, and computer programming. Stone is considered a founder of the academic discipline of transgender studies, and has been profiled in ArtForum, Wired, and Mondo 2000.

In addition to her Steiner Lecture, Dr. Stone visited classes, and conducted critiques with graduate students in the School of Art and Entertainment Technology Center.

it was a lovely place  
... in ecstasy ... you

1967-1968

electronic equipment & program  
traveled to 26 college and  
university sites

equipment via *Railway Express*  
in this trunk

Carnegie Mellon



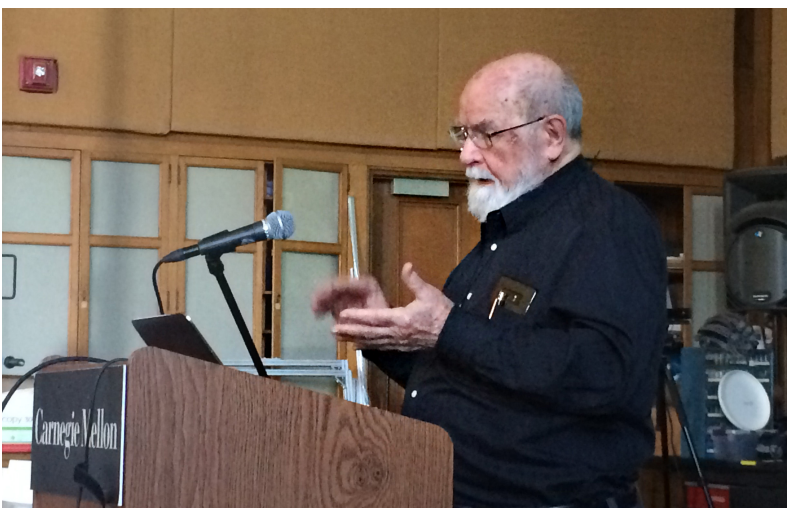
## Roman Verostko

April 24, 2019

Roman Verostko is among the first twenty people to ever use a computer to create art. In 1970, as a Bush Fellow at MIT, he set out to "humanize our experience of emerging technologies", studied programming at the Control Data Institute and exhibited his first algorithmic artwork, "The Magic Hand of Chance", in 1982.

Verostko's presentation identifies art-form sources & ideas that dominated his work in the late 1950's and 1960's. He illustrates how those underlying art concepts shaped his approach when he began writing computer code for "art-form" generators. He illustrates the transition from "art ideas in mind" to "art ideas in code". In doing so he identifies the seductive leverage of algorithmic form-generators and the recursive charm of the forms they yield.

In addition to his Steiner Lecture, Verostko also visited classes and viewed student work.



# ALAN WARBURTON

LECTURE at the STUDIO for Creative Inquiry  
TUESDAY, September 3, 6:30pm • CFA-111

**Alan Warburton** is a British artist whose technologically articulate practice has involved the production of short films, prints, sculptures, 3D models, AR and VR experiences. Central to his work is a critically literate understanding of special effects and the commercial computer generated image. He explores these through focused software 'studies' and video essays, such as "Goodbye Uncanny Valley", which have gained him a global reputation as an artist at the forefront of debates around media, film and technology.

Free and open to the public • Refreshments will be served.  
This event is made possible by the 2019-2020 Sylvia and David Steiner Lecture Series and the Frank-Ratchye STUDIO for Creative Inquiry at Carnegie Mellon University.  
More info: <http://studioforcreativeinquiry.org>

The Frank-Ratchye  
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## Alan Warburton

September 3, 2019

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In addition to his lecture, Warburton was also an artist-in-residence at the STUDIO conducting research for his next video essay.





## **Marie Foulston**

September 5, 2019

Marie Foulston is the Curator of Video Games at the Victoria and Albert Museum in London and an organizer of conferences, game jams, as well as a member of the experimental games collective Wild Rumpus.

During a Steiner-supported visit to CMU, Foulston will be giving a visiting lecture in the "Digital Storytelling" course, and presided over a group critique of student-made games and virtual reality works.



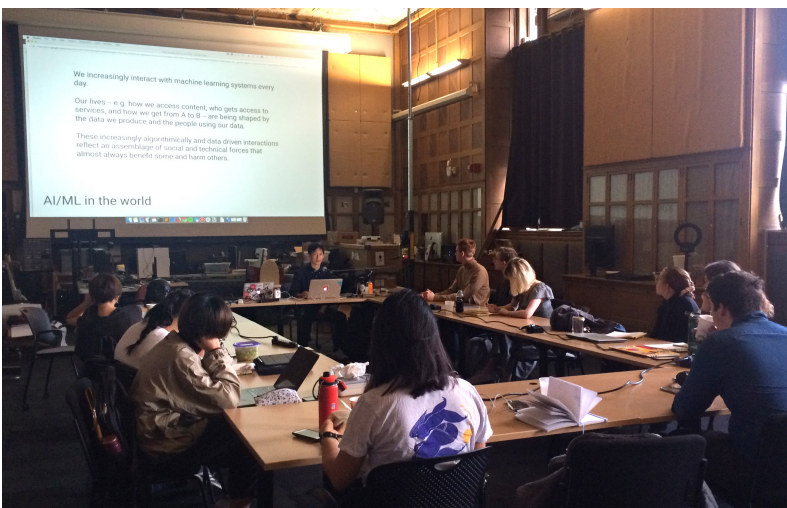
## Joey Lee

October 22, 2019

Joey Lee is a design technologist and researcher based in New York. His work focuses on geography and creative technology, specifically in the context of urban climate research, environmental sensing and modeling, and data collection and mapping. He is currently a Fellow in Residence and adjunct faculty member at New York University's ITP, where he is leading development of ml5.js, a web based and open source machine learning software, and teaching courses related to web development, mapping, and personal data.

At CMU, Joey delivered a Steiner Workshop on artificial intelligence tools for artists and designers.

*In this talk/workshop, Joey Lee introduced the latest developments in interactive machine learning in the web browser using ml5.js – an open source (and friendly) javascript library made by and for artists/designers/creatives.*



# the warhol:

[Calendar](#) [Andy Warhol](#) [Programs](#) [About](#) [Q](#)



Photo by Sean Carroll

Past Event

## TQ Live!

Saturday, September 7, 2019  
8pm

### [The Warhol entrance space](#)

#### TICKETS

#### ADD TO CALENDAR

[Google Calendar](#)

[iCal](#)

[Facebook](#)

Performance

LGBTQ+

TQ Live! presents a queer evening of dazzling performance, dance, poetry, comedy, resplendent fantasies, music, and more. This sixth annual performance series features artists and performers from the many LGBTQIA communities in the Pittsburgh region. This program is produced by Scott Andrew, Joseph Hall, and Suzie Silver. Hosted by Joseph Hall, this year's line-up includes performances by Anna Azizy, Amelia Bande, Tsohil Bhatia, Jesse Factor, Princess Jafar, Dani Janae, and Ginger Brooks Takahashi, with additional surprise video and performance works.

Please note this performance contains adult subject matter and strong language.

Doors open at 7:30 p.m.

This project is supported in part by the Carnegie Mellon University School of Art, the Center for the Arts in Society, the Frank-Ratchye STUDIO for Creative Inquiry and the Sylvia and David Steiner Speaker Series, and additional support from the 5801 Video Lounge & Café's 'Ladies Who Drag Brunch' and Richard Parskian.

## Artist Bios

### Amelia Bande

Amelia Bande is a Brooklyn-based artist, writer and performer from Chile. Her work has been shown at Artists Space, The Poetry Project, Storm King Arts Center, Tang Museum, MoMA Library, MIX NYC, Participant Inc., BOFFO Performance Festival, and more. She has been an artist in residence at WORM Filmwerkplaats, The Shandaken Project, Yaddo and FIAR. Her chapbook *The Clothes We Wear* was published by Belladonna in 2017. Amelia also teaches Spanish at CUNY and NYU.

### Tsohil Bhatia

Tsohil Bhatia is an interdisciplinary artist working with the ghost of their performance practice. They received their professional diploma in Performance Studies working with identity, nationalism, and conflict at the Srishti School of Art, Design, and Technology and are currently an MFA candidate at the School of Art at Carnegie Mellon University. Tsohil currently makes installation, photographs, and video to investigate natural mechanisms and passage of time. These



## Amelia Bande

Co-Presented with Trans-Q Live! and the CMU School of Art • September 6, 2019

Amelia Bande is a writer. She works in performance, theater, and film. Her writing talks about life and friendships in a high-tech mode, the possibilities and failures of a perpetual scroll down. Her plays 'Chueca' and 'Partir y Renunciar' were staged and published in Santiago, Chile. She is part of the Gels Collective, writing the scripts for the group's experimental animations and film installations. She is co-founder of Publishing Puppies, an independent press for visual work, poetry and fiction. Her work, solo and collaborative, has recently been shown at MIX NYC, 41 Cooper Gallery, The Shandaken Project at Storm King Arts Center, NewBridge Project in Newcastle, Pratt Manhattan Gallery, KJCC at NYU, NGBK Berlin and Flutgraben Kunstfabrik Berlin.

During her visit to CMU, Bande directed a Steiner Workshop, and performed at the Warhol Museum, in collaboration with CMU students and faculty.

Carnegie Mellon University  
College of Fine Arts  
School of Architecture

Lecture Series Fall 2019  
Cruz + Forman Poster, 20" x 30"  
Digital Inkjet, 6-Color Print  
HP Heavyweight, Matte Finish

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Standard Book, Regular  
120% Vertical Stretch  
90% Horizontal Stretch



09/19

# Teddy Cruz + Fonna Forman

'Unwalling Citizenship'

Estudio Teddy Cruz + Fonna Forman

Steiner Lecture in Creative Inquiry in conjunction with An Atlas of Commoning on exhibition at the Miller ICA

In our increasingly walled world, and the surge of anti-immigrant sentiment everywhere, can the idea of citizenship be recuperated for more emancipatory and inclusive political and social agendas? Cruz and Forman will discuss their work on "citizenship culture" at the US-Mexico border, and the Cross-Border Community Stations project, a platform of knowledge exchange that links universities and nonprofit organizations on both sides of the border.

TEDDY CRUZ & FONNA FORMAN are principals in Estudio Teddy Cruz + Fonna Forman, a research-based political and architectural practice in San Diego, investigating issues of informal urbanization, civic infrastructure and public culture, with a special emphasis on Latin American cities. Blurring conventional boundaries between theory and practice, and merging the fields of architecture and urbanism, political history and urban policy, visual arts and public culture, Cruz + Forman lead variety of urban research agendas and civic/public interventions in the San Diego-Tijuana border region and beyond. From 2002-13 they served as special advisors on civic and urban initiatives for the City of San Diego and led the development of its Civic Innovation Lab. Together they lead the UCSD Community Stations, a platform for community-engaged research and teaching on poverty and social equity in the border region.

All lectures free and open to the public

Lecture Series curated by Spike Wolff

soa.cmu.edu/lecture





## Teddy Cruz & Fonna Forman

Co-Presented with the Carnegie Mellon University  
School of Architecture Lecture Series  
September 19, 2019

Teddy Cruz is recognized internationally for his urban and architectural research of the Tijuana-San Diego border, advancing border immigrant neighborhoods as sites of cultural production, from which to rethink urban policy, affordable housing and civic infrastructure. His investigation of this geography of conflict has inspired a practice and pedagogy that emerges from the particularities of this bicultural territory and the integration of theoretical research, pedagogy and design production. He is currently a Professor of Public Culture and Urbanism in the Visual Arts Department, and Director of Urban Research in the UCSD Center on Global Justice. With long-time research partner, UCSD political theorist, Fonna Forman, he is a principal in Estudio Teddy Cruz + Fonna Forman, a research-based political and architectural practice, based in San Diego.



Fonna Forman is founding Director of the UCSD Center on Global Justice. Her research engages issues at the intersection of ethics, public culture, urban policy and the city – including human rights at the urban scale, climate justice, border ethics and equitable urbanization. Recent publications include a volume with Amartya Sen on critical interventions in global justice theory, a research collaboration on “grounded normative theory” (working with similarly grounded theorists to develop a set of empirical methods for political theory), and thematic papers on ‘municipal cosmopolitanism’, ‘cross-border citizenship’, ‘climate migration’, and ‘participatory urbanization’. She is also the author of *Adam Smith and the Circles of Sympathy* (Cambridge, 2010), a reevaluation of the ethical, social, spatial and public dimensions of Smith’s work. Blurring conventional boundaries between theory and practice, and transgressing the fields of architecture and urbanism, political theory and urban policy, visual arts and public culture, Forman partners closely with UCSD urbanist and architect Teddy Cruz on a variety of urban research agendas and civic / public interventions in the San Diego-Tijuana border region and beyond.



In addition to their Steiner Lecture, Cruz and Forman visited classes and led an interactive discussion with students in the CMU Miller ICA gallery, where their work was on display as part of the exhibition *An Atlas of Commoning*.

# School of Design

## 2019/20 Lecture Series



**Benedikt Groß**

**Monday, October 14, 2019**

**5:00pm, Breed Hall**

**MMCH Room 103**

**Speculation, Computation, Design,  
Technology – Rethinking Products/  
Critique/Media**

in cooperation with the School of Design and  
the Frank-Ratchye STUDIO for Creative Inquiry

Come join Benedikt Groß as he walks through some of his projects and background in computational and speculative design. The talk will be loosely threaded together with the idea of “technology as material” and include “excursions” of related bits and pieces that Benedikt is currently exploring in his own work. In his presentation Benedikt will talk about design as a vehicle to explore new roles, contexts and approaches in relation to the social, cultural and ethical implications of emerging and future technologies. Benedikt will illustrate these thoughts with various projects. For the fall 2019 semester he is creative resident at the STUDIO for Creative Inquiry at Carnegie Mellon University and teaching a course on Data Visualization at the Carnegie Mellon School of Design.

Carnegie Mellon  
**Design**



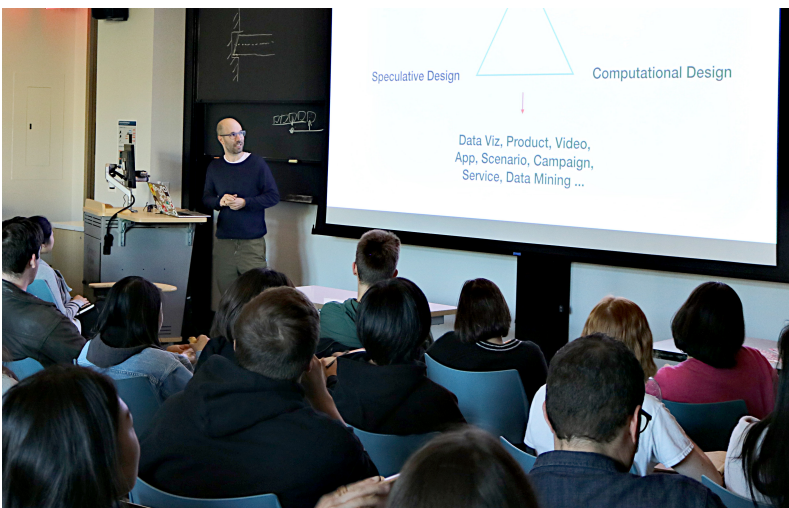
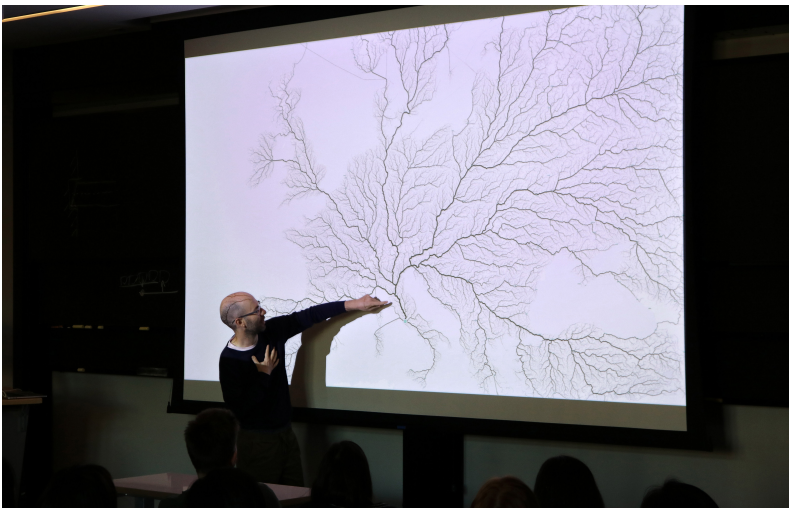
## Benedikt Groß

Co-Presented with the CMU School of Design  
October 14, 2019

Benedikt Groß is an antidisiplinary designer. He works at the intersection of people, their data, technology and environments somewhere in the Bermuda triangle of data, speculative and computational design. He is also Professor of Interaction Design at HfG Schwäbisch Gmünd, Germany, and Director of Design at moovel Lab, an independent research venture between Daimler-Benz and BMW, whose mission is to explore the future of urban mobility. In fall 2019, Benedikt is Visiting Professor in the CMU School of Design, and Creator-in-Residence at the Frank-Ratchye STUDIO for Creative Inquiry.

### Speculation, Computation, Design, Technology – Rethinking Products / Critique / Media

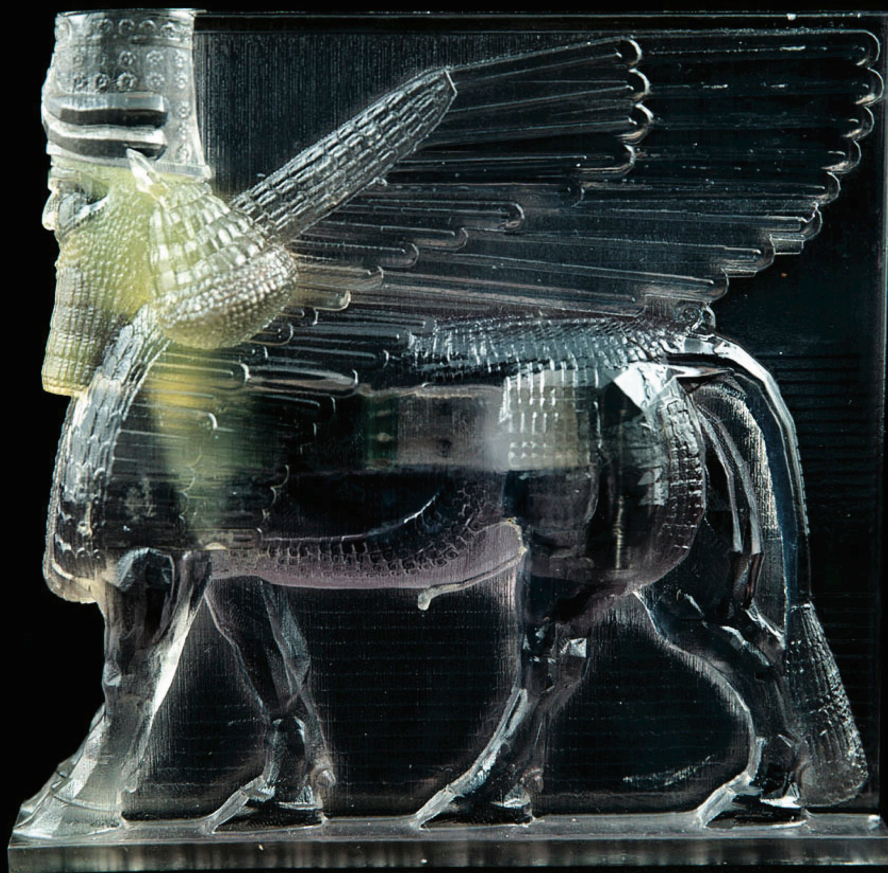
*We live in a time where innovation is outpacing our ability to process their social/environmental implications. From technological innovations like self-driving cars, artificial intelligence and machine learning, IoT to system logistics improvements, crowdsourcing, and car & bike sharing... it seems that the future is being designed and realized faster than ever. More interestingly art and design are playing an increasingly central role in designing, rendering and implementing these futures. In his presentation, Benedikt will talk about design as a vehicle to explore new roles, contexts and approaches in relation to the social, cultural and ethical implications of emerging and future technologies. Benedikt will illustrate these thoughts with various projects.*



THE FRANK-RATCHYE STUDIO FOR CREATIVE INQUIRY  
AND THE MILLER INSTITUTE OF CONTEMPORARY ART  
AT CARNEGIE MELLON UNIVERSITY CO-PRESENT A  
SYLVIA AND DAVID STEINER LECTURE PRESENTATION BY  
ARTIST, ACTIVIST, WRITER, CURATOR, AND EDUCATOR

# MOREHSHIN ALLAHYARI

AT THE STUDIO, CFA-III • 5PM THURSDAY OCTOBER 17  
FREE AND OPEN TO THE PUBLIC





## Morehshin Allahyari

Co-Presented with the Carnegie Mellon University  
Miller Institute of Contemporary Art  
October 17, 2019

Morehshin Allahyari is an artist, activist, writer, and educator. She was born and raised in Iran and moved to the United States in 2007. Her work deals with the political, social, and cultural contradictions we face every day. She thinks about technology as a philosophical toolset to reflect on objects and as a poetic means to document our personal and collective lives and struggles in the 21st century. Morehshin is the co-author of *The 3D Additivist Cookbook* in collaboration with Daniel Rourke.

Morehshin has participated in numerous exhibitions, festivals, and workshops around the world including Venice Biennale di Architettura, New Museum, The Whitney Museum of American Art, Pompidou Center, Museum of Contemporary Art in Montreal, Tate Modern, Queens Museum, Pori Museum, Powerhouse Museum, Dallas Museum of Art, and Museum für Angewandte Kunst.

In coordination with Morehshin's Steiner lecture visit to Carnegie Mellon, the CMU Miller ICA presented an exhibition of her technologized sculptural works in the CFA Great Hall.



Steiner Lecture in Creative Inquiry  
+ School of Design Lecture Series  
Co-presented with the Imaginaries Lab

# Györgyi Gálík

Thursday November 14, 2019, 5–6pm  
Frank-Ratchye STUDIO for Creative Inquiry  
CMU College of Fine Arts, Room 111

imaginaries lab  
Carnegie Mellon  
Design

The Frank-Ratchye  
STUDIO  
for Creative Inquiry

Local governments around the world are spending millions of dollars to monitor, analyze and visualize environmental pollution using smart technologies. But how can the public have agency in relation to the environments we live in?

In this talk, design researcher **Györgyi Gálík** critically analyzes the reductionist, technological approaches and narratives of smart cities aimed at tackling **air pollution** and mitigating the effects of climate change, and explores how she has integrated her artistic and creative practice with this research. Györgyi will introduce a **design experiment** exploring the potential of a new, more socially-minded adaptation of current **AI assistant devices** in the home, developed to increase participation in reducing pollution in cities and facilitate articulation of **civic agency** in complex environmental matters.

**Györgyi Gálík** is a London-based innovation designer, design researcher and environmental advocate. She is in the final stage of her PhD in Innovation Design Engineering at the Royal College of Art in London, and a Lead Advisor for the Design Council's Cities Program.

This lecture is made possible by the Sylvia and David Steiner Speaker Series, the Frank-Ratchye STUDIO for Creative Inquiry, and the School of Design's Imaginaries Lab.



Image: Sandra Ahn/Made, Unsplash





## Györgyi Gálík

Co-Presented with the CMU School of Design and the Carnegie Mellon Imaginaries Lab  
November 14, 2019

Györgyi Gálík is a London-based innovation designer, design researcher and environmental advocate. She is completing her Ph.D. studies in Innovation Design Engineering, School of Design at the Royal College of Art in London. Alongside her studies, she is a Lead Advisor for the Design Council's Cities Program. With a background in strategic design, social science and environmental health, Györgyi has more than a decade of experience delivering projects in the corporate, governmental and non-governmental sectors. She has designed, led and managed a variety of projects in North America, Asia and Europe—working in organizations ranging from small startups and individual communities to large corporations and city governments.

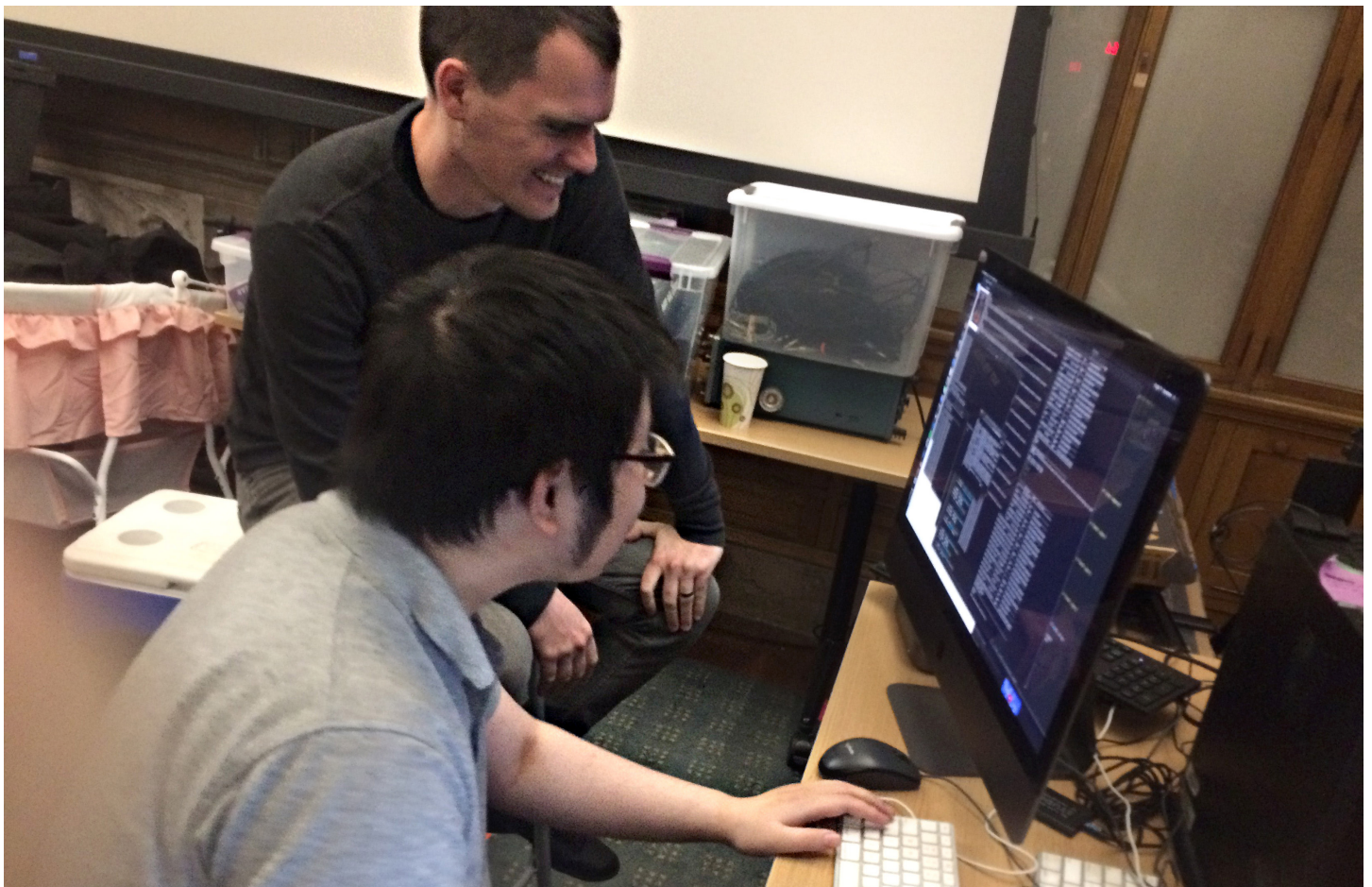
### Critically Evaluating Technologies for Smart Cities

*Local governments around the world are spending millions of dollars to monitor, analyze and visualize environmental pollution using smart technologies. In this talk, design researcher Györgyi Gálík critically analyzes the reductionist, technological approaches and narratives of smart cities aimed at tackling air pollution and mitigating the effects of climate change, and explores how she has integrated her artistic and creative practice with this research. Györgyi's work offers evidence-based practical alternatives to the reductive approaches and suggests how future work in this field might expand this narrow design space.*

*Györgyi will introduce a design experiment exploring the potential of a new, more socially-minded adaptation of current AI assistant devices in the home, with the ultimate aim of fostering low-pollution and low-carbon social innovation. This work demonstrates the potential for technologies to increase the degree of participation in reducing pollution in cities and facilitate the articulation of civic agency in complex environmental matters.*

In addition to her Steiner Lecture, Györgyi also participated in studio visits and classroom critiques in the CMU School of Design.





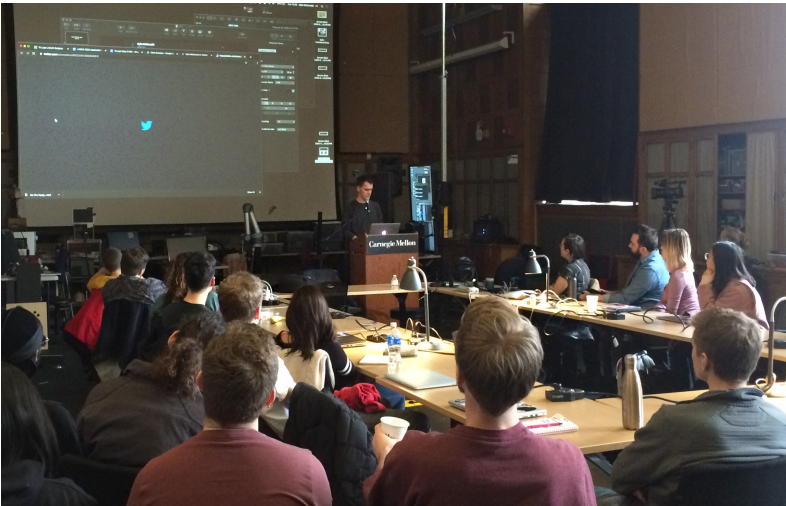


## Kyle McDonald

February 25, 2020

Kyle McDonald is an artist who works in the open with code. He is a contributor to arts-engineering toolkits like openFrameworks, and spends a significant amount of time building tools that allow artists to use new algorithms in creative ways. His work is very process-oriented, and he has made a habit of sharing ideas and projects in public before they're completed. He enjoys creatively subverting networked communication and computation, exploring glitch and embedded biases, and extending these concepts to reversal of everything from personal identity to work habits. Kyle is a member of F.A.T. Lab, community manager for openFrameworks, adjunct professor at ITP, and has been a resident at the STUDIO for Creative Inquiry at Carnegie Mellon, as well as YCAM in Japan. His work is commissioned by and shown at exhibitions and festivals around the world, including: Ars Electronica, Sonar/OFFF, Eyebeam, Anyang Public Art Project, Cinekid, CLICK Festival, NODE Festival, FITC, and many others. He frequently leads workshops exploring computer vision and interaction.

In addition to his Steiner Lecture, Kyle also participated in classroom critiques and assisted with student- and faculty-led research projects.







## Canadian Electronic Ensemble

Co-Presented with the CMU School of Music  
February 26, 2020

Since 1971, the Canadian Electronic Ensemble (CEE) has been innovative in designing and implementing electronic technologies to serve real-time collective creativity. Almost fifty years since their first concerts, the CEE is still at the forefront of live electronic music. Using analog instruments, laptop computers, standard instruments, found sound, field recordings, and in fact anything electronic, they continue to cut a sonic swath through the ears of the world. As the CEE approaches its 50th anniversary of live electronic music-making, they articulate the threads of their creative practice that persist through changing collaborators and technologies while speculating on their own sonic future.

During their Steiner-funded residency at CMU, the CEE delivered a lecture/panel presentation, a live concert performance in collaboration with students, and hands-on workshops in music classrooms.



## Tega Brain & Sam Lavigne

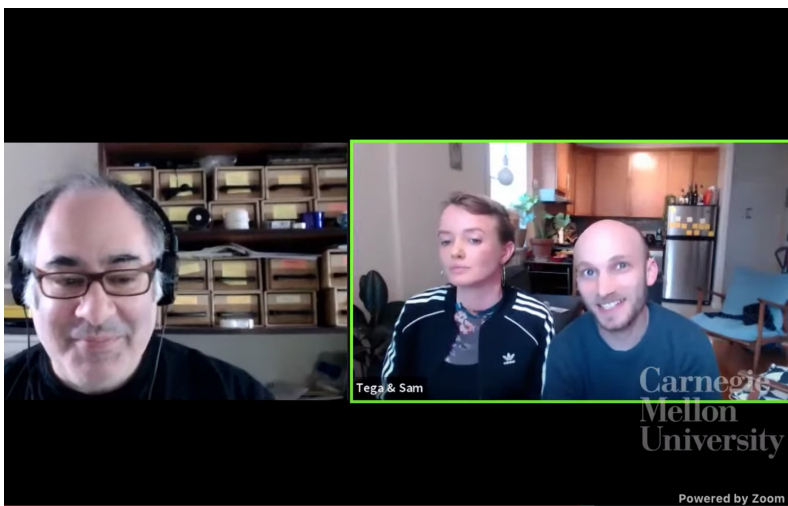
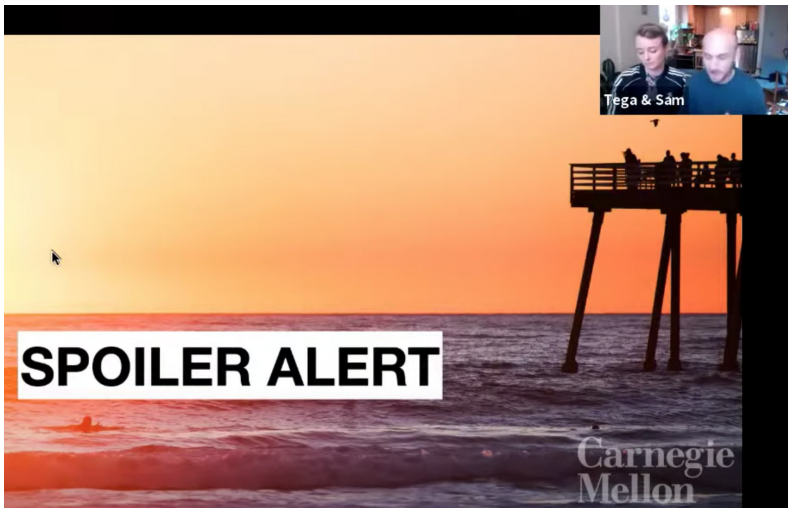
April 21, 2020

Tega Brain is an Australian born artist and environmental engineer whose eccentric engineering intersects art, ecology & engineering. Tega is an Assistant Professor of Digital Media, New York University. She has been a fellow at Data & Society and the Processing Foundation. She lives and works in New York and Sydney.

Sam Lavigne is an artist and educator whose work deals with data, surveillance, cops, natural language processing, and automation. He has exhibited work at Lincoln Center, SFMOMA, Pioneer Works, DIS, Ars Electronica, The New Museum, the Smithsonian American Art Museum, and his work has been covered in the New Yorker, the Washington Post, the Guardian, Motherboard, Wired, the Atlantic, Forbes, NPR, the San Francisco Chronicle, the World Almanac, the Ellen Degeneres Show and elsewhere.

### Welcome to Our Exclusive Isolation Cell

*In Sigizmund Krzhizhanovsky's short story "Quadraturin", a cramped apartment dweller applies a magical balm to the walls of his apartment that expands his home until it becomes infinitely large. The internet, which serves as an enlarging balm for our lives in cramped isolation, equally threatens to create a space so large that we are lost forever in its midst. In this presentation, Tega Brain and Sam Lavigne will discuss their collaborative practice which explores how it feels to live among online interfaces. They will share recent work dealing with commodity, data collection and the internet as a contradictory space where practices of surveillance and exploitation sit along side archives of radical generosity, care and solidarity.*



# The Sylvia and David Steiner Speaker Series and COVID-19

The COVID-19 Pandemic of late spring 2020 made it necessary to cancel and/or re-schedule three previously scheduled presentations: by Jaap Blonk, Georgina Voss, and Charissa Terranova. Their biographies are presented here. It also gave us an opportunity to make our first experiment with remote lecture delivery and broadcast, with Tega Brain and Sam Lavigne.

The extraordinary circumstances of the COVID-19 crisis have everywhere prompted a great deal of new thinking and ingenuity regarding how to organize public events in an era of social distancing, reduced travel, and many other requirements. We are meeting this challenge head on, and we anticipate many changes to the logistics of the Steiner Series, in light of this new reality. What will *not* change is our commitment to ensuring that the Sylvia and David Steiner Speaker Series brings innovative thinkers to the Carnegie Mellon community, and the world beyond, in an impactful way.

## Jaap Blonk

Co-Presented with the CMU School of Music  
Scheduled for April 1, 2020  
*Canceled due to COVID-19*

Jaap Blonk (born 1953 in Woerden, Holland) is a self-taught composer, performer and poet. He went to university for mathematics and musicology but did not finish those studies. In the late 1970s he took up saxophone and started to compose music. A few years later he discovered his potential as a vocal performer, at first in reciting poetry and later on in improvisations and his own compositions. For almost three decades the voice has been his main means for the discovery and development of new sounds.

As a vocalist, Jaap Blonk is unique for his powerful stage presence and almost childlike freedom in improvisation, combined with a keen grasp of structure. He has performed around the world, on all continents. With the use of live electronics the scope and range of his concerts has acquired a considerable extension.

Besides working as a soloist, he collaborated with many musicians and ensembles in the field of contemporary and improvised music, like Maja Ratkje, Mats Gustafsson, Joan La Barbara, The Ex, the Netherlands Wind Ensemble and the Ebony Band. He premiered several compositions by the German composer Carola Bauckholt, including a piece for voice and orchestra. A solo voice piece was commissioned by the Donaueschinger Musiktage. Blonk's work for radio and television includes several commissioned radio plays.

He has his own record label, Kontrans, featuring a total of 25 releases so far. Other Blonk recordings appeared on various labels, such as Staalplaat, Basta, VICTO, Ecstatic Peace, Monotype Records, Terp and Elegua Records.

His book/CD 'Traces of Speech' was published in 2012 by Hybriden-Verlag, Berlin. Forthcoming is a sequel with the title "Traces of Cookery". A comprehensive collection of his sound poetry came out as a book with 2 CDs in 2013, entitled "KLINKT".

## Georgina Voss

Co-Presented with the CMU School of Design  
Scheduled for April 6, 2020  
*Canceled due to COVID-19*

Georgina Voss is an anthropologist of technology and innovation systems, artist, writer, and journalist. Her work examines the political and cultural forces that shape large and complex technologies, and the industrial systems which make them. She does this through installations, objects, films, talks, and research projects. She is particularly interested in heavy engineering, machinery, and infrastructure; deviance and stigma; and ephemera.

Voss's artwork and installations have been exhibited in Europe, United Kingdom, and North America, and been commissioned by bodies including Brighton Digital Festival; Milton Keynes International Festival; London Design Festival; Somerset House; Future Flux Festival, Rotterdam; NESTA; and the Open University. She has been a resident at Lighthouse Arts, Brighton; Experimental Research Lab, Pier 9, Autodesk; and RAMLAB, Port of Rotterdam. Voss's writing on technology and politics has appeared in online, print, and academic publications including *The Atlantic*, *HOLLO*, *Wired*, *BBC Futures*, *Science as Culture*, *Sexualities*, and many others; and she has been a regular contributor to *The Guardian's* Political Science section. Voss is a Founding Member and Director of the research and design studio *Strange Telemetry*, which uses critical and speculative design approaches to explore the contexts in which technologies and imagined, built, used, and deployed.

Voss is currently a Senior Lecturer and Subject Lead in Critical Studies and Design at the London College of Communication, University of the Arts London; and a guest lecturer and critic at institutions including Goldsmiths; Royal College of Art; Architectural Association; School for Poetic Computation, New York; and Arts Academy, Split. She was awarded her PhD in Science and Technology Studies by SPRU, University of Sussex, which investigated how stigma shaped the industrial dynamics of the adult entertainment industry, and patterns of technological innovation.

## Charissa Terranova

Co-Presented with St. Andrew's Theological Seminary • Scheduled for April 24, 2020  
*Canceled due to COVID-19*

Charissa N. Terranova is a writer and educator. Terranova researches complex biological systems from a cultural purview, focusing on the history of evolutionary theory, biology, and biocentrism in art, architecture, and design. Terranova is co editor with Meredith Tromble of *Biotechné: Interthinking Art, Science, and Design*, a book series on Bloomsbury Press. She is author of *Art as Organism: Biology and the Evolution of the Digital Image* (2016) and *Automotive Prosthetic: Technological Mediation and the Car in Conceptual Art* (2014), and coeditor with Meredith Tromble of *The Routledge Companion to Biology in Art and Architecture* (2016). She also edited a two-volume issue of the journal *Technoetic Arts* on "complexism" (2016).

Terranova is currently coediting with Ellen K. Levy *D'Arcy Wentworth Thompson's Generative Influences in Art, Design, and Architecture: From Forces to Forms* and writing a monograph titled *Biology in the British Bauhaus: Morphogenic Modernism in Art, Science, and Design*. Professor of Visual and Performing Arts, she lectures and teaches seminars at the University of Texas at Dallas on modern and contemporary art and architectural history and theory, the history of biology in art and architecture, and media and new media art and theory.

Inaugural director and curator of Centraltrak: The UT Dallas Artists Residency, Terranova regularly curates and writes art criticism. From September 2015 to February 2016, Terranova collaborated with Davidson College Professor of Biology David Wessner in the SciArt Center NYC's virtual residency program. As part of the residency, Terranova and Wessner co-curated in February 2016 *Gut Instinct: Art, Design, and the Microbiome*, an on-line exhibition about art, the gut-brain axis, and gastrointestinal microbiome. In the fall of 2015 at Gray Matters Gallery in Dallas, Texas she curated *Chirality: Defiant Mirror Images*, an exhibition about art and the scientific concept of "chirality," or non-superimposable mirror images.

Terranova holds an MA and PhD in architectural history and theory from Harvard University, an MA in art history from the University of Illinois at Chicago, and a BA in art history from the University of Tennessee at Knoxville.