

Colloquium: WIRED

Fall Speakers Series:

1. **Joshua Fairfield**, “Escape into the Panopticon: Virtual Worlds and the Surveillance Society”
Thursday, October 8
7-9pm Zimmerman Hall

A short description of my topic can be found at: <http://yalelawjournal.org/content/view/741/14/>

Bio information can be found here! <http://law.wlu.edu/faculty/profiledetail.asp?id=242>

2. **Jenova Chen**, “Art, Entertainment & Video Games”
Monday, October 19
11am-1pm, Leedy Theater

DESCRIPTION:

Every medium’s growth starts with technological innovation. As technology growth reaches certain threshold, the innovation of content and user experience is going to catch up and further mature the medium.

The creative director from thatgamecompany is going to share a story about his journey from student game maker to video game startup, the process behind making of *flOw* & *Flower*, as well as his notes, inspirations and ideas about the relationship between video game, entertainment and art.

BIO

a.k.a. Xinghan Chen or 陈星汉

As one of the first-generation video game design graduates from [USC School of Cinematic Arts, Interactive Media Program](#), Jenova Chen is the creator behind the multi award-winning student game [Cloud](#) and [flOw](#), co-founder of [thatgamecompany](#) and the creative director of [Flower](#). Jenova is dedicated to expanding the emotional spectrum of video games and making them available for a much wider audience.

Born and raised in Shanghai China, Jenova ventured to the US in 2003. One of his greatest dreams is to bring the best messages to the video game world. Like what [Hayao Miyazaki](#) did to anime, Jenova wants to be one of the heroes who can turn video games into a form of art and play that can be appreciated and enjoyed by every human being.

3. **Ernest Freeberg**, “How Many Historians Does It Take To Know the Light Bulb?: Helping Students to Think About Technological Change”

Monday, October 26
7-9pm Zimmerman Hall

Americans pride themselves on their inventiveness, and no historical figure better represents this value than Thomas Alva Edison. History textbooks praise the “Wizard of Menlo Park” as the perfect example of “Yankee” ingenuity, and a classic American success story. This lecture will explore the way recent historians have enriched our understanding of one of Edison’s greatest inventions, the electric light bulb. They help us to see that the inventor is just one part of a wider cultural process that makes progress possible. And they show us the many ways, some obvious and some surprising, that electric light changed American life forever.

4. **Slavoj Zizek**, “The Post Human”
Friday, November 6
7-9pm Chapel

Slavoj Zizek is a professor at the Institute for Sociology, Ljubljana and at the European Graduate School EGS who

uses popular culture to explain the theory of Jacques Lacan and the theory of Jacques Lacan to explain politics and popular culture. He was born in 1949 in Ljubljana, Slovenia where he lives to this day but he has lectured at universities around the world. He was analysed by Jacques Alain Miller, Jacques Lacan's son in law, and is probably the most successful and prolific post-Lacanian having published over fifty books including translations into a dozen languages. He is a leftist and, aside from Lacan he was strongly influenced by Marx, Hegel and Schelling. In temperament, he resembles a revolutionist more than a theoretician. He was politically active in Slovenia during the 80s, a candidate for the presidency of the Republic of Slovenia in 1990; most of his works are moral and political rather than purely theoretical. He has considerable energy and charisma and is a spellbinding lecturer in the tradition of Lacan and Kojeve. □ □ Zizek has cast a very long shadow in what can only be termed "cultural studies" (though he would despise the characterization). He is an effective purveyor of Lacanian mischief, and, as a follower of the French "liberator" of Freud, Zizek's Lacan is almost exclusively transcribed in mesmerizing language games or intellectual parables. That he has an encyclopedic grasp of political, philosophical, literary, artistic, cinematic, and pop cultural currents — and that he has no qualms about throwing all of them into the stockpot of his imagination — is the prime reason he has dazzled his peers and confounded his critics for over ten years. (<http://www.egs.edu/faculty/zizek.html>)

5. Jason Nelson, “Viral art games and the digital wonderland of Jason Nelson”

Thursday, November 19
7-9pm Leedy

Through a combination of artist talk and digital performance, Jason Nelson will explore using net conduits/technologies to build and spread strange and curious net artworks/digital poetry. Jason will also share his secrets for creating net art to become internet famous.

Born from the computerless land of farmers and spring thunderstorms, Jason somehow stumbled into creating awkward and wondrous digital poems and interactive stories of odd lives. Currently he teaches Net Art and Electronic Literature at Griffith University in the Gold Coast's contradictory lands. Aside from coaxing his students into breaking, playing and morphing their creativity with all manner of technologies, he exhibits widely in galleries and journals, with work featured around globe in New York, Mexico, Taiwan, Spain, Singapore and Brazil, at FILE, ACM, LEA, ISEA, ACM, ELO and dozens of other acronyms. But in the web based realm where his work resides, Jason is most proud of the millions of visitors his artwork/digital poetry portal <http://www.secrettechnology.com> attracts each year.

Film Series

All of the films will be showing on Tuesday nights at 6pm in the Allen Theater

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| 1. September 8 | The Matrix (1999) |
| 2. September 22 | King of Kong (2007) |
| 3. October 6 | Network (1976) |
| 4. October 20 | The Future We Will Create: Inside the World of TED (2007) |
| 5. November 3 | Zizek |
| 6. November 17 | Naqoyqatsi (2002) |