

BE THERE>>>

San Diego, California
November 09-11, 2006
hosted by
[National University](#)

CONFERENCE INFO>>>

The fourth international IDMAa Conference, Digital Media: Works in Progress, will be held at [National University](#) in San Diego, CA. We invite you to join us as we meet, discuss and shape the many emerging formations of Digital Media.

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Conference Address

National University
Spectrum Campus
9388 Lightwave Avenue
San Diego, CA 92123-1426

INTRODUCTION :: PROCESS :: SUBMISSION FORM**INTRODUCTION>>>**

IDEAs 06: Works in Process
November 09th through November 11th, 2006
National University Academic Headquarters
La Jolla, California

To coincide with, the International Digital Media and Arts Association conference,
November 9th-11th, 2006

DEADLINE TO RECEIVE PROPOSALS:
SEPTEMBER 09th, 2006

INTRODUCTION:

You are invited to submit digital art and design to IDEAs 06: Works in Progress. IDEAs is an exhibition of artistic and innovative digital installations, creative mobile media, interactive pieces, web sites, games, digital images, film and video and much more. The IDEAs exhibition coincides with the fourth annual International Digital Media and Arts Association (IDMAa) conference called Works in Progress to be held at the School of Media and Communication at the National University Academic Headquarters in La Jolla, California

To create a dialogue with the conference theme, IDEAs will focus on the ephemeral nature of digital media and the unique creative process behind using an ever changing "paintbrush." The speed of innovation in digital media puts an interesting "in the rough" twist on digital art that suggests that the work is never really complete. The newest technologies and ways of using them not only extend the artistic continuum, but they afford new ways of thinking and delivering creative content and art. Thus, even work that is finished is still work in progress.

New applications of existing technologies such as Blogs, iPods and MySpace are examples of how changes in digital media applications can qualitatively change how and what information we receive. Implications of consumer power and knowledge are embedded in these media shifts, thus art works often reflect on these changes and include the technologies. Do we embrace, accept, or resent the constant flux? Perhaps we feel all of this and more. We are looking for work that either comments on these notions or contains them by inference. In addition, we would also like to display sketches, sketchbooks, notes or earlier versions of the "final" work. A successful submission will offer some form of an early stage to display.

So what is IDEAs? An idea is by definition that which "potentially or actually exists." Last year, projects for IDEAs included short animations and videos, interactive poems, wall-hung images, and interactive installations. Ideas found in the IDEAs exhibition span the stages of completion from beta-ware to finished work, but together form a playful showcase of meaningful investigations in arts and design.

Jurors:

Dena Eber, Bowling Green University
Randall E. Hoyt, University of Connecticut
Sue Gollifer, University of Brighton, UK
Masa Inakage, Inakage Lab, Kelo University, Japan

SUGGESTED SUBMISSION FORMATS

Art and Design works in the form of:

- framed wall-hung images
- games
- mobile media (mobile phones, handheld devices, wireless innovations and other emerging technologies.
- desktop interactive works
- Web sites and Internet art
- time-based pieces (film and video, 2d and 3d animation, motion graphics, stop action)
- digital installation (both interactive and not)
- performance
- sound installations
- sculptural works
- kiosks
- robotics
- demonstrations
- other possibilities not listed

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FORM**