DIGITAL BOUNDARIES: Multiculturalism, Identity, and Awareness

At no time in history has technology had the prospect of making a stronger cross-border impact on culture. Technology can be used to create or reinforce boundaries (being fingerprinted and photographed at an airport—a multimedia experience), as well as to dissolve them (we are bombarded by images and sounds from all over the world). Many of us are being empowered with the ability to easily create digital content, document and share our own experiences and those of others, challenging the roles of art (passive vs. interactive) and revolutionizing the way we see and hear the world. At the same time, only a small percentage of people have access to technology (boundaries of the haves and the have-nots).

Multimedia content and technology are of special consideration because they appeal directly to our senses, elevating the age-old dilemma of the distinction between reality and representations of reality. Does this new proliferation and imbalance of multimedia technology help reinforce boundaries and cultural differences? Does it contribute to define cultural identity in a new age in which everyone talks about multiculturalism? Does it raise cultural awareness or simply numb our senses making us take deep cultural differences for granted because what we "see" or "hear" is commonplace in this "new" multicultural world? Does it create new boundaries in art or help unify multiple art forms? How can art, in its many roles, make use of the same technology that raises these issues to address them?

We seek multimedia artworks that challenge the participants to consider these questions through the innovative use of new multimedia technologies and the combination of multiple media (photography, video, sound, etc.). All formats are welcome (narrative, performance, interaction, immersion, etc.).

The ART PROGRAM will also include papers in the following two tracks (open topic):

- **Tools developed by artists in the creation of multimedia art works**: process and technical details of the creation of artistic works that have required either the development of new multimedia tools, or novel uses of currently available multimedia tools. Artists that develop their own tools are strongly encouraged to submit their work to this track.
- **Tools for creating multimedia art**: novel technical tools developed specifically for the creation of multimedia art in any form. We particularly encourage submission of tools in new and emerging areas.

**Interactive Art Program Co-Chairs**
Alejandro Jaimes, Fuji Xerox, Multimedia Analysis and Interaction, Nakai Research Center (Japan)
Pamela Jennings, School of Art and the HCI Institute, Carnegie Mellon University (USA)

**Curatorial Committee**
Mark Tribe, Director of Art & Technology, Columbia University School of the Arts (USA)
Christina Yang, Curator of Visual Art and New Media, The Kitchen (USA)
Pamela Jennings, Alejandro Jaimes

The "Digital Boundaries" exhibition is part of the Interactive Art Program for the ACM Multimedia 2004 conference that will be held at Columbia University in New York City.

**Online Submission Deadline: May 3, 2004**

http://www.mm2004.org/acm_mm04_call4interactiveartprogram.htm

The online submission system will be available after March 15, 2004. Online submissions of long and short papers for the tools tracks are due April 15 and June 1. Please refer to the web site for additional information about the submission process.