

FOR IMMEDIATE RELEASE

26 April 2004

Contacts:

**GLOWLAB:** Christina Ray, ray@glowlab.com, David Mandl, dmandl@panix.com  
<http://www.glowlab.com>, <http://www.psygeocon.org>

**PARTICIPANT INC:** Lia Gangitano, 212 254 4334

**PSY.GEO.CONFLUX 2004**

**New York City, May 13-16, 2004**

Thursday May 13, 12-9pm, with an opening reception from 7-9pm

Friday May 14 - Sunday, May 16, 10-6pm

Glowlab is pleased to announce **Psy.Geo.Conflux 2004**, the second in an annual series dedicated to current artistic and social investigations in **psychogeography** (the study of the effects of the geographic environment on the emotions and behavior of individuals). Part festival and part conference, it brings together visual and sound artists, writers, urban adventurers and the public to explore the physical and psychological landscape of the city. Events will take place throughout the city, with headquarters located at **PARTICIPANT INC**, which will serve as a place for participants and visitors to meet, pick up maps and schedules, and attend lectures. All events are free and open to the public.

Psy.Geo.Conflux 2004 features a full program of events from Thursday through Sunday, including experimental walks using altered maps and navigational aids; "techno-drifts" through the city using wearable computing devices; a human-scale chess game to take place in Times Square; a walking presentation of an urban documentary project commissioned by the **New Museum of Contemporary Art**; a series of temporary installations, lectures, audio and video works, and more.

A complete schedule, event details, links to participants, and contact information is available at <http://www.psygeocon.org>.

**Glowlab** is an arts lab for the production, documentation and presentation of multi-media work in the evolving fields of **psychogeography** and public space arts. We produce events and lectures, organize collaborative projects and exhibitions, and maintain an online lab at <http://www.glowlab.com>. Psychogeography is an open and highly experimental discipline concerned with the ways in which the geographic environment affects emotions and behavior. Approaches to psychogeography vary, and include artistic, political, philosophical and scientific work in fields ranging from archaeology and cartography to programming, performance and street art. Glowlab aims to bring together these diverse perspectives and engage in dialogue on the methods and practice of psychogeography. We are particularly interested in the idea of public space as an artistic medium, and in May 2003 produced the first annual **Psy.Geo.Conflux**, a four-day festival and conference in New York dedicated to current artistic and social investigations in psychogeography. Glowlab was founded in 2002 as a project of Brooklyn artist **Christina Ray**, and is maintained by a small group of collaborators and volunteers.

Psy.Geo.Conflux 2004 is produced by Brooklyn-based arts lab Glowlab, in collaboration with **PARTICIPANT INC**. Sponsored in part by **Artists Space** Independent Project Grant.

**PARTICIPANT INC**'s exhibitions are made possible with public funds from the New York State Council on the Arts, a state agency.

**PARTICIPANT INC** has received generous support from the Harriett Ames Charitable Trust, **Bloomberg**, Materials for the Arts-NYC Department of Cultural Affairs, The MAT Charitable Foundation, The Andy Warhol Foundation for the Visual Arts and numerous individuals.

**PARTICIPANT INC** is located at 95 Rivington Street, between Ludlow and Orchard Streets on the Lower East Side.

## Partial list of events:

**The Dreamlife of Buildings :: Kate Armstrong:** A psychogeographical performance project in which the artist moves through the city wearing a custom-built apparatus that picks up transmissions from wireless public and private surveillance cameras and records them into a string of images.

**WiFi Haiku :: Julian Bleecker:** A drift through New York City neighborhoods to discover the names people give to their WiFi nodes and to construct haiku using these found SSID names.

**Footprint Mapping :: Noriyuki Fujimura:** An attempt to create a digital map of streets and public spaces by gathering "footprints" of participants in the project; a DIY-style digital mapping system consisting of a cheap pedometer, digital compass, microprocessor, webcam and laptop computer, set on a custom-made backpack for participants to wear.

**Funerals for a Moment :: Kanarinka:** Brings together collaborators across space and time to commemorate the passing of inconsequential moments at particular locations in New York City. The event will culminate in a collaborative performance of simultaneous funerals across New York City.

**Nomadic Talk Show :: J. Gabriel Lloyd and Jason Kambitsis:** Crushed velvet, scotch in one hand, blue and black tuxedos, big ties, and good times...like a 1970s Dean Martin Roast on the city streets. The guests of the show are people who live or work in the neighborhood.

**The New York Snap Exchange :: Andrea Moed:** A round-robin, massively multiplayer street photography derby; a game in which everyone commissions art, everyone's an artist, and together we create an emergent visual index of the city.

**Human Scale Chess Game :: Sharilyn Neidhardt:** A cell phone-directed chess game played in real time, with humans acting as the pieces and the street grid of Times Square as the chess board.

**Ways Through : Mapping Without Maps. A workshop :: Karen O'Rourke:** Workshop participants will design audiovisual "path-building blocks" which can be reused by others. In the cityscape we will compose "tableaux vivants" and stage very short video skits or sketches based on our own experiences and those of others.

**New Copen York Hagen :: Malene Rørdam and Anna María Bogadóttir:** A walk through Copenhagen as seen superimposed on a map of New York, with Danish souvenirs installed at various New York tourist attractions.

**Yankee Game Walk :: Lee Walton:** Participants will experience an unpredictable drift through the streets of Manhattan, guided by a live radio broadcast of a New York Yankees baseball game.

**City Drawing :: Jeremy Wood:** A route in the form of a mystery shape or word, to be followed on foot around the city; the shape is revealed only by plotting one's position on a traditional map of the city or by recording the tracks with a GPS receiver.

**Street Art Walking Tour :: The Wooster Collective:** A new version of last year's popular event, this walking tour of lower Manhattan street art will begin at the Conflux headquarters and end at a bar on the Lower East Side/SoHo.

**One Block Radius Walking Tour/Presentation :: Glowlab (Christina Ray and Dave Mandl):** A walking tour and presentation of the Lower East Side block within which the new **New Museum of Contemporary Art** will be built. Carried out between January and May 2004, One Block Radius zooms into this tiny area and gathers the amount of information one would normally find in a guidebook for an entire city. This feature-rich urban record will include personal perspectives from diverse sources such as city workers, children, street performers, and architectural

historians. Employing a variety of tools and media such as blogs, video documentation, field recordings, and interviews, Glowlab will create a multi-layered portrait of the block as it has never been seen before (and will never be seen again). Commissioned by the New Museum of Contemporary Art; website: <http://www.oneblockradius.org>.

Additional events include lectures by **Peter Lamborn Wilson**, **Zack Winestine** and **Michelle Kasprzak**; transmission arts/audio projects by **free103point9**; and a Conflux party produced by **Opsound** and **VJ Miixxy**. For further information, please contact Glowlab founder Christina Ray ([ray@glowlab.com](mailto:ray@glowlab.com)) or Dave Mandl ([dmandl@panix.com](mailto:dmandl@panix.com)).