



ELECTRO SK8

SKATER meets TECHNOLOGY



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Credits 71



CURATORIAL STATEMENT

Photo Credits:
Finton Mahoney



Our Cities are at a critical juncture in time. Many inner city neighbourhoods are at the mercy of unbridled development, the loss of old building stock where artists thrive, and lockout laws. These forces combine to stifle creative life and the night time creative economy, as well as eradicate local histories. In response to the Inner West Council's call for EDGE Sydenham, a platform to reclaim the streets and public spaces for people to come together and participate in artistic events, **ELECTRO SK8** was conceived.

The curatorial concept for ElectroSK8 revolved around a celebration of skaters and an expansion of how they creatively appropriate urban spaces through playful and skilful movement. The topography of the skatepark itself was viewed as an open canvas for creative engagement by artists and performers. Creating an arts event for and with the community involved a year long process starting with PilotSK8. Through the PilotSK8 project, we trialled the methodology for developing motion-triggered interactive artworks, informed by site analysis and user studies at the Sydenham Green Skate Space. A first public event was held in November 2018, showcasing 14 interactive artworks and games created by University of Sydney Master of Interaction Design and Electronic Arts students. Three of the student works were selected for inclusion in ElectroSK8. Established and emerging artists were invited to create works for ElectroSK8, resulting in 22 creative practitioners from diverse cultural and artistic backgrounds.

From interdisciplinary collaborations, a unique set of artistic works was created for the distinctive environment of the skatepark, including performance, games and interactive art installations, incorporating motion-sensing, digital and wearable technologies. Augmentation of skating practices through adding motion-triggered lighting effects on the skateboard within a game-like format for beginner skaters was exemplified by Light Land. Digital imagery responsive to skater movements captured by audio or video streams was projected onto the surfaces of the skatepark, adding a layer of playful interaction and aesthetic imagination, as seen in Ball Pit, Contours, and Skate Doodle. With Thrust, existing structures were augmented with digitally controlled lighting to create vivid, dynamic visual displays responsive to the sounds of the skatepark. Electrified captured the kinetic energy and movements of skaters in an abstract aesthetic video. In SonicSk8er, the motion of roller skaters modulated wearable sound systems for an emergent sonic composition interwoven with movement choreography. A unique collaboration with Marrickville State Emergency Services resulted in the performance State of Emergency. In this work, physical performers re-imagined the environment of the skatepark as a site for sociopolitical activation and community engagement in response to the climate crisis.

The ElectroSK8 event exposed the public to the playful creativity of the skatepark in a new way, expanding the enjoyment of the skatepark to non-skaters, families, friends and strangers, whilst celebrating the physical creativity of skaters of all types.

Our gratitude goes out to the extraordinary team at the Inner West Council. The council has a highly progressive vision with its championing of arts and culture as vital for social wellbeing and urban liveability. This project would not have been possible without the support and funding of the Inner West Council, The University of Sydney and the University of New South Wales.

Curators

Dr Lian Loke, The University of Sydney

Abhiruchi Chhikara

THE LOCATION

defines THE WORK



OUR WORKS



10th August 2019, Saturday

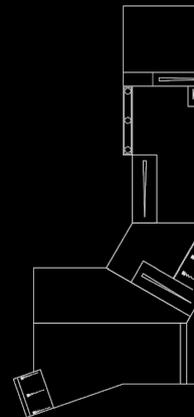
4:00pm to 10:30pm

53 Railway Road, Sydenham

As darkness descends in the city, **ELECTRO SK8** transforms the concrete playground of Sydenham Skatepark into an electronic wonderland.

Experience the digital colour, light and sound installations that respond to movement, as artists and skaters join forces to create and play.

Site Layout (Left):
Sydenham Green Skatepark



RAILWAY LANE

8

Light Land is located at the basketball court as part of the Totem Skateboarding clinic for kids.

DJ

CAMPBELL
DRUMMOND

7

6

5

4

3

2

1

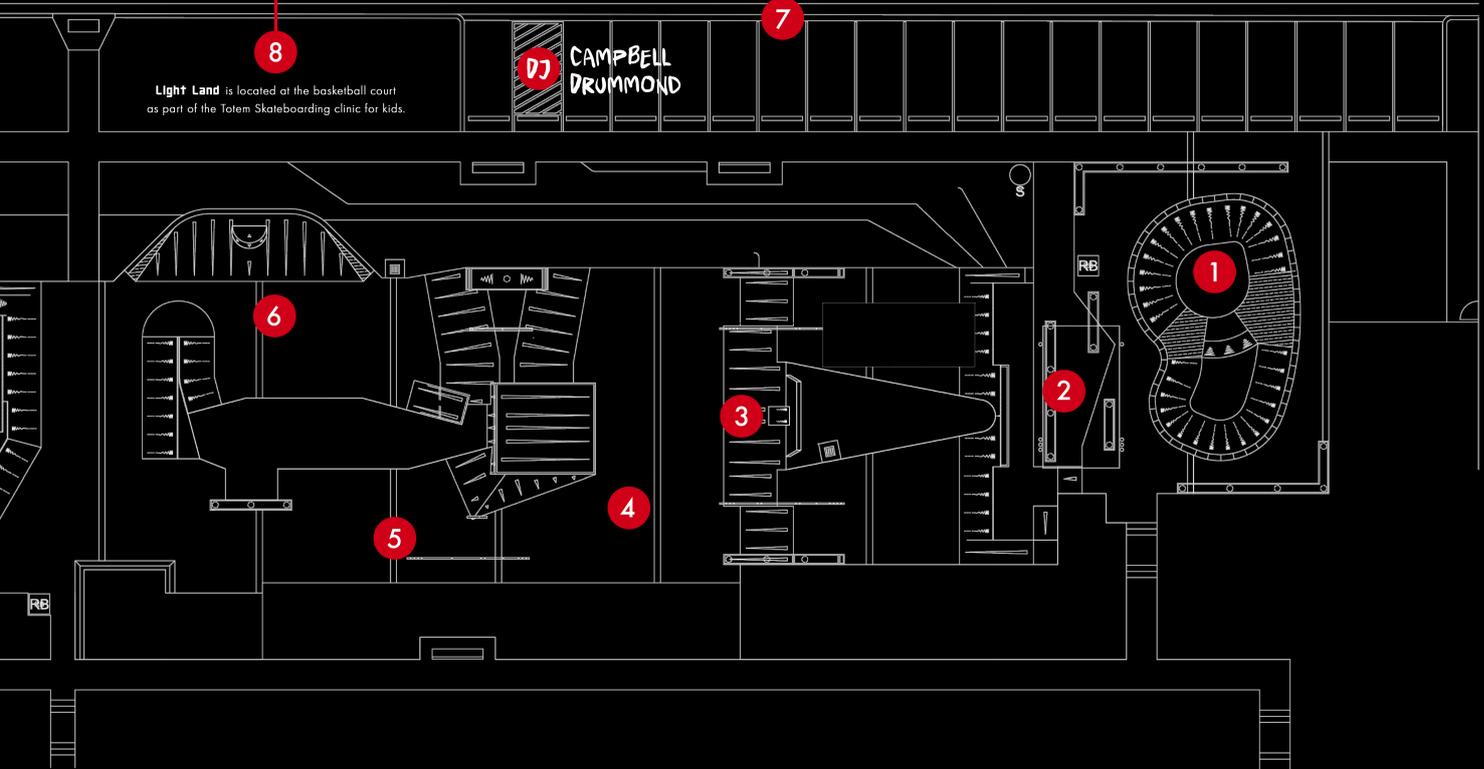




Photo Credits:
Lion Loke

State of Emergency

Devised performance by Gideon Payten-Griffiths and Paul Walker with Alana Yee

Costumes by Lian Loke, Bron Turnbull and Annie Winter

Electronic head dress by Anz Elisabeth Easaw and Abhiruchi Chhikara

Composer/Sound Artist: Grant Overend

Collaborators: SES Marrickville, Marty Jay



Photo Credits:
Lian Loke

As environmental and political events collide, a state of emergency is nigh. Who is prepared for rescue missions and basic survival if all you have is gaffa tape, a holey tarp and a crate?!

Performing artists, in collaboration with SES Marrickville volunteers, use roaming and interactive performance, choreography, text, and objects of rescue to create humorous, yet blatant expressions of the realities of the current climate emergency. Durational and interactive performance throughout the night culminate in an apocalyptic set piece taking over the skate-bowl. Through intervention on public space the work creates stark, playful and hopeful calls to wake up out of 'business as usual' and find the state of urgency we need to avert the climate crisis.

Materials for Costume:
Fabric, electronics, LEDs

SITE: 1
Our Works



Thrust

Luke Hespanhol, Yuxin Huang

To every push, a pull. To every impulse, a relief. To every action, a reaction. To every pressure, a release. Thrust is an audio-responsive light installation designed to express with visual patterns the grace and strength of skateboarding. Suspended in the air, filling up the space, Thrust turns the Sydenham Skatepark gazebo into a digital temple, riding into ritual, with atmospheric street sounds transformed into hypnotic luminous trance.



Materials:
DMX LED bars, Mac Mini,
ArtNet controllers

Photo Credits:
Luke Hespanhol

SITE: 2
Our Works



Skate Doodle

Yi Zhao, Bing Jiang, Xiaoyun Hu

Skate Doodle provides a unique interactive experience for skaters and spectators. The motion tracks of skaters generate glitch visual effects, which are projected on the big ramp. Spectators can also add splash colours and messages to the visual display via a mobile app and QR code.

Materials: Xbox Kinect, projector, computer



Photo Credits:
Finton Mahoney



Ball Pit

Abhiruchi Chhikara

Who doesn't like a ball pit! You can jump in it, throw balls around and break the peace.

This interactive projection aims to simulate a ball pit that skaters can skate through and jumble up.



Materials:

Xbox Kinect, projector,
computer

Photo Credits:
Abhiruchi Chhikara

SITE: 7
Our Works



Sonic SkBer

Lian Loke, Angelo Fraietta, Peter Crawley, Avram Winston, Matthew Leete,

Skaters/Performers: Anja Kukić, Myrsina Gouras, Dani Sagnellia

Collaborators: Ollie Bown, Sam Ferguson, Liam Bray

A group of roller skaters work together to create an emergent sonic composition riffing on the nostalgia of 8-bit synthesized electronic music, as their movements are captured and translated via a wearable sound system created in Happy Brackets for DIADs.



Materials:

Adafruit neopixel rings,
Arduino controllers, IMU
sensors, speakers, batteries

Photo Credits:
Lian Loke

SITE: 5
Our Works



Contours

Elektra Jiang

Contours is an audio visualisation artwork projected on the skatepark surface. In sync with live beats, it takes the skaters and viewers on a journey that travels through time and space. As a fusion of music, projection, and movement, it creates a unique and futuristic sensory experience.

Materials: Projector, laptop



Photo Credits:
Elektra Jiang

SITE: 6
Our Works



Electrified

Abhiruchi Chhikara

There is an immense amount of energy within skaters, be it on boards or blades.
Kinetic and potential within them is converted to excitement, thrill and joy!

Electrified is a short film reel aimed at capturing this energy in the form of light painting. As skaters whizz around in their light costumes, the lights create light trails to magnify their movements and energy.



Materials:
Projector, laptop

Production:
Light costumes, movement sensors,
filming equipment

Photo Credits:
Abhiruchi Chhikara

SITE: 7
Our Works



Photo Provided
by Artists

Light Land

Negar Hosseini, Melissa Ridgley, Jessica Karlsson

Light Land is an interactive game for young skaters and beginners that teaches the fundamental skills of skateboarding in a fun and playful environment.

Custom skateboards light up with colours indicating basic moves like push, nose up, and tilt.



Materials:

Skateboards, batteries, LED strips,
Arduino controllers, IMU sensors

Photo Provided
by Artists

SITE: 8
Our Works

THE PEOPLE

makes **THE ART**



THE PEOPLE





**ABHIRUCHI
CHHIKARA**

Abhiruchi Chhikara is a Creative Technologist and a New Media Artist based in Wollongong, NSW. She designs digital and electronic artworks that are static, dynamic, or interactive. Her projects come in many shapes and sizes; print, projections, installations or events. Electronic art gives her a platform to explore different technologies, introduce them to the community, design human centered experiences and observe how people interact and react to these technologies.

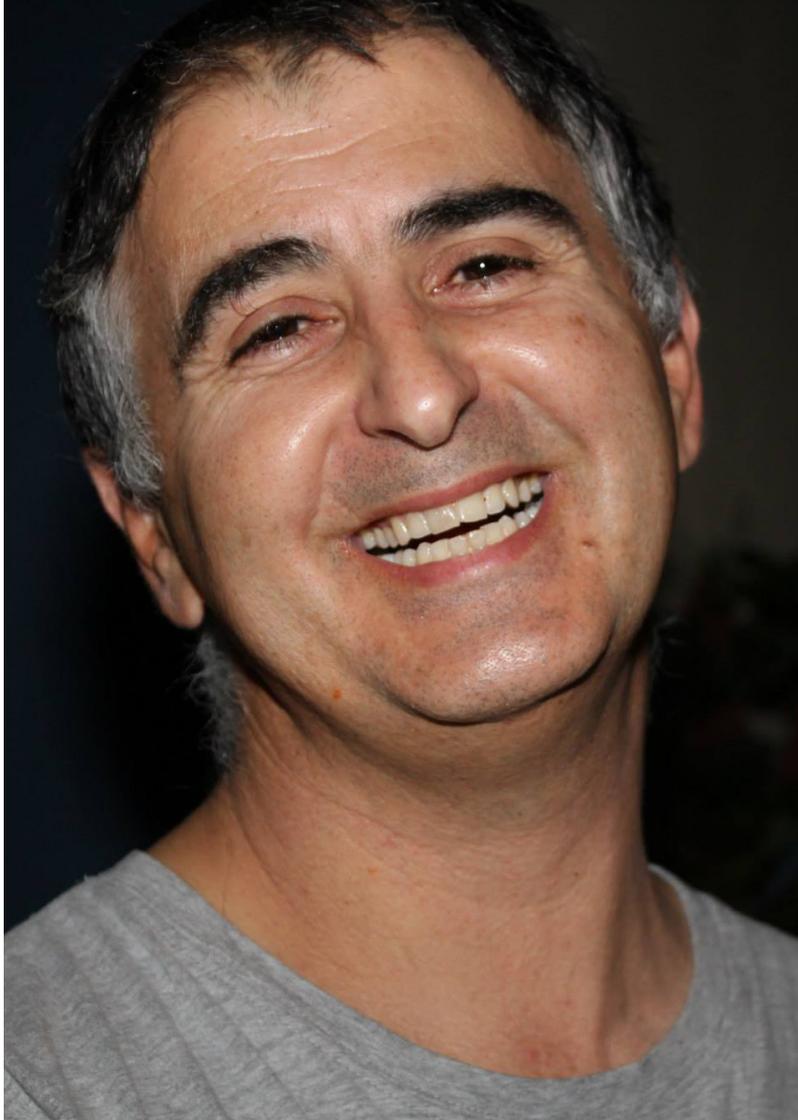
She has primarily been creating works for the Wollongong area such as Echoes of Love, a permanent projection in Wollongong Townhall Laneway. She has recently completed Rayuela - an interactive artwork for VIVID 2019, Sydney. In 2018, she successfully delivered the Ephemeral Public Art Project 2018, a 5 project program funded by Wollongong City Council's public art program. The program aimed to create a platform for electronic artists to create work, collaborate and give the community something new to experience. In addition to her art practice, Abhiruchi also teaches in the Masters of Interaction Design and Electronic Arts at The University of Sydney.

ALANA YEE



Alana Yee is an interdisciplinary artist originally from Aotearoa (New Zealand) and is 2nd generation Chinese in ancestry. Her practice is experienced and explored through dance and performance art contexts, somatic bodywork, and sculptural forms in the style of contemporary hand crafted piñatas. She is interested and concerned with ideas surrounding social displacement, cultural identity, and encouraging cross-generational dialogues and interactions within community.

Alana is a dance graduate of Wellington Performing Arts Centre and Unitec, Auckland. She has danced for The Body Cartography Project (Olive Bieringa and Otto Ramstad), Forest Kapo, val smith, Alexa Wilson, Carol Brown, The Wellington Freelance Dance Collective, Footnote NZ's ChoreoCo, World of Wearable Art, and Vospertron dance company. She is the founding member of dance art group Mega Pash Action and the curator of performance art platform S.A.M.P.L.E.



**ANGELO
FRAIETTA**

Angelo Fraietta has been developing electronic and software based interfaces since the beginning of the 21st Century, providing innovative engineering and design support for artists and universities on an international scale. This has included custom software and hardware design for many candidates in their Honours, Masters and Doctoral projects, as well as their Australia Council and various other government grants. His work has been installed and displayed in various museums and galleries, including the Percy Granger Museum and the Museum of Applied Arts and Sciences. His work is mentioned in the Oxford Handbook of Computer Music, and four authors noted his contribution to Australian electronic and computer instrument design and building in Sounds Unlimited: building the instruments: Sounds Australian—Journal of the Australian Music Centre. He has also provided software and hardware engineering, coupled with research and development, for various companies around the world in industries such as military, medical, legal and education.

Angelo is currently a Postdoctoral Fellow at UNSW Art & Design, where his research involves leading the development of the HappyBrackets creative coding environment, as well as designing and implementing various other hardware and software products for use by artists and academics in universities both in Australia and abroad.

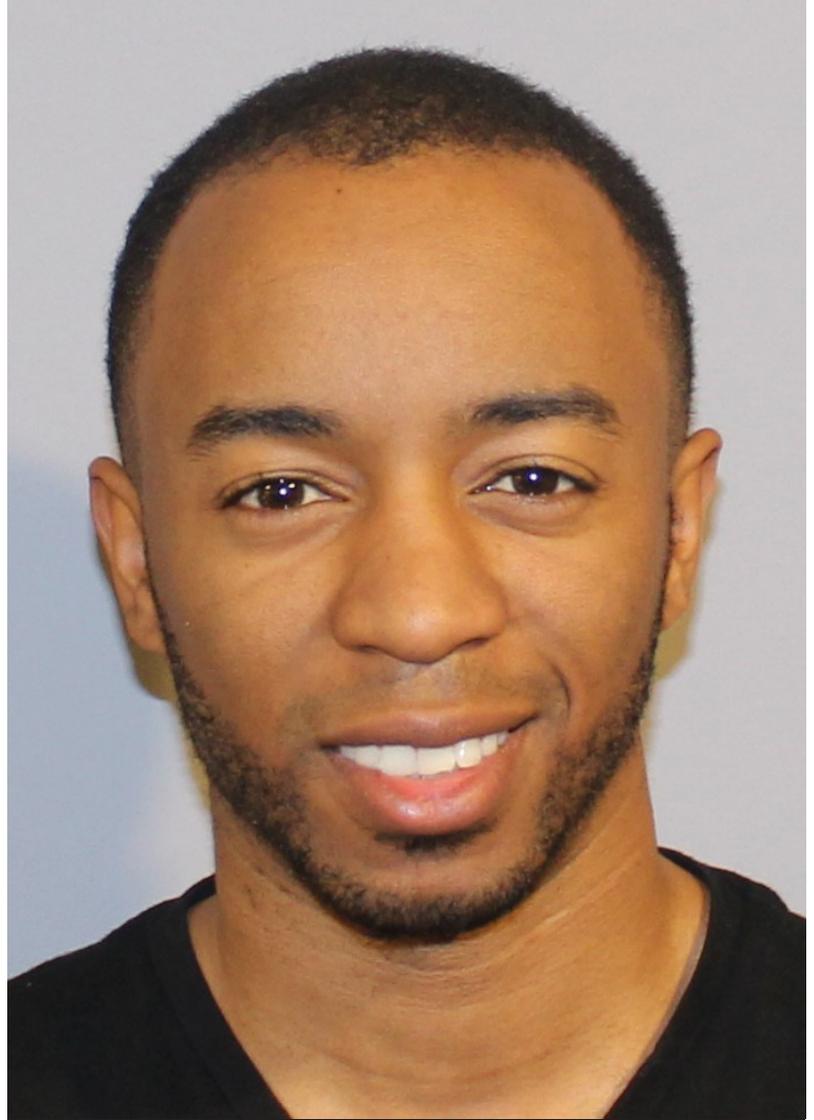
ANZ
ELIZABETH
EASAW



Anz Elizabeth Easaw is a Master of Interaction Design and Electronic Arts graduate from The University of Sydney with a specialisation in lighting.

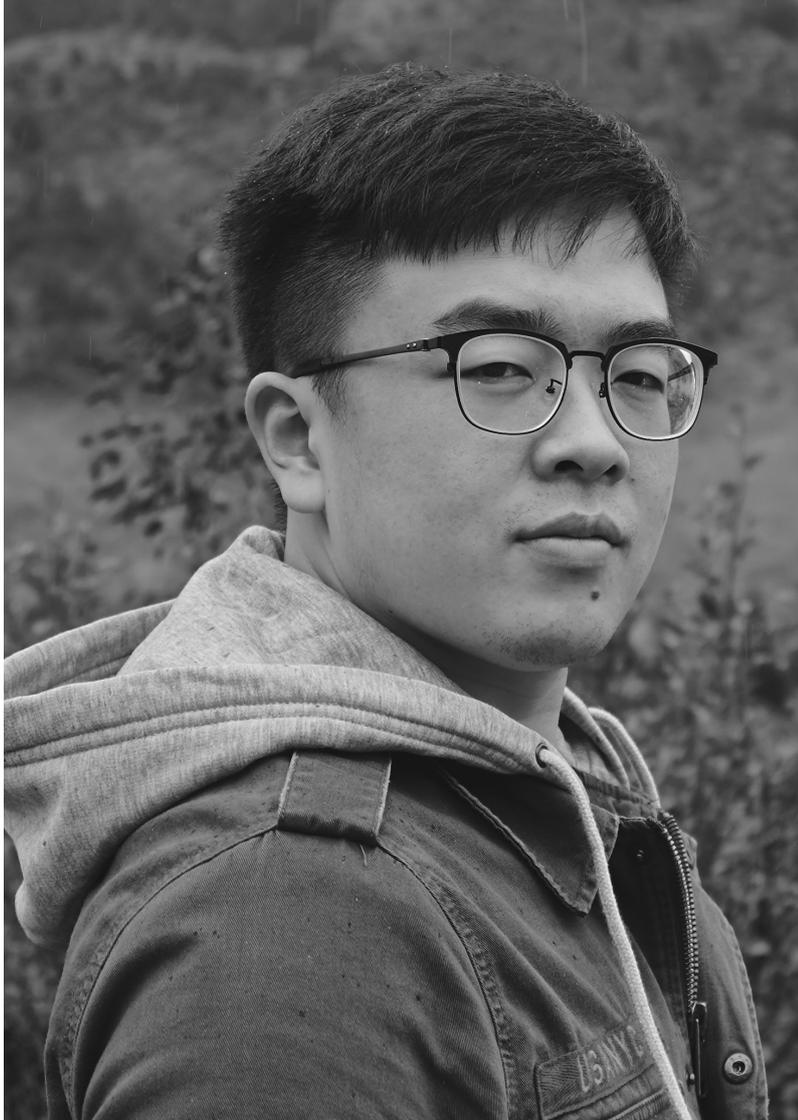
With a background in Computer Science Engineering and a keen interest in all things makeup and beauty, she has a fascination for seamlessly integrating tech with the human body through the use of wearables.

**AVRAM
WINSTON**



Avram Winston is a graduate of the Master of Interaction Design and Electronic Arts program from The University of Sydney.

With a background in Architecture and an interest in Interactive and Kinetic studies, he pursues the creation of interactive environments/situations that users can immerse themselves in.



BING JIANG

Bing Jiang is a graduate of the Master of Interaction Design and Electronic Arts program from The University of Sydney.

With a background in Video Production, he is passionate about digital media and creative programming.



**CAMPBELL
DRUMMOND**

Campbell Drummond is a DJ, electronic music producer, film maker and lifelong skateboarder. His collection of music is vast and eclectic, and allows him to draw from a wide range of genres during any set. To say that he'll make selections from early electronica, punk, post-punk, new wave, ska, dub, hip hop, house and techno is barely scratching the surface of what's contained in his record bag (and on USB drives!).

Campbell has promoted hundreds of small to medium scale dance parties across the last 25 years and is probably best known for his New Years party running since 2006, Park Beats, and underground dance party Semi/Detached. For the past 5 years, he has been producing a weekly cloudcast radio show called "What Double J Should Sound Like", which has now passed 254 episodes as well as co-producing The Blender, a radio show on community broadcaster Radio Skid Row for over 5 years during the early 2000's.

**ELEKTRA
JIANG**



Elektra Jiang is a graduate of the Master of Interaction Design and Electronic Arts program from The University of Sydney. She is passionate about exploring the intersection between art and technology.



**GIDEON
PRAYTEN
GRIFFITHS**

Gideon Payten-Griffiths is a chameleonic artist, performer, curator and facilitator with a background spanning theatre, dance, music, live-art, film, installation and bodywork and finding a centre in the body as a material emotional landscape and in searching for the compassionate, liminal or queer space between people, forms and all things.

Often experimental, hybrid, site-specific, interventionist, immersive, participatory, abstracted or sensory, his work manifests in a range of forms, contexts and collaborations including with Sydney Festival, Sydney Biennale, Peats Ridge Festival, Next Wave, Sydney Opera House, Performance Space, The Art Gallery of NSW, MCA Australia, USYD Performance Studies, KW Institute Berlin, PACT, The History Council of NSW, Sydney Living Museums, Strings Attached, The School of Really Good Sex, DeQuincey Co. and Ninefold.

**JESSICA
KARLSSON**



Jessica Karlsson is a graduate of the Interaction Design and Electronic Arts program from The University of Sydney.

With a background in Cognitive Science, she has become passionate about putting the user needs, goals and problems first in her work. Whether it is digital or physical interactive experiences, Jessica believes her two university degrees have taught her how to create seamless, intuitive, and enjoyable designs.

LIAN LOKE



Lian Loke is a multi-disciplinary performance artist, curator and researcher, working across dance, durational and site-specific performance installation, costume, and interactive digital media. Her practice questions the role of the body in contemporary society, and how our notions of self are open to transformation through inter-cultural, inter-species and inter-media relations and rituals.

She is co-founder of the Pork Collective, a group of artists working in immersive performance installation in festival environments (Peats Ridge Sustainable Art and Music Festival 2006, 2008, 2009, 2010, 2012 and Underbelly Arts Festival 2007). As a solo and ensemble dancer, she has performed with de Quincey Co (2013, 2014, 2017) and The Living Room Theatre (2015, 2017, 2018). Her performance installation includes Sydney Performance Contemporary, Carriageworks, Sydney (2015) and Volcana Brainstorm, Koganecho Bazaar, Yokohama, Japan (2019). She has been awarded Australia Council for the Arts funding for creative development of Luscious Apparatus (2011) and curation of Musify-Gamify (2016). She has curated exhibitions and performances of interactive artworks in Dissentience, Tin Sheds Gallery, International Symposium of Electronic Arts (2013) and Musify-Gamify, Seymour Centre, Vivid Sydney (2015). She is an Associate Professor in the Design Lab, School of Architecture, Design and Planning, The University of Sydney and Director of the Master of Interaction Design and Electronic Arts program.



**LUKE
HESPANHOL**

Luke Hespanhol is a media artist, interaction designer, curator and producer. He investigates the potential of digital lighting and technologies to create engaging experiences that lead to reflection on the relationship between individuals and the immediate environment around them. He has explored these possibilities of public expression through the development of media installations for academic research and teaching, art galleries and public art festivals, including multiple editions of Vivid Sydney. He has also helped to drive the discourse on media art in Australia and overseas through public speaking and organisation of workshops, panels, and participatory exhibitions bridging the gap between fellow media artists, students and the industry.

Luke's practice spans a wide spectrum of media, from painting, photography and video, to urban media art and generative media, responsive environments and large-scale light installations. Likewise, the focus of his art ranges from digital storytelling, technology-mediated social interactions and digital placemaking, to urban informatics and media architecture. He is the curator of the Footbridge Gallery at The University of Sydney, a pioneering urban gallery dedicated to media art and digital placemaking, founding member of the international Urban Media Art Academy, and a member of the Media Architecture Institute.



**MATTHEW
LEETE**

Matthew Leete is an interaction designer and creative technologist. His work uses new technologies to deliver engaging experiences that encourage creativity and self expression.

Matthew holds a bachelor's degree in Product Design from The University of Technology, Sydney, and is in his final semester of a master's degree in Interaction Design and Electronic Arts at The University of Sydney.

**MELISSA
RIDGLEY**



Melissa Ridgley is a graduate of the Master of Interaction Design and Electronic Arts program from The University of Sydney.

With a background in Marketing and an interest in User Experience Design, she is passionate about designing physical and digital experiences that people will love and enjoy through their interactions.



**NEGAR
HOSSEINI**

Negar Hosseini is a postgraduate student from the Master of Interaction Design and Electronic Arts degree from The University of Sydney.



**PAUL
WALKER**

Paul Walker is a Sydney based artist working within the realms of dance, performance, theatre and drawing. His performance practice explores the interconnectedness between the human and non-human, and he adopts a queer approach to presenting the body working, resting, being and making love with the the environment and objects he performs alongside.

Paul completed his dance training at the Central School of Ballet in London, and has since trained in Bodyweather, Contact Improvisation and other improvisation modalities. As a dancer, he has performed with Ballet Central, Opera Australia, Leigh Warren and Dancers, MOD Dance Company, Ev & Bow Dance Co. and Twisted Element Dance Company. His solo and collaborative work has been presented at Day for Night (Liveworks Festival, Carriageworks), Queer Nu Werk (PACT), Intersect Art Space, Down/Under Space, STACKS PROJECTS (Art Month Sydney), SEAM Symposium 2013 (Critical Path) and a number of festivals and events presented by the School of Really Good Sex.

**PETER
CRAWLEY**



Peter Crawley is an Interaction Designer. As a graduate of the Master of Interaction Design and Electronic Arts program from The University of Sydney, he is enthusiastic about creative innovation in user experience and interface design.

With a background in Business and passion for the arts, Peter seeks to bring a professional approach to the creative process.

XIAOYUN
HU



Xiaoyun Hu is a graduate of the Master of Interaction Design and Electronic Arts program from The University of Sydney.

With a bachelor degree in Industrial Design, she is fascinated with interactive installation art, user experience, and product design. She also has working experience in robot interaction design, interface design, and graphic design.



YI ZHAO

Yi Zhao is a program and hardware designer. He is a graduate of the Master of Interaction Design and Electronic Arts program from The University of Sydney.

With an Electronic Engineering background, Yi Zhao is committed to applying new technology when designing projects to enhance interaction attributes and achieve more effects and functions.

**YUXIN
HUANG**



Yuxin Huang is a Chinese artist and interaction designer with a background in Electrical Engineering.

She is a graduate of the Master of Interaction Design and Electronic Arts program from The University of Sydney, where she focused on public interactive art and digital storytelling. Her works span a range of media, from drawings and photography, to projections and lighting, and are dedicated to enhancing her audience's interactions with and within their living environment while fostering a sense of belonging. She has exhibited in public festivals such as Vivid Sydney, Liverpool City Council's Visions of Peace, and The University of Sydney's Innovation Week.

THANK YOU



CREDITS



Presented by Inner West Council as part of EDGE Sydenham, **ELECTRO SK8** is a free live arts event supported by The University of Sydney, Design Lab, and UNSW Art & Design.

Curators:

Dr. Lian Loke

Abhiruchi Chhikara

DJ:

Crooked Mouth

Production manager:

Annie Winter

Photography:

Finton Mahoney

Filming:

Oneski Digital

Video editing:

Campbell Drummond

(CNC Film Factory)

Graphic design:

Louis Chew

Social media:

Velvet Loke

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NSW SES - Marrickville Unit

NSW SES - Ashfield-Leichhardt Unit

edge



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