

# Futuresonic 2006

## The city as a playground: Futuresonic unveils its arts and exhibitions programme

URBAN PLAY, Thursday 20 – Saturday 29 July 2006, The Museum of Science & Industry Manchester

Futuresonic, Manchester's urban festival of electronic music and arts, today announces the shape of its arts and exhibitions programme.

**Urban Play** is about taking over the city and using technology creatively. It features world-first collaborative software projects, art exhibitions, walking tours, hit-and-run buskers, new musical instruments the likes of which have never been seen, conferences exploring the rise and impact of shared, open source and social technologies - and more.

*"Imagine a world where the city is a digital canvas - the street a gallery, performances happening in a thousand moving places at once," said Futuresonic's Drew Hemment. 'Urban Play is all about using the technology that surrounds us for creative ends. Based at The Museum of Science and Industry's 1830 Warehouse – the world's first railway warehouse which, in its day, was at the forefront of an earlier generation of network technology – Urban Play is a chance to explore and interact with cutting edge technologies, and have some fun.'*

### **Exhibition: Instrument**

Thursday 20 – Saturday 29 July, 10am-5pm, The Museum of Science & Industry Manchester

FREE

We call the tunes. You play them. An interactive exhibition of artist-made instruments, noise generators, image manipulators, head twisters and everything in-between. Where else in the world can you speak into a microphone and hear the words of Michael Jackson mimic your every word, in real time. Featuring internationally renowned artists pushing at the limits of what we understand to be an instrument. We invite you come and play. Further details at: [www.futuresonic.com](http://www.futuresonic.com)

### **Exhibition: Off The Map**

Thursday 20 – Saturday 29 July, 10am-5pm, The Museum of Science & Industry Manchester

FREE

All points face to the future... Lose yourself in computer glitches as you glide over the deserts and canyons of Arizona in a 'Google Earth' VJ installation. Collaborate to remix the sounds of the city. Take a robot dog out for a walk and get lost in Manchester for the weekend! Includes world premiers and UK-firsts.

### **Conference: Social Technologies Summit**

Friday 21 & Saturday 22 July, 10am-5pm (plus opening talk, Thursday 20 July, 4.30pm), The Museum of Science & Industry Manchester

Full delegate pass: £45/concessions available

A two-day conference that explores the creative, political and social potential of new technologies. With an array of international speakers and interlinked themes, the conference provides a vital arena for discussion on the themes of the festival. Plus lunchtime performances and a packed programme of artist presentations featuring the likes of Graham Massey and sCrAmBIEd?HaCkZ!

### **Workshops: Be A Part Of The Next Generation**

Monday 17 - Thursday 20 July, 11am-5pm, The Museum of Science & Industry Manchester

FREE – booking essential as places limited

Four artist-led workshops, lasting 2 days or 3 days, combine fun with technology and serious music making. Get skilled up in physical computing, digital video microscopy, game modification, generative sound and live video performance. Participants in previous Futuresonic Workshops have come back in later years to run, present and perform in festival events. Developed for Futuresonic by Creative Labs at The University of Huddersfield.

**For full details of booking and events, visit [www.futuresonic.com](http://www.futuresonic.com). For further press information and images, please contact Susie Stubbs on 07919 575 740 or email [susie@futuresonic.com](mailto:susie@futuresonic.com)**

### **Notes to Editors**

Futuresonic was established in 1995, and has an international reputation for promoting cutting-edge music and media arts. The 2005 festival involved 211 artists in 44 events at 15 arts, music and club venues, and was attended by around 6,000 people. Futuresonic is presented by Future Everything, a not-for-profit creative studio at the forefront of electronic arts and culture.