

# PULSE

## ART+TECHNOLOGY FESTIVAL 2012

FEBRUARY 27 - MARCH 3

TELFAIR.ORG



### EXHIBITIONS

February 3—June 3, 2012  
Leo Villareal

February—April 8, 2012  
Game Change: Videogames as Art  
Medium and Inspiration

### ARTISTS PROJECTS

Andrew F. Scott — Follow the Drinkin' Gourd  
Sam Norgard and Winnie Soon —  
Net. Portrait  
James Gladman — Typographic Monuments  
Chris Lee and Henry Chang — Pulse Mirror  
Blazo Kovacevic — Probe, March 2, 6–9 pm

### LECTURES

February 27, 6pm  
Opening and Lecture by featured artist  
Leo Villareal

February 28, 11am  
Gallery Talk on Leo Villareal  
exhibition by JoAnne Northrup

February 29, 11am  
Pulse Artist Panel for Students with  
Pamela Z, James Gladman

March 1, 11am  
"Perceiving/Being in New Media Art"  
by Timothy A. Jackson

March 1, 6–8pm  
Game Change Evening Panel: Ian Bogost, Mary  
Flanagan, Kunal Gupta, Greg Borenstein, and  
Audiovisual performance by Matthew Akers

March 2, 11am  
Pulse Artist Panel for Students with  
Kunal Gupta, Syed Salahuddin,  
Greg Borenstein

### PERFORMANCES

February 28, 7pm  
Performance by Pamela Z

February 29, 6pm  
"Perfect Nowhere" Performance by  
Andre Ruschkowski

March 2, 6pm  
Performance by the Loud Objects

March 2, 7pm  
performance by the Medeology Collective: Reflexion  
Pool

March 3, 3pm  
Dreamtime Synastry by Matthew Cooper  
and Chelsea DeMercado

March 3, 3:30pm  
Game Music by Geuka —Amiri Farris

March 3, 6pm  
Performance The KarmetiK  
Machine Orchestra

### SPECIAL EVENTS

February 27—March 4  
Pulse Free Week at the Jepson Center

March 3, 1–4 pm  
DIY Family Day and Expo

March 4, 3 pm  
Green Machine Art Bike Ride

March 2, 4–6 pm  
SCAD Sound Art Showcase

February 24 — March 11  
opening February 24, 6–9 pm  
Exhibition at Indigo Sky Community  
Gallery: "Crash and Collapse"

March 4, 8 pm  
Film screening at Muse Arts Warehouse

### WORKSHOPS

February 18, 10–12 pm Rescheduled to  
March 2, 10:30am–12:30pm  
Pre-Pulse Youth Workshop:  
Scratch Game/Animation (ages 10–13)

February 18 & 19  
Pre-Pulse Workshop: "Developing Games  
for the iOS" Instructor Andrew Hieronymi  
(ages 18 and up)

February 18 & 25  
Pre-Pulse Teen Workshop:  
Digital Sculpture fabrication  
Instructor: Andrew F. Scott (ages 14–18)

February 21 and 23, 4–6 pm  
Pre-Pulse Teen Workshop: Game  
Design with Red Panda Studios (ages 13–18)

February 24, 1–3 pm  
Pre-Pulse Educators' Workshop:  
"Gaming to Learn: A hands-on look  
at gaming subculture and learning

March 3, 10 am — 1 pm  
Kinect workshop with Greg Borenstein  
(ages 16 and up)

March 3, 11 am  
Noise Toy workshop with  
the Loud Objects (ages 13–adult)

March 4, 1–3 pm  
Art Bike workshop (all ages)

### SPONSORS & PARTNERS

The festival is presented free of charge thanks  
to project funding from the City of Savannah.  
Additional support provided by iTech for Business  
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Media Sponsor:



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Advance registration is required for  
workshops. Visit [Telfair.org](http://Telfair.org) or call 790.8827  
All events take place at Telfair's Jepson  
Center unless otherwise indicated.