

Sci-Vi Conference: Visualisation & Animation in Science Dissemination

Courtesy of XVIVO www.xvivo.com

September 29, 2017 at VIA University College, Prinsens Allé 2, Poul Gernes-auditoriet, 8800 Viborg, DK

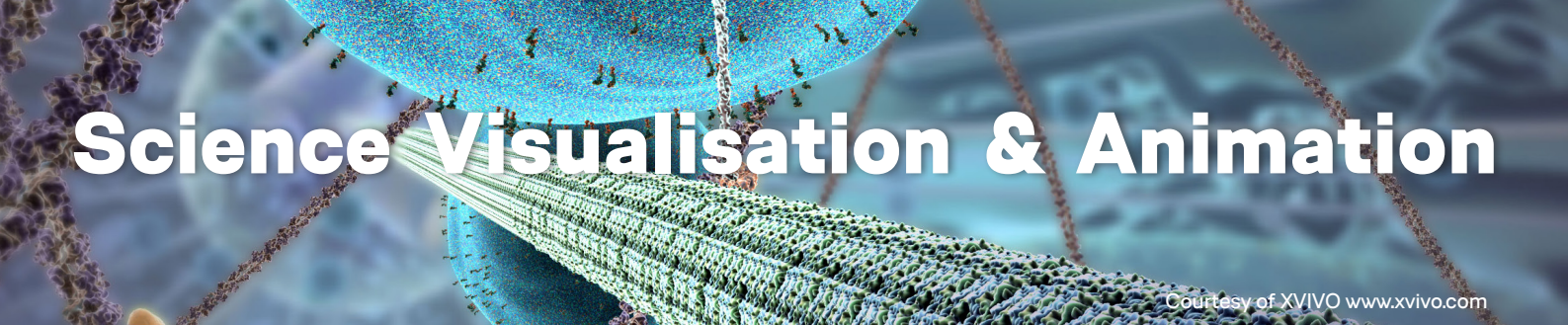
The Animation Workshop/VIA University College (TAW) & Research Center: Visual Studies and Learning Design, Aalborg University (ViLD) invites you to a conference on science animation and visual research dissemination. Learning from state-of-the-art case-studies and ongoing research projects, we will discuss how 2D and 3D-visualisation and animation, narrative structures, and levels of temporal information can be combined in functional animation e.g. for educational or didactic purposes, or in the presentation or development of scientific material. During the program we will unfold the following questions:

- Can cooperation between researchers and visual storytellers strengthen research dissemination and to what level?
- How do we strengthen the cooperation between scientists and visual storytellers?
- How do we support funding for visual development and dissemination in future research projects?

The Sci-Vi conference will commence with opening remarks from the Danish Minister of Culture, Mette Bock, about the importance of art and creativity in science and research.

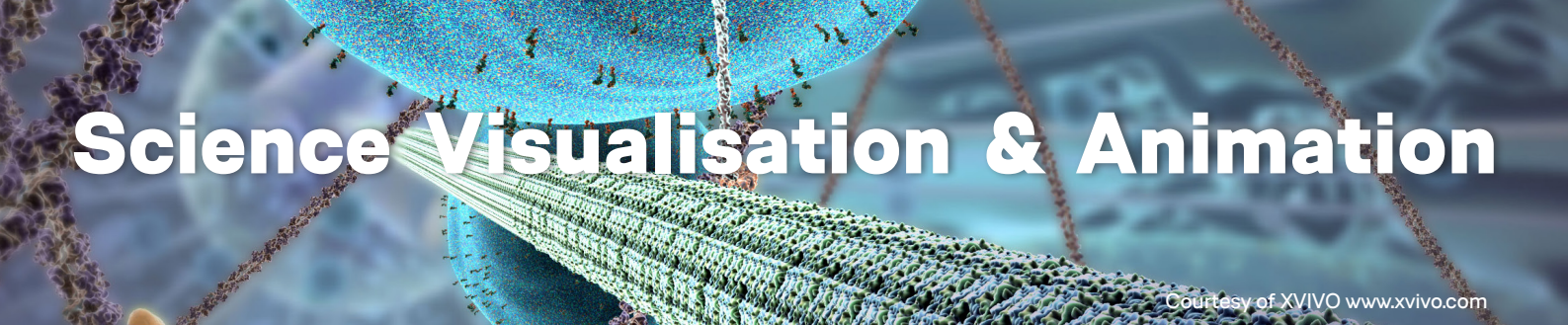
Program

09:00 – 09:30	CHECK IN Coffee and light breakfast
09:30 – 09:45	OPENING OF THE CONFERENCE by Danish Minister of Culture, Mette Bock
09:45 – 10:00	WELCOME Tor Nørretranders, Science journalist and author, Denmark
10:00 – 10:30	FRAMING – DISSEMINATION THROUGH ANIMATION Peter Vistisen, Ass. Prof., Aalborg University, Denmark
10:30 – 11:00	SCIENTIFIC ANIMATION Katherine Knack, XVIVO – Premier Creator of Medical Animation and Scientific Media, United States
11:00 – 11:15	COFFEE
11:15 – 11:45	ANIMATED SCIENCE – Animation Worth Sharing - TED-Ed AND TAW Gerta Xhelo, Producer at TED-Ed Productions, TED Conferences, United States Henrik Malmgren, Director & animator, GoodJobStudios, Denmark
11:45 – 12:15	ANIDOX – ANIMATED DOCUMENTARY – DEVELOPMENT ENVIRONMENTS Michelle Kranot, Filmmaker and producer at ANIDOX, The Animation Workshop, Denmark Anne Katrine Hansen, Visual anthropologist and filmmaker, Denmark
12:15 – 13:00	LUNCH
13:00 – 13:45	COMMUNICATION BETWEEN VISUAL STORYTELLERS AND SCIENTISTS Anders Morgenthaler, Cartoonist, Writer, Director and TV-host, Denmark Eugene Simon Polzik, Professor at QUANTOP, Niels Bohr Institute, University of Copenhagen, Denmark Bastian Leonhardt Strube, Independent animator and producer, Arsenale, Denmark
13:45 – 14:15	QUANTUM MOVES – Winner of the Research Dissemination Award 2017 Jacob Friis Sherson, Asc. Prof., CODER, Department of Physics and Astronomy, Aarhus University, Denmark
14:15-14:30:	THE FASHIONABLE QUANTUM WORLD – KVANTE KARINA / QUANTUM KATE Thorbjørn Christoffersen, Animator and Animation Director at We Love People, Denmark, Francesco Sannino, Professor & Director at CP3-Origins, Center for Cosmology & Particle Physics Phenomenology, SDU
14:30 – 14:45	COFFEE
14:45 – 15:15	VISUAL DISSEMINATION ROOMS Live broadcast animation at Ph.D. CUP, Lasse Andersen, CEO at Dark Matters, Denmark
15:15 – 16:00	DISCUSSION: ART & SCIENCE - THE LINK AGE How do we strengthen the cooperation between visual storytellers, researchers and science journalists? Tor Nørretranders, moderator
16:00 – 17:30	NETWORKING Networking, wine and audiovisual live performance about quantum physics by artist Cosimo Miorelli, Italy



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Science Visualisation and Animation

“Science Visualisation and Animation” can be understood to enrich scientific cognition and communication processes by using Visualisation and animation in selected scientific phenomena and processes – as a tool for communicating researchers’ results to society. Animation and visual communication offer great potential in terms of communicating scientific issues because animation can convey issues that are otherwise difficult to communicate in writing. Other essential elements of visual communication are that visual experiences tend to be stored better in our memory than written material, and can be used as a common reference in difficult communicative processes.

When animation is used to augment our imagination, we are dealing with what can be called 'temporal thinking.' When information has been transformed through animation there is a tendency that our existing knowledge about a subject matter is enhanced, due to the visual and animated expressions' ability to relieve our memory, and thus let us think and imagine new and more complex relations. Research has shown how this use of animation has a great potential to support the way we mentally 'simulate' complex relations and consequences – like when learning a new complex subject. The way animation does this is by creating what we call 'temporal information' – that is, depicting information about sequence, time and change. As such, animation shows to support our natural narrative structuring of the world around us, enabling us to better reflect upon the temporal aspects of the information depicted.

More info about the Sci Vi conference here:

<http://animationsfestival.dk/portfolio/sci-vi-da/>

Centre for Animation and Visualisation

Since 2007, The Animation Workshop/VIA University College (TAW) has been organized as a Centre for Animation and Visualization (CAV), providing knowledge and competency development for the Danish media industry through activities and development project in the 7 departments: The Animation Bachelor Department, Graphic Storytelling, Professional Training, Open Workshop, The Drawing Academy, Animated Learning Lab, and company cluster/incubation house Arsenaleit.

CAV has access to the newest animation related research and development through an extended international network of companies and professionals. As a knowledge centre, TAW handles dissemination of relevant information and acts as link between interested parties and relevant contacts within the animation industry.

One of CAVs new focus areas is Sci-Vi: Science Visualisation and Animation.

More info here:

<http://www.animwork.dk/en/>

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