

DRAFT

ASPERA 2024 PROGRAM

AS AT OCTOBER 16, 2024



12:30	Monday 25th November ASPERA BOOTCAMP
	Light Lunch on Arrival
12:40	Welcome - Acknowledgment of County AGSE Building LEVEL 2 - AGSE 202 (Lecture Theatre)
1:00	Methodology session <ul style="list-style-type: none"> * Comparative studies and research design * Research led practice * Practice led research * Ethics and creative practice research
3:00	Afternoon Tea - AGSE Foyer
3:30	Post-PhD strategies <ul style="list-style-type: none"> * How NTROs are assessed as research in universities * Finding funding in unlikely places – Cat 2 & 3 funding * Key issues for screen production researchers
5:00	End of Day

8:30	Tuesday 26th November 2024 Registration - AMDC	
9:00	Acknowledgment of Country Welcome from School Dean - Professor James Verdon Advanced Manufacturing Design Centre (AMDC) 301 (Lecture/Cinema Theatre)	
9:15	Keynote Distinguished Professor Larissa Behrendt Building AMDC Room 301	
10:15	Walk to AGSE Morning Tea Morning Tea - Building AGSE Foyer (30 minutes)	
10:45	Decolonising Filmmaking, National Voices and the Cultural Wave Session 1 Room: AGSE 107 Chair: Liz Burke (Swin)	Virtual Production Unbound Room: AGSE202 Chair: Kristi Street (Swin)
10:50	<i>The vanishing point between personal and professional experiences teaching in the classroom and conducting research in the community.</i> Michael Brogan	<i>Exploring diversity within the Australian virtual production sector</i> Kath Dooley, Julia Erhart & Tully Barnett
11:10	<i>Discovery sprints: Fostering inclusivity and pasifika representation in screen education</i> Steven Murdoch, Nicki Wragg, Sivanes Phillipson, Lyn Kee & Malcolm Turner	<i>Integrating documentary HDR students in virtual production studios in Australian universities</i> Sarah Hope, Maria Zelenskaya & Paul Van Opdenbosch, (Phoebe Hart)
11:30	Q&A	Q&A
11:45	Lunch - AGSE Foyer (45 minutes)	
12:30	Industry Panel: Industry Research Update Industry Guests: TBA (60 minute presentation) Chair: Susan Kerrigan Room: AGSE202	
	Q&A	
2:00	Industry Panel: Impact, Visibility & Value: Proposed solution(s) for Industry & Education screen distribution. Room: AGSE202 Chair: Anne Chesher	
	Peter Calstadi, ATOM Alex West, Former Screen Australia.	
	Q&A	
3:00	Afternoon Tea - AGSE Foyer (25 minutes)	
3:25	Decolonising Screenwriting with Authentic Voices Room: AGSE 107 Chair: Susan Kerrigan (Swin)	Filmmaking Education and decolonising practices AGSE 202 Chair: Maija Howe (AFTRS)
	<i>Edgewalking: Papua New Guinean culture, collaboration, and creativity in screenplay development</i> Natasha Henry	<i>Advocacy filmmaking that responds to the experiences of the advocates</i> Catherine Gough-Brady
3:45	<i>The voice of the Māori screen producer: A systems model analysis of Indigenous creativity</i> Christina Milligan	<i>Using immersive technologies with students to tell site-based stories</i> Kim Munro & Ben Stubbs
4:05	<i>Viewing authenticity and 'un-castability' in scriptwriting through Half A Jar of Vegemite</i> Vanessa Bates	<i>Colonizing creative ownership: Reflective practice and a humanist education.</i> James Thompson & Strutts Psyridis
4:25	<i>Creativity and screenwriting: Finding your voice</i> Margaret McVeigh	<i>Walking with Moana: Decolonising film practice in the company of a cat</i> Christine Rogers
4:45	Q&A	Q&A
	Tiny Break (5 minutes)	
5:10	ASPERA Research Forum Location AGSE202	
6.00		
19:00	Conference Dinner	

8:30	Wednesday 27th November 2024 Registration - Level 3 Foyer		
9:00	Welcome - Advanced Manufacturing Design Centre (AMDC) 301 (Cinema/Theatre)		
9:15	Keynote AI Professor Sean Cubitt Building AMDC Room 301		
10:15	Walk to AGSE for Morning Tea Morning Tea - AGSE Foyer & AGSE 102 (30 minutes)		
10:45	Gen-AI and Collaboation in Filmmaking and Animation Room: AGSE 104 Chair: TBA	Authenticity and Attitudinal Changes Room: AGSE109 Chair: Eloise Ross (Swin)	VR Experience Room: AGSE107
	<i>Gen-AI and the threat of disappearing human creative labour in the screen education and production industries</i> Stuart Bender	<i>Authenticity from the bottom up: How neurodiverse perspectives, relational thinking, and creative play offer a different path for screenwriting pedaqaoy.</i> Peter Cox	Phoria VR on the Daintree.
11:05	<i>Blurring the line: Exploring the future of collaborative filmmaking with artificial intelligence and unreal engine</i> Justin Carter, Nico Meissner & Henry Sun	<i>Developing students' screen story concepts through haptic visuality</i> Priscilla Cameron & Aurora Scheelings	
11:25	<i>Collaborative AI in animation pedagogy: The spatiotemporal bridge</i> Jack Parry	<i>Beyond the budget: Exploring the impact of class and education on independent short film financing in Australia</i> Adam Daniel	
11:45	<i>'Bruegel the Younger' experimental animation, hand drawing and AI. 3 minutes.</i> Damian Gascoigne	<i>Recreating 'lost' scenes in Charles Chauvel's The Moth of Moonbi</i> Andrew Best	
12:05	Q&A	Q&A	
12:25	Wednesday Lunch - AGSE Foyer & AGSE 102 (35 minutes)		
1:00	Screen Production Education Room: AGSE 104 Chair: Jack Parry (Swin)	Gen AI and immerging Creative Practice Room: AGSE109 Chair: Alejandra Canales	VR Experience Room: AGSE107
	<i>Women with a moving camera: Exploring female-focus cinematography workshops to enhance gender equity in the camera department at Griffith Film School productions</i> Katherine Chediak Putnam & Martha Goddard	<i>Producing a feature film in 100 days – A teaching specialist on study leave</i> Tom Young	Phoria VR on the Daintree.
1:20	<i>In search of the authentic voice in the collaboration between cinematographer and actor</i> James Nicholson & Ross Brannigan	<i>How AI can nurture creativity: Teaching creativity in the AI age</i> Kelsey Hall	
1:40	<i>Filmmaking as method: Uncovering complexity within a creative system</i> Kristi Street	<i>Split-screen viewing and its educational potential in creating alternative learning environments and engagement.</i> Kristina Chapman	
2:00	<i>Smartphone filmmaking as a creative ecosystem: Exploring networking as research method</i> Max Schleser	<i>Redefining the reel: The theoretical and practical implications of AI from a screen production perspective</i> Arezou Zalipour	
2:20	Q&A	Q&A	
2:40	Afternoon Tea - AGSE Foyer & AGSE 102 (30 minutes)		
3:10	Location: AMDC301 First Nations Voices - Culture, Creative Practice and the Academy. Hosted by Larissa Behrendt with Jason DeSantolo and Pauline Clague Recording for the Speaking Out podcast		
4:10	Tiny Break and re-set for Screening Location: AMDC301		
4:15	Smartphone Creative Practice Research and the Environment Screening and Panel Discussion Professor Therese Davis and A/Prof Max Schleser Filmmaker panel includes: Kim Munro, Patrick Kelly and Stayci Taylor, Jenny Fraser(TBC), Todd Anderson-Kunert, Lucas Licata and Hannah Brasier		
5:45	End of Day 2		
	Causal Dinner on Glenferrie Road, Hawthorn.		

8:30		Thursday 28th November Registrations - AGSE Foyer & AGSE102	
9:00	Immersive and Independent Cinema Room: AGSE104 Chair: Dean Keep (Swin)	Exploring AI usages in Production Room: AGSE 109 Chair: TBA	
	<i>Immersive cinematics: Reimagining traditional film narratives for virtual reality</i> Dr Kerreen Ely-Harper, Cassandra Edwards, Daniel Adams, Michael Ovens & Andrea Ra	<i>Strangers in a Car Park': Democratising feature filmmaking through affordable technology and AI</i> Stu McBratney	
9:20	<i>Emerging voices: A new movement In Australian independent filmmaking?</i> Peter George	<i>How artificial intelligence fails (for now): Exploring the integration of AI in film sound effect production</i> Gong Ze & Zhang Qiaojun	
9:40	<i>Using immersive storytelling to engage youth in climate action: A case study of the Magical Forest virtual reality film.</i> Sohail Dahdal	<i>The transmediation process, with and without AI</i> Jill Colton & Caroline Man	
10:00	<i>Farnham Meadows – space time, cartography - reworking heritage narratives</i> Stephen Connolly	<i>Entangled with AI: Questioning authorship and the potential impact on the creative and authentic voice.</i> Michael Sergi	
10:20	Q&A	Q&A	
10:40	Morning Tea AGSE Foyer (20 minutes)		
11:00	AGSE 202 (Lecture Theatre) Teaching and Learning Panel & Report Creative media pedagogies for teaching diverse cohorts: promoting accessibility and removing barriers to participation in the academy.		
12:30	Thursday Lunch (45 minutes)		
1:15	Film School Pedagogy and Collaborations Room: AGSE 107 Chair: TBA	Panel: New Directions & Creative Developments in XR Room: AGSE 202 Chair: Max Schleser	
	<i>Building a Master of Arts Screen Business pedagogy for future intelligences</i> Pieter Aquilia & Peter Herbert	<i>Authentic, creative and artificial approaches in XR (Extended Reality)</i> Max Schleser, with online guests Augustus Raymond Segar, Delwyn Remedios, Prof. Deepak John Mathew, Mr. James Berrett, Wilson Suai Moses & Rudy Carpio-Alfsen Swinburne University and Swinburne Sarawak and Indian Institute of Hyderabad	
1:35	<i>Fostering collaboration, challenging stereotypes and shaping attitudinal change: Griffith Film School and Bus Stop Films' inclusive filmmaking elective.</i> Martha Goddard & Veronica Wain		
1:55	<i>Cooking up pavlova paella – Australian-Spanish student film collaboration</i> Mark Overett, Damian Gascoigne & Tamara McLeod		
2:15	<i>Storytelling, storying, storyteller...</i> Vincent Giarrusso		
2:35	Q&A	Q&A	
2:55	AGSE 202 (Lecture Theatre) ASPERA Plenary		
3:50	End of Day 3 End of Conference		
	Post - Conference Drinks - (Motor on Glenferrie Road)		