OCTOBRE NUMÉRIQUE
Faire Monde

ARLES, 11.10-10.11.23

Exhibitions
Workshops
Game Jam
Talks
Parties

THE FESTIVAL RETURNS
FROM OCTOBER 11 TO NOVEMBER 10, 2023

At the crossroads of art and video games, the Octobre Numérique – Faire Monde festival explores more inclusive, open and sustainable virtual worlds.

From October 11 to November 10, 2023, exhibitions, workshops, performances, and conferences will take over iconic locations in Arles and its region.

2023 EDITION:
THE INTELLIGENCES OF WORLDS

While artificial intelligence (AI) is emerging as one of the major phenomena of our time, the 2023 edition offers the public the opportunity to decipher this technology and its meaning. By associating it with worldbuilding as a whole, we explore the various forms of intelligences that make up our worlds.

These intelligences are human, artificial, animal, plant, or even planetary. We will be led in our quest by artists and researchers who explore AI and seek to account for these multiple intelligences and their entanglements.

"INTELLIGENCES OF THE WORLDS" EXHIBITION

FROM 11.10 TO 05.11 → ÉGLISE DES TRINITAIRES – FREE ACCESS
2 PM - 7 PM WEDNESDAY, THURSDAY, FRIDAY / 10 AM - 7 PM SATURDAY AND SUNDAY

Presented as a playful quest, this exhibition of playable works explores the many facets of AI and offers a broader vision of the notion of intelligence. Often reduced to a mechanisation of the mind, the artificial intelligence of these worlds brings us face to face with multiple intelligences - human and non-human, animal, plant or even planetary - and gives us a sense of the cross-fertilisation of multiple intelligences to come.

With the support of LG.

ALICE BUCKNELL, *THE ALLUVIALS*, 2023, VIDEO GAME.
The world premiere of her highly-anticipated world in which the artist revisits and speculates on the role of rivers in urban ecologies.

SAHEJ RAHAL, *ANHAD*, 2023, INTERACTIVE ARTWORK.
With his work *Anhad*, Sahej Rahal takes us on a journey to discover a world inhabited by sublime creatures that we can meet in a skillful interplay of voices and sounds.

VIKTOR TIMOFEEV, *FOUR CHARACTERS IN SEARCH OF A RANDOM EXIT*, 2017-2021, SIMULATION.
A self-playing game in which one poetically inhabits multiple viewpoints over the same reality, drawing absurd and parodic comparisons to AI as conceived by Google.

WILL FREUDENHEIM, *SCHEMA*, 2023, VIDEO GAME. PRESENTED BY CALDO WORLDWIDE GALLERY. WORLD PREMIERE.
In the intricate landscape of *Schema*, participants find themselves drawn into a symbiotic relationship with a mesmerizing forest creature, morphing as they interact with the objects, animals and substances in the sylvan world. Guidance for this creature's journey comes from a place of communal interaction–the collective consciousness of the audience communicated through Twitch livestream chat interface on CALDO. This introduces a layer of engagement where spectators become active participants, influencing the creature's path and experiences.

KEIKEN, *MORPHOGENIC ANGELS*, VIDEO GAME, 2023.
Everything in *Morphogenic Angels* is in simulation mode, so the screening is always live and responding to the choices of the player. Within an immersive installation that encourages rest and pondering, audiences are invited to discover the genesis story behind Keiken's speculative world.

It explores a future where people have gained post-human capabilities through the organic reengineering of their cells, therefore tapping into non-human consciousness. In this future world, post-human entities are now considered "angels," and they value and draw from all kinds of consciousness; ancestral, bodily, extraterrestrial, as well as animal, nature, cellular, and the cosmos.

Chapter 1 of *Morphogenic Angels* commissioned and produced by Keiken and HAU Hebbel Am Ufer.

BÉRÉNICE COURTIN, *DIGITAL JACQUARD*, 2023.
Bérénice Courtin's installation takes as its starting point a study of the machine used by her Polish Resistance grandfather to encrypt and decrypt information. In her artistic practice, she compares the use of this cryptographic machine to the digital loom into which she inserts computer codes. The public is invited to take part in this dialogue between craft and the digital age.

In partnership with the Centre Pompidou-Metz and the exhibition *Worldbuilding*.

LAURE NERIA & GUILLAUME PASCALE, *LES FANTÔMES DU DISQUE D'OR*, 2023.
Based in Arles, Laure Neria and Guillaume Pascale are revisiting the contents of the famous golden disc sent into space in 1977. 50 years on, the work re-enacts this fragment of collective memory, crossing the original content of the disc, ordered, objective and universalizing, with new, multiple legends, put into image and sound by an artificial imagination device.

GENERATIVE A.I. & IMAGE

FROM 13.10 TO 27.10 → PARADE, 7 RUE DE LA ROQUETTE 13200 ARLES – FREE ACCESS
10 AM - 6 PM MONDAY TO FRIDAY

Two artists explore the artificial dimensions of image creation. In all the ambiguity of the act of creation and the debates that have and continue to transcend art. This exhibition questions the relationship between the image, its nature and its conception. (Ir)reality?

THOMAS PENDELIAU, a visual artist based in Arles, uses a variety of computer-assisted techniques to create images that reflect on our imaginations and our ecologies. *La Cinquième Saison* explores Provence in the near future, in 2089, combining science fiction and documentary photography through the blurred prism of artificial intelligence.

AURÉLIEN MEIMARIS, a visual artist represented by the Arles-based gallery IRA LEONIS, questions our fragmented relationship with reality through the manipulation of digital images, a perfect playground for imagination. Between mirages and simulacra, *Abîmes ; Santa Monica* takes us far from stable anchorage, to the frontiers of simulation.

OCTOBRE
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OPENING DAYS:
FROM OCTOBER 11 TO 15, 2023

The conferences, workshops, performances, and afterworks of the opening days question the interventions of artificial intelligence in the construction of virtual worlds, video games, and immersive experiences. Their challenges and new possibilities will be addressed for culture, the arts, businesses, for our society, and our humanity.

Their challenges and new possibilities will be addressed for culture, the arts, businesses, for our society and our humanity. Aimed at professionals and all the curious ones.

Come and take part!

Opening days are free for everyone.

→ WEDNESDAY 11.10
Opening Day → Église des Trinitaires

10 am – Press confrence with Mr. de Carolis, ACCM president and Arles mayor, the artists and the festival's partners

2 pm - 7 pm – Public preview:
  – Guided tours at 4 pm and 6 pm
  – Performance « Les fantômes du disque d'or » by Laure Néria and Guillaume Pascaleat 5 pm
  – Artworks activations: S. Rahal and B. Courtin

→ FRIDAY 13.10
Art Day

ENSP, 9:30 am - 5 pm – Round tables
Detailed programme on the next page.

ENSP, 6 pm – Launch of the Game Jam!

Librairie Actes Sud, 6 pm – Meeting with writer Valentin Schmite about his book « Propos sur ce robot qui parle: Entretien avec ChatGPT »

Parade, 8:30 pm - 12:30 am – Festive preview of the « I.A. GÉNÉRATIVE & IMAGE » exhibition + DJ Set Pierre-Feuille-Ciseau

→ THURSDAY 12.10
Pro Day → Chapelle du Méjan

9:30 am - 5 pm – Experts' round tables and tour
Detailed programme on the next page.

6 pm – Afterwork with French Tech Grande Provence

Day organised with the support of Nexus-WAN

→ SATURDAY 14.10 & SUNDAY 15.10
Art Game Jam → MoPA School + remote

40h of Game Jam
With MoPA, ENSP, GRETA, l'IUT-AMU and Centre Pompidou-Metz

Sunday, 12 pm - 3 pm – Public restitution witht the jury and prize anouncement

↘ registrations

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OPENING DAYS : TALKS

THURSDAY, OCTOBER 12 → CHAPELLE DU MÉJAN

Come and take part in the digital conferences and round tables, designed for local professionals. In a friendly setting in the Méjan chapel, the speakers will discuss the challenges of artificial intelligence, immersive media (XR) and blockchain for heritage, literary publishing, participatory urban planning and responsible innovation. The talks are all in French.

9:30 **NUMÉRIQUE RESPONSABLE POUR LE SECTEUR CULTUREL**
With Florian Guillanton (CTRL-S), Mathieu Rey (TNZPV) and Silvère Bastien (Town councillor, Employment, Formation, Innovation, responsible for the Arles Créative project).

11:30 **IA, BLOCKCHAIN ET ÉDITION LITTÉRAIRE**
With Ingrid-Mery Haziot (Lawyer, NFT specialist for the culture field), Chloé Cargnino (Teacher-researcher, PhD student in intellectual property rights and Web3), Gaëlle Arnaud (digital project Manager at Actes Sud) and Laurence Caillieret (Head of legal department at Actes Sud).

14:30 **PATRIMOINE ET IMMERSION NUMÉRIQUE**
With Basile Segalen (Chief Executive Officer at Timescope, immersive technologies for heritage) and Luca Fixy (Socle Collections, 3D scanning for the cultural field).

15:30 **EXTENSION DU DOMAINE DU JEU VIDÉO : URBANISME, ENSEIGNEMENT, MODE,...**
With Emanuele Coccia (Philosopher and senior lecturer at EHESS), Hugo Pilate (digitally conceived urban spaces Designer), Mourjden Bari (Founder of the real-time 3D studio Rêv(e)) and Fabien Siouffi (Vice-president of the Faire Monde association).

VENDREDI 13 OCTOBRE → ENSP

AI is essential to video games, whether to animate characters that appear to be alive (NPCs) or to make environments ever more responsive. At a time when this factory of virtual realities is investing other fields such as art, design and town planning, the conferences and round tables on this day are tracing the contours of this probable future, as seen through the imaginations of artists who are staging them in their virtual worlds.

9:30 **ESPRITS ANIMAUX**
Introduction to the latest issue of Immersion, questioning our relation to animal nature and the way it is depicted in video games.
By Angelo Careri (Editor-in-chief of *Immersion*).

10:30 **INTELLIGENCES AND GAMES (in English)**
A conversation about AI, the ways in which living intelligences are represented in video game spaces and the challenges for the future.
With Angelo Careri (Editor-in-chief of *Immersion*) and Sahej Rahal (Artist, exhibited at the Église des Trinitaires).

11:30 **MAKING *MORPHOGENIC ANGELS*, A VIDEO GAME BY KEIKEN (in English)**
With Mati Bratkowski (Digital artist, Keiken's *Morphogenic Angels* developer, via the video game editing software Unreal Engine).

12:00 **DIFFUSER DES JEUX VIDÉO ÉTRANGES**
With Elizabeth Maler (Abiding Bridge CEO, publisher of independent video games) and Fabien Siouffi (Fabbula, experimental video games label).

14:30 **GAME AND SPACE, A TALK BY VIKTOR TIMOFEEV (in English)**
With Viktor Timofeev (Artist), about his artwork *Four Characters in Search of a Random Exit*, exhibited at the Église des Trinitaires.

15:00 **L'IA AUJOURD'HUI : ENTRE UTOPIE ET DYSTOPIE, MYTHES ET RÉALITÉS**
With Pierre Jourlin (Computer scientist, lecturer and researcher at the University of Avignon) et Samuel Tronçon (Philosopher, researcher, founder of ANÁNKÉ and Résurgences).

16:00 **MAKING *SCHEMA*, A SYMBIOTIC AND PARTICIPATIVE ART GAME (in English)**
With Will Freudenheim (Artiste), about his artwork *Schema*, exhibited at the Église des Trinitaires, Alena Mayer (Founder and Director of Caldo Worldwide) and Christina Mayer (Creative Director at Caldo Worldwide).

17:00 **ECOLOGIES AND GAMES (en anglais)**
With Emanuele Coccia (Philosopher and lecturer at EHESS), Eva Papamargariti (Artist in residence at LUMA) et Alice Bucknell (Artist, creator of *The Alluvials*, exhibited at the Église des Trinitaires).

VIDEO GAME

The PxL-Lan Video Game Fair is taking place over the weekend of 14 and 15 October in Saint-Martin-de-Crau. Retro-gaming, virtual reality, education, manga... all in a friendly atmosphere.

Octobre Numérique will be offering a virtual reality experience at the crossroads of art and video games: come and discover *The Last Guardian* by Fumito Ueda and *Paper Beast* by Éric Chahi.

Info, prices and programme at pxl-lan.com.

GAME JAM

Octobre Numérique – Faire Monde is bringing together students from a number of schools and universities, as well as artists for a weekend of jubilant co-creation! Their challenge? Create a game by the end of the countdown... even if it means eating and sleeping on the spot, all in a festive and creative atmosphere. It's a daring experiment that celebrates inter-school collaboration and local know-how, and encourages encounters, collaboration and creativity.

In partnership with the Centre Pompidou-Metz (students from Metz will be participating remotely) and the leading video game magazine *Immersion*, whose founder will be a member of the jury.

With MoPa, ENSP, IUT-AMU, GRETA, Centre Pompidou-Metz, Immersion.

→ FRIDAY 13.10
Game Jam! Launch

ENSP, 6 pm – Announcement of groups and theme, videoconference with the Centre Pompidou-Metz and the artists + Launch aperitif

MoPA School, 8 pm – Creation begins!

→ SUNDAY 15.10
**Game Jam! Ending (open to the public)
MoPA School**

12h - 15h – End of countdown + Presentation of projects to a panel of professionals + Closing lunch + Announcement of results
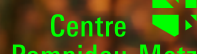
↘ registrations

GAME JAM !

INTER-ÉCOLES

13 ⇄ 15.10.23

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AFTERWORK

Octobre Numérique & French Tech partner for an afterwork to discover innovative solutions for the cultural sector, while offering a friendly networking space to mingle with the region's entrepreneurs.

→ JEUDI 12.10
Chapelle du Méjan, 18h - 20h30

– Presentation of innovation funding and support schemes (France 2030, Région SUD, BPI France, etc.)
– Presentation of the Hub Créatif (Arles) and the S+T+ARTS Programme (Europe)
–Start-up pitches
– Networking & drinks

CINEMA

The festival continues to explore its theme of "Intelligences of Worlds" and new creativities, this year offering a special evening in partnership with Le Méjan cinema on Tuesday November 7 starting from 8:30 pm.

Spike Jonze's film *Her*, a sensitive exploration of the way in which AI constructs itself as a mirror of the human being, will be screened. A pre-screening will be an opportunity to discover *Bienvenue à Erewhon*, a goofy but very documented musing on AI by Pierre Cassou-Noguès, Stéphane Degoutin and Gwenola Wagon.

PARTYING AND SHARING

The festival will be punctuated by a number of social events designed to further connect us and bring us closer together in a spirit of sharing and celebration. One of them will be with the CNRS Summer School, devoted this year to collaborative uses of digital technology. Another, at Parade, will combine visual and musical discovery (DJ Set: Pierre-Feuille-Ciseau). Finally, the aperitifs during the opening week will be an opportunity to bring together various participants to discuss subjects close to their hearts in an atmosphere conducive to getting together.

SHOW

Theater takes on artificial intelligence... or is it the other way around? On November 9th and 10th, the festival concludes with two exceptional performances of dSimon (Simon Senn and Tammara Leites), which explores the future of our digital identities and artificial intelligence.

The show is extended by a time of exchange to understand the original creative process, as well as interaction with the audience.

In partnership with Théâtre d'Arles.

(↘ reservations)

ATELIERS

Interaction and immersion will also be on the agenda with the workshops offered by the festival. Young audiences, schoolchildren, families, adults… The program is designed to include everyone. Group workshops invite you to plunge into the heart of the creation of virtual worlds, and highlight the different forms of intelligence that populate our world. For living digital art that brings people together and lets them imagine together!

In the Pays d'Arles, links are forged between the real and the virtual… The river intertwines with data flows, the clouds with the famous digital clouds. Code is woven by hand. Augmented reality becomes the terrain for a treasure hunt. The mysteries of video game creation are revealed, and the most fabulous images are generated thanks to artificial complicities, all the way to the beaches of the Salins de Giraud.

→ "CONNECTED WEAVINGS" CREATIVE WORKSHOP
Wednesday 11.10
Parade, from 3 pm to 5 pm

Introduction to weaving. Come and learn how to create your own connected object, between weaving and music.

Artist : Bérénice Courtin

Public : teens and adults ↘ registrations

→ ONLINE WORKSHOP : GAME CREATION AND VIRTUAL WORLDS
Wednesday 18.10, 25.10, 08.11
Online, from 3 pm to 4 pm

Introduction to 3D game design. Take your first steps in creating worlds and characters.
Open to beginners.
In partnership with ITJump Education.

Public : ages 9 to 13 ↘ registrations

→ TREASURE HUNT: AR-PISTE
Wednesdays 18.10, 25.10, 01.11 and 08.11
La Verrerie, from 10 am to 4:30 pm

Augmented reality treasure hunt. Explore La Verrerie with your smartphone, in search of fragments of the Harpist fresco! Will you manage to set the melody free?

Opening on Sunday 15.10 at 4:30 pm

Artists : Sébastien Thon (production) and Manon Ghobrial d'Arthemusa (music)

Open to all

→ "GHOST OF VOYAGER" WORKSHOP
Friday 20.10
Église des Trinitaires

The Do Not Disturb residents explore contemporary writings, such as *prompting*.

Artists : Laure Néria & Guillaume Pascale

→ "ROUVRIR LE MONDE" WORKSHOP
From Monday October 23 to Friday october 27
Salins de Giraud

Experimentation with artificial intelligence (textstories and images). Make your own kite on seeded paper, until it flies away!

Artist : Juliette Larochette

The workshops are free for all.

LE FESTIVAL

Since 2021, the Communauté d'Agglomération Arles Crau Camargue Montagnette (ACCM) has entrusted the Faire Monde association with the organization of Octobre Numérique, following a public call for projects.

The objectives of the festival are to promote and enhance the value of local digital stakeholders and their know-how in the "Cultural and Creative Industries" sector, to strengthen the region's influence, and to establish the event as a benchmark digital event at regional and national level.

Faire Monde is a non-profit association bringing together cultural and technological players such as Actes Sud, the Chroniques Biennale, Extramentale and Fabbula, that ensures the artistic direction of the festival.

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