**MAIN STAGE** | **CREATIVE PLACES** | **CREATORS WANTED** | **IDEAS BREWERY**
---|---|---|---
08:15 | Registration & Networking | | |
09:00 | Welcome to Country | | |
09:10 | Introduction | | |
  | Professor Glenn Wightwick, UTS | | |
09:15 | Trend Scouting – What’s Next? | | |
  | Peter Tullin & Simon Cronshaw, REMIX Summits | | |
09:45 | Re-inventing Cultural Experiences for a Digital Age | PANEL |
  | Sarah Ellis, Royal Shakespeare Company | Incubating Ideas – New |
  | | Infrastructure for the |
  | | Creative industries |
09:45 | Introduction – STEM | | |
  | Thinking and Trends | | |
  | Tess Ariotti, Samsung | | |
10:05 | Reaching New Audiences through Creative Storytelling | | |
  | Deborah Shaw, Historic Royal Palaces | PIONEER STORIES (STEM) |
  | | Culture |
  | | Peter Mahony, Museum of |
  | | Applied Arts & Sciences |
  | | Tech |
  | | Ally Watson, Code Like A |
  | | Girl |
  | | Storytelling |
  | | Mikaela Jade, Indigital |
10:25 | The Collision of Art and Technology | | |
  | Beatie Wolfe, Musician & Technologist (UK) | | |
10:45 | BREAK | | |
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<th>Creative Places</th>
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<td>FUTURE OF... Education &amp; Knowledge</td>
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<td>Jess Cook, 107 Projects</td>
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<td>Committed to Creative Places - how developers and government can make it happen</td>
<td>Lily Jacobs, LendLease</td>
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<td>Creative Collisions &amp; Cross Pollination: Moving Beyond the Silicon Valley Model of Innovation Clusters</td>
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<td>PIONEER STORIES Empowering Youth</td>
<td>Keys to the City: How can we redistribute power to unlock creative communities</td>
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<td>PIONEER STORIES What’s Next? Podcasting</td>
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<td>Kellie Riordan, ABC Audio Studios</td>
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<td>PIONEER STORIES Creating Social Justice through Entrepreneurship</td>
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<td>Amanda Tattersal, GetUp.org.au &amp; Sydney Alliance</td>
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Day 1 – 7 December
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<th>Speaker/Institution</th>
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<td>PANEL Future Tourism – Embracing a Changing Traveller</td>
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<td>Meet the Makers Mark Liu, UTS, Lukasz Karluk, EyeJack, Code on Canvas</td>
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<td>17:25</td>
<td>Closing Remarks</td>
<td>Zareh Nalbandian, Animal Logic</td>
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<td>17:30</td>
<td><strong>CLOSE</strong></td>
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<td>17:45</td>
<td><strong>NETWORKING RECEPTION AT POWEHOUSE MUSEUM – FUTURE PARK EXHIBITION</strong></td>
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Introduction

Professor Glenn Wightwick
Deputy Vice Chancellor (Innovation & Enterprise), UTS

09:00 • MAIN STAGE

Trend Scouting – What’s Next?

Peter Tullin & Simon Cronshaw
Co-founders, REMIX Summits

09:15 • MAIN STAGE

In this introductory session, REMIX co-founders Peter Tullin and Simon Cronshaw set the scene for two days of discussion and discovery. Their talk provides an overview briefing on key trends and opportunities for creative entrepreneurs, innovators and policy makers for the year ahead at the point of intersection between culture, technology and entrepreneurship.

Re-inventing Cultural Experiences for a Digital Age

Sarah Ellis
Director of Digital Development, Royal Shakespeare Company

09:45 • MAIN STAGE

In almost every aspect of our lives, users now seamlessly interact with both digital and physical touchpoints. Yet there are still many opportunities for reinventing and reimagining the role of digital within our physical cultural experiences. From ease of use, to widening participation, to enabling experiences beyond the physical constraints, this opening keynote from the Royal Shakespeare Company illustrates how the theatre is working with collaborators such as Intel to reinvent the way we experience theatre.

Introduction – STEM Thinking and Trends

Tess Ariotti, Head of CSR, Samsung

09:45 • CREATORS WANTED

Panel: Incubating Ideas – New Infrastructure for the Creative Industries

Michael Brealey (chair)
CEO, Create NSW
Chantal Abouchar
CEO, The Studio
Ross Harley
Dean, UNSW Art & Design
Margaret Petty
Executive Director Innovation & Entrepreneurship, UTS

09:45 • CREATIVES PLACES

What can the arts learn from other sectors such as tech and academia in relation to the support mechanisms required to nurture innovation and disruptive new ideas? Can we adapt models such as co-working spaces, incubators and accelerators so that they work in the cultural and creative industries. Could this help access alternative forms of investment as well as subsidy? How do we join the dots between different parts of the creative industries including technology to facilitate new types of partnerships that could lead to new innovation. Could initiatives such as ACMi X, The Studio, New INC at the New Museum, New York or Fish Island Labs by The Barbican be part of the answer? This panel explores the opportunities and challenges with input from a range of experts from inside and outside the cultural industries.

Pioneer Stories (STEM)

Culture - Peter Mahony
Manager, Education and Digital Learning, Museum of Applied Arts & Sciences
Tech - Ally Watson
Founder, Code Like A Girl
Mikaela Jade
CEO, Indigital

10:00 • CREATORS WANTED

Hear from true innovators about how STEM knowledge and practice enables their services, products and experiences. These stories are about hearing from unexpected voices and those at the heart of industries that rely on STEM knowledge and expertise to be impactful and relevant.

Follow the Speaker

Sarah Ellis
Director of Digital Development, Royal Shakespeare Company

10:00 • IDEAS BREWERY

A unique opportunity for you to talk directly with this speaker through our facilitated sessions, where you can spend time getting into more detail with keynote speakers in a more informal setting.

Reaching New Audiences through Creative Storytelling

Deborah Shaw
Head of Creative Programming, Historic Royal Palaces

10:05 • MAIN STAGE

How can organisations develop engaging narratives to bring alive inanimate objects and buildings to develop new audiences? In this keynote, Historic Royal Palaces shares the secrets of its innovative creative programming unit, which brought over 5 million visitors to the Tower of London’s ‘poppy project’ and used a huge leap in latest technologies to recreate the Lost Palace of Whitehall. How can we use immersion and interaction to develop a new take on familiar subjects as well as excite people about the niche ones.

The Collision of Art & Technology

Beatie Wolfe
Musician & Technologist (UK)

10:25 • MAIN STAGE

Beatie Wolfe is an Anglo-American songwriter. She has been described as ‘bleeding edge’ by Wired for pioneering new formats for music in the digital age. She has created a series of world’s-first designs that bridge the tangible and digital, which include: a 3D vinyl for the iPhone; an intelligent album deck of cards; a Musical Jacket - designed by the tailor who dressed Bowie, Jagger and Hendrix and cut from fabric woven with Wolfe’s music - and most recently the world’s first live 360° generative AR album stream. Beatie Wolfe’s work has been featured in the world’s leading museums, festivals, conferences and received nominations across the music, tech and art fields. Hear her insights on blending technology and music innovation via a journey through her work and projects described as “ingenious” (Fast Company), “Ground-breaking” (BBC) and “Extraordinary” (Forbes).

Panel: State of the Creative Nation – What’s Next for Australia?

Marc Fennell (chair)
Presenter, ABC
Neil Peplow
CEO, Australian Film, Television and Radio School
Councillor Jess Scully
Knowledge Exchange Strategist
Louise Herron
CEO, Sydney Opera House
Alison Page
Designer & Filmmaker, ZAKPAGE

11:15 • MAIN STAGE

Our panellists are to consider what are the critical factors for building a vibrant, relevant and sustainable creative nation? This session explores a range of trends, challenges and opportunities that will help us shape the future of the cultural and creative industries throughout Australia. How do we nurture a mainstream adoption for creative participation? How do we support and grow the creative industries? What is the future of creative education and training? What structures, policies and actions are needed? How do we facilitate new types of partnership to overcome some of the biggest challenges facing us and take advantage of new opportunities in a growing market for culture and creativity? How will technology continue to transform cultural experiences?
Creative Collisions and Cross Pollination: Beyond Innovation Clusters
Bonnie Shaw
Strategy Lead, Smart City Office, City of Melbourne

What are the emerging models around the development of innovation precincts? How can the cultural and creative sectors better interface with other creative clusters such as tech? How can the arts and creative industries influence and shape broader urban development projects? How do we think about holistic place-making when thinking about the infrastructure of cities? This session considers the opportunities to design collisions and cross-pollination within the very fabric of city developments to help support the development of creative communities.

Designing the Communal Backyard – The Future of Public Space
Jess Cook
Managing Director, 107 Projects

What is the future of our public spaces? This session explores the trends in this area such as how the ‘real’ and ‘digital’ are overlapping in new ways. What are the new possibilities from adding new layers of interaction? What new experiences are emerging from the introduction of current and emergent digital technologies?

Committing to Creative Places – Trends and Strategies to Make it Happen from Government and Developers
Lily Jacobs
Business Strategy Lead, Emerging Sectors and Innovation, LendLease

Creative Collisions and Cross Pollination: Beyond Innovation Clusters
Bonnie Shaw
Strategy Lead, Smart City Office, City of Melbourne

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Pioneer Stories: The New Economics of Creative Cities
Jason Potts
Professor of Economics, RMIT University

New approaches to the economics of creative industries build on evolutionary and information economics emphasising demand-side discovery. In this talk we explore why this entrepreneur-centred, rather than artist-centred, approach to cultural and creative industries policy may be better for the sector.

Pioneer Stories: Empowering Youth
Jan Owen
CEO, Foundation for Young Australians (FYA)

The future of our creative nation is in the hands of the next generation. Young people are ambitious, creative and capable of rethinking the world and solving tomorrow’s problems today. And can do it all with a social conscience that will let them build a better world in the process. We hear from FYA to consider how best to back those young people aiming to rethink the world.

Follow the Speaker
Deborah Shaw
Head of Creative Programming, Historic Royal Palaces

How can the cultural sector better engage with STEM / STEAM?

After 5: Revitalising our City after Dark
Michael Rodrigues
Managing Director, Time Out (Australia)

Sydney isn’t the only city facing a dwindling life after dark and some cities, like Amsterdam, have even implemented ‘night mayors’, to reimagine how a city can come to life in the evening. Some considerations have included implementing staggered opening and closing hours of bars, adding ambassadors to help with crowd control after closing, and other imaginative ideas. Here we consider how Sydney could consider and adopt strategies to reignite our evening economy and experience.

Future of... Education & Knowledge
Kate Driver
Deputy Director, Questacon
Daymanii Ta’aavo
Year 12 Student, Campbelltown Performing Arts High School

How can the education sector better promote STEM?

Follow the Speaker
Deborah Shaw
Head of Creative Programming, Historic Royal Palaces

A unique opportunity for you to talk directly with this speaker through our facilitated sessions, where you can spend time getting into more detail with keynote speakers in a more informal setting.

Future of... Culture & STEM
Daniel Garcia
Educator, NGV
Dr Tamryn Bennett
Director, Red Room Poetry
Eunice Andrada
Producer, Poetic Learning Director, Red Room Poetry

How can the cultural sector better engage with STEM / STEAM?

Follow the Speaker
Jason Potts
RMIT University

A detailed look at trends in podcasting, including best practice, practical advice and an overview of how the medium is evolving.
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Panel: Designing Creative Places

Michael Rodrigues (chair)
Managing Director, Time Out (Australia)
Jess Cook
Managing Director, 107 Projects
Lily Jacobs
Business Strategy Lead, Emerging Sectors and Innovation, LendLease
Bonnie Shaw
Strategy Lead, Smart City Office, City of Melbourne
Jason Twill
Innovation Fellow & Senior Lecturer, UTS

12:30 • CREATIVE PLACES

Following their individual talks, the 5 speakers join together for an open discussion with the audience on their key findings and areas of convergence and disagreement, as well as the current opportunities to design more effective infrastructure for sustaining creative cities.

Workshop: Make My Idea in a Minute – Rapid Prototyping for the Best New Ideas

12:30 • CREATORS WANTED

Experts from the Samsung Make My Idea campaign will be hosting a rapid prototyping workshop helping participants understand different processes that can help them in their own particular industry. An idea will be chosen from the participants, with some back-up ideas from the creative minds of young Australians, and then collectively participants will work through rapid successions of prototyping, moving through the innovation cycle - think, make, try, refine.

Panel: Future Tourism – Embracing a Changing Traveller

Paul Barclay (chair)
Presenter, Big Ideas, ABC
Laura Lindsay
Director, Global Communications, Lonely Planet
Rich Fogarty
Founder & Director, Concrete Playground
Sam McDonagh
Country Manager, Airbnb
Christina Erskine
Acting Chief Marketing Officer, Sydney Opera House

14:00 • MAIN STAGE

Travel is changing. Tourists increasingly tire of overcrowded hotspots and yearn for the authentic local experience and road untravellled, whilst popular destinations struggle to balance the often conflicting demands of locals and travellers. Tourism can help conserve and boost cities but tourism is also a levelling influence, creating opportunity and social justice for all?

Panel: Designing Creative Places... Beyond the CBD

Alicia Talbot (chair)
Senior Strategic Project Leader, City of Parramatta
Vic McEwan
Artistic Director, The Cad Factory
Peter Denham
Director, Curatorial, Collections and Exhibitions, MAAS
Jacqui Hemsley
Manager, Cultural Services, Lake Macquarie City Council

14:00 • CREATORS WANTED

How to Commercialise Your Idea and Deliver an Innovative Product/Program to the Marketplace

Topaz Conway
Chair of the Board, StartupAUS

14:30 • IDEAS BREWERY

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Follow the Speaker

Dan Goods
NASA

14:30 • CREATORS WANTED

STEM skills are now career-crucial, from primary to prime of life. Why tech skills are now vital at every stage of professional development. Which combination of tech skills work best in a startup - and what to do if you are a non-technical founder. Why we need more women at every stage in STEM and what Girl Geek is doing about that in Australia.

Panel: The New Creators

Adam Spencer (chair)
Author & Presenter
Ally Watson
Founder, Code Like a Girl
Katy Roberts
Head of Video, VICE
Jesse Cox
Head of Original Content, Audible (Amazon)

15:00 • MAIN STAGE

The tech revolution has created numerous new tools for creative expression. This panel explore today's landscape, models and tips for DIY creation. What are the trends shaping the marketplace and the challenges of creating successful content in a world of endless distraction.

Panel: The New Creators – Beyond the CBD

Sarah Moran
Co-Founder and CEO, Girl Geek Academy

14:30 • IDEAS BREWERY

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"Think Different – Think Deeply": Interactive, Collaborative Design, Prototyping in different ways

15:00 • CREATORS WANTED

The aim of this workshop is to open up a new way of thinking, and the associated possibilities of that thinking. Learn the basics of the paper prototyping technique, and apply it yourself by working in groups to design, prototype and test you designs for a small mobile application.

Panel: 21st Century Arts Infrastructure – Blurring Digital and Physical

Georgia Frances King (chair)
Deputy Ideas Editor, Quartz (USA)
Paula Bray
Leader, DX Lab
Scott Rigby
Head of Digital Transformation, Adobe Asia Pacific
Claire Evans
Creative Director, Grumpy Sailor

15:00 • CREATIVE PLACES

Digital innovation is coming from lots of different places and we explore the trends and technologies that will re-shape cultural consumption and the need for cultural institutions to reinvent themselves for a new age. Will we increasingly see the blurring of digital and physical experience of culture? How can we develop compelling experiences for digital only visitors and how can technology best enhance the in-person cultural experience? This session explores some of the ways that technology and culture are intersecting, highlight some of the innovation stories as well as the pitfalls and traps when deploying technology to develop new forms of cultural creation and consumption. We also consider what new business models might emerge?

Follow the Speaker

Laura Lindsay
Lonely Planet

15:00 • IDEAS BREWERY

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MGA Indigenous Roadmap Project

Terri Janke
Solicitor Director, Terri Janke and Company

16:15 • MAIN STAGE

In Conversation with Beatie Wolfe

Beatie Wolfe
Musician & Technologist (UK)

16:15 • CREATORS WANTED

A conversation with Beatie Wolfe, an Anglo-American songwritter described as ‘bleeding edge’ by Wired for pioneering new formats for music in the digital age. She has created a series of world’s-first designs that bridge the tangible and digital, which include: a 3D vinyl for the iPhone; an intelligent album deck of cards; a Musical Jacket - designed by the tailor who dressed Bowie, Jagger and Hendrix and cut from fabric woven with Wolfe’s music – and most recently the world’s first live 360° generative AR album stream. Hear her insights on blending technology and music innovation via a journey through her work and projects described as “ingenious” (Fast Company), “ground-breaking” (BBC) and “Extraordinary” (Forbes).

The Future of Storytelling

Zareh Nalbandian
Chief Executive Officer, Animal Logic

16:30 • MAIN STAGE

Zareh charts the Animal Logic journey and explores the future of storytelling as we look at what is coming around the corner.

Meet the Makers

Mark Liu
Fashion and Textile Designer, Chancellors Postdoctoral Fellow UTS
Lukasz Karluk
Founder, EyeJack, Code on Canvas

16:45 • CREATORS WANTED

Creators Wanted at REMIX presents a chance to meet some of Australia’s emerging creators and explore how they are using STEM to produce new work.

Building a 21st Century Museum

Lynley Marshall
CEO, Museums Victoria

16:55 • MAIN STAGE

Given the pace of change in today's social, economic and technological environments, how can cultural leaders best steward organisations to stand the test of time for decades and centuries to come? This keynote considers the mindsets, strategies and operational approaches for today's creative leaders with insights on how to build museums for tomorrow as well as today.

Follow the Speaker

Laura Lindsay
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16:55 • MAIN STAGE

Given the pace of change in today's social, economic and technological environments, how can cultural leaders best steward organisations to stand the test of time for decades and centuries to come? This keynote considers the mindsets, strategies and operational approaches for today's creative leaders with insights on how to build museums for tomorrow as well as today.

Follow the Speaker

Laura Lindsay
Lonely Planet

15:00 • IDEAS BREWERY

A unique opportunity for you to talk directly with this speaker through our facilitated sessions, where you can spend time getting into more detail with keynote speakers in a more informal setting.

Meet the Makers

Mark Liu
Fashion and Textile Designer, Chancellors Postdoctoral Fellow UTS
Lukasz Karluk
Founder, EyeJack, Code on Canvas

16:45 • CREATORS WANTED

Creators Wanted at REMIX presents a chance to meet some of Australia’s emerging creators and explore how they are using STEM to produce new work.

Building a 21st Century Museum

Lynley Marshall
CEO, Museums Victoria

16:55 • MAIN STAGE

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<td>09:10</td>
<td>Engineering Creative Places – BAM &amp; Downtown Brooklyn</td>
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<td>Future of Libraries</td>
<td>Kate Torney, State Library Victoria</td>
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<td>Neil Ackland, Junkee Alison Wright, National Gallery Australia</td>
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<td><strong>Communities &amp; Innovation at Disney</strong>&lt;br&gt;Kylie Watson-Wheeler, The Walt Disney Company ANZ (inc. Lucas Film, Marvel, Pixar)</td>
<td><strong>WHAT’S NEXT Content</strong>&lt;br&gt;Tom Pitney, Punkee</td>
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<td><strong>PIONEER STORIES</strong>&lt;br&gt;Creating New Consumer Experiences on the High Street&lt;br&gt;Jonathan Pease, AKQA &amp; Richard Mayer, National Geographic</td>
<td><strong>WHAT’S NEXT Experiences &amp; Story</strong>&lt;br&gt;Sara Mansour, Bankstown Poetry Slam</td>
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<td><strong>PANEL</strong>&lt;br&gt;Future of Festivals&lt;br&gt;Steph Harmon (chair), Guardian&lt;br&gt;Ian Scobie, Womadelaide&lt;br&gt;Wesley Enoch, Sydney Festival&lt;br&gt;Kath Mainland, Melbourne Festival</td>
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<td><strong>Closing Remarks</strong>&lt;br&gt;Simon Cronshaw &amp; Peter Tullin, REMIX Summits</td>
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<td><strong>CLOSE &amp; RECEPTION</strong></td>
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Panel: New Horizons: Technology & Storytelling
Marc Fennell (chair)
Presenter, ABC
Deborah Shaw
Head of Creative Programming, Historic Royal Palaces
Sarah Ellis
Director of Digital Development, Royal Shakespeare Company
Beatie Wolfe
Musician & Technologist (UK)
Rosie Dennis
Artistic Director, Urban Theatre Projects

09:45 • FUTURE OF STORYTELLING
The craft of storytelling is evolving as increasing numbers of communication channels are gaining mainstream adoption. From podcasting to VR, gaming to YouTube stars, storytellers have immense opportunities to share their work and excel through different mediums. This session considers some of the wider trends in storytelling, examining the changing nature of both creation and distribution.

Lonely Planet: A Tale of Reinvention
Laura Lindsay
Director, Global Communications, Lonely Planet

10:15 • MAIN STAGE
Fundamental shifts in the publishing industry have led Lonely Planet to transform its model into a multimedia, multi-platform offer. This keynote explores the way in which the organisation approached this shift, from changing internal cultures to working with new collaborators to better reflect the changing marketplace of creative destinations and consumers.

Follow the Speaker
Diego Radivoy
Director of Creative Industries, City of Buenos Aires

10:15 • IDEAS BREWERY
A unique opportunity for you to talk directly with this speaker through our facilitated sessions, where you can spend time getting into more detail with keynote speakers in a more informal setting.

Library of the Future...
Kate Torney
Director, State Library Victoria

11:15 • MAIN STAGE
What are the evolving roles of libraries in the cities of today and tomorrow? Can their founding objectives be reimaged to keep them relevant in the face of changing consumer demands in an environment shaped by rapid and constant technological change? In the midst of an $88 million redevelopment, these are some of the questions facing State Library Victoria and in this talk we get the perspective of Director, Kate Torney on the future of libraries.

Panel: New Business Models: Monetising Content
Marc Fennell (chair)
Presenter, ABC
Kelly Godfrey
Managing Director Australia & NZ, Ancestry
Mimi Fleming
General Manager, VICE
Tanya Denning-Orman
Channel Manager, NITV
Ed Miles
Head of YouTube Partnerships, AUNZ & Head of Sports Partnerships, YouTube APAC

11:15 • FUTURE OF STORYTELLING
New digital technologies and platforms have given rise to new forms of creation and distribution for individual creators. Creative organisations such as museums and the performing arts also have the potential to make an impact in this space as they often have a vast source of content at their disposal, including artistic performances, archives and collections, staff expertise and contextual insights. Meanwhile, many different digital business models have now emerged for content producers. We look at how you leverage IP in this space including the opportunities to work with new partners as this panel explores whether it really possible to turn digital content assets into a sustainable new source of revenue. It asks which models have worked so far, and what future models are beginning to emerge.

Panel: Intrapreneurship – Innovation Led Organisations & the Future of Work
Dr Natalia Nikolova (chair)
Senior Lecturer in Management, UTS Business School
Dom Price
Work Futurist and Head of R&D, Atlassian
Kate Cherry
Director/CEO, NIDA
Neil Ackland
Co-Founder & CEO, Junkee
Alison Wright
Assistant Director, Engagement and Development, National Gallery Australia

11:30 • MAIN STAGE
Many organisations struggle to get the right balance between structured efficiency and entrepreneurial flexibility. Publicly-funded organisations in particular often feel an extra pressure to spend every penny wisely and this can sometimes impact speed of response or their ability to seize new opportunities. True innovation and transformative ideas come through taking calculated risks and allowing for failure. The panel explores how to create the best conditions for intrapreneurship and looks at the future of work through the eyes of a range of innovators from different industries.

Follow the Speaker
Kate Torney
Director, State Library Victoria

11:30 • IDEAS BREWERY
A unique opportunity for you to talk directly with this speaker through our facilitated sessions, where you can spend time getting into more detail with keynote speakers in a more informal setting.
Panel: Creative Entrepreneurship: Making Ideas Happen

Dan Rosen (chair)
CEO, ARIA

Natalia Manidis
Author Success & Content Operations, Envato

Tamasein Holyman
Mistress of Make Believe, Underground Cinema & Secret Squirrel Productions

Matt Walters
Founder, Parlour Gigs

12:15 • MAIN STAGE

The art of entrepreneurship could be described as creating something from nothing. Creative entrepreneurship offers one solution for developing a long-term, sustainable source of revenue for supporting creative activity and this panel considers some of the elements required by entrepreneurs to successfully implement ideas, including personal characteristics, finance and support, models for monetising creative works, scalability and managing risk.

Panel: Story and Place – How Are We Telling Old Stories in New Ways?

Richard Watts (chair)

Michael Campbell
Executive Director, WestWords

Mikaela Jade
CEO, Indigital

Brett Leavy
Digital Storyteller, Virtual Warrane

12:15 • FUTURE OF STORYTELLING

Who are the new content creators and storytellers and what can they teach us about how could they help us to tell old stories in new ways (particularly our indigenous stories)? These creators are using both digital and non-digital tools in their craft. New content channels have allowed producers to reach audiences that were previously out of reach but equally people are searching for real experiences or a combination of the two. In this session we get the perspective of a range of storytellers on these issues.

Follow the Speaker

Dom Price
Atlassian

12:15 • IDEAS BREWERY

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Communities & Innovation at Disney

Kylie Watson-Wheeler
Senior Vice-President & Managing Director, The Walt Disney Company ANZ (inc. Lucas Film, Marvel, Pixar)

14:00 • MAIN STAGE

How does a global brand like Disney approach creating and activating community loyalty across a wide range of platforms within the Disney, Pixar, Marvel and Star Wars universes? Furthermore, how has Disney developed an internal culture of innovation to help come up with and drive these ideas?

What’s Next… Content

Tom Pitney
Managing Editor, Punkee

14:00 • FUTURE OF STORYTELLING

A detailed look at trends in content creation and distribution from Punkee, one of Australia’s leading video led sites the including how to create the best content (and brand!), build the right audience and sustain views and engagement

What’s Next… Experiences & Story

Sara Mansour
Co-Founder, Bankstown Poetry Slam

14:30 • FUTURE OF STORYTELLING

The Bankstown Poetry Slam (BPS) is a not-for-profit community collective that was founded by Western Sydney Uni students Ahmad Al Rady and Sara Mansour in February of 2013. BPS is the first regular poetry slam of Western Sydney, and has gained national recognition as the largest regular slam in the country with over 300 people every month. Sara was recently awarded the Australia Day Young Citizen of the Year Award.

Pioneer Stories: Creating New Consumer Experiences on the High Street

Jonathan Pease
Executive Creative Director, AKQA

Richard Mayer
Head of Creative Services, National Geographic (Fox Network Group)

14:30 • MAIN STAGE

AKQA is an ideas and innovation company that exists to ‘create the future’. This talk explores the many opportunities that still exist to surprise consumers in the familiar environment of the high street, with opportunities to apply similar strategies in the lateral world of visitor experiences.

Pioneer Stories: Building Trust and Empathy in Uncertain Times

Ian McClelland
Managing Director, The Guardian Australia

14:45 • MAIN STAGE

How can organisations demonstrate integrity in a ‘post-truth’ society and cut through the noise on news or social media? This talk examines the ability of digital platforms to unpack the ‘neutral’ museum voice and share a range of different perspectives.

Panel: Future of Festivals

Steph Harmon (chair)
Culture Editor, Guardian

Ian Scobie
Director, Womadelaide

Wesley Enoch
Director, Sydney Festival

Kath Mainland
Executive Director, Melbourne Festival

15:00 • MAIN STAGE

This panel considers the future of the festival experience. We look at how commercial and not-for-profit cultural organisations are producing festivals such as Burning Man, Splendour in the Grass or Dark Mofo by MONA. How are different players stepping into the festival space such as London’s Southbank Centre with a vision to create the ‘everyday festival’ as part of a wider creative precinct masterplan. How are festivals reaching out to new audiences in a changing Australia such as Art Centre Melbourne’s AsiaTOPA? What opportunities exist around new business models, the impact of technology and new approaches to festival production? How can festivals extend their impact in areas such as the development of creative precincts and cities?

Immersive Storytelling at the National Theatre

Toby Coffey
Head of Digital Development, National Theatre (UK)

15:00 • FUTURE OF STORYTELLING

Despite offering countless new opportunities for creative expression, we are still only just crafting many of the storytelling ‘rules’ for technologies such as VR and mixed reality. This keynote explores how, through its Immersion Studio, the National Theatre London worked with world-class directors, writers and actors to explore new digital mediums and their impact on dramatic storytelling.
Workshop: Switch Thinking

Dr Ken Hudson
Author, Speed Thinking

15:00 • IDEAS BREWERY

There are many different ways of thinking - creative, critical, design, convergent, divergent, systems - to name a few. What has been missing is a way to switch between the different ways of thinking - on demand. In this fast-paced, interactive workshop Dr Ken Hudson will show participants how to move between the different ways of thinking using a range of thinking switches. In short, attend if you wish to learn how to switch on your creativity.

The Story of the Burning Man Phenomenon

Marian Goodell
CEO, Burning Man

16:15 • MAIN STAGE

The story of the Burning Man phenomenon. What are the lessons from their incredible growth? We also take a look at where the organisation is headed next.

Follow the Speaker

Ian Scobie
Director, WOMADelaide

16:15 • IDEAS BREWERY

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Data, Art & Technology

Dan Goods
Visual Strategist, Jet Propulsion Laboratory, NASA (USA)

16:45 • MAIN STAGE

Nasa’s daily work involves a combination of exceptionally complex science, technology and data. To enable this specialist knowledge to be consumed by the mainstream public requires a creative strategy that uses art to bridge many of the communication challenges. In this closing keynote, we explore some of the insights and processes used by Nasa to ensure its scientific discoveries are effectively communicated to broad audiences, and how such methods could be used by other organisations working with similar knowledge-based assets.

Follow the Speaker

Marian Goodell
Burning Man

16:45 • IDEAS BREWERY

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