



#REMIXSYD DAY 1 (Thursday 20th August 2026)
AUSTRALIAN NATIONAL MARITIME MUSEUM - 2 Murray Street,
Darling Harbour, Sydney NSW 2000

08:15	ARRIVAL AND REGISTRATION	
09:00	WELCOME TO COUNTRY	
09:05	WELCOME FROM AUSTRALIAN NATIONAL MARITIME MUSEUM Daryl Karp – CEO, Australian National Maritime Museum	
09:15	INTRODUCTION Simon Cronshaw – Co-Founder, REMIX Summits	
09:20	THE IMMERSIVE REVOLUTION Peter Tullin – Co-Founder, REMIX Summits	
09:45	MINISTERIAL WELCOME Hon. John Graham MLC – NSW Special Minister of State, Minister for Transport, Minister for the Arts, Minister for Music and the Night-time Economy	
09:55	KEYNOTE ADDRESS Tony Elwood AM – Director, National Gallery of Victoria (NGV)	
10:25	CREATIVE R&D Prof. James Bennett – Dean, Faculty of Design & Society, UTS; Former Director, CoSTAR National Lab	
10:45	SPEED NETWORKING <i>REMIX is the place to meet new collaborators and get projects started. Rapidly meet and greet a long line of potential new collaborators from the creative industries, culture institutions, brands, policy makers, media, technology and more.</i>	FOLLOW THE SPEAKER James Bennett - UTS
11:00	BREAK	
11:30	NEW FRONTIERS IN ART & TECH 11:30-11:50 PLAYING WITH FIRE: AN IMMERSIVE ODYSSEY Celina Yeh – Executive Director, VIVE Arts (HTC) <i>The pioneering mixed-reality installation 'Playing with Fire: An Immersive Odyssey with Yuja Wang' offers audiences a bold reimagining of the classical concert experience. Using a combination of live recital, visual art, MR and VR technologies, and spatialised sound, the experience pushes the boundaries of musical performance and conjures a fascinating dialogue between the physical and virtual realms. Written and directed by acclaimed director Pierre-Alain Giraud (winner of the Best Immersive Work Award at Cannes 2024).</i>	
	11:50-12:05 Speaker to be announced	FOLLOW THE SPEAKER Celina Yeh – VIVE Arts (HTC)
12:05	PLACEMAKING IN THE 24 HOUR CITY Michael Rodrigues – NSW 24 Hour Economy Commissioner	Speaker to be announced

12:40	PANEL: HOW GENERATIVE DESIGN IS SAVING THE AUSSIE MUSIC UNDERGROUND - Jane Duru – Creative Director, R/GA - Nick Lupi – Co-Founder, One Day Entertainment - tiffi – Musician & Radio Host, triple j, PRISM	FOLLOW THE SPEAKER Michael Rodrigues – NSW 24 Hour Economy
13:00	LUNCH & NETWORKING	
14:00	THE POWER OF PURPOSE 14:00-14:15 FROM CONTROVERSIAL PROJECT TO A SAFE SPACE FOR DIFFICULT HISTORIES Bliss Jensen – Director, Gallery Development, Australian War Memorial	WORKSHOP: SWITCH ON YOUR GENIUS Dr Ken Hudson <i>A fast-paced, interactive, practical workshop on Ken's new concept – Switch Thinking – how to co-create with AI</i>
	14:15-14:30 WHAT MAKES A 'GOOD' IDEA GOOD? Ben Peacock, Co-founder, multi-award winning Garage Sale Trail & Founder, Republic of Everyone <i>Everyone loves brands like Patagonia and who Gives a Crap. They do good for the world while providing a great product. So why do so many of them fail? This session explores the ingredients of success that make a 'good' idea a good idea – for people, planet and founder too.</i>	FOLLOW THE SPEAKER Bliss Jensen – Australian War Memorial
14:30	IMMERSIVE STORYWORLDS - Jody Malam – former Creative Director, Outernet (UK) - Rebecca Gibson – Director of Creative Futures, Edith Cowan University (ECU)	Ben Peacock
14:45	FEVER: FUTURE EXPERIENCES <i>Speaker to be announced</i>	- Jody Malam - Rebecca Gibson – ECU
15:00	EXPERIENCE DESIGN AT THE MUSEUM OF ILLUSIONS Chris Harvey – GM, Museum of Illusions	<i>Speaker to be announced</i>
15:15	WHEN MATHEMATICIANS BECOME CURATORS: AI, CREATIVITY AND HUMAN UNDERSTANDING Liming Zhu – Research Director, CSIRO <i>As AI becomes increasingly capable of solving scientific problems and creating artefacts that are often indistinguishable from human-created work, human value shifts from producing answers and artefacts to cultivating understanding. Drawing lessons from science, this talk explores why judgement, taste and curiosity become more important in the AI era, and what this means for creative organisations and society.</i>	Chris Harvey – Museum of Illusions

15:35	CREATIVE PLACEMAKERS 15:35-15:55 THE CUTAWAY, SYDNEY FISH MARKET & WHITE BAY POWER STATION Susan Lee – Acting Chief Executive, Place Management NSW	Liming Zhu – CSIRO
	15:55-16:10 CREATING THE CITY’S PLAYGROUND: THE REDEVELOPMENT OF NEWCASTLE ART GALLERY Lauretta Morton OAM – Director, Newcastle Art Gallery	Susan Lee – Place Management NSW
	16:10-16:25 THE MUSEUM AS AN ACTIVE CITIZEN Lisa Havilah – CEO, Powerhouse Museum	Lauretta Morton – Newcastle Art Gallery
16:25	EXPERIENTIAL & IMMERSIVE ART 16:25-16:45 THE UNDERGROUND ART PARK: THE STORY OF MIKE HEWSON AT THE ART GALLERY OF NSW Justin Paton – Chief Curator, Art Gallery of New South Wales	Lisa Havilah – Powerhouse Museum
	16:45-17:10 INSIDE ARTE MUSEUM: THE WORLD’S FASTEST GROWING IMMERSIVE ART EXPERIENCE Sean Lee – CEO, d’strict & Producer of ARTE MUSEUM (Korea) <i>Hear how d’strict, a South Korean digital design and art company, leverages the synergy between technology, art and innovative business models to achieve sustainable growth today. Showcasing iconic projects such as “WAVE” (public media art) and “ARTE MUSEUM” (immersive exhibition), this talk demonstrates how immersive media and reality blend to create new spatial experiences.</i>	Justin Paton – Art Gallery of NSW
17:10	CLOSING REMARKS	
17:15	CLOSE	
17:30	OFFICIAL SUMMIT RECEPTION at the Museum of Illusions, 413 George Street, Sydney NSW, Australia <i>Ready to bend your mind after a day of big ideas? Head over to the spectacular new Museum of Illusions which is being specially opened after hours for REMIX delegates to enjoy. This is your chance to connect with fellow delegates, speakers, and creative pioneers in an unforgettable, immersive setting. Sip on complimentary drinks while exploring mind-bending optical illusions and interactive installations. It’s the ultimate playground for creative networking, guaranteed to spark amazing conversations and plenty of laughs. Drinks and access to the Museum of Illusions are included with your summit ticket. The reception will run for around 90 minutes.</i>	



#REMIXSYD DAY 2 (Friday 21st August 2026)
 AUSTRALIAN NATIONAL MARITIME MUSEUM - 2 Murray Street,
 Darling Harbour, Sydney NSW 2000

08:15	ARRIVAL AND REGISTRATION	
09:00	WELCOME	
09:05	THINK LIKE BOWIE Nicole Velik – Director, The Ideas Bodega	
09:25	THE FUTURES WE CREATE: ARTIFICIAL INTELLIGENCE 09:25-09:45 INDIGENOUS PROTOCOLS FOR AI Prof. Angie Abdilla – Founder, Old Ways, New; Co-Founder, Indigenous Protocols for AI working group (IP//AI), Member, Scientific Council of the Association of AI Ethicists (AAIE)	FOLLOW THE SPEAKER Nicole Velik – The Ideas Bodega
	09:45-10:00 THE CONSEQUENCES OF OUTSOURCING HUMANITY Anne-Louise Sarks – CEO and Artistic Director, Melbourne Theatre Company	FOLLOW THE SPEAKER Angie Abdilla – Old Ways, New
	10:00-10:15 DATA DREAMS: ART IN THE AGE OF AI Anna Davis – Curator, MCA	Anne-Louise Sarks – Melbourne Theatre Company
	10:15-10:30 ART/TECH COLLABORATIONS THAT WORK Ankit Mishra – Content Specialist, Meta; Board Member, Digital & Experimental, Immersive & Light Art Artform, Create NSW	Anna Davis – MCA
10:30	SPEED NETWORKING <i>REMIX is the place to meet new collaborators and get projects started. Rapidly meet and greet a long line of potential new collaborators from the creative industries, culture institutions, brands, policy makers, media, technology and more.</i>	WORKSHOP Ankit Mishra – Meta
10:45	BREAK	
11:15	PANEL: WHAT IF ART WAS THE MOST HUMAN THING LEFT IN A DIGITAL WORLD? - Emilya Colliver – Founding Director, SUPER GLIDER - Gabby Malpas – Visual & Digital Artist - Dan Walkington – Emmy-Award Winning Producer - Billy Ryan - Visual & Digital Artist <i>AI-generated content is flooding digital channels. Audiences are disoriented. The artists and organisations on this panel are actively shaping what comes next finding ways to use digital tools to make art feel more human, not less. As AI reshapes how we create and consume, a quiet revolution is happening: artists, platforms and media makers are putting human connection back at the centre of digital culture.</i>	

11:40	WHEN & HOW TO HAVE “THE” CREATIVE-TECHNICAL CONVERSATION Drew Ferors – Head of Innovation and Training, TDC (<i>Frida Kahlo & BBC Earth exhibitions, Dorian Gray, City of Sydney's New Year's Eve Celebrations</i>) <i>What is the difference between a technology company and a creative technology company – and does it matter which one you're working with? What does each side of the creative-technical conversation owe the other? What does it mean to design an immersive experience for a future audience? And if the answer is partly a technology decision, when does that conversation need to begin?</i>	FOLLOW THE SPEAKER - Emilya Colliver - Gabby Malpas - Dan Walkington - Billy Ryan
11:55	PANEL: TOWARDS BRISBANE 2032 & LESSONS FROM SPORT IN FAN ENGAGEMENT - Katrina De Jersey – Strategic Communications Leader, FIFA World Cup 2026 <i>More speakers to be announced</i>	Drew Ferors - TDC
12:20	INNOVATION STORIES 12:20-12:35 200 YEARS: THE LIBRARY'S EVOLVING STORY Richard Neville – Mitchell Librarian and Director, Engagement, State Library of NSW	- Katrina De Jersey <i>More speakers to be announced</i>
	12:35-12:50 BRIDGEMUSEUM: AN IMMERSIVE REVITALIZATION INSIDE THE SYDNEY HARBOUR BRIDGE Alexandra Cassim – Head of Marketing, Product & Digital, BridgeClimb	Richard Neville – State Library of NSW
	12:50-13:05 TOGETHER, ON EARTH, RIGHT NOW: DESIGNING MEANINGFUL IMMERSIVE EXPERIENCES - Miriam Capper – Melbourne Museum - Tracey Taylor – Exhibition Producer, Museums Victoria	Alexandra Cassim – BridgeClimb
13:10	LUNCH & NETWORKING	
13:50	THE EVOLUTION OF DIGITAL WORLDS Amy Jenkins – Strategic Alliances Director, Ubisoft <i>Ubisoft has seen over two decades' worth of evolution of digital worlds, and is celebrated for the meticulous historical details of its bestselling franchise Assassin's Creed – with over 230 million sales as of September 2025. Discover their latest innovative partnerships and exploration in new forms of entertainment, across live entertainment, location-based VR and AR, music, health, mobility and culture.</i>	
14:10	LEVEL UP: HOW GAMING IS REWIRING CULTURAL ENGAGEMENT - Chris Arneil – Digital Games Curator, National Film and Sound Archive of Australia - Chloe Appleby – Program Curator, Strategic Projects (Games), Powerhouse Museum & Chair, Freeplay Festival - Ally McLean-Hennessy – Artist & Game Developer, Winner - SXSW People's Choice Award - Jackson Ryan – Award-winning Science Journalist, Science Editor, CNET, Tech Reporter, ABC, Eureka Prize	
14:35	CREATIVE AUSTRALIA <i>Speaker to be announced</i>	FOLLOW THE SPEAKER - Chris Arneil - Chloe Appleby - Ally McLean-Hennessy - Jackson Ryan

14:50	MORE WITH LESS: INNOVATION FOR TIGHT BUDGETS 14:50-15:05 HOW OUR INSTITUTIONS CAN SHAPE OUR CITIES Kris Nelson – Festival Director, Sydney Festival	FOLLOW THE SPEAKER <i>Speaker to be announced</i>
	15:05-15:20 HOW MELBOURNE BUILT A GLOBAL CREATIVE NETWORK WITHOUT BREAKING THE BANK David Ryding – Founding Director, Melbourne UNESCO City of Literature Office <i>Forced by circumstance to abandon the assumptions baked into traditional literary exchange programs, we built something leaner, more equitable and arguably more impactful than what came before using existing relationships, digital infrastructure and a willingness to let go of the idea that presence requires a plane ticket. Asking what a digital residency can do that a physical one can't? Explore the practical architecture, the creative and organisational risks, and what they offer any cultural institution looking to rewire.</i>	Kris Nelson – Sydney Festival
	15:20-15:35 REWIRING CULTURE: WHY MORE MONEY WON'T FIX A BROKEN MODEL Debbie Spence – Director, MHM Insight <i>Most cultural organisations don't have a funding problem. They have an allocation problem. For a sector that prides itself on creativity, we remain structurally conservative spreading resources thinly, trying to serve everyone, and mistaking activity for impact. The result is exhaustion, not effectiveness. If more funding isn't coming, better strategy isn't optional – it's existential. This sessions explores how shifting resource based on audience value can lead to sharper priorities, stronger alignment, and greater impact without increasing budget.</i>	David Ryding – Melbourne UNESCO City of Literature
15:35	<i>Session to be announced</i>	Debbie Spence – MHM Insight
15:55	SLOW LOOKING, SHARED BELONGING Nanette Louchart-Fletcher – Assistant Director, Visitor Engagement & Learning, Australian National Maritime Museum	<i>Speaker to be announced</i>
16:10	<i>Session to be announced</i>	Nanette Louchart-Fletcher – ANMM
16:35	CLOSING KEYNOTE: IMMERSIVE IN A LEGACY INSTITUTION – THE STORY OF THE BARBICAN Patrick Moran – Head of Commercial Strategy and Partnerships, Barbican Immersive (UK)	<i>Speaker to be announced</i>
17:00	CLOSING REMARKS	
17:05	CLOSE	
17:30	POST-SUMMIT MEETUP	

Please note this is a draft Schedule and speaker line-up, which is subject to change – please view <http://www.remixsummits.com/syd-2026/> for the latest version