



UOTTAWA
STEAM

STEM + Arts =



STEAM fest

2019

EVENT SCHEDULE

STEM, 101

March 13th, 2019

1:00 PM

STEM + ARTS = **STEAM**

Letter from the Executive Team

Dear Respected Guest,

Become an artistic scientist or a scientific artist!

Welcome to STEAM fest, and congratulations on stepping out of your comfort zone and exploring the different dimensions of STEM and Arts.

We invite you to witness an exhibition of projects and artworks done in the field, and attend our speaker keynotes.

Entertainment, refreshments, and music will be provided.

We hope you can help us spark a dialogue between fields and foster innovative collaborations.

The uOttawa STEAM Team

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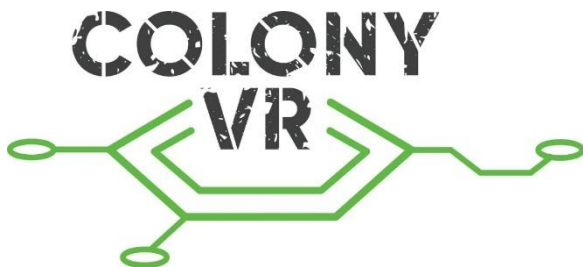


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Program

Wednesday March 13th, 2019

SPEAKER KEYNOTES

1:00 – 1:15 PM	<i>Opening Remarks</i>
1:15 - 2:00 PM	Working in Multidisciplinary Teams by the Surface Tension Team
2:00 - 3:00 PM	Technology in the Kiln-Formed Glass Studio by Jennifer Anne Kelly
3:00 - 4:00 PM	Theatrical Choices in Digital Video Games: <i>Detroit: Become Human</i> by Peter Kuling
4:00 - 5:00 PM	<i>BREAK</i>
5:00 - 5:45 PM	Machines of Absurdity: Digital Fabrication and Kinetic Art by David McDougall
6:00 - 6:30 PM	How Music Can Help Your Programming by Thomas Cunningham
6:45 - 7:30 PM	The Art of Chemistry by Rashmi Venkateswaran
7:45 – 8:00 PM	<i>Closing</i>

INTERACTIVE STATIONS

1:00 – 4:00 PM

VR Demo by the Richard L'Abbé Makerspace*

Electronic Instrument Petting Zoo by the Music Library's
Creator Space

Photobooth by Couvrette Studios

Demo of Google Tilt Brush on Oculus Rift by the Learning
Crossroads (CRX) Tinker Lab*

Origami Station by the uOttawa DIY Club

DNA Helix Model by uOttawa STEAM

Bread Science by uOttawa STEAM

PROJECT SHOWCASE AND ART GALLERY

1:00 – 4:00 PM

Steel Rose by Joshua Vassel

Pride Crown by Jennifer Anne Kelly

* = Off-site Workshop see next page

STEM Building - 150 Louis Pasteur Private

Keynote Speeches

Projects & Vernissage

Lunch

Interactive Tables

VR Demo (Makerspace)

Main Entrance
Room 101

Room 102

Elevators

Stairway to exit on Level 0 towards CBY

Makerspace VR Demo (STEM 115)

- ## Learning Crossroads Tinker Lab (CRX, 220)

- 6

Speakers



Surface Tension Team

“Working in Multidisciplinary Teams”

(Engineering + Visual Arts)

Two arts and two engineering students built an interactive art installation for the University of Ottawa's STEM Complex. Hear their story about the highs and lows of working in a multidisciplinary team.



Jennifer Anne Kelly

“Technology in the Kiln-Formed Glass Studio”

(Visual Arts + Engineering)

Jennifer works with kiln formed glass and flame worked glass. The process is completed in her teaching studio, Current Works of Glass, on the Mississippi River in Mississippi Mills, Ontario, Canada.

From sculptural work to painterly two-dimensional pieces the narrative thread throughout is a positive human experience with the natural world. Living on the river has influenced Jennifer's work both in imagery and in her meditation on glass and water. The river inspires the combination of energy and serenity and this is brought to the finished glass piece. Jennifer spends a great deal of time pondering the light, shadows, and reflections of the water and translates that in new techniques.

Jennifer's glass designs have travelled internationally with Cirque du Soleil and domestically at galleries in Ontario and Quebec. She travels throughout Canada and the UK teaching her unique glass making techniques.



Prof Peter Kuling

“Theatrical Choices in Digital Video Games: Detroit: Become Human”

(Theatre + Technology)

PETER KULING is an Assistant Professor in the Department of Theatre at the University of Ottawa where he teaches courses on Theatre History, Playwriting, and Performance Studies. He has recently edited two special journal issues of Canadian Theatre Review on Digital Performance (2014) and Theatre and Sports (2017).

He is currently contributing to several upcoming anthologies from Playwrights Canada Press including Performing New Frontiers: Theatre and Immigration and Digital Theatre in Canada. He also works as a dramaturge for the Ottawa Youth Infringement Festival, helping first time playwrights develop their writing for the stage.



Prof David McDougall

“Machines of Absurdity: Digital Fabrication and Kinetic Art”

(Visual Arts + Technology)

David McDougall is a visual artist and an Instructor at the University of Ottawa. McDougall completed his BFA at Queen's University and his MFA at York. After initially beginning his artistic career as a figurative bronze sculptor he has in recent years began to explore how new technology can be used in the design and fabrication of art.

His recent work explores themes that revolve around problematizing technological futures and their effect on the environment. He uses kinetic sculpture and video to speak broadly about some of the perverse aspects of modernity's overall project. His work examines the nature and wisdom of open-ended growth for purely instrumental purposes.



Thomas Cunningham

“How Music Can Help Your Programming”

(Programming + Music)

Alongside a team of 20+ software engineers, Thomas Cunningham builds and optimizes enterprise big data analytics software. His team develops with emerging technologies such as natural language processing and machine learning to augment business intelligence tooling for large customers. Over the years he has accumulated experience in a variety of fields, and has advantageously applied skills acquired in musical training to improve his performance within the field of applied computer science.



Dr Rashmi Venkateswaran

“The Art of Chemistry”

(Chemistry + Visual Arts)

Dr. Rashmi Venkateswaran has been teaching at the University of Ottawa since 1995. She is a co-author of an Introductory General Chemistry textbook published by McGraw-Hill that is going into its third edition. She enjoys performing chemical outreach events that appeal to children of all ages.

The STEAM Team



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Thank you for being a part of STEAM Fest 2019