

[M]EDIA IN MOTION II

SHAPING AI FOR CRITICAL
CREATIVE FUTURES



Center for
Transformative
Media

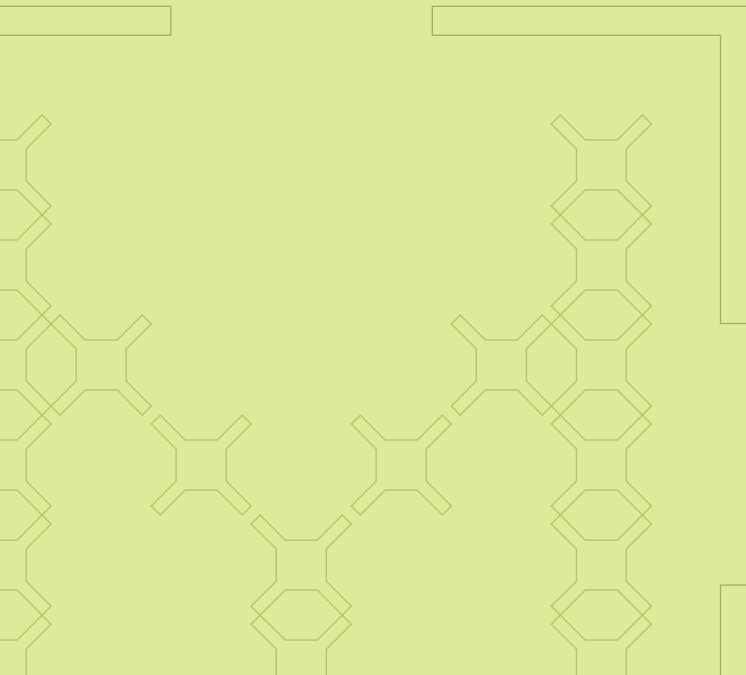
October 29th, 2026

PROGRAM

Artificial intelligence (AI) has permeated every dimension of contemporary life, and its influence is perhaps nowhere more visible than in contemporary media. From the algorithmic systems that determine what news millions of people see each day, to the AI-powered surveillance and smart city technologies reshaping how urban life is monitored, narrated, and understood, AI is profoundly shaping society. At the same time, scholars, practitioners, and citizens alike are critically and creatively shaping how AI is developed, understood, and used. Media scholars interrogate its cultural logics, historical precedents, and social consequences; practitioners experiment with its possibilities, push against its limits, and develop new forms of storytelling and civic engagement; and everyday people navigate, contest, and reimagine the role AI plays in their communities and lives.

Media in Motion II: Shaping AI for Critical Creative Futures explores how AI shapes and is shaped by creativity, knowledge production, and civic life. Rather than viewing AI simply as a technical tool, the symposium adopts a sociotechnical lens to examine how it functions as a cultural form, transforming urban spaces, storytelling, journalism, community engagement, social interaction, public discourse, and democratic participation. Participants will engage with both AI's possibilities and its disruptions.

This festival will bring together scholars, artists, and practitioners from peer institutions, media industries, and the Northeastern community, featuring presentations, panel discussions, hands-on workshops, a film screening, and an exhibition of interactive media artwork. Participants will leave with a richer understanding of how we can be active agents in shaping AI – and how, in turn, it will shape our critical and creative futures.



THURSDAY, OCTOBER 29

Snell 160

8:30am

Breakfast & Welcome

9:00am

Introductory Remarks

Adriana de Souza e Silva | CTM Director*

Ben Knapp | Dean, College of Arts Media and Design

Brooke Welles | Senior Associate Dean, College of Arts Media and Design

9:15am

Keynote

Something to Play For | Nick Tandavanitj, Blast Theory



Moderator: Maria Elena Villar | Northeastern University

Co-sponsored by the Center for the Arts.

Blast Theory makes interactive art that can ask a lot of its audience. In *Kidnap*, participants entered a lottery for the chance to be abducted off the street and held captive for 48 hours. In *A Machine to See With*, a series of phone calls turned a walk through the city into the opening scene of a heist movie, leading participants to the door of a real bank. And in *My One*

Demand, participants are invited to share their lifelong regrets with a room full of strangers at the cinema. In this talk, Blast Theory artist, Nick Tandavanitj, presents the whys and hows of creating artworks that invite audiences to put something of themselves at stake. He introduces key projects and turns to recent work with AI and large language models to suggest the opportunities and risks they bring to this form of work.

10:00am

Coffee Break

Sponsored by the Institute of Information, the Internet and Democracy (IIID).

PROGRAM

10:30am

Snell 160

Parallel Sessions

- **Interdisciplinarity and Inter-Institutional Collaborations in the Age of AI** | Panel

Ellie Abrons | University of Michigan, Digital Studies Institute

Eric Gordon | Boston University, Center for Media Innovation and Social Change

Loretta Lees | Boston University, Initiative on Cities

Dan O'Brien | Northeastern University, BARI Center

Moderator: Adriana de Souza e Silva | Northeastern University, Center for Transformative Media

What does it take to build a research center that genuinely bridges disciplines, institutions, and the worlds of research and practice? This panel brings together directors of CTM partner research centers and institutes to reflect on how they approach inter- and intra-institutional collaboration, interdisciplinarity, and translational research in their own contexts. Each director will have five minutes to introduce their center and share their experience, followed by an open discussion moderated by CTM Director, Adriana de Souza e Silva. The panel is designed to be generative rather than formal – an opportunity to think together, in public, about what makes this kind of work possible, and to model exactly the collaborative spirit we are all advocating for.

Snell 350

- **Making Play Matter** | Workshop

Nick Tandavanitj | Blast Theory

This workshop explores how ideas from Nick's keynote might apply to the audience's own projects and practice. How to make space for audiences in your creative work? How does participation unfold over time? And how do you know when it's working? Nick Tandavanitj will ask participants to bring a project or project idea, and reflect on these questions using perspectives drawn from his work with Blast Theory. The workshop will also turn to AI – discussing its limits and where it genuinely changes what's possible for participatory in creative participatory work.

11:20am

Break

11:30am

Snell 160

Parallel Sessions

- **Who Reads the Machine's Charts? Data Narratives as Civic Epistemic Infrastructure in an AI Media Ecosystem** | Center for Design Panel

Gregor Aisch | Die Zeit

Enrico Bertini | Northeastern University

Paolo Ciuccarelli | Northeastern University

Jason Forrest | Jason Forrest Academy

When we talk about AI and data visualization, we usually ask what AI can do for the chart: generate it, recommend it, automate it. But as AI produces charts, maps, and data stories moving through journalism and civic life, visualization and its surrounding narrative become something else: the surface on which the public reasons about, trusts, or is misled by machine-made evidence. It is civic epistemic infrastructure, and AI is rebuilding it, changing how these visual narratives are made as much as how they are read. Treating visualization as an argumentative form, not a neutral tool, this panel asks what a machine-made data narrative claims, what it leaves out, and how communities might become authors and auditors of visual evidence, not only readers. Across newsroom practice, community data, uncertainty cognition, and critical design, it asks how visualization can support democratic reasoning, and what it would take to shape it ourselves.

Snell 150

- **Algorithmic Futures: Doctoral Students at The Forefront of AI and Creativity** | CAMD Interactive Media and Design Ph.D. Students Panel

Arun Asthagiri, Dana Bullister*, Alayt Issak, Sutanuka Jashu*, Oluwatomilade Olarinde, Uttkarsh Narayan, Mahsa Nasri | Northeastern University

*Moderator: Monica Storrs | Northeastern University**

This panel brings together early-career researchers and artists exploring how AI is reshaping media practices, creative processes, and artistic possibilities. Participants will briefly introduce their work and approaches to AI as material, collaborator, interface, system, and cultural infrastructure. Lightning presentations will be followed by a moderated discussion and audience Q&A, addressing emerging AI-driven forms, literacies, aesthetics, practices, and responsibilities. Together, the panel asks what it means to co-create with algorithms and how practitioners and AI tools might shape the creative futures ahead.

12:20pm

Snell 160

Lunch

Snell 350

Exhibition

PROGRAM

1:40pm

Parallel Sessions

Snell 160

- **Between Coach and Cop: GenAI and the Future of Fundamental Skills Instruction in Creative Fields** | Panel

Meg Heckman | Northeastern University*

Dan Zedek | Northeastern University*

Jose Luis Garcia del Castillo y Lopez | Northeastern University

Steven Geoffrey | Northeastern University

What happens to creativity when the foundational skills that underpin it – writing, editing, composing, designing – can be approximated by a machine? This presentation will draw on a new qualitative study of journalism writing instructors to explore a tension reverberating across creative and quasi-creative disciplines: How do educators teach students to value process, develop professional judgment and build creative confidence when GenAI tools offer a seductive shortcut to the finished product? The findings suggest that instructors are instinctively reframing their roles from gatekeepers to coaches, but are doing so in isolation and without coordinated support. How can organizations like CTM and CAMD help find a way forward?

Snell 350

- **Reflexive AI Cinema** | Screening & Panel Discussion

Jennifer Gradecki | Northeastern University*

Derek Curry | Northeastern University*

Jason Donati | Northeastern University

This session pairs two short AI-generated films that reflect on the technology itself. In *Cabinet of Cognition*, Jennifer Gradecki and Derek Curry trace the concealment of human labor from the 18th-century Mechanical Turk to the contemporary gig economy, in a pseudo-historical narrative co-authored with a language model conditioned to write like Borges and produced entirely with open-source AI. In *One Small Request* (In the style of...), Jason Donati follows a simple request to an AI assistant into a surreal odyssey through hidden infrastructures, environmental collapse, and imprisoned artistic icons, by turns satire and cautionary tale. Both films foreground their own construction, using generative tools to expose the human labor and material costs these tools obscure. Following the screening, the three artists will discuss their approaches to working critically with AI, the reflexive strategies their films share, and what artistic practice can reveal about these systems.

2:30pm

Coffee Break

Sponsored by the Institute of Information, the Internet and Democracy (IIID).

3:00pm

Parallel Sessions*Snell 160*• **XR-Learn 2035 | Panel**

Mery Alper | Northeastern University*

Eileen McGivney | Northeastern University*

Declan Qualter | University College Dublin

Rachel Farrell | University College Dublin

This panel discusses a new collaboration between Northeastern and University College Dublin on how emerging technologies like AI and XR can transform secondary school classrooms. Through international exchanges and workshops, we are connecting expertise in emerging technologies from CAMD with UCD's expertise in secondary school teacher preparation to understand how to create a more effective and engaging learning environment for all students using cutting-edge technologies. In this session, we will present the work conducted to date and plans for the future, reflecting on how AI can enable educators' creativity if designed well. We will also present the benefits and challenges of an international collaboration between the US and EU.

Snell 350• **Claude Can't Count: A Workshop on GenAI and Primary Source Research | Workshop**

Meg Heckman | Northeastern University*

This hands-on workshop from Prof. Meg Heckman's Lost Bylines Lab invites participants to test the capabilities (and confront the limitations) of commercially available GenAI tools like Claude, ChatGPT and Gemini for analyzing primary source documents. After learning about Prof. Heckman's experience using Claude to explore a recently digitized archive of 1950s syndicated medical columns, participants will experiment with their own historical materials and discover firsthand where these tools shine (qualitative pattern recognition, thematic clustering) and where they fall apart (counting, consistency, citation accuracy.) Attendees will leave with a practical, researcher-tested framework for integrating GenAI into archival and historical research workflows – and a healthy respect for what the machines still can't do. Will be suitable for students, faculty, staff and community members.

3:50pm

Break

PROGRAM

Snell 160

4:00pm

Closing Keynote & Workshop | Jonah Brucker-Cohen, Lehman College + City University of New York

Moderator: Adriana de Souza e Silva | Northeastern University, Center for Transformative Media



- **Over-Computing the Everyday: Tactical Media, Critical A.I., and Urban Interventions** | Talk

As artificial intelligence (A.I.) and automated datasets increasingly govern our physical environments and digital realities, this talk explores how critical media art can subvert these rigid systems by deliberately injecting alternative logic, friction, and “over-computation” into everyday objects and urban infrastructure. By examining some of my critical A.I. projects like “HomeMade”, “SavrAI”, “Subtask”, “Clockwise”, and “Expression of Memory”, I will analyze how re-contextualizing machine learning datasets exposes the biases, labor dynamics, and absurdities of automated decision-making. Moving into the urban landscape, I will connect this theme of software and object-based interventions to larger public data projects such as my “Average Citizen”, “Crossing Algorithm”, and “Unequal Weather” projects in order to challenge the homogenized narratives of the corporate “smart city.” Together, these connected projects demonstrate how granting everyday artifacts and municipal data streams more complex, poetic, or counter functional computation can shift our relationship with technology from passive consumption to critical interrogation.

- **Critical Extension Hackathon** | Workshop

Ever look at a website or data set and feel it’s completely missing the point? Welcome to The Critical Extension Jam, a fast-paced, collaborative space where generative AI handles the syntax so you can focus on your ideas, ethics, and vision. If you can describe it, you can build it. We’re creating custom Chrome extensions that leverage public data to inject real-world context into daily browsing. Take your project anywhere: Climate & Environment: Expose corporate greenwashing or display real-time emissions data, Urban Infrastructure: Map transit delays, housing data, or accessibility gaps, Civic Data: Reshape city budgets, health stats, and government reports, Social Friction: Counter algorithms, unmask misinformation, or alter timeline ads.

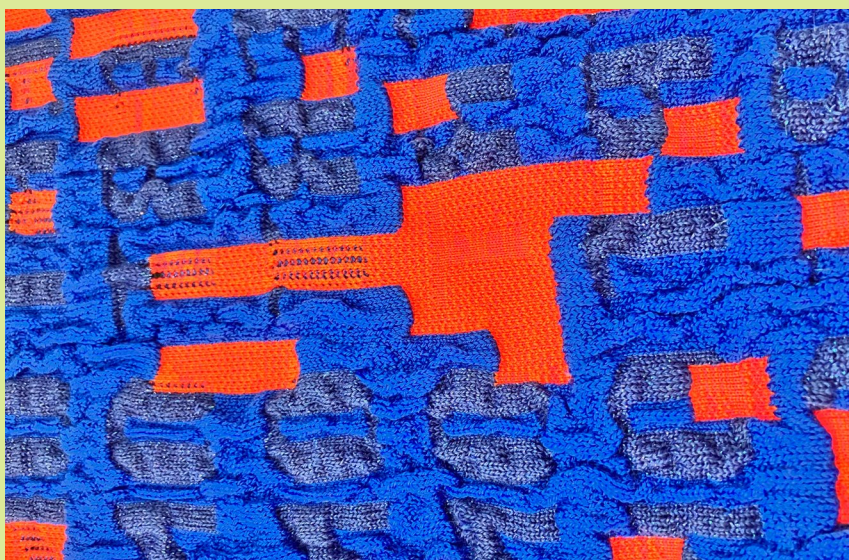
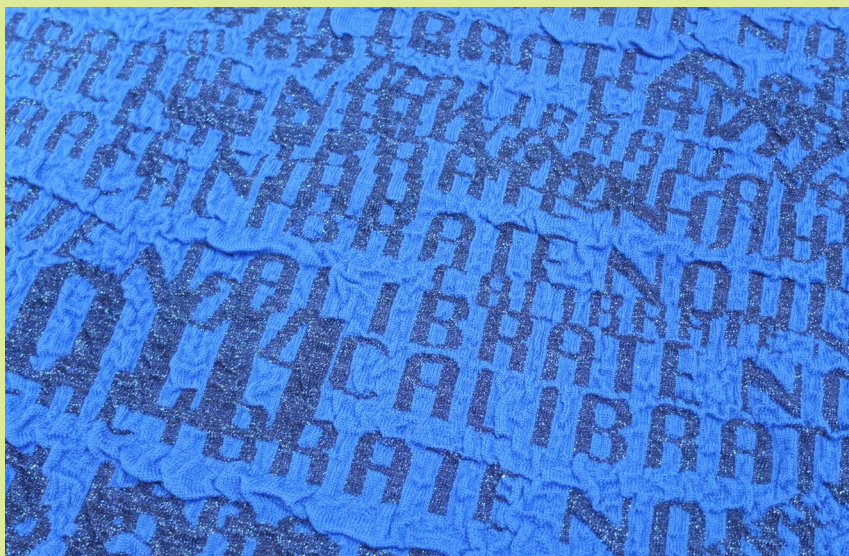
Whether you want a serious civic tool or a satirical overlay, this is your playground. What to Bring: No coding experience needed—just a laptop with Google Chrome installed. Come ready to prompt, experiment, and prototype!

Snell 160

5:30pm

Closing Reception

** CTM affiliated faculty / student*



Alert Blanket, Human in the Loop

Laura Forlano and Sasha de Koninck, 2026, 30x36in

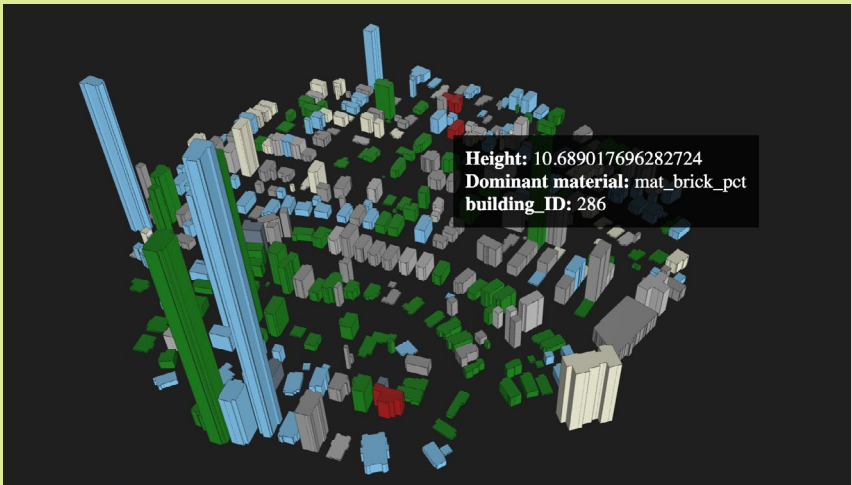
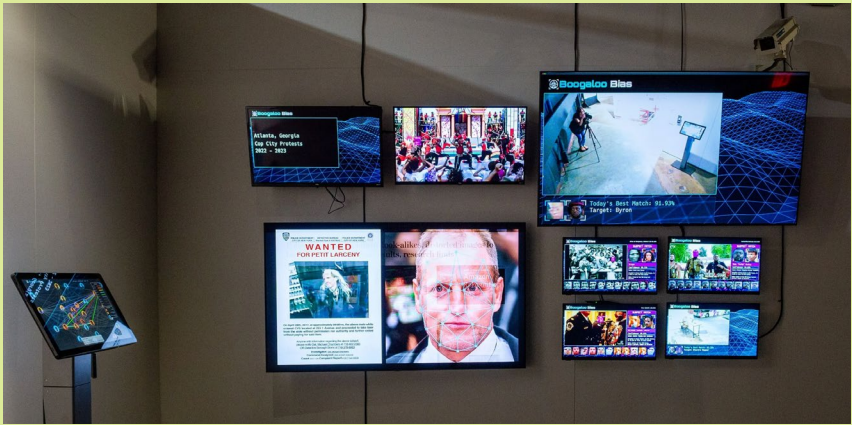
This project explores how medical AI and wearable technologies designed for non-normative bodies can improve physical health while harming mental well-being. Drawing on nearly 15 years of experience living with Type 1 diabetes, the artists examine the pleasures and harms of these systems through an installation centered on a “smart” pancreas. Amid pillows, blankets, and pajamas, the technology’s constant demands disrupt sleep, intimacy, and personal agency. The project questions power, control, and surveillance when technology becomes embedded in our bodies and bedrooms, arguing that “bodymind control” is not a distant future but a present reality. *If we cannot sleep, we cannot dream!*

MEDIA ART EXPO

Boogaloo Bias

Derek Curry and Jennifer Gradecki, 2021

Boogaloo Bias is an online application, interactive installation, and research project exposing issues with law enforcement's use of facial recognition, including "brute forcing"—using celebrity lookalikes when suspect images are unavailable. Its algorithm is trained on characters from the 1984 film *Breakin' 2: Electric Boogaloo*, whose title inspired the Boogaloo Bois, an anti-law enforcement militia rooted in 4chan meme culture. The system generates leads by matching these characters against protest footage, live video feeds, and uploaded images. All matches are false positives. No images or information are saved or shared.



Imageable: Measuring the City through Virtual Eyes

Carlos Olascoaga Sandoval, Juan Uriel Legaria Pena, Khoi Ngo and Leonard Schrage, 2026

Building envelope datasets inform energy models, housing policies, property taxes, and urban heat island predictions. However, creating them often requires expensive data or labor-intensive processes, limiting accessibility in rapidly urbanizing regions. This installation presents hundreds of building information models across Latin American cities, generated by combining street-view imagery with cluster-then-predict techniques to estimate building heights across diverse architectural contexts. This approach offers urban planners and policymakers an accessible alternative to costly LiDAR technology and manual data collection.



Native Spaces

Sarah Kanouse, Elizabeth Solomon and the Massachusetts Tribe at Ponkapoag, 2024-Present

Imagine coming upon a colorful, round medallion on the sidewalk of your neighborhood park. The marker announces "You are in Native Space." You use your phone to scan the QR code in the center of the medallion's sun-like symbol and load a location-aware web app inviting you to "listen." You put on your headphones and move through the park, immersed in an ever-changing tapestry of sounds that respond to your location: field recordings of human and more-than-human life, powwow drums and music, and a collage of voices describing diverse experiences with and visions of this place over the last 10,000 years.

Created in collaboration with the Massachusetts Tribe at Ponkapoag, "Native Spaces" is a digital platform for sharing artful, place-based audio narratives of Indigenous survival, resistance, and resurgence in Eastern Massachusetts. Chapters have been released in Salem and Quincy, each offering varied perspectives – both Indigenous and non-Native – on the land's history, ecology, and relational significance for the Massachusetts and those from many lands who call these places home.

The "Native Space" medallion is based on a design created for the Massachusetts Tribe at Ponkapoag by Lakota graphic designer Sadie Red Wing from tribal artifacts found in Harvard's Peabody Museum. The color palette references significant aspects of Massachusetts culture: yellow for the morning sun, blue for the waters, green for the earth, and purple for the quahog shell wampum used by many Eastern Woodlands peoples for diplomacy, ceremony, and exchange.

MeBo

• MeBo is waiting...



Say **"Hi MeBo"** to start a conversation

Or tap here to start a conversation

MeBo

Smit Desai, 2025

MeBo is a voice-based memory companion that helps users reflect on and revisit personal memories over time. It continuously builds context across sessions, using stored cues and past interactions to guide meaningful conversations inspired by reminiscence therapy principles. You can check it out at mebo.chainortheastern.net.

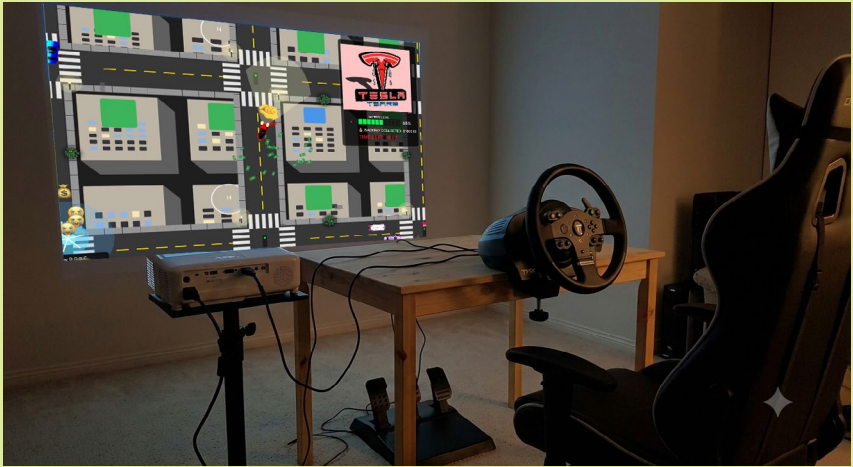


Retro Mobile Gaming Project

Adriana de Souza e Silva, Ragan Glover and Sutanuka Jashu, 2017-2026

The Retro Mobile Gaming Project (RMGP) documents, preserves, and studies the often-overlooked history of early mobile gaming. From experimental handheld devices and early mobile phones to urban gaming experiences, these games were shaped by hardware limitations, including small screens, limited memory, and unconventional controls. Rather than viewing mobile gaming as a straightforward technological progression, RMGP explores how these constraints inspired new forms of play and shaped everyday experiences. Through archival research, device preservation, exhibitions, publications, and digital tools, the project transforms fragile technological artifacts into a living archive of mobile gaming history.

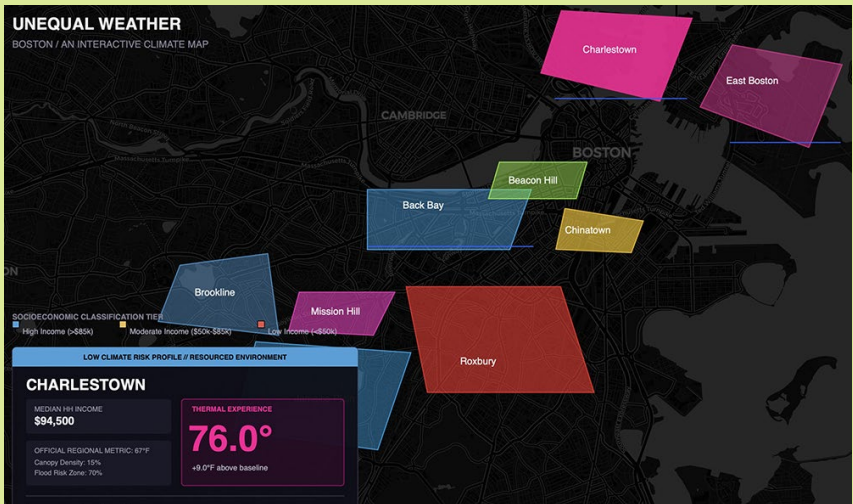
MEDIA ART EXPO



Tesla Tears

Jonah Brucker-Cohen, 2025

"Tesla Tears" is a mobile and desktop game where players drive a Tesla around a city playing as government workers collecting backpay they lost from the government shutdown of 2025. As they drive, their Tesla's battery depletes forcing them to find hydro-electric charging stations powered by the tears of workers fired by the Department of Government Efficiency (D.O.G.E. RIP 2025). At the top of the screen, a meter shows their car's available charge that depletes as they drive around. Chasing them and stealing their collected cash are grabbing hands that represent Trump's tariffs. Also chasing them is Grok A.I. stealing their power, CNN helicopters, and more. Players speed up, morph into a Cybertruck and gain invincibility by picking up NVIDIA Stock. The goal is to collect enough back pay to successfully pay off the first installment of the Tesla loan charge so you can stop the game and opt out of your contract in order to purchase an older, more pollution-friendly car that has no connections to Elon Musk or D.O.G.E.



Unequal Weather: Boston

Jonah Brucker-Cohen, 2026

“Unequal Weather: Boston” is a data visualization that examines environmental inequity across Boston neighborhoods in real time. The project is an extension of an earlier project that juxtaposes NYC neighborhoods by income and climate profiles. By pairing live meteorological data with local socioeconomic metrics, this installation visualizes the stark correlation between urban heat islands and systemic economic disparity.

Data reveals that lower-income neighborhoods consistently experience significantly higher surface temperatures during extreme heat events compared to wealthier areas. This thermal variance is a direct result of decades of uneven environmental investment, manifesting as a lack of urban tree canopy, fewer public green spaces, and a high density of heat-retaining asphalt and concrete surfaces in vulnerable communities. “Unequal Weather” serves as a critical mirror, demonstrating how climate change does not impact us equally, but instead amplifies existing socioeconomic divides.

Viewers can scan the QR code on the project website to add their own neighborhood in the Boston area and describe the climate in that area. The project uses Artificial Intelligence (A.I.) to generate neighborhood descriptions based on the climate and vicinity to higher population centers.

DIRECTORY

Ellie Abrons

Licensed architect, principal of T+E+A+M, and Associate Professor at the University of Michigan. Her research and creative practice focuses on equitable housing, affordable construction, and the transformative effects of digital technology.

Gregor Aisch

Data journalist and graphics editor at Die Zeit in Berlin, working across interactive visualization, cartography, and data-driven storytelling. He co-founded Datawrapper and was previously a graphics editor at The New York Times.

Arun Asthagiri

PhD researcher at Northeastern studying the intersection of computational neuroscience, music perception, affective science, and machine learning, with research focused on how the brain processes and predicts musical experiences.

Meryl Alper*

Associate Professor at Northeastern researching the social, cultural, and health implications of communication technologies, with a focus on disability, digital media, and children and families' technology use.

Enrico Bertini

Associate Professor at Northeastern specializing in data visualization and visual analytics. His research explores interactive interfaces that help people make sense of complex data.

Jonah Brucker-Cohen

Award-winning artist, researcher, and Associate Professor at Lehman College whose work explores networks, technology, and digital interaction. His projects have been exhibited internationally, including at MoMA and the Whitney Museum.

Dana Bullister*

PhD student at Northeastern researching technology and public policy, particularly how public input shapes decision-making. Her background includes data science, civic technology, product management, and data visualization.

Paolo Ciuccarelli

Professor of Design at Northeastern and founder of the Center for Design. His research explores information design, data visualization, and AI, with a focus on making complex issues visible, understandable, and actionable.

Derek Curry*

Associate Professor at Northeastern whose research and art examine new technologies, technological power structures, and systems of control. His practice draws from media theory, social science, tactical media, and institutional critique.

Adriana de Souza e Silva*

Professor of Communication Studies at Northeastern and Director of the Center for Transformative Media. Her research examines how mobile media and AI shape urban mobility and interactions in networked public spaces.

Jason Donati

Award-winning animator, cinematographer, and Teaching Professor at Northeastern, where he coordinates Animation. His creative and academic work connects traditional animation, digital cinematography, and emerging AI-driven production workflows.

Rachel Farrell

Associate Dean at UCD and Director of the Centre for Cyber Resilience Education. Her research focuses on ethical educational innovation, immersive technologies, and how VR/AR/XR can support teacher learning and equitable participation in STEM.

Jason Forrest

Data visualization designer and founder of the Jason Forrest Agency, focused on making data relatable, intuitive, and human. He also co-founded Data Vandals, a data-art studio creating sculptures, murals, and public installations.

Jose Luis García del Castillo y López

Computational designer, architect, and educator whose research bridges design, computer science, and cognitive theory across computational design, digital fabrication, robotics, and AI. He also co-founded ParametricCamp.

Steven Geofrey

Associate Teaching Professor at Northeastern and Coordinator of Creative Coding in Art + Design. Their practice uses code and Value-Sensitive Design to explore representation, interpretation, meaning, and ethics.

Eric Gordon

Professor at Boston University and Director of the Center for Media Innovation & Social Impact. His research explores technology, public engagement, institutional trust, and governance through collaborative research and design.

Jennifer Gradecki*

Artist, researcher, and Associate Professor at Northeastern whose work examines complex sociotechnical systems and makes their biases and assumptions visible. Recent projects address dataveillance, online misinformation, and AI-generated disinformation.

Meg Heckman*

Associate Professor of Journalism at Northeastern, where she heads the graduate journalism programs. Her research explores local news sustainability, technology's impact on journalism, and women's relationship with the American press.

Alayt Issak

PhD candidate at Northeastern researching philosophy, creativity, and human-AI interaction. Her work explores the values and interaction mechanisms embedded in co-creative systems through theoretical, empirical, speculative, and critical design.

Loretta Lees

Director of the Initiative on Cities at Boston University and an urbanist whose research focuses on urban regeneration, gentrification, global urbanism, urban policy, public space, and architecture.

DIRECTORY

Eileen McGivney*

Assistant Professor at Northeastern and Principal Investigator of the XR Education Design Lab. Her research examines how people learn with immersive technologies such as VR and how virtual environments shape learning experiences.

Uttkarsh Narayan

PhD candidate at Northeastern researching human-computer interaction, learning analytics, and community design. His work explores game-based learning systems and data-driven tools that transform educational experiences into knowledge-sharing communities.

Mahsa Nasri

PhD candidate at Northeastern researching human-computer interaction, AI, extended reality, and physiological computing. Her work develops adaptive systems that use behavioral and physiological signals to create personalized, human-centered experiences.

Dan O'Brien

Professor at Northeastern and Director of the Boston Area Research Initiative. His research uses data and technology to understand and serve local communities, focusing on neighborhood equity, crime, and environmental justice.

Oluwatomilade Olarinde

PhD student at Northeastern researching immersive learning, particularly virtual reality, through an interdisciplinary and participatory approach. Her work explores how VR and AI can support cognitive reflection and problem-solving in learning environments.

Declan Qualter

Lecturer at University College Dublin researching digital technologies in teacher education, digital competence, digital literacy, and AI in education. He has contributed to European initiatives on digital citizenship, online safety, and digital education.

Monica Storss*

Poet-theorist and researcher working with language and emerging technologies for human flourishing. She is the founder of Digital Poetics Press and teaches technology and the arts at Northeastern University.

Nick Tandavanitj

Artist working in locative media, AI, and performance and a member of Blast Theory since 1994. He is currently pursuing a PhD at the University of Nottingham researching language models, social participation, and connection to place.

Michal Wieczorek

Assistant Professor at UCD researching AI and educational technology from a critical perspective, examining their ethical risks, limitations, and implications for pedagogy, autonomy, justice, and responsible innovation.

Dan Zedek

Professor of the Practice at Northeastern's School of Journalism, teaching media innovation, data visualization, design, project management, collaboration, and visual editing. He previously served as creative director of The Boston Globe and BostonGlobe.com.

CTM Team

Adriana de Souza e Silva | CTM Director

Maria Elena Villa | CTM Associate Director

Claire Odgen | CTM Communications and Administrative Specialist

Evelyn O'Donoghue | Former CTM Administrative Coordinator

Dana Bullister | CTM Fellow

Sutanuka Jashu | CAMD Ph.D. Student, Interdisciplinary Design and Media

Yuvraj Chawla | CTM Designer and Video Producer RA

Arslan Parkar | CTM Software Developer RA

Jackson Diiani | CTM Communications and Research Assistant

Image credit: *Alert Blanket, Human in the Loop* (2026) by
Laura Forlano and Sasha de Koninck.

This event is co-sponsored and supported by



Institute for Information,
the Internet and Democracy
Northeastern University



Mass
Cultural
Council



Center for
the Arts



Center for
Design