re:publica

2–4 MAY 2016

STATION BERLIN

TEN

#rpTEN: The Schedule is Here!

+++ Starting today: almost all sessions are scheduled in the programme calendar +++ 17 stages at #rpTEN +++ New this year: "labre:tory", Meetups and Networking Area

Berlin, 19 April 2016 – Starting 19 April, #rpTEN participants will get an overview of what to expect from 2- 4 May: nearly all conference sessions are now available in an accessible programme schedule. Start preparing for your re:publica experience now by creating your very own and personalised session plan from the 17 re:publica TEN stages, this year including the venue's former Kühlhaus "labore:tory", and workshop rooms.

During all 3 days and on all 3 floors, the "labore:tory" will focus on virtual reality technologies and its connection to the creative industry (more on #rpTEN's VR focus here): 360 degree music videos during Musicday (2 May), virtually expanding theatre stages and gaming experiences at Immersive Arts (3 May), as well as the convergence of fashion and wearables during the #FASHIONTECH Berlin conference (4 May). Virtual reality experiences will be present throughout the STATION venue, featured by numerous exhibitors and will be discussed in various sessions.

A further new feature at re:publica is the Meetup format. Like-minded people have the chance to meet up in designated spaces to network and exchange ideas. The themes and topics of each Meetup are also featured in the programme schedule. This also applies the Lightning Talks: short impulse presentations followed by discussions. Both will take place in our new Networking Area space.

MEDIA CONVENTION Berlin Programme

On 2 and 3 May, the [MEDIA CONVENTION Berlin](#) (#MCB16) will hoste 3 stages with the focus on media – one stage is curated by the Medienboard Berlin-Brandenburg, the other by Medienanstalt Berlin-Brandenburg and the third by re:publica. Over the past years, MCB has developed into one of Europe's most important media congresses. It brings together German and international experts from the worlds of media, science and politics to examine current trends and developments in media production, the challenges of digitisation for regulation and diversification, new approaches for media distribution, and current issues facing media and internet policies.

The speaker line-up includes Stanford pioneer Barbara van Schewick, who will be talking about the complex topic of net neutrality while Morgan Wandell (Head of Drama Development at Amazon Studios) will talk about format development and quota systems. Jordan McGarry, Director of Curation, Vimeo, will give us a glimpse into her content strategy. The interplay of press freedom and human dignity will be discussed by Julian Reichelt (Editor-in-Chief at Bild.de), Andreas Fischer, Commission for the Protection of Minors in the Media (KJM) and others. Nick van Dyk (Activision Blizzard Studios) and other will discuss the developments of computer game studios and film and TV production. Together with other digital philosophers and experts, Luciano Floridi will examine the borders of the info-sphere, the interfaces of media and internet policy, as well as the questions arising from the consumption media via the internet. The discussion will be joined via live-broadcast by Edward Snowden.

The MCB will also offer Berlin-area-based startups and MIZ-Babelsberg initiatives the opportunity to present their projects. [More...](#)

TEN is NET – Thematic focuses at #rpTEN

Global Innovation Gathering

The Global Innovation Gathering (GIG) track brings global makers, hackers, business people, labs and hubs together to present tech innovations and maker projects from Asia, Latin America and Africa. The track consists of three days of hands-on workshop programme at the GIG Makerspace and one full day of stage programme on 4 May. The makerspace will be kitted out with 3D printers, knitting machines, vinyl cutters and other maker machines, which can be tried and test by all participants. The workshop programme is designed to cater to beginners (basics of 3D printing, building circuitry) as well as experienced makers. The workshop programme features the founder of the Cairo Hackerspace, who will present open source IoT solutions for monitoring plants, and the founder of the Iraqi makerspace Science

Camp, who will show how 3D motion capture works. The programme at the GIG stage will look at policies affecting innovation and discuss possible solutions to barriers and best-practice approaches, while a Paralympic athlete and a war refugee will talk about their experiences with 3D printed prostheses. The programme will also focus on circular economy, Maker Movement culture and the Fourth Industrial Revolution. More...

re:fugees
Last year, re:publica featured the motto "Finding Europe" and analysed the state and experiences of refugees in Germany and throughout Europe. Although this year is dedicated to our 10th anniversary, the refugee issue remains as present and pressing as ever. This is why, in cooperation with the German Federal Agency for Civic Education, we're presenting a whole sub-conference titled re:fugees, which will offer refugees and volunteers a stage to present and discuss experiences, ideas and innovation. It will also focus heavily on human rights issues, economic situations in countries of origin and border issues.
We've also taken the opportunity to set up a tandem project at re:publica this year. We've called for helpers to team up with a volunteer refugee to experience #rpTEN together. The themes highlighted by this track include the digitisation of flight and aid, media projects for refugee youths and reporting on human and refugee rights. More...

Internet Policy
As in previous years, internet policy will be a major topic of discussion at this year's re:publica. What is the current status of net neutrality in Europe, and how can citizens make sure their voices and concerns are heard? How can we use information freely available in the internet to conduct investigations into possibly illegal government actions? Aric Toler of the website Bellingcat will share some of his expertise in this realm. The opening and closing keynote speeches will focus on internet policy and its effects on the digital society. Eben Moglen and Mishi Choudhary of the Software Freedom Law Center and Mark Surman from Mozilla Foundation will share their insights with the re:publica audience.

Hate it!
One track, which permeates all of re:publica, is the topic of hate speech and the question of how members the digital community interact with each other. Heather Armstrong, prominent blogger on parent issues, will present a new approach in how to personally deal with verbal attacks and journalist Carlin Emcke will present an overview of the phenomenon of organised hate. The track will also offer workshops, for example, on how to react to stalking. Along with practical ways on dealing with hate and aggression, re:publica TEN will focus on the

responsibilities of individual platforms. Sarah T. Roberts will present a session on Commercial Content Moderation and Rikke Frank Jørgensen will look at the roles of the platforms in ensuring human rights.

Call it Work

The digitisation of the working world is a topic affecting the entirety of society. Whether robots will take away our jobs, if workplaces will yield to crowdworking, or whether platform economies between startups and cooperatives can be fairly created are all questions which will be discussed during the conference. Also, Germany's Federal Minister of Labour and Social Affairs Andrea Nahles has announced a town hall style meeting with attendees at re:publica.

Musicday

The second re:publica Musicday will take place this year at #rpTEN. On 2 May and within the "labore:tory", musicians, developers and designers will come together to work out how music production, creation and enjoyment changes with the use of new technologies. Virtual reality and augmented reality play a new role as more and more artists discover the new potentials for expanded experiences offered by these technologies, for example through binaural VR or 360 degree recording. Expansion is also a key word for Alexandra Dröner, who deals with the aspect through mobile apps. How can musicians involve their listeners when coupling their releases to apps? Does listing to music turn into playing with music? Other questions deal with the changes in hierarchies caused by the development of music startups. New music instruments can ease the processes of leaning music, wearables allow music enjoyment to become more physical, and online composing allows for collaborative approaches. The music track's keynote will be held by Kate Stone, an expert in developing new interfaces for interacting with music. [More...](#)

re:learn

The overarching topic of the "re:learn" re:publica track is educational competencies in the digital world. How can we learn, further study or relearn things digitally? How can new technologies become embedded in the context of education? The track presents pan-generational concepts, ideas and projects in the fields of (school) education. Visitors at re:publica TEN can learn how to empower children to secure and protect their own data and how the popularity of gaming can be used in educational strategies. [More...](#)

Immersive Arts

One day at re:publica will feature "Immersive Arts" and the experience of art in a new way. Art and the creative process can be experienced in a new way through the use of virtual reality and digital art. New technologies allow for new storytelling methods, such as changing the narrative or allowing deeper immersion into it, as well as new public art concepts and new methods for sharing art. The track will compare new narratives in comic production, VR films and 360 degree art installations and will ask how art and art institutions can employ developing technologies, in order to involve participants more. Refrakt will present an AR app which can be embedded into art work, while others will look at virtually hosted museum exhibitions and how gamification has founds its place in the art world. The track won't be all talk. Maya Ofir Magnat will present a digital performance and the Rekrei Project will present its work on reconstructing destroyed cultural artefacts through crowdsourcing and 3D printing. Art and technology, anything goes! [More...](#)

re:health

Established in 2009, the re:health sub-conference has become a growing part of re:publica, fuelled by the continuous developments around physical and mental health. Apps, lifestyle guides and wearables track and collect an enormous amount of medical data. Ida Tin from Berlin startup Clue will talk about the use of large quantities of data in medical research. Neuro-feedback in psychotherapy will be discussed by MindLight, while topics on gender-focused medicine and how crowdsourcing can affect the pharma industry will be analysed. re:health is also a place for analogue approaches, such as how to practise self-awareness and how to protect activists from burnout. Health is, in equal measure, a deeply personal and community issue and the 10th re:publica endeavours to discover and discuss various boundaries on the subject and present new perspectives and ideas. [More...](#)

#FASHIONTECH Berlin

This new conference is already taking place for its 5th time – and its second time at re:publica. For one day in our "labore:tory", it brings together fashion designers, hackers, researchers and business people to cooperatively look at the future of the fashion industry. Does virtual reality have a chance of becoming a new fashion accessory? Christian Zöllner (The Constitute) will open #FASHIONTECH Berlin with this question. Further discussions include how far mass markets are still away from becoming sustainable, circular fashion industry and whether 3D avatar super models will conquer the stages of future fashion weeks. Furthermore, the world's first ever fashion hackathon will present its winner at re:publica and Laure Bowker will use her reactive designs to make the invisible visible. [More...](#)

FinTech

FinTech is a newcomer to re:publica and researches one of the most rapidly developing areas in today's field of technology: finance and technology, known as FinTech. This area of digitisation focuses on redeveloping and redesigning century old and socially imperative financial processes and has huge potential for significant structural changes. The newest developments in bitcoins and block chain technology will be presented at re:publica TEN and relevant workshops will be on offer. The track will also feature discussions and talks on crowdfunding data, trading and data on public budgets. [More...](#)

re:think Mobility

The re:think Mobility track will again continue the debate on the future of mobility. How do societies and processes of transformation restrict and influence each other and what are its latest developments? Which ethical debates do self-driving cars pose and who is ultimately responsible for this new technology? Maya Indira Ganesh from Tactical Technology Collective challenge these questions. What roles will cars play in the future and what new business areas will spring up around them? Susanne Hahn, head of Daimler Business Innovation, will initiate discussions on this topic. In his talk, Stefan Kaufmann from Open Knowledge Foundation will discuss how open data can power innovation. He will visualise how open transport data can actively increase our efficiency in local traffic and why we shouldn't hand the power brought by innovations in mobility over to the free market alone. Further session highlights include ATS on an open source operating system for cars and sessions by Bosch and Deutsche Bahn respectively. As in past years, industry experts and professionals will come to re:think Mobility to discuss the interplay between humans and machines. [More...](#)

<u>Exciting activities from our all-round programme</u>

Along with our many sessions, the all-round programme at re:publica provides a many of various forms of entertainment. The Tools for Action group combines politics and art in participative action formats to protest against Nazis. At re:publica they will present their reflective "blocks" - inflatable objects, which can be used in demonstrations to create temporary barriers. The blocks were already used in the USA and France during protest actions.

This year's all-round programme will also feature several installations, including an automatic photo booth built in an IKEA cabinet, a workshop to teach people how to make their own original Teletext designs (and display them on TVs), and a Tactical Tech booth where visitors can get one-on-one advice about how to secure their cellphones and other technical devices.

re:publica is Europe's largest conference on internet and digital society. It attracts over 7000 participants to discuss themes and topics concerning our interconnected society and creates a space for bloggers, politicians, scientists, business people, artists and activists to come together. The founders of republica GmbH, newthinking communications and Spreeblick Verlag have been involved in internet policy and digital culture and society for over a decade. They are also the founders of two of Germany's most well-known blogs: netzpolitik.org and spreeblick.com. The 10th re:publica takes place 2 – 4 May 2016 at STATION-Berlin.

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