

The first session will last one hour and will present the exhibition curated by *Portable* shown last year at the National Museum of Fine Arts in Santiago, Mall Plaza Vespucio gallery. The case study will consist of the introduction of portable devices by artists and then submit the video recording of works operating in the public space, and the photographic record of the exhibits in the museum.

The second session will last an hour and a half, will work with Cognitive Mapping teaching tools. A map of the fictional city will be produced and stickers that represent portable electronic devices will work as the leitmotif of a game that will be played to discuss the invasion of the portables devices in different socio-economical metropolitan areas and buildings of this fictional city.

The main objective of the workshop is to serve as a meeting point for different artists who have reflected on portable electronic devices as art pieces. The workshop will exchange ideas through the cognitive mapping session. The session aims to make individual reflections, create as a tension between what 'I think I know' and what 'I can represent my knowledge', or inter-subjective confrontation, where two more people negotiate meanings from their positions of argument.

The session aims to explore the invasion of portable devices these last few years. This will work with a map of a fictional town, to plot the movement of the electronic devices within the city, how they operate and exchange information, build new subjectivities and new needs, and thus economic managers of capital.

The discussion will be recorded to prepare document of the experience done in the workshop.

Bio

Artist, teacher, designer, writer and programmer, Ignacio Nieto has been devoted to research, development, and implementation of strategies related between art and digital culture. Last year he was jury of Matilde Perez Competition, an exhibition made at Fundacion Telefonica Santiago, he has also developed a Wi-Fi intranet in a popular neighborhood in Santiago and made an art piece involving Wi-Fi portal, Arduino circuits and JavaScript programming language which was shown in Galleria Centro in the city of Talca, Chile.

Currently he is preparing an interactive robotic installation for the International Sound Art Festival Tsunami. He also belongs to a research team focused on Zerbarini Latin American net.art, directed by Argentinean artist Marina and funded by National University Tres de Febrero (Buenos Aires). It focuses on individual research of new programming platforms for tablets and mobile phones.

He teaches the programming language Processing, at the School of Arts and Photography at University of Science and Communication UNIACC and JavaScript and HTML5 in the school of Design and Communication at the Pacific University, both in city of Santiago, Chile.