



**Evolution of the Arts
in a Digital World**

SYMPOSIUM 2021

ATTENDEE PACKAGE

Immersive vs Interactive Technology: A Practical Guide

February 17, 2021



Canada Council
for the Arts

Conseil des arts
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ARUP



Thank You for Joining Us.

We are delighted to have you join us for the Evolution of the Arts in a Digital World Symposium. We are so excited to engage you in prevalent and practical conversation about the nature of our digital world, and our place within this digital world. Our goal is to help you feel comfortable returning to your organizations and making recommendations and changes about digital offerings thanks to the information you gather from this event.

If you have any questions before, during, or after the event, don't hesitate to reach out to Kyra at symposium@winspearcentre.com for assistance.



Canada Council
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This symposium is made possible thanks to the incredible support of Canada Council for the Arts.

Event Details:

Wednesday, February 17, 2021
10:00 AM - 11:30 AM MT

Your personal Zoom link was sent to you in your registration email. You will also receive it in a reminder email one hour before the event begins. If you do not have a Zoom link, please email symposium@winspearcentre.com for assistance.

Zoom Tips and Tricks:

To participate in the sessions, you will need to join the meeting on the Zoom platform. Please note that if you are connected using audio only on your phone, you will not be able to fully participate. We suggest that you connect on a computer or in the Zoom app so you can fully participate.

You will also need the newest version of Zoom to participate in the breakout sessions (as applicable). For a detailed guide on how to check for the latest version of Zoom please [click here](#).

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Jesse Moffatt

Director of Collections and Exhibits
National Music Centre (NMC)

Jesse Moffatt is the Director of Collections and Exhibitions at the National Music Centre (NMC). He joined the organization in 2005 and was part of the team that helped NMC transition from a grassroots operation to a national institution. Prior to opening NMC's state-of-the-art facility, Studio Bell, in 2016, Jesse worked closely with world-leading exhibition design firm, Hayley Sharpe Designs, in the development of NMC's permanent exhibitions. Since then, Jesse has led the vision and development of NMC's collections and exhibitions, reimagining the visitor experience through the development of physical and digital interactive and experiential exhibitions. Dedicated to sustainable exhibition development, Jesse believes that making the visitor experience meaningful, engaging, relevant and exciting through good design is the recipe for a successful 21st century cultural institution. As the brainchild behind Calgary's street pianos project, where he placed pianos in unexpected places for the public to play, Jesse received the 2015 Downtown Calgary Vitality Award for enhancing the downtown core through art and culture. On weekends, you'll find Jesse playing competitive soccer, on the sidelines coaching one of his kid's teams, cooking up a storm for family and friends, or in his studio creating his next unique design.



Amanda Derksen

Digital Initiatives Librarian
Edmonton Public Library

Amanda Derksen has spent the last ten years connecting people with technology in academic and public libraries. She's started a Makerspace, built a Twitter bot for tomatoes, worked with post-secondary students to develop interactives for public exhibit, and most recently helped bring a 2-story digital wall to life. She enjoys puzzling through the unexpected aftermaths of human-computer interactions.

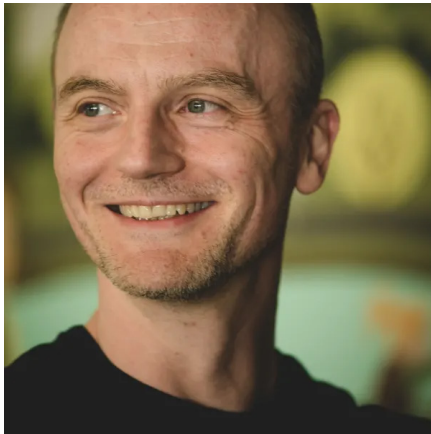
When not at work, Amanda spends her free time collecting plants, science fiction, and hobbies.



Dan Alfano

Manager, Digital Initiatives
Edmonton Public Library

Dan Alfano holds a Bachelor of Education degree from the University of Alberta and is the Manager, Digital Initiatives at Edmonton Public Library (EPL). He has spent the past 11+ years working in the world of tourism and informal education at public facilities. He has a background in developing and facilitating STEAM Educational programs, hands-on exhibits and special events. His current work primarily revolves around working within makerspaces, digital literacy and digital exhibits at EPL. He is also entering his 5th year as a volunteer/coach with FTC Robotics.



Milan Krepelka

Senior Manager, Exhibit Design and Quality
TELUS World of Science Edmonton

From a very young age, I was taking things apart to see how they work. At first I was just dutifully arranging their parts by how shiny they were, but by the age of 7 or 8, I finally began putting a few things back together. Much to the satisfaction of everyone that left me alone with tools and a machine of any kind, around 11 those things would occasionally work again. I've always been fascinated by the design of things, thinking about the energy and effort that go into the creation and production of things. Throughout my education and career that fascination has evolved to include learning about ways that technology and machines interplay.

In my current role as Senior Manager of Exhibit Design and Quality at TELUS World of Science Edmonton, I have the opportunity to help bring exciting and educational experiences to life. For the past 18 years I've been involved with many great projects ranging from small tabletop exhibits to full galleries of immersive and interactive elements. Before landing my current position, I had spent time as an automotive mechanic, and a mechanical engineering and computing science student before landing at the University of Alberta's Industrial design department. Since finishing that program in 2000, I've been fortunate to take part in multiple design and consultation roles and teaching design and CAD part time.