International Compendium - Prix Ars Electronica 2004

CyberArts 2004

Hatje Cantz

题 ARS ELECTRONICA

Cyberarts 2004 International Compendium Prix Ars Electronica

Hannes Leopoldseder, Christine Schöpf, Gerfried Stocker

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Prix ars Electronica 2004 Gerfried Stocker, 2004 A touching computer animated Prixars Electronica ,2004 documentary about the Canadian pioneer of media art Ryan Larkin whose life has been like a roller coaster ride the images and sounds of surveillance cameras as a suggestive audiovisual voyage into an anonymous suburban landscape Wikipedia an online encyclopedia which Internet users can help shape a sex education and AIDS prevention project accessible online and in telecenters in Africa a continent that does not just have medical difficulties but vital economic based problems with AIDS Listening Post a visible and audible Internet exchange in the digital Tower of Babel different ways to avoid the often brutal decisions dictated by copyright laws artists scientists and NGOs explore and elaborate on all these issues and others The competition Prix Ars Electronica 2004 is an annual international forum for discussing current developments and trends outside commercial solutions and offers in an increasingly networked mobile and wireless media world 3341 projects from 85 countries were viewed and sorted out by experts in the competition s 18th year The resulting selection is an exciting compendium of positions and visions in a media culture undergoing continuous change BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved Prix Ars Electronica Hannes Leopoldseder, 2004 Art and Science of Interface and Interaction Design (Vol. 1) Christa Sommerer, Laurent Mignonneau, 2008-09-08 Artists and creators in interactive art and interaction design have long been conducting research on human machine interaction Through artistic conceptual social and critical projects they have shown how interactive digital processes are essential elements for their artistic creations Resulting prototypes have often reached beyond the art arena into areas such as mobile computing intelligent ambiences intelligent architecture fashionable technologies ubiquitous computing and pervasive gaming Many of the early artist developed interactive technologies have influenced new design practices products and services of today s media society This book brings together key theoreticians and practitioners of this field It shows how historically relevant the issues of interaction and interface design are as they can be analyzed not only from an engineering point of view but from a social artistic and conceptual and even commercial angle as well Imagery in the 21st Century Oliver Grau, 2013-08-16 Scholars from science art and humanities explore the meaning of our new image worlds and offer new strategies for visual analysis We are surrounded by images as never before on Flickr Facebook and YouTube on thousands of television channels in digital games and virtual worlds in media art and science Without new efforts to visualize complex ideas structures and systems today s information explosion would be unmanageable The digital image represents endless options for manipulation images seem capable of changing interactively or even autonomously This volume offers systematic and interdisciplinary reflections on these new image worlds and new analytical approaches to the visual Imagery in the 21st Century examines this revolution in various fields with researchers from the natural sciences and the humanities meeting to achieve a deeper understanding of the meaning and impact of the image in our time The contributors explore and

discuss new critical terms of multidisciplinary scope from database economy to the dramaturgy of hypermedia from visualizations in neuroscience to the image in bio art They consider the power of the image in the development of human consciousness pursue new definitions of visual phenomena and examine new tools for image research and visual analysis

Cyberarts, 2004 Aesthetics of Interaction in Digital Art Katja Kwastek, 2013-09-13 **2004 CyberArts** ,2004 Interactive art definition and origins Interaction as an aesthetic experience The aesthetics of purposeless behavior play as a boundary concept The aesthetics of interaction in digital art Case studies CyberArts 2006 Hannes Leopoldseder, Christine Schöpf, Gerfried Stocker, 2006 CyberArts 2006 ISBN 37757 1835 4978 37757 1835 6 Paperback 6 75 x 9 5 in 300 pgs 340 color and 10 b w U S 60 00 CDN 72 00 November Art Cyberarts Christian Schenck. Hannes Leopoldseder, Christine Schöpf, 1997 The Prix Ars Electronica has become a focal point for cyber artists in the realm of contemporary art they are the creative ones leaving the bonds of traditions behind the crossing over the boundaries between disciplines Cyber artists are opening up the mass medium of the Internet to new forms of artistic creativity in research and development dominated by industry They are taking new directions with regards to programs and interfaces they are shaping interactivity as the key cultural technology They are creating new worlds of images and sound in art science and research dissolving the traditional boundaries to make imagination and knowledge comprehensible In the Prix Ars Electronica competition organized in 1997 for the eleventh time by the Austrian Broadcasting Corporation four juries of international experts have selected the 58 prize winning works presented in this book from a total of 877 entries. The results of the Prix Ars Electronica 97 once again act as a seismography for the current state of digital media creativity on the way to cyber art

Golden Nica for the category Pioneers of Media Art has now been awarded for the second time Exhibition Ars Electronica CyberArts 2018 Hannes Leopoldseder, Christine Schöpf, Gerfried Festival Linz Austria 03 09 07 09 2015 Stocker, 2018-09-29 Out of all of the media art competitions the Prix Ars Electronica has the richest tradition in the world Awarded every year since 1987 the competition is considered a barometer of trends in global media art thanks to its consistency and the large number of high quality submissions it receives Containing many pictures and texts as well as statements by the jury the book assembles the artworks recognized in 2018 in the categories of Computer Animation Digital Communities Interactive Art and u19 CREATE YOUR WORLD In addition the publication again features a best of selection of works submitted to the European Commission's STARTS Prize competition This highly remunerated competition focuses on innovative projects that deal with a combination of science technology and art Science Technology and ARTS Festival dates Ars Electronica Festival Linz September 6 10 2018 **Prix Ars Electronica** Hannes Leopoldseder, Christine Schöpf, Gerfried Stocker, 2008 The Prix Ars Electronica has become a focal point for cyber artists in the realm of contemporary art they are the creative ones leaving the bonds of traditions behind the crossing over the boundaries between disciplines Cyber artists are opening up the mass medium of the Internet to new forms of artistic creativity in research and development dominated by industry They are taking new directions with regards to programs and interfaces they are shaping interactivity as the key cultural technology They are creating new worlds of images and sound in art science and research dissolving the traditional boundaries to make imagination and knowledge comprehensible In the Prix Ars Electronica competition organized in 1997 for the eleventh time by the Austrian Broadcasting Corporation four juries of international experts have selected the 58 prize winning works presented in this book from a total of 877 entries. The results of the Prix Ars Electronica 97 once again act as a seismography for the current state of digital media creativity on the way to cyber art Book **A New Cultural Economy** Gerfried Stocker, Christine Schöpf, 2008 The age of copyright and intellectual property Iacket has reached its expiration date a development that already manifested itself in the technical fundamentals of the Internet has reared its head in the actual practices of a young generation of users and is bringing forth a new economy of sharing that clever business people are now taking to the next conceptual lever a new cultural economy With this provocative formulation Ars Electronica 2008 is placing one of the core issues of modern knowledge based society at the focal point of this year s festival program Artists theorists and experienced network nomads elaborate on these phenomena that now characterize our culture of everyday life from angst inducing scenarios of the annulment of intellectual property rights all the way to kicking back and going with the global information flow So then what status can intellectual property still have in an open knowledge based society And who s responsible for protecting intellectual property and establishing practicable rules BOOK JACKET

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media.art.research award - u19 - freestyle computing. [19]92 [Anonymus AC00599026],1992 25 Jahre Netzwerk für Kunst, Technologie und Gesellschaft Hannes Leopoldseder, Christine Schöpf, Gerfried Stocker, 2004 Edited by Hannes Leopoldseder Christine Schapf and Gerfried Stocker Essays by Peter Higgins Horst Hartner Hiroshi Ishii Siegbert Janko Gustav Pomberger Scott Ritter Itsuo Sakane Hans Peter Schwarz et al Cyberarts 2001 Hannes Leopoldseder, Christine Schöpf, 2001-09-04 Der Prix Ars Electronica ist eine offene Plattform fr die unterschiedlichen Disziplinen im Bereich digitaler Mediengestaltung an der Schnittstelle von Technologie Kunst Wissenschaft und Gesellschaft Die neue Wettbewerbssparte Net Vision Net Excellence ffnet sich verst rkt dem kulturellen Diskurs um das Medium Internet Cyberarts 2001 bietet einen aktuellen berblick ber digitale Mediengestaltung am Beispiel der Wettbewerbsbereiche Net Vision Net Excellence Digital Musics Interaktive Kunst und Computeranimation Visual Effects ebenso wie einen berblick ber die breite Palette von Produktionen Jugendlicher

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