

Museum of the Future – Ars Electronica Center

The gateway to the domain of digital interaction opens up for you in Linz. Inside, you'll discover state-of-the-art information and communication technologies and explore their impact on the worlds of art, work and leisure. There are plenty of surprises, lots of fun, and hi-tech experiences that go far beyond run-of-the-mill computer applications.

The Museum of the Future is especially attuned to the needs and interests of its visitors. All of the facility's installations are designed for interaction. Fascinating insights into leading-edge technologies and their artistic implementation emerge from playfully encountering a diverse spectrum of stations and exhibits. We particularly emphasize communication with our visitors—via new media as well as through person-to-person contact. In addition to numerous computer set-ups that offer access to additional information about the individual projects, our highly knowledgeable Info-Trainers are stationed throughout the facility to provide personalized assistance and to answer visitors' questions.

Five floors of exhibits that let you take high tech out for a spin! You'll gain hands-on experience, have fun, get creative and learn a thing or two.

The dream of flying comes true at the Museum of the Future. On the Cyberdeck, you can take off on a virtual flight with Humphrey II. The user is suspended in midair by pneumatic muscles and controls his flight path through body movements just like Superman. A force feedback system simulates the physical forces generated during an actual flight, while a 3D head-mounted display delivers impressive visual accompaniment. Enjoy an incredible, one-of-a-kind experience in this prototype designed by the Ars Electronica Futurelab.

As in the world of giant Brobdingnagians and tiny Lilliputians in "Gulliver's Travels" by Jonathan Swift, it's the dimensions and the interplay of scales and relations that make the Gulliver's World installation so cool. You can design Gulliver's World as a game blending reality and fantasy! The different stations enable you not only to interact with prefab characters but also to invent new ones yourself. Do your own drawing, designing and forming of the installation's environment, and take your own excursion into Virtual Reality.

The Robolab showcases work that has come out of the Futurelab's Artist-in-Residence Program. The Ars Electronica Futurelab is a model of a new kind of media art laboratory in which artistic and technological innovations engender reciprocal inspiration. Artists from around the world come here to bring their projects to fruition. Currently on display are works by past artists-in-residence Golan Levin and Zachary Lieberman (USA), John Gerrard (IRL) and Takehisa Mashimo, Satoshi Shibata and Akio Kamisato (J).

The CAVE offers visitors the rare opportunity to experience total immersion in virtual worlds. The possibilities are seemingly endless: a Renaissance city, visions created by contemporary artists, design and architectural studies, or industrial projects. Exploring this remarkable world of Virtual Reality up close in the CAVE is truly an unforgettable experience!

A wide array of projects exhibited throughout our five-floor facility provides insights into and an overview of the artistic confrontation with modern technology. Sound fabrication, a quickie robot construction system, digital butterflies, a future e-mail delivery service and lots of other amazing stuff invite you to experience dramatic encounters and personal interactions with state-of-the-art technology.

Wolfgang A. Bednarzek, MAS
Press Officer, Ars Electronica
AEC Ars Electronica Center Linz

Museumsgesellschaft mbH
Hauptstraße 2, 4040 Linz, Austria

Tel ++43-732-7272-38
Fax ++43-732-7272-638

e-mail: wolfgang.bednarzek@aec.at

Press Lounge with the latest updates and background information:
<http://www.aec.at/press>

Picture client that lets you download an assortment of photographic material about Ars Electronica in 300 dpi format:
<http://www.aec.at/pictures>