

## **New Images of the Human Body**

**March 28-30, 2008 at the "Bleib G'sund" health fair and beginning January 1, 2009 in the new AEC.**

The Museum of the Future has focused on human-machine interaction up to now, but with the opening of the new facility on January 1, 2009, AEC will be adding some new fields to its scientific and technological repertoire. Nano, Bio and Neuro are the keywords designating these new settings in which to examine, experience and learn to use state-of-the-art high-tech. A foretaste will be provided by an exhibition of graphics entitled "Ars Intrinsic" that's on display at this year's "Bleib G'sund" health fair March 28-30, 2008 in Design Center Linz.

### **Life Sciences in the new AEC**

The new AEC will be blazing trails beyond the customary ambit of digital media. These new areas of exploration—biotech, genetic engineering, medical technology and brain research—are subsumed under the heading life sciences, fields in which the latest findings result from the use of state-of-the-art computer technology. The life sciences are seeking to answer questions that are the keys to our future, questions that the Museum of the Future will be posing as well. Here, a central role is being played by high-tech imaging processes that shed light on worlds and dimensions invisible to the human eye—for example, computer tomography and magnetic resonance imaging that enable us to peer deep inside the human body.

## Foretaste at the "*Bleib G-sund*" Health Fair

An initial impression of these pictorial worlds will be provided by an exhibition entitled "Ars Intrinsic" showcasing large-format images of organisms—live human beings in particular but also materials like wood—that illustrate how these techniques are being used in medical-radiological diagnostics today. Another feature at the fair is "Brainball," a gameplaying-art-R&D project that investigates human-machine interaction possibilities that show tremendous promise for the future. In this game, the two competitors' brainwaves propel a ball back and forth across the playing surface. In contrast to conventional gameplaying concepts, though, it's not concentration, speed or agility but rather the depth of relaxation that spells the difference between victory and defeat.

„Ars Intrinsic“ – Art from Deep Within

Prof. Franz A. Fellner (head of Linz General Hospital's Department of Radiology), Richard Giesemann (graphic designer), Anatole Ak (artist)

Brainball

Interactive Institute Smart Studio

[http://smart.tii.se/smart/front\\_en.php](http://smart.tii.se/smart/front_en.php)

On display at the "*Bleib G'sund*" health fair

March 28-30, 2008 at Design Center Linz.

[www.bleibgsund.at](http://www.bleibgsund.at)

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