

P R E S S E I N F O R M A T I O N

Call for Submissions to Prix Ars Electronica 2006

The World's Largest CyberArts Competition – 6 Golden Nicas – €117,500 in Prize Money – Entries can be submitted beginning January 10, 2006

Prix Ars Electronica is being held for the 20th time this year. Artists, scientists, researchers and developers throughout the world are cordially invited to enter the premiere international competition in the cyberarts.

Beginning on January 10, creatives from across the entire spectrum of media art can submit their work for prize consideration to Prix Ars Electronica 2006. And that spectrum is a broad one indeed, ranging from the artistic disciplines—Digital Musics, Net Vision, Computer Animation and Interactive Art—to the Digital Communities category with its strong sociopolitical orientation. Plus, there are two competitions specially dedicated to up-and-coming young artists: u19 – freestyle computing and [the next idea] Art and Technology Grant. The entry deadline is March 17, 2006.

The Prix Ars Electronica is conceived as a showcase of excellence in a wide array of media art disciplines at the interface of art, technology and society. This worldwide competition is as unique as it is successful, providing a setting for a high-level discourse with an international flair. Since its inception in 1987, artists from around the world have submitted 31,188 projects for Prix Ars Electronica judging and thus have continuously played a role in determining the competition's ongoing development.

Once again this year, the call goes out worldwide for participants to submit their works. All those interested in vying for the coveted Golden Nica statuette in one of the six Prix Ars Electronica categories have until March 17, 2006 to enter the competition. Prize money totaling 117,500 euros awaits this year's winners.

Seven juries composed of international experts will convene April 27-30 in Linz to assess the submissions and select the prize recipients. Dr. Hannes Leopoldseder and Dr. Christine Schöpf will serve as overall jury chairpersons.

Overview of the Competition's Categories and Prize Money

The definitions of the respective categories are continually being updated to correspond to the current state of the art in the cyberarts. The 2006 competition will feature the following categories:

- * Computer Animation/Visual Effects
- * Digital Musics
- * Interactive Art
- * Net Vision
- * Digital Communities
- * u19 – freestyle computing
- * [the next idea] Art and Technology Grant

Total prize money: €117,500

- * 5 x 1 Golden Nica (€10,000 each)
- * 5 x 2 Awards of Distinction (€5,000 each)
- * 1 x 1 Golden Nica (u19: €5,000)
- * 1 x 2 Awards of Distinction (u19: €2,000 each)
- * Up to 72 Honorary Mentions

Awards Ceremony and Exhibition in Conjunction with the Ars Electronica Festival

The awards ceremony will be held during the Ars Electronica Festival (August 31 to September 5, 2006) in the Brucknerhaus Linz). The O.K Center for Contemporary Art in Linz will be the venue hosting the CyberArts 2006 exhibition featuring this year's prizewinning works (opening: August 31, 2006). The prizewinners themselves will discuss their works at a two-day Prix Artists Forum.

Patrons and Sponsors

Prix Ars Electronica ist organized by AEC and ORF Upper Austria in collaboration with Brucknerhaus and O.K Center for Contemporary Art.

Prix Ars Electronica is supported by City of Linz, Province of Upper Austria, Telekom Austria and voestalpine.

Special thanks to: KulturKontakt Austria, Pöstlingberg Schössl, Sony DADC, Sony DEC and Spring Global Mail.

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Prix Ars Electronica online

Ars Electronica's website provides detailed information about this year's competition and how anyone interested in entering can register online. Those who wish can also receive the call for submissions and accompanying information via e-mail.

* Prix Ars Electronica 2006: prixars.aec.at (queries: info@prixars.aec.at)

* u19 - freestyle computing: www.u19.at (queries: u19@prixars.aec.at)

Detailed Information about the Individual Categories

COMPUTER ANIMATION / VISUAL EFFECTS

The Computer Animation / Visual Effects category has been a Prix Ars Electronica fixture from the very start. It recognizes outstanding independent work in the arts and sciences as well as in commercial high-end productions coming out of the film, advertising and entertainment industries. In this category, artistic originality counts just as much as technical excellence.

DIGITAL MUSICS

Digital Musics is the category for contemporary digital sound productions representing the entire spectrum of “electronica”—works that blend sound and media, computer compositions ranging from electro-acoustic to experimental, and sound installations. The programmatic aim of this category is to expand horizons beyond the boundaries of individual genres and artistic currents.

INTERACTIVE ART

The Interactive Art category deals with interactive works of every sort and format—from installations to performances. Here, judges place particular emphasis on the realization of a highly expressive artistic concept through the purposeful deployment of appropriate technology, on innovative interaction design and on the work’s inherent potential to expand human beings’ latitude for action.

NET VISION

The Net Vision category honors artistic Internet projects that distinguish themselves through their innovative design and, above all, outstanding inventiveness, as well as works whose content displays tremendous originality. In this category, great importance is attributed to the way an Internet-based work of art integrates the online medium.

DIGITAL COMMUNITIES

Digital Communities recognizes initiatives that foster bold and inspired innovation in human coexistence, efforts to bridge the so-called Digital Divide that is a consequence of geography as well as gender, outstanding social software and programs that enhance the

accessibility of technological-social infrastructure. Digital Communities honors the political potential of digital and network-linked systems and, in doing so, addresses a broad spectrum of projects, programs, initiatives and phenomena.

[the next idea]

The target group of this category includes students at universities, art schools, technical colleges and other educational institutions, as well as all other young creatives throughout the world between the ages of 19 and 27 who have come up with a not-yet-realized concept in the area of media art, media design or media technology. The winner will receive a grant in the amount of €7,500 and an invitation to spend a semester as scientific assistant and artist-in-residence at the Ars Electronica Futurelab.

*** u19 – Competition for Austrian Youngsters up to Age 19 (www.u19.at)**

Once again in 2006, the u19 - freestyle computing category presents itself as an enthralling showcase of the digital capabilities of the cybergeneration. Austrian youngsters up to age 19 are invited to submit their creative work for expert judging. The most outstanding among them will receive a Golden Nica, two Awards of Distinction, prize money totaling €10,000 and Honorary Mention certificates.

Needless to say, the entrant's age is taken into account by the jury; however, in order to make for a level playing field and adequate acknowledgment of all age groups, additional merchandise prizes will be awarded to kids up to age 10 and to the 11-14 years olds.

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