

PRESS RELEASE

The 2007 Prix Ars Electronica

CONTENTS

THE PRIX ARS ELECTRONICA	2
THE 2007 COMPETITION	3
GOLDEN NICAS	5
AWARDS OF DISTINCTION	10
HONORARY MENTIONS	16
FACTS & FIGURES	29
JURY MEMBERS	34

Featured Speakers:

Christine Schöpf, Gerfried Stocker

Artistic Directors of Ars Electronica



The Prix Ars Electronica

www.aec.at/prix

Since 1987, the Prix Ars Electronica has focused on creative work at the interface of art, technology and society. In 2007, the competition once again underscores its status as the leading international showcase of excellence in digital media art: this year's 3,374 entries from 63 countries establishes a new Prix Ars Electronica record for submissions.

This year's winners will receive six Golden Nicas, [the next idea] Art & Technology Grant, the Media.Art.Research theory award and a total of 122,500 euros in prize money. Other outstanding works are being singled out for recognition with 14 Awards of Distinction and 74 Honorary Mentions. Juries made up of internationally prominent experts in their respective fields convened April 19-22, 2007. The official awards ceremony will be held in conjunction with the Ars Electronica Gala on September 7, 2007 in Linz's Brucknerhaus.

The Prix Ars Electronica is produced by the Ars Electronica Center Linz and the ORF – Austrian Broadcasting Company's Upper Austria Regional Studio together with the O.K Offenes Kulturhaus Oberösterreich and the Brucknerhaus Linz. The Prix Ars Electronica is supported by the City of Linz and the Province of Upper Austria. Lead sponsors are **LIWEST** and **voestalpine**; additional sponsors are KulturKontakt Austria, Pöstlingberg Schössl, Casinos Austria, Sony DADC, Sony DEC, Linz AG and Spring Global Mail.

The 2007 Competition

The 2007 Prix Ars Electronica invited submissions in a total of eight categories that—taken as a whole—reflect the growing diversification of digital media art as well as the ongoing development of the Prix Ars Electronica. The most obvious manifestations of these two processes are this year's two new categories: Hybrid Art and Media.Art.Research.

Hybrid Art focuses on hybrid and transdisciplinary projects. The essential element is the blending and interweaving of different media and genres into new forms of artistic expression. For many artists, it's become a matter of course to transgress boundaries: they conduct research, pursue an active commitment to social and political causes, or engage with pop culture, and it's now time to formally acknowledge this development. Hybrid Art is designed to expand the scope of the Prix Ars Electronica categories of long standing and thus to create latitude for new and unexpected forms of creativity.

Media.Art.Research, in turn, focuses on scholarly work in art history and media studies. This year's theme is net-based artforms. The prizewinning work will be honored with a cash award to be used for a specified purpose from Linz's Ludwig Boltzmann Institute. This category is meant to formally acknowledge the theoretical research currently being done on media art, which has developed into a thematically wide-ranging discipline in its own right over the last two decades. The great diversity and current relevance of the work being done by media artists call for a process of scholarly reflection designed to historically contextualize this art, to mediate encounters with it by today's audiences and to preserve it for the future. The Ludwig Boltzmann Institute Media.Art.Research <http://media.lbg.ac.at/en/index.php> was established by the Ludwig Boltzmann Society in 2005. It will pursue its mission for seven years under the aegis of the Ars Electronica

Center, the Linz Art University and the Lentos Museum of Art. On the basis of the extensive holdings of the Ars Electronica Archive, the institute is doing scholarly work in the fields of media art and media theory.

Golden Nicas

A Golden Nica is presented to the winner in each of the following categories: Computer Animation / Film / VFX, Digital Musics, Hybrid Art, Interactive Art, Digital Communities and u19 – freestyle computing. Ars Electronica also awards [the next idea] Art & Technology Grant and the Media.Art.Research Prize.

COMPUTER ANIMATION / FILM / VFX

Codehunters / Ben Hibon (UK) / BLINK PRODUCTIONS

Ben Hibon's **Codehunters** is an action-packed, apocalyptic work of animation. It's set in the distant future in the slums of Lhek, a Far Eastern city that's being plunged into chaos. Here, might makes right since the evil Khaan eliminated Krai, his last adversary, and installed his reign of terror. But resistance rears its head again with the emergence of Shen, Lawan, Zom and Nhi. They're the Codehunters and their aim is to triumph though all who've gone before them have failed. In a final, decisive battle, their mission is to free the land and its inhabitants from Khaan's stranglehold and to help Krai regain power and reestablish just rule ...

DIGITAL MUSICS

Reverse Simulation Music / Masahiro Miwa (JP) / IAMAS

<http://www.iamas.ac.jp/~mmiwa/>

Mashiro Miwa's **Reverse Simulation Music** is based on composition structures developed by computer and then played by musicians, performers or mechanical devices. Depending on the concrete movements and actions of the performers as they go about this, prescribed

rules and calculations are acoustically reproduced in a particular or a random (improvised) order. In contrast to traditional compositions, "Reverse Simulation Music" is not an effort to intonate and acoustically recreate natural phenomena; it rather does just the opposite: transform "artificial," computer-developed rules and structures into natural phenomena.

HYBRID ART

SymbioticA (AU)

www.symbiotica.uwa.edu.au

Located at the School of Anatomy & Human Biology, University of Western Australia SymbioticA is an artistic laboratory dedicated to the research, learning and critique of life sciences. SymbioticA is the first research laboratory of its kind, in that it enables artists to engage in wet biology practices in a biological science department. SymbioticA sets out to provide a situation where interdisciplinary research and other knowledge and concept generating activities can take place. It provides an opportunity for researchers to pursue curiosity-based explorations free of the demands and constraints associated with the current culture of scientific research while still complying with regulations. SymbioticA also offers a new means of artistic inquiry, one in which artists actively use the tools and technologies of science, not just to comment about them, but also to explore their possibilities.

INTERACTIVE ART

Park View Hotel / Ashok Sukumaran (IN)

<http://Out.in/parkviewhotel>

Ashok Sukumaran's Park View Hotel opens up a dialog between human beings and architecture. The setting is the César Chavez Plaza and the adjacent Fairmont Hotel in downtown San José. A specially constructed telescopic sight makes it possible to focus in on and "mark" individual windows of the hotel building as well as street lamps on the plaza below. Various colored light impulses follow the "route" thus established, jumping from window to window and across the street to the street lamps on the plaza. Human being, park and hotel building communicate with one another ...

DIGITAL COMMUNITIES

Overmundo (BR)

www.overmundo.com.br

Overmundo was developed by Hermano Vianna, Alexandre Youssef, Ronaldo Lemos and José Marcelo Zacchi and is both a community as well as a software tool. The Web 2.0 platform focuses on Brazilian cultures in all their diversity and complexity. Texts, images, videos and pieces of music reflect the age groups, genders, ethnic groups, regions and languages of Brazilian society/societies. Overmundo is an open and transparent online discussion forum that bridges geographical and social barriers. It conveys culturally and sociopolitically relevant discussions and scenes from large urban centers to rural regions.

u19 – FREESTYLE COMPUTING

VoIP-Wiki / Daniel Robinig, Manuel Salzmann, Matthäus Spindelböck

http://projects.htl-klu.at/Projekt_0607/pr5dhi09/Internet/index.html

VoIP-Wiki is a voice-over IP system that can be used for a variety of different purposes. For instance, it makes it possible to acoustically access information in a wiki system like Wikipedia, the online encyclopedia. The voice connection is made either via voice-over IP, cell phone or landline. The project was realized in cooperation with the Carinthian Association of the Blind. Its many potential applications promise to substantially improve the quality of life of people who are blind or have impaired vision.

[THE NEXT IDEA] ART AND TECHNOLOGY GRANT

SUN_D / Jonas Burki (CH) / FHNW / University of Art and Design / HyperWerk Institute

www.sun-d.ch

With the development of **SUN_D**, Jonas Burki has come up with a concept for an image projection system with great promise for the future. It's based on the mechanical manipulation of the light and shadow from an existing light source. SUN_D gets along without screens and energy-squandering beamer methods; it only takes advantage of already available light sources—in public spaces, sunlight, for instance. SUN_D links together information and art in an innovative, sensory way that arouses observers' natural curiosity and thus gets their attention. Simple mechanisms make it possible to perceive the process of origination of the projected information. Unobtrusively yet effectively, the messages depicted through the use of SUN_D set themselves apart from the deluge of information with which we are constantly being flooded.

MEDIA.ART.RESEARCH AWARD

Exe.cut[up]able statements - Poetische Kalküle und Phantasmen des selbst-ausführenden Texts / Florian Cramer (NL/DE)

Florian Cramer's dissertation **Exe.cut[up]able statements - Poetische Kalküle und Phantasmen des selbstausführenden Texts** investigates literature—older works as well as contemporary ones—that are based on calculation and algorithms. This text analyses cabbalistic combinations of utterances, word permutations, aleatory (combinational), stochastic (random) and recursive (running in reverse) texts, computer-generated literature as well as the poetics of programming languages and encoding systems. In going about this, calculations and algorithms are regarded as dimensions of language and literature like graphics and phonetics are perceived as dimensions of visual and acoustic compositions. A general characteristic of algorithmic literature is that calculations and algorithms cannot be separated from the text (and its meaning); rather, they possess their own poetics, which is why the text is "self-executing." Its meaning (semantics) thus refers to the encoding system on which it is based and vice versa. Exe.cut[up]able contains a brief account of the history of this literary genre and also analyses two concrete texts: "Quirinus Kuhlmann's 17th-century permutational sonnet XLI" and "Vom Wechsel menschlicher Sachen and mez' _Viro.Logic Condition][ing][1.1_" by Libeskuß.

Awards of Distinction

COMPUTER ANIMATION / FILM / VFX

A Gentlemen's Duel / Tim Miller (US) / Blur Studio, Inc

www.blur.com

Tim Miller's **A Gentlemen's Duel** is an entertaining and action-packed illustration of how a very civilized tea party can quickly explode into fisticuffs when two "refined" gentlemen are vying for the favor of only one lady. Furthermore, it provides yet more proof that when two men are quarreling, it's usually a third party who's enjoying the benefits...

Ark / Grzegorz Jonkajtys, Marcin Kobylecki (PL) / Co-producer: Platige Image

www.thearkfilm.com

Ark by Grzegorz Jonkajtys and Marcin Kobylecki impressed the jury with its gloomy, striking atmosphere and an unexpected ending. The handful of humans who survive a deadly virus attack flee from their cities in an attempt to survive. Crammed into rusty steel cabins aboard gigantic oil tankers, they set out on the high seas on an uncertain course that they hope will take them to a new land and salvation. But it soon turns out that their leader—the very man who's attempting to secure the whole party's survival—is himself infected and thus terminally ill. In sight of the island they've been longing to reach, he decides to take his own life in order to save the lives of the others ...

DIGITAL MUSICS

Mi Vida / Israel Martínez (MX)

www.israelm.com

Mi Vida by Israel Martínez is the acoustic account of a car ride that comes to a sudden, tragic end. The piece is composed solely of traffic noise, engine sounds, the squealing of brakes and the crunching of metal. It doesn't follow a linear narrative structure; rather, it amalgamates content elements and acoustic components in random, occasionally reversed sequence. The title "Mi Vida" alludes to the automobile's place in our society and a human being's own life spent—and ultimately ended—in a car moving from Point A to Point B.

Grist / Drumcorps (US)

<http://drumcorps.cc>

Aaron Thall's **Grist** is lust, is power, is energy, is speed. Grist brings together the emotions of Punk, Metal and Hardcore with the almost unlimited possibilities of modern-day technology. The results are acoustic fireworks that scream "live performance" and, in going about it, sweep up the audience and take it along on a wild ride.

HYBRID ART

Cloaca / Wim Delvoye (BE)

www.cloaca.be

Wim Delvoye's **Cloaca** is a complex installation that simulates the human digestive process. The machine is fed with everyday foodstuffs. The mechanically produced end product is—even under scientific examination—impossible to differentiate from human excrement.

Biological Habitat: Breeding Spaces Technology, Made in Space / Zbigniew Oksiuta
(PL/DE)

www.oksiuta.de

With **Biological Habitat: Breeding Spaces Technology**, Zbigniew Oksiuta reaches for the stars. The centerpiece is the development of new forms of life in outer space. It's not high tech, computers or astronauts launched into orbit but rather the building blocks of life itself that are said to make this possible. "Made in Biosphere" & "Made in Space" focus on DNA as the universal code of all life—embedded in biological reactors, it undergoes continuous further development autonomously and on its own. On Earth just like in outer space. The project is based on the insight that environment and physical laws determine the respective forms of life to the extent that their "experience" over the course of evolution is implemented in the building blocks of life, the strands of DNA. In the embryonic state, however, life emancipates itself from these guidelines and prescriptions. This is precisely what the biological habitat uses; it provides a biotope that is not determined by gravitation and physical laws on Earth but rather by conditions in outer space. Therefore, biological forms of life also develop differently here and—similar to life on Earth—reproduce themselves over the course of an evolutionary process.

INTERACTIVE ART

Seeker / Leon Cmielewski, Josephine Starrs (AU)

<http://lx.sysx.org>

Seeker by Leon Cmielewski and Josephine Starrs focuses on the causal connections among territorial borders, the occurrence of raw materials that are at the center of violent disputes, and flows of migrants. Three screens each feature one of these themes. The first screen is an interactive component that allows users to track their own migration history on a world map. These stories and routes are amassed into currents that are visualized. The second screen collects international news reports of attempts to flee that end in death. The third screen interrelates the occurrence of fought-over raw materials like tantalum, diamonds and crude oil with the streams of migrants and refugees that originate in the same areas. The selection of individual focal-point issues causes the information and visualizations on all three screens to become interlinked.

Conservation of Intimacy / Bernie Lubell (US)

blubell.home.att.net/03intimacyinstall.htm

Bernie Lubell's **Conservation of Intimacy** was inspired by the physiological experiments Etienne Jules Marey conducted in the 19th century and is constructed solely of wood, steel springs and pneumatic tubes. This interactive arrangement consists of a bench made of wooden slats that is connected via pneumatic tubes with an adjacent room as well as a drawing stylus installed on the wall facing the bench. The elaborate wood construction is modeled on a computer; human beings assume the role of the processors. When they sit

down on the bench, their movements are transferred via air pressure to balls located in the adjacent room. The balls, in turn, swirl about the room. On a screen, the people seated on the bench can observe the action in the adjacent room that was triggered by their movements. At the same time, their movements are transferred from the drawing stylus mounted on the wall opposite the bench onto a roll of paper that is, in turn, unspooled by a third person riding a stationary bike. "Conservation of Intimacy" combines artistic, scientific, technological and cultural aspects, and shows that interaction functions best when each individual protagonist takes the actions of the others into account: Intimacy as the essential component of social interaction.

DIGITAL COMMUNITIES

dotSUB LLC (US)

<http://dotsub.com>

With **DotSUB**, Michael L Smolens transforms linguistic barriers into cultural bridges. This browser-based tool is oriented on wiki approaches and makes available technologies to create subtitles. In contrast to the film industry, DotSUB doesn't target language groups that account for high box office revenues; instead, it's designed for video content for a worldwide public and thus furthers intercultural communication and democratization.

Electronic Frontier Foundation (US)

www.eff.org/

Rebecca Jeschke and Danny O'Brien's **The Electronic Frontier Foundation digital community** (EFF) promotes digital freedom of opinion and takes a stand in opposition to censorship, manipulation and exertion of influence by government authorities. The EFF was

founded in 1990; today, it has 13,000 members, more than 46,000 newsletter subscribers and 68,000 users all over the world. The community comprises artists, activists, journalists and other people who are committed to digital freedom of opinion and to the related process of raising consciousness of the sociopolitical discourse.

u19 – FREESTYLE COMPUTING

Flying Bytes / Christof Sirk, Josef Koller

FlyingBytes is a computer flying game in 3D that was created by Christof Sirk and Josef Koller. The jury was impressed not only by the professionalism displayed by the young developers but also by the technologies they used, which are all state-of-the-art.

Incline - Neigung nach Existenz / Manuel Eder

Manuel Eder's short video entitled **Incline** interlinks real and virtual worlds and accompanies a three-dimensional, animated girl on her stroll through the city of Salzburg. Particularly striking are the filmmaker's great feeling for camerawork and the detailed depiction of the protagonist. To produce the video, Manuel Eder worked with Lightware 3D, a graphics software that has already been used in various Hollywood productions.

Honorary Mentions

Computer Animation / Film / VFX

One Rat Short

Alex Weil (US) / Charlex Films

<http://www.oneratshort.com>

Chaos Theory

Gergely Szelei, Barna Buza, Zoltan Szabo (HU) / Conspiracy demogroup

<http://chaostheory.conspiracy.hu>, <http://conspiracy.hu>

Happiness Factory

Kylie Matulick, Todd Mueller (US) / PSYOP

Sigg Jones

Mathieu Bessudo, Douglas Lassange, Jonathan Vuillemin (FR) / Supinfocom Arles

Travelers: Snowball

Weta Digital Ltd (NZ)

Silent Hill - Making of

Stéphane Ceretti (FR), VFX supervisor / BUF

<http://www.buf.fr>

Gnarls Barkley "Crazy"

Robert Hales (UK) / HSI, Vanessa Marzaroli (US) / Blind

www.blind.com

Renkan

Nobuo Takahashi (JP)

Même les pigeons vont au paradis

Samuel Tourneux (FR) / BUF

Monster Samurai

Moto Sakakibara (US) / Sprite Animation Studios

www.spriteanimation.com

Pirates of the Caribbean: Dead Man's Chest

Hal Hickel (US) / Industrial Light & Magic

<http://www.ilm.com/theshow/>

Apnée

Claude Chabot (FR) / Autour de Minuit

Fetch

Dana Dorian (UK) / Axis Animation

www.axisanimation.com

Lost Odyssey Opening Cinematics

Hironobu Sakaguchi (JP) / Mistwalker, Inc., Mikitaka Kurasawa (JP) / ROBOT Communications Inc.

INTERACTIVE ART

KhirkeeYaan

Shaina Anand (IN)/ Chitrakarkhana.net

www.chitrakarkhana.net/khirkeeyaan.htm

Deep Wounds

Brian Knep (US)

www.blep.com/deepWounds

Animalia Chordata

Gabriel Barcia-Colombo (US)

www.gabebc.com/instal/animalia.htm

Open Burble

Usman Haque (with Rolf Pixley and Seth Garlock) (UK)

<http://www.haque.co.uk/openburble.php>

White Lives on Speaker

Yoshimasa Kato, Yuichi Ito (JP)

<http://www.wlos.jp>

Se Mi Sei Vicino

Sonia Cillari (IT/NL)

Produced by Netherlands Media Art Institute, Montevideo/TBA

Supported by STEIM and Rijksakademie van beeldende kunsten

www.soniacillari.net

Freqtric Project

Tetsuaki Baba (JP)

tserve01.aid.design.kyushu-u.ac.jp/~baba/works/FreqtricProject/

Digit

Julien Maire (FR)

<http://julienmaire.ideenshop.net>

SHO(U)T

Vincent Elka (FR) / Emosmos

SGM-Iceberg-Probe | an explorative interface

Agnes Meyer-Brandis (DE)

www.researchcraft.net

HYBRID ART

public conVENience, 2006

Tabaimo (JP) Gallery Koyanagi, Tokyo <http://www.gallerykoyanagi.com/index.html>

James Cohan Gallery, New York www.jamescohan.com/artists/tabaimo/

Five Pieces of Evidence

Raqs Media Collective (IN)

www.raqsmediacollective.net/evidence.html

Camera Lucida: Sonochemical Observatory

Evelina Domnitch (BY), Dmitry Gelfand (RU/US)

www.portablepalace.com

Autoinducer_Ph-1 (cross cultural chemistry)

Andrew Gracie (US) /hostprods, Brian Lee Yung Rowe (US)

<http://hostprods.net/autoinducer.html>

Exploding Camera

Julien Maire (FR)

<http://julienmaire.ideenshop.net>

Unreflective Mirror

Masaki Fujihata (JP)

www.fujihata.jp

@c + Lia

Miguel Carvalhais (PT), Pedro Tudela (PT), Lia (AT)

www.at-c.org, <http://lia.sil.at>

Day Of The Figurines

Blast Theory (UK)

http://www.blasttheory.co.uk/bt/work_day_of_figurines.html

Nothing Happens

Nurit Bar-Shai (US)

transition.turbulence.org/Works/nothingHappens/

PigeonBlog

Beatriz da Costa with Cina Hazegh and Kevin Ponto (US)

www.pigeonblog.mapyourcity.net

Latent Figure Protocol

Paul Vanouse (US)

<http://www.contrib.andrew.cmu.edu/~pv28/lfp.html>

DIGITAL MUSICS

filmachine / filmachine phonics

Keiichiro Shibuya, Takashi Ikegami (JP)

<http://atak.jp>; <http://sacral.c.u-tokyo.ac.jp/>

Marionette

Jorge Isaac, Roderik de Man (NL)

<http://www.visisonor.net>, <http://www.roderikdeman.com>

Fluctuatio (in)animi

Clara Maïda (FR)

www.claramaida.com

Ain't there TV after Death

Guenther Rabl (AT)

<http://www.canto-crudo.com>

The Caretaker - Theoretically pure anterograde amnesia

James Kirby (UK) / V/Vm Test Records

www.brainwashed.com/vvm

Layering Buddha

Robert Henke (DE)

www.monolake.de

Polina Voronova / Luxurious

Nikita Golyshev, Ilias Mikanaev, Polina Voronova (RU)

<http://www.excentrica.org/>

The Wayward Regional Transmissions

Ran Slavin (IL)

www.ranslavin.com

un canny

Pei-Wen Liu (TW)

www.little-object.com

fwd:inf [rec]

Anne Wellmer / nonlinear (DE/NL)

<http://www.nonlinear.demon.nl>; <http://www.myspace.com/nonlinearanalogica>

Storm

Chris Watson (UK), Benny Nilsen (SE)

untitled sonic metaorganisms / untitled sonic microorganisms

Francisco Lopez (ES)

www.franciscolopez.net

DIGITAL COMMUNITIES

Wiener Tafel (AT)

www.wienertafel.at

mySociety (UK)

www.mysociety.org/

Translate.org.za (ZA)

translate.org.za

OScar - reinvent mobility (DE)

www.theoscarproject.org

Gothamberg

Martin Wattenberg & Marek Walczak with Johanna Kindvall, Chuck Crow (US)

transition.turbulence.org/Works/gothamberg/index.php

Radia.Fm (INTL.)

radia.fm

Women on Web

www.womenonweb.org

dropping knowledge (DE)

www.droppingknowledge.org

Rassismus streichen (AT)

www.rassismusstreichen.at

herinnerdingen (Things to remember) (NL)

www.herinnerdingen.nl

AHA: Activism-Hacking-Artivism (IT/DE)

www.ecn.org/aha

cafebabel.com (FR)

www.cafebabel.com

u19 – FREESTYLE COMPUTING

Merchandise Prize u10

Python Tutorial

Alexander Grasser, Leonhard Hauptfeld and Chen Wang

Alexander Grasser, Leonhard Hauptfeld and Chen Wang produced **Python Tutorial**, a charming video tutorial for the Python programming language. The three boys came up with a very vivid, easy-to-understand description of the various modules of what Wikipedia describes as a “high-level programming language.”

Merchandise Prize u14

Rolling Stone

Maik Groß

Maik Groß created **Rolling Stone**, a jump’n’run game featuring great playability and graphics that go along really well with the action. In games of this genre, the on-screen figures whose motions are controlled by the player move by running and jumping, whereby precise jumping is an essential part of successful gameplaying.

Honorary Mentions

Mein kleiner grüner Kaktus

Victoria Hohensinner, Tobias Mattner, Irene Szankowsky, Nela Pichl

FOG PAINTING

Julius Lugmayr

Sounds of Water

Andreas Kraxberger, Julia Krumbiegel, Nina Leopold, Richard Mayr, Stefan Moser, Borjana Oroz, Daniel Pirngruber, Katharina Pupeter, Christoph Rainer, Thomas Raml, Nadine Roiß, Hannah Schnabellehner, Erik Setik, Lukas Standfest, Christopher Tschusch

Lightracker

Lukas Huber, Yassad Rabady, Patrick Schubert

CFE – CreARTive Flash Experiments

Stephan Hamberger

Jedi Training

Lorenz Hammel, Max Hammel

KLAC-KS Kinder lernen am Computer - Das Kindergartenspiel

Edith Zöserl

we talk about nature

Philipp Hieslmair, Carina Treitinger, Sanja Pekez

Unter unseren Füßen

Barbara Wallner, Nina Streng

GPS-Ortungssystem Cowfinder

Alexander Kastler, Josef Meingassner, Christoph Bichler, Michael Wilhelm

[the next idea]

Sound-Finder/City (Spaces) Probe

Pawel Oczkowski (PL)

Wonderful World

Takayuki Nakamura (JP)

<http://www.atsumari.jp/t-nakamura.html>

Garden of Eden

Timm Wilks (DE), Thorsten Kiesl (AT), Harald Moser (AT)

Media.Art.Research Award

Honorary Mentions

Zero Comments

Geert Lovink (NL)

IASLonline Lektionen in NetArt/Lessons in NetArt

Thomas Dreher (DE)

(<http://iasl.uni-muenchen.de/links/lektion0.htm>)

Facts & Figures

A total of **122,500 euros** in prize money is being awarded in conjunction with the 2007 Prix Ars Electronica:

		Euros
5 x	1 Golden Nica (10,000 euros each)	50,000
1 x	1 Golden Nica	5,000
5 x	2 Awards of Distinction (5,000 euros each)	50,000
	2 Awards of Distinction in u19 (2,000 euros each)	4,000
	2 Merchandise Prizes in u19 (500 euros each)	1,000
	[the next idea] Art & Technology Grant	7,500
	Media.Art.Research Award	5,000
TOTAL		122,500

A total of **3,374 projects** were submitted in 2007:

	Entries
Computer Animation / Film / VFX	509
Digital Communities	409
Digital Musics	591
Interactive Art	387
Hybrid Art	473
u19 – freestyle computing	891
[the next idea] Art and Technology Grant	69
Media.Art.Research Award	45

TOTAL	3,374
Entrants (including 1,046 in the u19 category)	5,318

Projects were submitted from a total of **63 Countries** this year:

Vereinigte Arabische Emirate / United Arab Emirates (AE), Afghanistan / Afghanistan (AF), Armenien / Armenia (AM), Argentinien / Argentina (AR), Österreich / Austria (AT), Australien / Australia (AU), Aserbaidschan / Azerbaijan (AZE), Bangladesch / Bangladesh (BD), Belgien / Belgium (BE), Bulgarien / Bulgaria (BG), Brasilien / Brazil (BR), Weissrussland / Belarus (BY), Kanada / Canada (CA), Schweiz / Switzerland (CH), China / China (CN), Kolumbien / Colombia (CO), Tschechische Republik / Czech Republic (CZ), Deutschland / Germany (DE), Dänemark / Denmark (DK), Ecuador / Ecuador (EC), Estland / Estonia (EE), Ägypten / Egypt (EG), Spanien / Spain (ES), Finnland / Finland (FI), Frankreich / France (FR), Griechenland / Greece (GR), Guatemala / Guatemala (GT), Kroatien (Hrvatska) / Croatia (Hrvatska) (HR), Ungarn / Hungary (HU), Irland / Ireland (IE), Israel / Israel (IL), Indien / India (IN), Island / Iceland (IS), Italien / Italy (IT), Japan / Japan (JP), Sri Lanka / Sri Lanka (LK), Litauen / Lithuania (LT), Luxemburg / Luxembourg (LU), Mazedonien / Macedonia (MK), Mexiko / Mexico (MX), Niederlande / Netherlands (NL), Norwegen / Norway (NO), Neuseeland / New Zealand (NZ), Peru / Peru (PE), Pakistan / Pakistan (PK), Polen / Poland (PL), Portugal / Portugal (PT), Südkorea / South Korea (RK), Rumänien / Romania (RO), Serbien / Serbia (RS), Russland / Russia (RU), Schweden / Sweden (SE), Singapur / Singapore (SG), Slowakei / Slovakia (SK), Slowenien / Slovenia (SL), Thailand / Thailand (TH), Türkei / Turkey (TR), Taiwan / Taiwan (TW), Ukraine / Ukraine (UA), Großbritannien / United Kingdom (UK), Vereinigte Staaten / United States (US), Uruguay / Uruguay (UY), Südafrika / South Africa (ZA)

u19 – freestyle computing

A total of **891 projects** were submitted in the u19 – freestyle computing category:

	Entries	Percentage
Vienna	250	28.06 %
Lower Austria	87	9.76 %
Upper Austria	352	39.51 %
Salzburg	16	1.79 %
Tyrol	4	0.45 %
Vorarlberg	3	0.34 %
Styria	27	3.03 %
Burgenland	10	1.12 %
Carinthia	19	2.13 %
No province specified	123	13.81 %
TOTAL	891	100 %

44% of entrants were girls; 56% were boys:

	Entrants	Percentage
Female	452	44 %
Male	594	56 %
TOTAL	1,046	100 %

The 11-, 13- and 14-year-olds were the best represented cohorts:

Age	Entrants	Percentage
4 Years	11	1.05 %
5 Years	19	1.82 %
6 Years	18	1.72 %
7 Years	16	1.53 %
8 Years	71	6.79 %
9 Years	100	9.56 %
10 Years	50	4.78 %
11 Years	132	12.62 %
12 Years	57	5.45 %
13 Years	137	13.10 %
14 Years	156	14.91 %
15 Years	30	2.87 %
16 Years	80	7.65 %
17 Years	55	5.26 %
18 Years	89	8.51 %
19 Years	25	2.38 %
TOTAL	1,046	100 %

The 891 submitted projects break down by **type** as follows:

Type	Projects	Percentage
Animation / Video	100	11.22 %
Graphics / Digital Image Processing	646	72.50 %
Internet Application / Website	45	5.05 %
Program / Software Development	8	0.90 %
Robotics / Hardware Application ^o	3	0.34 %
Sound / Music	29	3.25 %
Game / Interactive Application	8	0.90 %
Other	52	5.84 %
TOTAL	891	100 %

Almost half of all projects submitted to u19 – freestyle computing were the result of teamwork with classmates:

	Projects	Percentage
Individual Effort	310	34.79 %
Team Effort / Recreational Activity	143	16.05 %
Team Effort / School Activity	438	49.16 %

Jury Members

u19 – freestyle computing

Sirikit Amann (AT), Gerlinde Lang (AT), Christopher Lindinger (AT),
Rainer Zendron (AT), Günther Nimmerfall (AT)

Hybrid Art

Scott deLahunta (NL), Sandrine von Klot (AT), Golan Levin (US), Elaine Ng (HK/US),
Jens Hauser (DE/FR)

Interactive Art

Erkki Huhtamo (FI), Söke Dinkla (DE), Geetha Narayanan (IN), Hiroshi Ishii (US/JP),
Shu-Min Lin (TW)

Digital Musics

Andrey Smirnov (RU), Kiyoshi Furukawa (JP), Elisabeth Schimana (AT), Rob Young (GB),
Rupert Huber (AT)

Computer Animation / Film / VFX

Ken Perlin (US), Boo Wong (US), Ivan Tsupka (UA), Mark Dippé (US),
Sabine Hirtes (DE)

[the next idea] Art and Technology Grant

Horst Hörtnner (AT), Gabriele Kotsis (AT), Tina Auer (AT), Orhan Kipcak (AT),
Daniela Pühringer (AT)

Digital Communities

Andreas Hirsch (AT), Steve Rogers (UK), Gunalan Nadarajan (SG/US),
Kathy Rae Huffman (UK), André Lemos (BR)

Media.Art.Research Award

Dieter Daniels (DE), Olia Lialina (RU), Christiane Paul (US), Claus Pias (DE),
Felix Stalder (CH)

Digital Communities 2007 - Advisory Board

Carlos Afonso, Burak Arikan, Markus Beckedahl, Sonja Bettel, Hisham Bizri, Zeljko Blace,
Danah Boyd, Ed Burton, Patricia Canetti, Pier Luigi Cappucci, Denise Carter, Ruth Catlow,
Dominik Chen, David Cuartielles, Scott de Lahunta, Peter Tomaz Dobrila, Judith Donath,
Tobias Eigen, Tim Erickson, Ana-Maria Fernández-Maldonado, Fabian Fischer, Alex
Galloway, Dan Gillmor, Carlos Gómez de Llarena, Anita Gurumurthy, Rich Hauck, Joichi Ito,
Mimi Ito, Mike Jensen, Günther Kolar, Peter Kuthan, Sivana Lemos, Zach Lieberman, Pablo
Machon, José-Carlos Mariategui, Marcus Neustetter, Margit Niederhuber, Frederick
Noronha, Nicole Öhlich, Dorothy Ocello, Annalisa Polizza, James Powderly, Casey Reas,
Gunther Reisinger, Chris Rettstatt, Scott Robinson, Michael Stadler, Ashok Sukumaran,
Agnese Trocchi, John Wilbanks, Hans Wu, Mahir M. Yavuz, Yukihiro Yosh



Ein Unternehmen der Stadt Linz



connected by:



Hauptsponsor des AEC



EINEN SCHRITT VORAUSS.



WAKE UP YOU WANT TO GO TODAY TV



Berufsbildungsinstitut OÖ



Reaching Global Mail



Machen Sie Ihr Spiel



Veranstalter:



Kooperationspartner:

Kunstuniversität Linz, Lentos Kunstmuseum Linz, Posthof Linz

Additional Support:

Kulturkontakt Austria, Pöstlingberg Schössl, Lenz Moser, VS Fickenscher, Frank & Partner