

computer and games

Interactive Exhibit of Premiered Student Works

Results of a National Competition Organized by the Austrian Cultural Service in Cooperation with the Federal Ministry of Education and Art and Ars Electronica

Dealing with computer technologies is a matter of course for young people. There is already a "demo-group" scene of internationally networked young computer fans. They exchange and process software and create their own sounds, graphics and forms of communication.

Computer games, as a permanent part of young peoples' world of consumption and experience are fun, train the concentration and challenge the player's dexterity and ability to react. However, many of them are based on misanthropic concepts glorifying violence.

The COMPUTER AND GAMES contest was intended to stimulate and intensify the discussion of these aspects of computer games.

Students of all ages were invited to develop their ideas relating to computers and/or design games especially for the computer together with their teachers.

Submission was possible in three categories:

- 1) Concept: description of the game, graphic designs, sketches, etc.
- 2) Demo: description of the game and programmed game sequences
- 3) Game: description of the game and fully playable version

All common software and programming tools were allowed. An independent jury of experts under the direction of project head Dr. Seppo Gründler (Institute of Electronic Music at the College of Music, Graz) selected from the submissions those works to be presented at the Ars Electronica 94. The participants' ages were also taken into consideration. The winners will participate in a three-day computer camp directed by the TOP JOB team as part of Ars Electronica 94. The final presentation will take place at 2:30 PM on June 24, 1994 in the Stiftersaal.

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