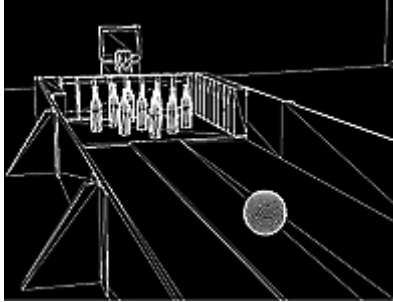


Glasfieber Stadtwerkstadt



An Interactive Game for Visitors

Net-crazy people, gold rush of the 90's.

The dream of fortune, of limitless encounter, limitless exchange and limitless information. *Glasfieber* [Glass-Fever/Fiber]" — an installation that makes the stuff of dreams palpable. On the Rolling Art TM bowling alley, glass bottles are set up for the breaking.

The Rolling Art TM bowling alley at the Stadtwerkstadt incites the festival visitors, tired out from the virtual interactivities of the day, to recharge with a shattering experience come the evening.

The indoor bowling alley is twelve metres long, the projectile is made of high-grade steel, the pins are glass bottles. The alley and the splinter-proof pin chamber are equipped with contact microphones, the setting-up and rolling sounds, and the racket made by the steel ball demolishing the pins, are acoustically amplified. A camera located above the pinfield films the glass pins from above and shows the decisive images, of the ball striking the pins, on the monitor above the pin chamber, providing a clear view of the consequences: how many bottles are still standing, how many shattered. Pictures of the bowling action and the results are cut into the monitor via computer, and transmitted via CU-See Me live on the Internet.

Real-life action as a sociable counterpart to the time spent in cyberworlds.

The work is created in the wake of the performance - a communicative plastic with elemental effect. The individual's gain is his participation in the whole. As an incentive and a challenge, the best male and female bowlers of the Rolling Art TM tournament each evening meet each other on finals night to decide the winner of the "Golden Glass-Fever Knife". Apart from the Rolling Art TM Tournament, the alley is naturally also freely available for the visitors use.

A project by Peter Donke, Peter Hauenschield, Thomas Lehner, Georg Ritter