

Prix Ars Electronica 2010

(Linz, May 17, 2010) 3,083 projects from 70 countries were submitted for prize consideration to the 2010 Prix Ars Electronica. The u19 – freestyle computing category tallied the most entries (657), followed by Digital Musics (615), Interactive Art (562) and Computer Animation (494). The 34 jurors took three and a half days to evaluate all submissions and to select this year’s prizewinners. The official awards ceremony will be part of the Ars Electronica Gala set for September 3, 2010 at an exciting new venue: a former production facility on the grounds of Linz’s Tobacco Factory.

Seven Competition Categories

The Prix Ars Electronica, initiated in 1987, has earned a reputation as the definitive barometer of trends in the international media art scene. Juries composed of leading experts in their respective fields convene annually to select the most outstanding contemporary works and to honor their creators with Golden Nicas, the “Oscars of media art.” Seven competition categories reflect the diversity of today’s media art: HYBRID ART, COMPUTER ANIMATION / FILM / VFX, INTERACTIVE ART, DIGITAL MUSICS, DIGITAL COMMUNITIES, [THE NEXT IDEA] voestalpine ART AND TECHNOLOGY GRANT, and the u19 – freestyle computing category for Austrian young people.

Partners and Sponsors

The Prix Ars Electronica is produced by Ars Electronica Linz and the ORF – Austrian Broadcasting Company’s Upper Austria Regional Studio in cooperation with Brucknerhaus Linz and the OK Center for Contemporary Art. The Prix Ars Electronica is supported by the City of Linz and the Province of Upper Austria. Lead sponsors are voestalpine–benefactor of the grant to nurture visionary ideas–and Liwest Kabelmedien GmbH. Additional sponsors are BFI, KulturKontakt Austria, Pöstlingberg Schössl, Casinos Austria, Sony DADC and LINZ AG.

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Golden Nicas 2010

Computer Animation / Film / VFX

Nuit Blanche / Arev Manoukian (CA)

“Nuit Blanche” is an impressive short film that tells of the encounter of two complete strangers and “love at first sight.” A man in a raincoat and hat is standing on a rain-soaked sidewalk and looking into the window of a café across the street. His glance fixes upon a young woman seated at a round table. When she peers out onto the street, their eyes meet – and for a moment it seems that the entire universe consists only of these two people. The boundary between fantasy and reality dissolves as they, as if by some magical attraction, are drawn to one another and, in the process of coming together, overcome all impediments in their way. The visual effects were created entirely on a conventional PC. The whole film can be viewed at the Spy Films website as well as on vimeo.

www.arev.ca

Spy Films: <http://www.spyfilms.com/blog/2010/01/29/arev-manoukian-nuit-blanche/>

Nuit Blanche on vimeo: <http://vimeo.com/9078364>

Digital Musics & Sound Art

rheo: 5 horizons / Ryoichi Kurokawa (JP)

“rheo: 5 horizons” by Ryoichi Kurokawa (JP) is an audiovisual installation that takes sounds and images and forms them into “space-time sculptures.” Five vertical-format screens and a five-channel Surround Sound system make up an ensemble that enables individual screen-sound combinations to emerge; nevertheless, it’s their interplay that consummates a unified whole. Shots of real landscapes provide a stark contrast to worlds of digital imagery; minimalist soundscapes complement the visual impressions. Initially produced independently of each other, the audio and video components merge and blend fluidly into a holistic entity in which sounds can be seen and images heard. And thus the process to which the work’s title ultimately refers: rheos, the flow.

<http://www.ryoichikurokawa.com>

Hybrid Art

Ear on Arm / Stelarc (AU)

Stelarc has been experimenting with art and biomedical research for over 30 years. The philosophy behind his work: Prostheses not as means of compensating for physical deficiencies but rather as ways to enhance our physical capabilities. Instead of replacing a missing or defective body part, Stelarc improves or expands the form and functions of his

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body with the help of custom-developed interfaces and apparatuses. “Ear on Arm,” an ear implanted onto his forearm, consists of soft tissue and flexible cartilage, and is thus a prosthesis that could possibly be produced right on the body itself. It’s based on a concept that originated in the 1990s. The artist has been continually conducting research and upgrading the ear’s functional efficiency, using his own body as a field of experimentation, as a human-machine interface.

<http://www.stelarc.va.com.au/>
<http://www.stelarc.va.com.au/projects/earonarm/index.html>

Interactive Art

The EyeWriter / Zach Lieberman (US), James Powderly (US), Tony Quan (US), Evan Roth (US), Chris Sugrue (US) and Theo Watson (UK)

Inspired by the life of Tony Quan, a graffiti artist who was diagnosed with the degenerative nerve disorder ALS in 2003, Zach Lieberman, James Powderly, Evan Roth, Chris Sugrue and Theo Watson developed “EyeWriter.” A reasonably-priced eye tracking system and the software that runs it make it possible to draw on a computer screen just by moving ones eyes. This gives people who have contracted a neuromuscular disease—some of whom are completely paralyzed—a way to express their creativity in spite of their condition. A “making of” feature about EyeWriter is online at vimeo.

The EyeWriter: <http://www.eyewriter.org/>

Digital Communities

Chaos Computer Club

A gambit launched in 1981, the Chaos Computer Club has been calling attention to the social impact of new technologies for almost 30 years now. This decentralized organization consists of numerous local associations and groups; its radius of action encompasses technical research, campaigns, events & publications, and the operation of anonymization services and communications media. The Chaos Computer Club made its debut in the public eye on November 19, 1984 when one of its members logged into the system of a Hamburg, Germany savings bank and repeatedly dialed into the Chaos Computer Club’s pay-per-access site. During the course of that eventful night, nearly 135,000 D-Marks in charges payable to the club were run up on the bank’s account. The annual Chaos Communication Congress was founded that same year; today, it’s the world’s largest gathering devoted to alternative technical research. The Chaos Computer Club has several thousand members worldwide, and exerts considerable influence on many international groups and events.

Chaos Computer Club: <http://www.ccc.de/>

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[the next idea] voestalpine Art and Technology Grant

Hostage / Frederik De Wilde (BE)

The blackest black of all time – “Hostage” by Frederik De Wilde (BE) is the world’s blackest painting. Its surface consists of carbon nanotubes that almost completely absorb light and transform it into heat. Thus, its optical characteristics let this material set the benchmark standard, something akin to what the atomic clock did to precision timekeeping.

Frederik de Wilde: www.frederik-de-wilde.com

u19 – freestyle computing

Automated Table Soccer Game

Stefan Polic (AT), Michael Moitzi (AT)

HTL BULME

Stefan Polic and Michael Moitzi were fed up with wanting to play foosball but being unable to round up the requisite four players. So what did they do? The duo proceeded to automate an entire table soccer team and thereby eliminate the need for two human players. Several computers control the goalkeeper, defenders, midfielders and strikers. Cameras track the ball on the game pitch and communicate its position in the form of coordinates to the processor. As soon as the ball is within reach of one of the rod-mounted plastic players, the KICK command is issued. The programmable logic controller (PLC) communicates in turn with eight servo-amplifiers that impart the desired motion to the particular motor. The whole process of image processing and position calculation with respect to the rods on which the players are mounted is performed by a LabView program. To process the images, a separate PC is assigned to each camera, and the resulting data is forwarded to the central PC via a UDP link. Plus, the system registers the movements of the (human-controlled) opposing team too. Up to now, magnetic tape length measurement systems have been used to do this. Plus, a conventional laser mouse was adapted as well to determine the position of the opposing players. The advantage of the laser mouse is that it can be used to register the players’ movements both back and forth as well as in taking a shot on goal.

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Awards of Distinction 2010

Computer Animation / Film / VFX

The Man in the Blue Gordini [L'Homme à la Gordini]

Jean Christophe Lie (FR) / Prima Linea Productions

A fictional suburb in the late 1970s. All inhabitants are identically attired: everyone wears an orange outer garment. And nothing else. Neither underwear nor pants. Until this state of affairs becomes too much for Mister R and his wife, and the couple revolts. With the help of a masked rebel in a blue R8 Gordini sports car, they launch a radical clothing revolution—an unprecedented assault upon monochrome orange totalitarianism.

Prima Linea Productions: www.primalineacom/gordini

The Sandpit / Sam O'Hare (UK/US) / OOVFX

Sam O'Hare's "The Sandpit" is an animated film in miniature look. 35,000 individual images show New York City on a summer day. All photos of apartments, rooftops and balconies were shot with a digital SLR camera, computer-processed, and assembled into an animated sequence. The result is an extraordinary short film whose aesthetics are reminiscent of the look of a model train setup.

<http://www.pixelpollen.com>

<http://www.oovfx.com>

u19 – freestyle computing

Chindogu / Johannes Masanz (AT)

"Chindogu" is a three-minute video clip about how to bake a cake with the help of a bicycle. A two-wheeler is the source of power for kitchen utensils, whereby cogs and belts are used to hook up a stirring spoon, a grate and a whisk device to the bike.

eEx Network Applications / Emanuel Jöbstl (AT)

Emanuel Jöbstl's eEx NetLab software makes it simple to set up complex network functions and simulations via point & click. The user interface facilitates connecting or configuring various components such as a router, network cards or a velocimeter. Complex functions become easy to manage and understand since it's possible to visualize and graphically depict all of the network traffic flowing through the program.

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Digital Communities

Map Kibera

Kibera is a slum neighborhood in Nairobi, Kenya. Despite the fact that about a million people live here, Kibera was uncharted territory until recently, since there's no trace of it on Google Maps or OpenStreetMap. To remedy this situation, Map Kibera trained 13 local youngsters to use OpenStreetMap software and GPS devices to collect the data necessary to generate a map of Kibera. The result is a detailed cartographic resource suitable for a wide array of further applications. Thus, Map Kibera has given rise to spin-off projects such as partnerships with various local media groups, which, in turn, have led to considerably more comprehensive and informative reporting about and online presence of the community.

<http://mapkibera.org/>

the ubiquitous #unibrennt cloud

“the ubiquitous #unibrennt cloud” formed in conjunction with the protest movement that swept Austrian universities last year. Students organized the setup of autonomous infrastructure, networks and channels of communication to organize, coordinate and focus attention on their demands and actions. Texts, images and films were produced and propagated via Flickr, youtube, unibrennt.tv and other sites.

<http://unibrennt.at>

Digital Musics

Cycloid-E / Michel Décosterd, André Décosterd (CH) / Cod.Act

“Cycloid-E” is a fascinating sound sculpture consisting of a horizontal pendulum with several movable metal tubes. Each individual tube segment is equipped with sound sources and measuring instruments. As soon as an electric motor makes the pendulum start to rotate, “Cycloid-E” morphs into an extraordinary kinetic-polyphonic sculpture.

<http://www.codact.ch>

Champs de fouilles (Excavations) / Martin Bédard (CA)

Commissioned to mark Quebec's 400th anniversary, “Champs de fouilles (Excavations)” is dedicated to the city's unique tonal heritage. This is an acoustic tribute to the history and essence of Quebec.

Hybrid Art

Ocular Revision / Paul Vanouse (US)

“Ocular Revision” is an artwork for the analysis and display of a DNA image. It uses special circular gel electrophoresis equipment to visualize DNA band patterns. The visual results

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aren't bar diagrams; rather, they're more of a circular process of visualization, a signal, an attraction or repulsion.

<http://www.paulvanouse.org>

Men in Grey / Julian Oliver (NZ/DE), Danja Vasiliev (RU/DE)

Open wireless networks set the stage for public performances by the Men in Grey. Attired in grey suits, they carry around attaché cases full of hardware and software in their incessant search for open wireless networks. Once they've established connectivity, the contents are displayed on the screens in their attaché cases—an unexpected and often perplexing development for the users affected.

<http://julianoliver.com>
<http://k0a1a.net>

Interactive Art

Chorus / United Visual Artists (UK)

“Chorus” is a sound & light performance that is intensely physical and fleeting at the same time. Pendulums hanging from the installation space's ceiling glow and emit noises as they swing back and forth, producing arcs of white light and strange sounds.

<http://www.uva.co.uk>

Talking Doors / Julijonas Urbonas (LT)

In 2009, five doors to well-known public buildings in Lithuania's capital Vilnius were transformed into interactive installations. Equipped with electronic devices, the doors became a portal to Lithuania's Democracy Index, a musical instrument, a kinetic sculpture and even the source of an earthquake. “Talking Doors” ultimately proved to be not only the materialization of symbolic concepts but also a peculiar experiment that evoked a whole series of curious events.

<http://www.julijonasurbonas.lt>

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Honorary Mentions 2010

Computer Animation / Film / VFX

Pixels / Patrick Jean (FR) / Onemoreprod

Precise Peter / Martin Schmidt (DE)
<http://www.herschmidt.tv>

Avatar / Weta Digital (NZ)

Der Kleine und das Biest (The Little Boy and The Beast) / Johannes Weiland, Uwe Heidschötter (DE) / Studio Soi
www.studiosoi.de

Logorama / H5 (François Alaux, Hervé de Crécy, Ludovic Houplain) (FR) / Autour de Minuit
<http://blog.autourdeminuit.com/production/logorama/>
<http://www.logorama-themovie.com>

Alma / Rodrigo Blaas (ES)
<http://almashortfilm.com>

Love & Theft / Andreas Hykade (DE) / Studio Film Bilder
<http://www.filmbilder.de/>

LOOM / Jan Bitzer, Ilija Brunck, Csaba Letay (DE) / POLYNOID
<http://www.polynoid.org>

Ormie / Rob Silvestri (US)

Nokta . / Onur Senturk (TR)
<http://www.onursenturk.tv>

Plane Stupid, Polar Bears / Jake Mengers (US) / MPC
www.moving-picture.com

UP / Pete Docter (US)
<http://www.pixar.com>

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Digital Musics

FLAECHEEN [Aus der Reihe RAUMGEFLECHTE] / Julius Stahl (DE)

Harvest / Olle Cornéer, Martin Lübcke (SE)

www.corneerlubcke.com

<http://www.ollecorneer.com>

The Prayer Drums / Louis-Philippe Demers (CA/SG), Armin Purkrabek (AT/DE), Phillip Schulze (DE)

<http://www.processing-plant.com/>

abcdefghijklmnopqrstuvwxyz for iPhone / Jörg Piringer

<http://joerg.piringer.net/abcdefg>

TONSPUR für einen öffentlichen raum / Georg Weckwerth (DE), Peter Szely (AT)

<http://www.tonspur.at/>

216 prepared dc-motors / filler wire 1.0mm, 2009 / Zimoun (CH)

<http://zimoun.ch>

Desibel / Maja S. K. Ratkje, Geir Hjetland, Bjørn Kolbrek, Torkil Sandsund, Wenche Wefring (NO)

www.vevringutstillinga.no/desibel.html

Glücklich auf dem Weg nach unten/Happy Going South / Hanna Hartman (SE)

Heartchamberorchestra / Erich Berger (AT/FI), Peter Votava (AT/DE) / Terminalbeach

<http://heartchamberorchestra.org>

Adapting for Distortion / Hiroaki Umeda (JP)

<http://hiroakiumed.com>

INJECT / Herman Kolgen (CA)

<http://www.kolgen.net>

BUG / Mark Bain (USA/NL)

<http://www.simulux.com>

<http://www.planet-mag.com/2010/architecture/nika-knight/bug/>

<http://www.tunedcity.net>

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Hybrid Art

Virtual Mirror - Rain / Tao G. Vrhovec Sambolec (SL/NL)

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

Bare Conductive / Matt Johnson, Isabel Lizardi, Bibi Nelson, Becky Pilditch (UK) / Bare Conductive Ltd.

<http://www.bareconductive.com>

Measuring Angst / Jonathan Schipper (US)

<http://oppositionart.com>

Dirk, the homeless robot / Fred Abels, Mirjam Langemeijer (NL) / Electric Circus

<http://www.electric-circus.eu>

Maelström / Roman Kirschner (AT/DE/BE)

<http://www.romankirschner.net/maelstrom>

Super Kingdom : Monarchy / Jo Joelson, Bruce Gilchrist (UK), Dugal McKinnon (NZ) / London Fieldworks

<http://www.londonfieldworks.com/projects/super-kingdom/index.php>

The Toaster Project / Thomas Thwaites (UK)

<http://www.thetoasterproject.org>

Merrick / Daan van den Berg (NL) / Studio Daan

<http://www.studiodaan.nl/>

FEAR 09/19 / Sissel Tolaas (NO)

for those who see / Daniel Schulze (DE) / bitsbeauty / UdK Berlin

<http://www.bitsbeauty.de/for-those-who-see/>

capacity for (urban eden, human error) / Allison Kudla (US)

<http://www.allisonx.com>

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Interactive Art

Special Mention Interactive Art

Interactivos? / Medialab-Madrid, Medialab-Prado (ES)

<http://medialab-prado.es>

<http://www.medialabmadrid.org>

<http://interactivos.org>

Framework f5x5x5 / LAb[au]

<http://lab-au.com/projects/f5x5x5>

Buscando al Sr. Goodbar / Michelle Teran (CA)

<http://www.ubermatic.org/blog/?p=225>

i3DG / Jitsuro Mase , Tom Nagae (JP) / DIRECTIONS, Inc.

You&Me-isms / part I / Boris Petrovsky (DE)

<http://petrovsky.de>

<http://youandme-isms.net>

TaxiLink / Lila Chitayat, Alon Chitayat, Tal Chalosin (IL)

<http://www.TaxLinkProject.com>

HOME / Hee-Seon Kim (KR)

http://www.khm.de/~sun/2009_eng/home01e.html

Living Light / The Living (David Benjamin (US), Soo-In Yang (KR))

<http://www.thelivingnewyork.com>

<http://www.livinglightseoul.net>

Mobile Crash / Lucas Bambozzi (BR) with the kind help from Paloma Oliveira, Rocardo Palmieri, Roger Sodré and Lucas Gervilla

<http://bambozzi.wordpress.com/projetosprojects/mobile-crash/>

Tischgeflüster – Whispering Table / TheGreenEyl 2009 (Willy Sengewald, Dominik Schumacher, Gunnar Green (DE), Frédéric Eyl (FR))

<http://www.thegreeneyl.com>

Flower / Jenova Chen (US) / thatgamecompany, LLC

<http://www.thatgamecompany.com/games/Flower>

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Hand from Above / Chris O'Shea (UK)

<http://www.chrisoshea.org>

Chapter I: The Discovery / Félix Luque Sánchez (ES)

<http://www.othersounds.net>

Digital Communities

ceibalJAM!

<http://ceibaljam.org>

Fix My Street

<http://www.fixmystreet.com>

MakerBot Operators - Sharing Digital Designs on Thingiverse.com to Create Real Things.

<http://makerbot.com>

<http://thingiverse.com>

BOSCO-Uganda (Battery Operated Systems for Community Outreach)

<http://www.bosco-uganda.org>

<http://www.bosco-uganda.wikispaces.net>

CulturaDigital.Br

<http://www.culturadigital.br>

web2.0 suicidemachine

<http://www.suicidemachine.org>

Sourcemap

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

TEDtoChina

<http://www.TEDtoChina.com>

<http://en.TEDtoChina.com>

The Tor Project

<https://www.torproject.org/>

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Kloop

<http://www.kloop.kg>

CBA - cultural broadcasting archive

<http://cba.fro.at/index.php>

Puncar Action!

<http://puncar.tw>

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Studiolab / Adam Zaretsky (NL)

<http://www.waag.org/project/studiolab>

Intelligent Solar Powered 3G-WiFi Broadband Access / Bruce Baikie

<http://www.green-wifi.org>

Sachpreis u10 u19 - freestyle computing

Der weiße Hai / Matthias Riedler

Vom Himmel gefallen / Michael Schmidl

Anerkennungen u19 - freestyle - computing

Brain Computer Interface / Alexander Berth Armin Schnürer, HTL Leonding, g.tec - guger Technologies

Over the top: Episode 1 / Tarek Khalifa

is this Healthy? - vom Barcode zu gesundheitsrelevanten Daten am Handy / Johannes Schrefl

Terraforming / Nikolaus Sulzenauer

ASYL / Thomas Gatt, Manuel Tilgner, BG/BRG Sillgasse

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Move It / Julia Molnar, Bianca Biedrawa, Yuliya Potapova, Landstraßer Gymnasium

more than just a box & trashed / Florian Grünberger

MediaDropBox / Romana Dorfer

<http://mediadropbox.sourceforge.net/>

HomeMadiLex . workshop-sounds / Matthias Bergsmann, HBLA für künstlerische Gestaltung/Linz

3d-dancing-diving-devils / Tolga Cosar, Elena Kühr, Philip Mader, Matthias Zeni, Johannes Christler,
Dr. Aloys Weissenbach HS

Facts & Figures Prix Ars Electronica 2010

Submitted Works

CATEGORY	WORKS
Computer Animation / Film / VFX	494
Digital Communities	332
Digital Musics	615
Interactive Art	562
Hybrid Art	346
u19 - freestyle computing	657
[the next idea] voestalpine Art and Technology Grant	77
Projekte Gesamt	3083
TeilnehmerInnen Gesamt	4192 (davon 1214 u19-TeilnehmerInnen) aus 70 Ländern

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70 Countries

Argentinien / Argentina (AR), Österreich / Austria (AT), Australien / Australia (AU), Bosnien-Herzegowina / Bosnia - Herzegovina (BA), Bangladesch / Bangladesh (BD), Belgien / Belgium (BE), Bulgarien / Bulgaria (BG), Bahrain / Bahrain (BH), Bolivien / Bolivia (BO), Brasilien / Brazil (BR), Weissrussland / Belarus (BY), Kanada / Canada (CA), Schweiz / Switzerland (CH), Chile / Chile (CL), Kamerun / Cameroon (CM), China / China (CN), Kolumbien / Colombia (CO), Tschechische Republik / Czech Republic (CZ), Deutschland / Germany (DE), Dänemark / Denmark (DK), Dominikanische Republik / Dominican Republic (DO), Estland / Estonia (EE), Ägypten / Egypt (EG), Spanien / Spain (ES), Finnland / Finland (FI), Frankreich / France (FR), Griechenland / Greece (GR), Guatemala / Guatemala (GT), Honduras / Honduras (HN), Kroatien (Hrvatska) / Croatia (Hrvatska) (HR), Ungarn / Hungary (HU), Irland / Ireland (IE), Israel / Israel (IL), Indien / India (IN), Iran / Iran (IR), Island / Iceland (IS), Italien / Italy (IT), Japan / Japan (JP), Kenia / Kenya (KE), Kirgisistan / Kyrgyzstan (KG), Sri Lanka / Sri Lanka (LK), Litauen / Lithuania (LT), Luxemburg / Luxembourg (LU), Lettland / Latvia (LV), Mazedonien / Macedonia (MK), Mexiko / Mexico (MX), Malaysia / Malaysia (MY), Niederlande / Netherlands (NL), Norwegen / Norway (NO), Neuseeland / New Zealand (NZ), Philippinen / Philippines (PH), 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), Slowenien / Slovenia (SI), Türkei / Turkey (TR), Taiwan / Taiwan (TW), Ukraine / Ukraine (UA), Uganda / Uganda (UG), Großbritannien / United Kingdom (UK), Vereinigte Staaten / United States (US), Uruguay / Uruguay (UY), Venezuela / Venezuela (VE), Südafrika / South Africa (ZA)

19 - freestyle computing

COUNTY	NUMBER	IN %
Oberösterreich	436	35,91
Niederösterreich	229	18,86
Wien	138	11,37
Kärnten	120	9,88
Burgenland	105	8,65
Tirol	69	5,68
Steiermark	61	5,02

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Salzburg	55	4,53
Vorarlberg	1	0,08

SUBMITTERS	NUMBER	IN %
male	642	52,8
female	572	47,2
total	1214	100

AGE	NUMBER	IN %
0 bis 10	214	17,63
10 bis 14	399	32,87
14 bis 16	251	20,68
17	108	8,90
18	100	8,24
19	142	11,70
total	1214	100

Jury 2010

CATEGORY	MEMBERS OF THE JURY
Computer Animation	Markus Kurtz (AT/US) Jürgen Hagler (AT) Carlye Archibeque (US) Ulrich Weinberg (DE) Chris Bregler (US)
Interactive Art	Jussi Ängeslevä (FI/DE) Amanda Parkes (US) Manfred Tscheligi (AT) José Luis de Vicente (ES) Giselle Beiguelman (BR)

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Digital Musics	Pamela Z (US) Christina Kubisch (DE) Susanna Niedermayr (AT) Alain Thibault (CA)
Hybrid Art	Jens Hauser (DE/FR) Koert van Mensvoort (NL) Bronac Ferran (UK) Jurij Krpan (SI) Eduardo Kac (US)
Digital Communities	David Sasaki (US) Isaac Mao (CN) Aram Bartholl (DE) Otto Tremetzberger (AT) Martin Richartz (DE)
u19 – freestyle computing	Sirikit Amann (AT) Angelika Plank (AT) Robert Glashüttner (AT) Andreas Strauss (AT) Robert Praxmarer (AT)
[the next idea] voestalpine Art and Technology Grant	Horst Hörtner (AT) Michael Sterrer-Ebenführer (AT) Tina Auer (AT) Stefan M. Seydel (CH) Gabriele Kotsis (AT)

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