Long Night of Research at the Ars Electronica Center
November 5, 2010

(Linz, November 3, 2010) Using only the power of one's thoughts to conjure up letters on a computer monitor? Writing whole words without even lifting a finger? Cloning a plant and then cultivating its living copy right in the Ars Electronica Center? Or perhaps you'd care to play a game of foosball on a sensor-studded, computer-controlled table that's able to independently manipulate the rods holding the opposing team! An extraordinary array of installations at the interface of art, technology and society await visitors to the Ars Electronica Center on the 4th Long Night of Research on November 5, 2010 beginning at 4:30 PM.

A Whole Evening of High-Tech

From Observation to Comprehension – How Does Our Worldview Take Shape?

The BrainLab opens up fascinating insights into one of the universe's most complex systems: the human brain. At Brain-Computer Interface, experts on the staff of g.tech medical engineering GmbH provide a preview of the future of human-machine interaction. The Brain Computer Interface enables users to write a text using only the power of their own thoughts in a matter of minutes. A film entitled "Brain Painting" will illustrate the incredible potential inherent in this interface. Artist Adi Hoesle recently worked together with associates of the University of Tübingen's Department of Medical Psychology and Behavioral Neurobiology, the University of Würzburg's Department of Intervention Psychology, and g.tech medical engineering to explore new possibilities of artistic expression; now, visitors can behold the amazing results of this collaboration at the nexus of the neurosciences, art and technology that enriches the Brain Computer Interface with an additional option: "Brain Paintings" showcases these completely new design possibilities for people suffering from ALS, paraplegics, locked-in patients and healthy human beings too.

Microworlds – The Key to New Life?

"DNA Take Away" offers a one-of-a-kind experience: a visitor's own DNA is isolated, dyed and displayed using a florescence microscope. Another BioLab feature is "Copy Plant" that shows the possibilities of cloning plants.

Mini-Factory at Home – The Mode of Production of the Future?

Imagine this: you don't buy sneakers in a shop anymore; you simply select a model online and generate it using a 3D printer! This vision will soon be a reality. Now, you can get an impression of these in-home mini-factories of the future at the Ars Electronica Center's FabLab, and use a 3D printer and a laser cutter to turn virtual models into prototypes.

What Drives Us to Build Robots?

Human beings have been constructing automatons ever since Antiquity, and that despite the fact that labor cost practically nothing in the slave-owning societies of yore. So why bother? Maybe because our kind has always striven to create machines in our own image. This exhibition in the RoboLab shows the surprising ways in which cultural preconceptions,

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dreams and desires have had an impact on developments in the field of robotics right up to the present day.

What's the Next Generation Up To?

"Funky Pixels" is the Ars Electronica Center's shoes-optional playground. It hosts a wide-ranging collection of artistic objects—animated sequences, Web 2.0 applications, virtual worlds, interactive software and robotics experiments like the Automated Foosball Table—for, and above all by, some extremely creative young people.

What Makes the Ars Electronica Futurelab the Laboratory of the Future?

An interactive visitor guidance system that makes water flow uphill, impressive 3D real-time visualizations of orchestral performances, and much, much more—the Futurelab, Ars Electronica's in-house think tank, has made a name for itself worldwide with highly innovative projects. Horst Hörtner (director), Christopher Lindinger (deputy director) and Roland Haring (lead senior researcher) provide a behind-the-scenes look at the fascinating R&D going on every day at the Futurelab.

Expeditions in 2D and 3D – The Future of Travel?

Deep Space's 16x 9-meter, ultra-high-definition wall & floor projections deliver unforgettable experiences. Tonight's lineup includes amazing forays into realms that are invisible to the naked eye.

5-5:30 PM	*Deep Spheres* *To the Edge of the Universe*
5:30-6 PM	*Art Treasures* *From the Venus of Willendorf to The Last Supper*
6-6:30 PM	*The Third Dimension* *Trips through Interactive Worlds in 3D*
6:30-7 PM	*Best of Animation*
7-7:30 PM	*Deep Spheres* *To the Edge of the Universe*
7:30-8 PM	*Art Treasures* *From the Venus of Willendorf to The Last Supper*
8-8:30 PM	*The Third Dimension* *Trips through Interactive Worlds in 3D*
8:30-9 PM	*Best of Animation*
9-9:30 PM	*Deep Spheres* *To the Edge of the Universe*

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9:30-10 PM	*Art Treasures* *From the Venus of Willendorf to The Last Supper*
10-10:30 PM	*The Third Dimension* *Trips through Interactive Worlds in 3D*
10:30-11 PM	*Best of Animation*

Long Night of Research: A Successful Format

The Long Night of Research, Austria's largest initiative to increase public awareness of and interest in R&D, is being held for the fourth time this year. Five Austrian provinces–Burgenland, Carinthia, Lower Austria, Upper Austria and Vorarlberg–are taking part in this event that offers a free-of-charge opportunity to get a taste of what research and development are all about. The primary aim is to get young people fired up with enthusiasm for scientific careers. At some facilities, this highly diversified program will already be getting underway at 4 PM; there'll be plenty of highlights on into the night. Detailed info about locations, starting times, transfers and special offers is available online at www.LNF2010.at.

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