Ars Electronica: Create your World

Kids' Carnival / February 26-March 8, 2011 / Venice Biennale

(Venice, February 27, 2011) "Create Your World" is the programmatic title of the show Ars Electronica has curated for the Venice Biennale's 2nd Kids' Carnival running February 26-March 8, 2011. This exhibition showcases the creative work being done by today's young generation of artists. It has been intentionally conceived to challenge and to encourage—by young people, for young people. In addition to numerous prizewinners singled out for recognition in the Prix Ars Electronica's u19 – freestyle computing category, "Create Your World" includes works by the Ars Electronica Futurelab, Japanese artists' collective h.o, Tetsuaki Baba, Yunsil Heo and Hyunwoo Bang, Daniel Müller-Dennhof, Sulaiman Khawar, Sigrid Pohl, Ernst Schmiederer and Manuel Steinböck.

Best of u19–freestyle computing

The exhibition consists primarily of particularly outstanding entries submitted in recent years to u19 – freestyle computing. Launched in 1998 as a category in its own right in conjunction with the world-renowned Prix Ars Electronica, u19 – freestyle computing is now Austria's largest media competition for kids and young people. Each year, more than 1,200 girls and boys who have fun doing hands-on experimentation get involved by submitting for prize consideration the projects they've developed on their PCs, cell phones, digital cameras or I-Pods. Winners take home the prestigious Golden Nica statuette and prizes with a total value of €10,000. The deadline for entering this year's competition is March 18, 2011.

Federal Support for "Create Your World" at the Kids' Carnival

Austria's Ministry of Education, Art and Culture, an Ars Electronica partner of long standing, is pitching in to make the "Create Your World" exhibition a big success. "Ars Electronica has made a name for itself worldwide as a leader in media art interaction, in nurturing the efforts of creative young people, and in maintaining a strong focus on sociopolitical trends and changes," stated Minister Claudia Schmied. The prizewinning works from the u19 - freestyle computing competition selected to be showcased at the Kids' Carnival in Venice attest to the creativity in dealing with new technologies Austrian youngsters display in their schoolwork as well as in their spare time. "We all know that young people today are headed for a global future. To be able to comprehend this new world, cultural education is an essential factor. The keys here are ways of imparting content and methods of participation that appeal to young people. The exhibition Ars Electronica has curated for Venice does this in exemplary fashion. 'Create Your World' is an inspiration for young people to get actively involved, as well as a real credit to Austria," added Ms. Schmied, who will preside over the opening of the Kids' Carnival together with Paolo Baratta, president of the Venice Biennale.

2nd Kids' Carnival at the Venice Biennale

The Kids' Carnival premiered in 2010 and drew 11,000 enthusiastic visitors in its very first year. This time around, the Venice Biennale organizers have even more ambitious plans. The 2nd Kids' Carnival will run February 26-March 8, 2011. The featured attractions are major art

projects from Great Britain, The Netherlands, Poland and Austria. The works are by and for youngsters. More than 3,000 students at 70 schools in Italy's Veneto region have already signed up for workshops being offered at the Kids' Carnival.

Ars Electronica – Art, Technology and Society

Since its inception in 1979, Ars Electronica has been tracking the cultural and social consequences of accelerating scientific and technological progress. Accordingly, "Art, Technology and Society" has been the credo of this cultural institution, educational facility and R&D lab/atelier. Its specific orientation and the continuity it has displayed over the years make it unique the world over. Ars Electronica consists of four divisions: an avant-garde festival, a competition that is a premiere international showcase of excellence, a museum that fulfills an educational mission, and a media art lab that brings together competence in art, design and science, and makes it available to research and industry. Ars Electronica Linz GmbH is wholly owned by the City of Linz.

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u19 – freestyle computing: http://new.aec.at/prix/en/kategorien/u19/
Ars Electronica Linz: http://new.aec.at/news/en/
Venice Biennale: http://www.labiennale.org/en/Home.html

Create Your World / Projects

u19 – freestyle computing

Since it was launched in 1998 as a separate Prix Ars Electronica, u19 – freestyle computing annually attracts entries from more than 1,200 girls and boys who like doing hands-on experimentation with their PCs, cell phones, digital cameras or I-Pods. Winners take home the prestigious Golden Nica statuette and prizes with a total value of €10,000. The u19 – freestyle computing station provides an overview of past winners.

Young Animation

Witty, offbeat, subtle, tragic, serious—the Young Animation series' lineup is a selection of the all-time best films by creative girls and boys age 19 and under:

- Chindogu / Johannes Masanz (Award of Distinction 2010)
- Der weiße Hai / Matthias Riedler (Merchandise Prize u10 2010)
- Move It / Julia Molnar, Bianca Biedrawa & Yuliya Potapova – Landstraße High School (Honorary Mention 2010)
- more than just a box & trashed / Florian Grünberger (Honorary Mention 2010)
- Music Robot / Johannes Masanz (Honorary Mention 2009)
- Stop Motion Lightshow / Thomas Niedermaier (Honorary Mention 2009)
- uterus = raum= universum / Susanne Legerer (Award of Distinction 2008)
- Der vergessene Schatz / Simon Menschhorn, Max Menschhorn (Merchandise Prize u10 2008)
- a beautiful lie / Chucky Fuchs and Nina Kutschera (Honorary Mention 2008)
- fischtraum:(a / Simon Groihofer (Honorary Mention 2008)
- Abenteuer Arbeitsweg / Ehrentraud Hager (AT), Alexander Niederklapfer (AT), David Wurm (AT), Magdalena Wurm (AT), Krmpf Krmpf Studios (Golden Nica 2006)
- Faceology / Irene Kriechbaum (Award of Distinction 2006)
- Trick und Politik / 1C, GRG1 Stubenbastei (Merchandise Prize u10 2006)
- Piep! / Gruppe Piep, Diehlgasse (Honorary Mention 2006)
- Der Herr der Ringe – eine gescannte Geschichte / David Haslinger (Merchandise Prize u10 2005)
- Arena / Philipp Luftensteiner (Golden Nica 2002)

Freqtric Drums (Prix – Honorary Mention 2007)

"Freqtric Drums" is an extraordinary interface that transforms people into percussion instruments. When someone holds the device in his/her hands, any contact with it—the slightest touch—resounds like the beat of a drum!

Credits: Tetsuaki Baba

HomeMadiLex. workshop-sounds (u19 – Honorary Mention 2010)

"HomeMadiLex" is a name made up of the German words for wood, metal, painting, printing, images and textiles—all the elements pupils create with in workshops offered at Linz's High

School for Artistic Design. Matthias Bergsmann recorded sounds produced in these educational offerings and used the material to create original cover versions of pop hits.

Credits: Matthias Bergsmann, HBLA für künstlerische Gestaltung Linz

Anrufbeantworter (u19 – Submission 2007)

Lukas Bildstein's "*Anrufbeantworter*" is a rhythmic piece of music consisting solely of sounds produced by a telephone answering machine.

Credits: Lukas Bildstein

Sound Machines (u19 – Award of Distinction 2009)

A class at Linz's HLW High School for Communication & Media Design developed 16 individual "Sound Machines" that enable users to experiment with sounds and music fragments, rearrange them at will, and use them to compose new pieces. The sound palette ranges from yodeling to scratching. In addition to offering an intuitive mode of mixing the material, "Sound Machines" also features a playful approach to licensing rights.

Credits: Benedikt Hageneder, Matthias Jungwirth, Christoph Matscheko, Sigrid Probst, Doris Wimmer, Anna Kitzmüller, Ulrike Rossrucker, Martina Hutterer, Stephanie Figl, Dominik Rainer, André Mayr, Daniela Leitner, Thomas Rupp, Daniela Schmid, Helene Wild, Viktoria Preuer / HLW für Kommunikations- und Mediendesign

Dual Mouse (u19 – Honorary Mention 2004)

A mouse glitch inspired Christoph Wiesner to create an interesting computer game. "Dual Mouse" is for two players, each with his/her own mouse but only a half-share of a mouse pointer. The screen displays green and blue dots, each assigned to one of the players, who then have to go about clicking on them. The first one to click on all of his/her dots wins. Sounds simple but it's actually quite difficult when there are two players but only one cursor!

Credits: Christoph Wiesner

3d-Dancing-Diving-Devils (u19 – Honorary Mention 2010)

"3d-Dancing-Diving-Devils" is fun with physics. Glass figures float in a large glass bottle filled with water. A robot mounted on the neck of the bottle repeatedly increases the pressure prevailing inside. This compresses the air bubbles inside the figures which, in turn, makes them sink. When the pressure is reduced again, the re-established "weightlessness" makes the figures float and dance.

Credits: Tolga Cosar, Elena Kihr, Philip Mader, Matthias Zeni, Johannes Christler

O FORTUNA (u19 – Honorary Mention 2002)
SYSTEM INTERRUPTED (u19 – Honorary Mention 2003)
oMINDistortion.tv (u19 – Award of Distinction 2004)

Manuel Fallmann's 2002 animated short was inspired by "O Fortuna" from Carl Orff's "Carmina Burana." Five years later, this young filmmaker created an experimental work in which photographs, x-rays and ECG images were his raw material.

Credits: Manuel Fallmann

War (u19 – Honorary Mention 2006)
Homesick (u19 – Goldene Nica 2008)
Melt (u19 – Honorary Mention 2009)

Many of Nana Susanna Thurner's projects deal with themes related to conflict and war. In "Homesick," her most successful work to date, photographs and handmade drawings are positioned over a real background and then combined into a touching work of animation.

Credits: Nana Susanne Thurner

MR. ORANGE (u19 – Honorary Mention 2008)
HAVING A WONDERFUL TIME (u19 – Award of Distinction 2009)
OVER THE TOP: EPISODE 1 (u19 – Honorary Mention 2010)

Tarek Khalifa is a three-time u19 – freestyle computing honoree. His best work to date is, without a doubt, "Having a Wonderful Time," an animated film with a soundtrack provided by Tiny Tim's "Livin' in the Sunlight, Lovin' in the Moonlight." The film's protagonist enjoys life despite all the adversities with which it confronts him.

Credits: Tarek Khalifa

The Hidden World of Noise and Voice

"Noise and Voice" makes anything that's audible visible too. For every sound it registers, a computer produces animated 3D graphics, whereby the form, color and movement of the visualizations correspond to the pitch, timbre and intensity of the particular sound. "Noise and Voice" is a fun way to play with the expressive richness of the human voice. It's an endeavor to translate emotions into the digital realm.

Credits: Robert Abt, Michael Breidenbrücker, Peter Freudling, Martin Honzik, Horst Hörtner, Zachary Lieberman, Christopher Lindinger, Stefan Mittlböck-Jungwirth-Fohringer, Dietmar Offenhuber, Robert Praxmarer, Scott Ritter, Gerfried Stocker, Wolfgang Ziegler, Ars Electronica Futurelab

Shadowgram

A person stands behind an illuminated screen and is photographed. The result is a shadow-picture that shows a human silhouette. This picture is then printed out as a miniature sticker, applied to a large-format "map" and a speech balloon is added to it, which provides space for a brief, personal statement about the future. What then takes shape—picture by picture,

statement by statement—is a sort of map pointing the way to the future, a cartographic representation of young people's fondest wishes for the years to come as well as the stuff they're deeply concerned about.

Credits: Roland Haring, Hideaki Ogawa, Christopher Lindinger, Emiko Ogawa, Matthew Gardiner and David Stolarsky, Ars Electronica Futurelab

Perfect Time

"Perfect Time" focuses on time itself, its incessant passage, its presence and fleetingness. A thin wall of "drizzling" sand yields a projection surface for multihued images. When the sands run out, the images vanish. If you try to touch them, they dissolve. Those beholding "Perfect Time" become protagonists; without their participation, the virtual world remains veiled.

Credits: h.o

SWITCH

"SWITCH" is an edutainment kit designed to bring a bit of ingeniously artful entertainment into our lives. It's the outcome of a collaborative R&D project conducted by the Ars Electronica Futurelab and ELEKIT, a company world-famous for educational electronics kits. "SWITCH" gives users the opportunity to try their hand at experience design and to get an up-close look at the tasks interaction designers deal with on a daily basis.

Credits: Hideaki Ogawa, Matthew Gardiner, Roland Haring, Christopher Lindinger, Emiko Ogawa and My Trinh Gardiner, Ars Electronica Futurelab and Elekit (EK Japan Co., Ltd.) www.elekit.co.jp

OASIS II

"OASIS II" is a large table covered with black sand. When some sand is whisked aside to reveal the surface previously hidden beneath it, virtual creatures begin to stir in the "pools" uncovered thereby. Each is a microcosm in which virtual swarms are soon swimming about.

Credits: Yunsil Heo, Hyunwoo Bang

IMPORT/EXPORT

The transfer of potential and talent is just as much a part of everyday life today as cross-border dealings in all sorts of merchandise. Our motto is mobility; flexibility characterizes our lives; in our society, diversity has become the norm. And society takes shape in our heads. For it to happen, though, we need updated images and narratives derived from everyday life. The consequences of mobility, the potential of migration, and the opportunities offered by this new diversity form the foundation upon which "IMPORT/EXPORT" relates cross-media stories, exchanges goods and purveys services.

Credits: Daniel Müller-Dennhof, Sulaiman Khawar, Sigrid Pohl, Ernst Schmiederer, Manuel Steinböck, Media Productions, Blinklicht Media Labs

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screenkids.tv

screenkids.tv produces television programming for young media consumers whose attention span corresponds to the length of a music video and who are used to zapping across the whole spectrum of channels and media to custom-assemble their own viewing lineup. screenkids.tv reaches members of this audience right where they hang out these days—on the internet and, while they're on the go, on their mobile devices.

Credits: Daniel Müller-Dennhof, Sulaiman Khawar, Sigrid Pohl, Ernst Schmiederer, Manuel Steinböck, Media Productions, Blinklicht Media Labs

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