

PRESS RELEASE

Graduation Show Piet Zwart Institute Media Design M.A. Friday, July 7 - Monday, July 9 2007

Location: WORM, Achterhaven 148 | 3024 RC

Opening: Saturday, July 7th, 15:00 - 18:00hrs (free admission) followed by the
WORM DATAHAK: music, performance event:

Saturday, July 7th, 21:00 - 2:00hrs / 6 euro entree fee

**continuing: Sunday, July 8th & Monday, July 9th [by appointment only] 12:00 – 18:00hrs
(free admission)**

Under the headline "Piet Zwart Institute Invades WORM", the Media Design Master programme of the Piet Zwart Institute goes public in Rotterdam. Student installations will take over the two floors of WORM, a venue for experimental media at Achterhaven 148 in Rotterdam (Delfshaven), with algorithmically augmented political leaders, perforation of the building with Second Life objects via Google Earth, filtered and unfiltered bareback porn, computer generators taking over web design, hacked web cookies, data-mined hardcore punk business relationships, disruptions of the WORM bar through a mourning space, breakcore performance with hardware-hacked tools, all wrapped up and documented in a real-time computer-generated catalogue.

The artists in the exhibition - many of whom have already received recognition as designers and artists - are: Dominik Bartkowski, Marc de Bruijn, Andreea Carnu, Andrea Fiore, Shahee Ilyas, Walter Langelaar, Nancy Mauro-Flude, Audrey Samson and Jorrit Sybesma.

The introductory essay to the catalogue was written by digital art critic Josephine Bosma, graduation tutors were Femke Snelting (De Geuzen) and jodi (Joan Heemskerk and Dirk Paesmans).

This is the first Media Design M.A. graduation show of the Piet Zwart Institute at Willem de Kooning Academy Hogeschool Rotterdam outside its own walls. Established in 2002 by Matthew Fuller and Femke Snelting and lead since 2006 by Florian Cramer, it is an international postgraduate programme with students from all five continents and a critically reflected approach to digital media: media design not merely as design with, but design of the students' own media; an understanding of information technology not as a neutral tool, but something shaped by culture, economy and politics. With WORM, the Media Design course shares a "build-it-yourself" ethic that is also reflected in the works on display, all of which have been designed, programmed and built "close to the metal" by the students themselves.

Artist participants: Graduation Show 2007

1. Dominik Bartkowski (F/PL), Bareback

The project deals with censorship and internet filtering, displaying how censorware works and how it generates and influences language on sexuality, desire and lust. A movie generator and video editor shows to the audience how censorship limits its vision and disclosure of desire. (Realized as a realtime-generated multimedia video installation based on Linux, ffmpeg, mencoder and Python/PIL.)

2. Marc de Bruijn (NL), This web site is under construction

'This web site is under construction' is an online application that generates websites based on popular trends and paradigms in the world of web development. The system consists of different modules, each reflecting - and parodying - a different definition of web design, content and philosophy. (Realized as a PHP-based web application.)

3. Andreea Carnu (RO/USA), INCOREPORATED

INCOREPORATED is a project dealing with the way hardcore punk culture manifests and markets itself on MySpace, rapidly fine-tuning itself into a product out of its own musical, lyrical and aesthetic "identity". To this end, it generates business statistics from MySpace pages and integrates them into a site of the simulated public relations company <http://www.incoreporated.com> (Realized through computer programs to data-mine MySpace, and web design.)

4. Andrea Fiore (I), The Cookie Census

A software platform for the collaborative tracking and annotation of web cookies. Considering them identifiers and actuators of user control, the Cookie Census provides a distributed system for their survey and annotation. (Realized as a combination of a web browser plugin, MySQL database and web site.)

5. Shahee Ilyas (MD), Framing Leaders

Visualizations inviting viewers to examine, explore and draw correlations between the time served by current world leaders and the political conditions of people ruled by them. (Realized as a combination of Python-generated images with data-mining from Wikipedia and a web site.)

6. Walter Langelaar (NL), TODO (Tangled_Object_Description_Overview)

A both computer-based and sculptural work that copies objects from Second Life into Google Earth and from there into the real physical space, creating a feedback loop between all three environments and dissolving the difference between imaginary and real spaces. (Realized through a program that copies OpenGL three-dimensional graphics from Second Life to Google Earth, as a computer installation in combination with sculptured objects.)

7. Nancy Mauro-Flude (AUS), Paraphernalia

'Paraphernalia' consists of self-built controllers for audio/dance performances that free performers from operating laptops on stage, giving them back their gestural mobility, and allowing both a technical and artistic feedback between music, vocals, dance and technology. (Realized with joystick interfaces, analog motion sensors and modified gamepads in conjunction with the real-time signal processing software Pure Data.)

8. Audrey Samson (CDN), 'spectres'?

'spectres'? is an installation designed to plunge the WORM visitor into an auditory mourning space. Interviews on the subject of mourning in relation to media can be heard through listening devices. These are placed where people cluster to chat or order a drink, putting the listener in a very public position. At the same time, conversations and noise from within the space itself are fed into the recordings at varying degrees of speed. The installation uses WORM's bar space to incite reflection upon the taboo of death/mourning and the fear of nurturing a consciousness of death in the public sphere.

9. Jorrit Sybesma (NL), Design Paradigm Shifts

"Design Paradigm Shifts" questions and develops an alternative to the traditional graphic design work process. On the basis of self-written graphic design algorithms, a programmed system will generate and print the final show catalogue in real time. (Realized as an installation with a computer and two printers on a counter, on the software basis of the troff/groff typesetting system and the PostScript page description and programming language.)