MICROSCOPE SESSION 2014

clubbing night
Festspielhaus Hellerau, Great Hall
LIVE: Ghost Radio, Anaxy, Cyclotron
inroom overhead video installation:
SUN DRAWING WATER by CARLA CHAN HO CHOI (HK)
Visuals: VideoJam im 360° Fulldome
Samstag, 15. November, 23 Uhr
+ details under AV/Shows
+ Listen + download
+ Flyer

DO/THU 13.NOV
FR/FRI 14.NOV
SAM/SAT 15.NOV
SON/SUN 16.NOV
MO 17.NOV
DIE/TUE 18.NOV
MI/WED 19.NOV
Grant from the Saxon State Minister for Higher Education, Research and the Arts: 10,000 EUR

PLAYING WITH ANTS AND OTHER INSECTS: ANT MIMICRY IN RELATION TO GAMES AND CULTURE BY KUAI SHEN

Jury statement:

Alain Bieber
"Insects have played a major role influencing human society and culture", says Kuai Shen, who calls himself an Insect Media Artist. His impressive research project and interactive bio-installation "Playing with ants & other insects" focuses and reflects social play of ants with mimicry in the human culture of play. This investigation and also Shens impressive installations always combine insects, humans and technology in an educational and entertaining way. This award should support Shen in his research in the field of Biomimetics, post-human ecology and phenomenology and allow him to build more amazing installations. And do not forget was was already told in the bible: "Go to the ant thou sluggard; consider her ways, and be wise."

Neja Tomić
Kuai Shen’s project on ants poses the hypothesis that human technology has been strongly influenced by ants and other insects. As a result of in depth analysis of structures and systems of the colonies in question, and of human games and play, the hypothesis can be proven with the help of past and present research. This project offers a new example of the power of science and art to interactively inform about and understand the meaning of future technologies. Furthermore, this project aims at developing new and fascinating installations that can be used for public shows and educational purposes. The project should be supported by a significant financial award."
Deborah Husti

Biological, scientific and cultural intersections and interplays among species and determined environments are in the focus of Kuan Shen’s artwork. The installation ‘Playing with Ants and other insects’ hence demonstrates to viewers the scientific objectives and the awareness of complexity these kinds of projects can bring in the context of cultural and social studies, most notably gaming theory combined with post-humanism and technology. Metaphorically said we could say that Kuan Shen uses sort of scientific and artistic microscopy in order to get many perspectives on the life of ants through the lenses of different disciplines.

HTTP://KUAISHEN.TV/PWA&OI_2012.PDF

Neja Tomšič

Turning back to physical roots of electronic music, Geist proposes an open source, hack based approach to different levels of music making – the acoustics, performance and production. His robotic ensembles expose the inner workings of electronic music by turning back to the instruments of the 80s, discovering and illustrating the mechanisms behind the well-known electronic music sound diapason. His proposal expresses a long-term dedication and enthusiasm to his ongoing research on musical robots, with the aim of creating a live performance. The excellence of his proposal as well as his body of work has undoubtedly convinced me his Future of Robots in Electronic Music is the winner in this category.

WWW.SONICROBOTS.COM

CYNETART Award in cooperation with HELLERAU (European Centre for the Arts): 5,000 EUR

NIGREDO BY MARCO DONNARUMMA & MARIJE BAALMAN

Jury statement:

Deborah Husti

Marco Donnaruma’s work places human perception, body and behavioural senses in the first place making this way the intermedia arts and open source design truly a part of creative scientific exploratorium. Donnaruma’s work explores cutting edge bioacoustics and body & mind related topics in a wider scope of self-reflection with an obvious aim to put an individual in the centre of the media, in the centre of self-awareness, and in a way in the centre of technologically determined environment. But on the other hand it also shows the way open source design could be used for the above mentioned purposes by totally removing technological alienation in order to get us back to our bodies again by fearlessly delving into the unknown and unconscious darkness of sound and stimulation.

Alain Bieber

The installation « Nigredo » from Marco Donnaruma is a a deep travel into the dark unknowns of the subconscious mind. it offers an intimate, personal and intensive experience. The body of the visitor is wired to sensors, the own heart, muscles and vein tissues are producing a sound environment called « Bioacoustics », and the surprising installation leads to a performance where the fine lines of distinction between self and not-self are completely blurred. This artwork combines some things only the best artworks can do: It uses newest science and technology (biofeedback methods and wearable bioacoustic technology) to create this experience, it is still very emotionally (and even physical), it touches and might change you, and for sure, it is a unforgettable experience.

Neja Tomšič

With Nigredo’s seemingly simple and minimalistic auditive, visual and physical set-up, Donnaruma’s installation affords unique and fascinating elements all the time during...
Ferdinand de Saussure.

Disturbing artistic research about the uncanny valley and the linguistic theory by The visitor is forced to become a helpless voyeur of this digital decay. This work is a human is reacting to visitors, looking and speaking to them, what makes it even stronger. Already the interdisciplinary aproach is impressive: This work combines art, cybernetics, ecology, linguistics and biology. During the installation a contaminated biologic culture is combine 'the next nature' of our possible environments and explorations about the way we might perceive it. By using artificial intelligence and BIO cultures authors are researching and marking possible patterns of virtual humanity, but through the layers of linguistics the project is getting deeper comprehension of the machines' neural processes, as well as human central nervous systems. With a special interest I will follow this work that has deep and multi-layered structure and by its character could evolve enormously.

Alain Bieber

According to the authors virtual humans are the signifiers of an unknown future. Trapped in the bodies of human projections of perfection, upgraded with simulated responsiveness and emotionality, they speak to us in the language of theory. The installation interprets madness as a process of deconstruction caused by invasive species, underlining the dichotomy of the natural (the model) and the digital. With this synapse it lacks an original approach to addressing the notion of nature, but it nevertheless visualises the invasion of the natural into of the digital, thus simulating a digital madness. We are exposed to their 'reality' and their 'nature'. I see the innovation and excellence of Molding the signifier in the effect this model of interpretation achieves: it enables the viewer to deconstruct his 'reality' and their 'nature'. I see the innovation and excellence of Molding the signifier in the effect this model of interpretation achieves: it enables the viewer to deconstruct his own emotional experience and lets him experience empathy when facing a decay and loss of contact with the 'real' of the digital humans.

Deborah Hustić

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