



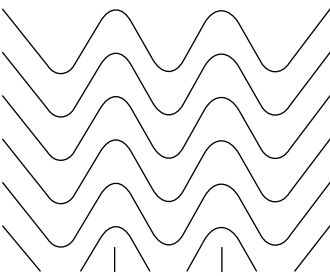
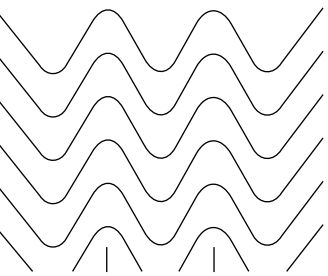
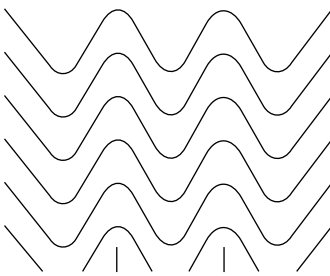
Kunstuniversität Campus

8. – 12. September 2021

Hauptplatz 6 & 8, Linz

Ars Electronica Festival

kunst
universität
linz



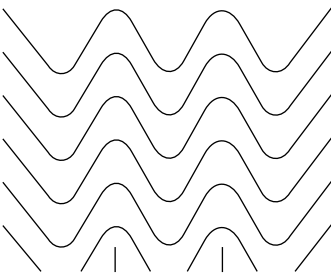
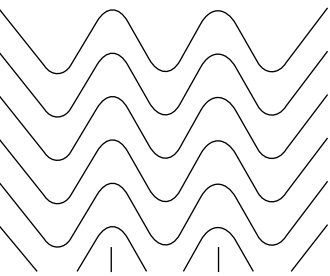
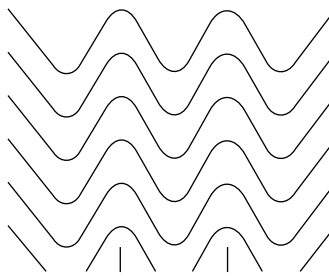
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universität
linz



LOOPS OF WISDOM

If knowledge is on the surface of the river, wisdom is in the riverbed, slow and full of sediments from past times. LOOPS OF WISDOM focuses on the tools and methods of knowledge creation, and on the way in which we cultivate wisdom & perceive our realities.

→ www.ausstellungen.ufg.at/loopsofwisdom

LOOPS OF WISDOM

LOOPS OF WISDOM

We see it, we feel it and we hear it: our world is changing. And we are changing with it. We see the urgency with which the future of our planet — as we know it — rests on our shoulders. But how do we manage to become active here and create space to move forward? What do we need to do so that we can leave behind fear and with it the frightened rigidity, so that we can confidently and respectfully take the next steps towards a benevolent society and support the healthy functioning of the Earth's ecosystems? LOOPS OF WISDOM is not a solution but a possible guide to action: a well-conceived set of inspiring exhibition contributions, presentations, performances, interventions, workshops and lab settings and a discursive platform, by students and faculty of the University of Art and Design Linz, as well as our partner university Zurich University of the Arts (ZHdK), on the occasion of the Ars Electronica Festival 2021.

Wir können es sehen, fühlen und hören: Unsere Welt befindet sich im stetigen Wandel. Auch wir verändern uns mit ihr. Die Dringlichkeit, mit der die Zukunft des Planeten auf unseren Schultern ruht, ist offensichtlich. Doch wie schaffen wir es, aktiv zu werden und den Raum zu schaffen, um vorwärts zu kommen? Was gilt es zu tun, um die Angst und das Erstarren hinter uns zu lassen, um zuversichtlich und respektvoll Schritte in Richtung einer wohlwollenden Gesellschaft zu setzen und um so das Funktionieren der Ökosysteme unserer Erde zu unterstützen? LOOPS OF WISDOM ist keine Lösung, sondern ein möglicher Handlungsleitfaden: Studierende und Lehrende der Kunstuniversität Linz sowie der Partneruniversität Zürcher Hochschule der Künste (ZHdK) haben anlässlich des Ars Electronica Festivals 2021 eine Reihe an inspirierenden Ausstellungsbeiträgen, Präsentationen, Workshops, Performances, Interventionen und eine diskursive Plattform realisiert.

WED – SUN			DAILY
12:00 – 20:00	LOOPS OF WISDOM Exhibition by the departments of Interface Cultures, Timebased & Interactive Media Arts, Fashion & Technology, Design: Tech.Tex, Media Design, Art Education, Visual Communication, Industrial Design, Architecture & Urban Studies, space&designstrategies	Hauptplatz 6 & 8, Strafsachengallery	
12:00 – 20:00	① Interface Cultures: Interface Cult	Hauptplatz 8	
12:00 – 20:00	② ZHDK presents: Infinite Nows	splace am Hauptplatz	
12:00 – 14:00	④ FAT: Meet the designers	Hauptplatz 6	

TUE 7.9. FESTIVAL OPENING

All Events on Hauptplatz 8, courtyard		
WED 8.9. ACADEMY OF THOUGHTS: ON INTERACTION		
12:00 – 13:00	⑤ Sound Campus: bluetooth encounters	
12:00 – 13:00	① Interface Cultures: Workshop by Jo Caimo	
13:00 – 13:15	③ Academy of Thoughts Welcome words by Manuela Naveau	18:30 – 20:00 Hauptplatz 8, courtyard
13:15 – 14:00	② Welcome by Karmen Franić & INFINITE NOWS-participants	
14:00 – 15:00	① Opening Lecture by Karmen Franić: <i>On Interaction: Embodiments, Materialities, Ecologies</i>	
15:15 – 16:00	③ Lecture 1: Ecologies	
16:00 – 16:45	③ Lecture 2: Embodiments	
16:45 – 17:00	② Wearalab: a performance by Andrin Gorgi, Marcial Koch and Shaën Reinhart	
17:00 – 18:00	③ Lecture 3: Materialities	
18:00 – 19:00	② 20 Years Interaction Design: Discussion by IAD team and guests	
19:00 – 20:00	② Apero with Taste Lab, a multi-sensory experiment by Erika Marthins, Stella Spezialí and Juan Garcia	

THU 9.9. ACADEMY OF THOUGHTS: CRITICAL DATA

12:00 – 13:00	⑤ Sound Campus: bluetooth encounters	
12:00 – 13:00	① Interface Cultures: Workshop by Jo Caimo	
13:00 – 13:30	③ Introduction to Critical Data by Manuela Naveau & César Escudero Andaluz	
13:30 – 14:00	③ Presentation by CYENS Centre of Excellence Nikosia / Kleanthis Neokleous	
14:00 – 14:30	③ Round table and poster presentations by Critical Data students & Kleanthis Neokleous	
14:30 – 15:00	⑤ Sound Campus: Presentation by Patricia Cadavid & Paola Torres Nuñez del Prado: <i>Khipumancy</i>	
15:00 – 15:30	③ Presentation by TU Vienna / future.lab Emilia Bruck & Ian Banerjee: <i>Nosing Around in Cyber-Physical Landscapes</i>	
15:30 – 16:00	③ Roundtable by TU Vienna / future.lab (Rudolf Scheuven, Ian Banerjee, Emilia Bruck, Jerome Becker, Madlyn Miessgang)	
16:00 – 16:30	⑤ Sound Campus: bluetooth encounters	
16:30 – 17:00	③ Lecture by Rosemary Lee: <i>After Novelty</i>	
17:00 – 17:30	③ Presentation by Michelle Thorne (Branch Magazine - Ars Electronica Award for Digital Humanity)	
17:30 – 18:00	⑤ Sound Campus: bluetooth encounters	
18:00 – 18:30	③ Keylecture by Martin Zeilinger (Abertay University): <i>Algorithmic Adjudication and Tactical AI</i>	
18:30 – 19:00	③ Roundtable with Kleanthis Neokleous, Ian Banerjee, Rosemary Lee, Michelle Thorne, Martin Zeilinger, César Escudero Andaluz and Manuela Naveau	
19:00 – 19:30	⑤ Sound Campus: bluetooth encounters	
19:30 – 20:00	⑤ Sound Campus: Concert by Patricia Cadavid & Paola Torres Nuñez del Prado: <i>Khipumancy</i>	

20:00 – 21:00	⑤ Sound Campus: DJ-Set by Sun Li Lian Obwegeser	
21:00 – 22:00	⑤ Sound Campus: DJ-Set by MARAws	
FRI 10.9. ACADEMY OF THOUGHTS: HYBRID FUTURES		
12:00 – 13:00	⑤ Sound Campus: bluetooth encounters	
12:00 – 13:00	① Interface Cultures: Workshop by Jo Caimo	
13:00 – 14:00	⑤ Sound Campus: sounding linz #1: Christoph Frey	
14:00 – 17:00	④ Leonardo LASER Linz: Die Gartenlaube/ The Garden Gazebo with Christiana Kazakou, Dr. Christoph Thun-Hohenstein, Dr. Monica Gagliano, Dr. Martin Pfosser, Leisenhof Gärtnerei Linz, Mag. Gabriele Winkler, Dr. Christa Sommerer, Fabricio Lamoncha	
17:00 – 17:30	⑤ Sound Campus: Binaural #1: RGBlaster (A. Vladut + F. Mougel)	
17:30 – 18:00	⑤ Sound Campus: Binaural #1: Enrique Tomás	
18:00 – 19:00	③ Lecture by Aisen Caro Chacin & Violette Bule <i>Critical Data From Medicine to Politics in Critical Times</i>	
19:00 – 20:00	⑤ Sound Campus: Concert and interview with Reinhard Reisenzahn: <i>CVG/CV</i>	
20:00 – 21:00	⑤ Sound Campus: DJ-Set by ♠*:* ♠sch4tzi♠*:* ♠	
21:00 – 22:00	⑤ Sound Campus: DJ-Set by shamani boy	

SAT 11.9. ACADEMY OF THOUGHTS: ACTION PLEASE

12:00 – 13:00	⑤ Sound Campus: bluetooth encounters	
12:00 – 13:00	① Interface Cultures: Workshop by Jo Caimo	
13:00 – 14:00	⑤ Sound Campus: sounding linz #2: Mika Bankomat	
14:00 – 15:30	③ Workshop: Data Polluters (interflight) by Cesar Escudero Andaluz	
15:30 – 17:00	③ Workshop: FANGØ by Martin Nadal	
17:00 – 17:30	③ Sound Campus: Binaural #2: Polina Khatsenka	
17:30 – 18:00	③ Sound Campus: Binaural #2: Lukas Löcker & Reinhard Zach	
18:00 – 18:20	③ Lecture by Martin Nadal: <i>Nōn omne quod nitet aurum est, authenticity of the NFT</i>	
18:20 – 18:40	③ Lecture and reply by CryptoWiener <i>How CryptoWiener captured cultural icons on the Ethereum network</i>	
18:40 – 19:00	③ Final Roundtable with CryptoWiener, Martin Nadal, César Escudero Andaluz, Martin Zeilinger, Rosemary Lee and Manuela Naveau	
19:00 – 19:30	⑤ Sound Campus: bluetooth encounters	
19:30 – 20:00	⑤ Sound Campus: Concert by Stefan Tiefengraber	
20:00 – 21:00	⑤ Sound Campus: DJ-Set by tudd	
21:00 – 21:30	⑤ Sound Campus: Performance: Oscilloscope Music (Hansi Raber & Jerobeam Fenderson)	
21:30 – 22:00	⑤ Sound Campus: DJ-Set by DJ3XXICA	

Opening Hours	Hauptplatz 6 & 8, Strafsachengallery, splace am Hauptplatz Wed – Sun, 12:00 – 20:00 Courtyard Hauptplatz 8, Akademie der Gedanken Wed, 12:00 – 20:00 Thu – Sat, 12:00 – 22:00
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→ ausstellungen.ufg.at/loopsofwisdom

Selected talks & lectures accessible via the

LIVE STREAM

→ ausstellungen.ufg.at/loopsofwisdom

Interface Cultures

Interface Cult

①

Creative thinkers and artists want to unveil what is hidden beneath the layers of AI, machine learning, automation and surveillance technologies. Like detectives or inspectors, they question the “black box” to discover how and why these intelligent systems make certain decisions, what these decisions mean and for whom they are fundamentally being made.

Students of the Master course Interface Cultures have developed works which combine current technologies with ancient, humanistic and esoteric practices, delving into topics such as divination, twirlings, the subconscious/unconscious, secrets, rituals, leisures, energies, contemplation, as well as cults, both old and new.

Curated by: Christa Sommerer,

Fabrizio Lamونcha, Davide Bevilacqua

With projects by: Anais Lossouarn, Balint Budai, Barbara Jazbec, Daphne Xanthopoulou, Funda Zeynep Ayguler, Hess Jeon, Josune Sarasate, Jo Caimo, Kevin Blackstone, Kristina Tica, Lea Schnell, Mahnaz Rastgoumoghaddam, Noor Stenfelt Kroese, Parisa Ayati, Qian Xu, Sara Koniarek, Seo Son, Smirna Kulenovic, Tio Suorsa, Vahid Qaderi

ZHdK, IAD

Infinite Nows

②

Zurich University of the Arts (ZHdK), Interaction Design Department (IAD) *Infinite Nows* is showcasing student projects of the Interaction Design department (IAD) at the ZHdK. Probing alternative presents through investigative, speculative and experimental practices, the projects reflect the values and approaches of IAD that have been shaped over its 20-year existence. Interaction design is, above all, about the relationality and entanglement of human and non-human actions. *Infinite Nows* proposes a variety of ways of taking action that allow us the space to be with and learn from the other. The exhibition looks at a range of topics including cross-species interaction, self-perception in deep fakes, inclusive voting systems, antisocial media platforms and other interactive technologies that produce moments of sharing, presence and care.

Curated by: Karmen Franić

With projects by: Andreas Büttler, Andrin Gorgi, Aurelian Ammon, Carlo Natter, Claudia Buck, Colin Lüönd, Daniel Holler, Duy Bui, Erika Marthins, Fabian Frey, Fabrice Spahn, Florian Bruggisser, Gian Klainguti, Jannic Mascello, Jennifer Duarte, Juan Garcia, Lilian Lopez, Marcial Koch, Marco Ehrenmann, Martin Dušek, Nadine Cocina, Paulina Zybinska, Randy Chen, Shaen Reinhardt, Silvan Zurbügg, Sonjoi Nielsen, Stella Speziali, Thomas Schertenleib, Vinzenz Leutenegger, Yangzom Sharthey

Time-based and

Interactive Media Arts

③

All of the projects of the students of Time-based and Interactive Media Arts at the University of Art and Design Linz were created in the past two years and demonstrate the diversity of this bachelor’s program, which is unique in this form in the German-speaking world. The diversity of the works shown results from the free approach to the topics, specifically that the students in the projects are completely free in the choice of their topics and their realization.

Curated by: Gerhard Funk,

Joachim Smetschka, Holunder Heiß

With projects by: Alice Hulan, Anthony Deepa, Chiara Matschnig, Daniel Fischer, Edin Turalic, Felix Winkler, Jan Pos, Joachim Ise, Joann Lee, Laurenz Vojka, Lisa Patscheider, Reinhard Reisenzahn, Thomas Guggenberger, Verena Steininger

Fashion & Technology

COLOUR – MOVE–

MENT – SOUND

④

Fashion & Technology (FAT) is a bachelor and master program for sustainable, inclusive and critical fashion design. We focus on current ecological and social issues in fashion, visions for experimental materials and innovative design methods and production processes. At this year’s

Ars Electronica Festival, Fashion & Technology sets up a laboratory experimenting with colour, movement and sound. Explore a fascinating world of colours produced by bacteria, street & club-dance culture creating digital fashion and human voices turned into tangible wearable objects.

Curated by: Ute Ploier, Sander Hofstee

Exhibition projects created by MA-students: Genevieve Howard, Julia Moser and Magdalena Neuburger

The designers will give you individual insight into their work daily from 12am–2pm.

Art Education

Play with Pixels

⑤

While modern technology cannot replace the analog world’s haptic experience, it can complement it perfectly. *Play with Pixels* is an interactive open lab about the smallest part of a digital raster graphic. We zoom into the pixel world to enlarge, illuminate, recombine and make the world of digital images more tangible. At the same time, we playfully explore the translation possibilities between the analog and digital. In this way, visitors are invited to engage with the diverse dimensions of a pixel with the help of various materials. Individual pixel postcards can be designed and sent from downtown to the Open Lab at Kepler’s Garden. Via the pixel phone, short daily glimpses of the Open Lab are offered, enabling parallel analog and digital communication.

Project by: Anna Oelsch, Gerda Lechner and Maria Binder, with support from Gerda Martínez López and Lisa Wiedner

Design: Tech.Text

Crafting Futures Lab

⑥

The *Crafting Futures Lab* is a platform for active investigations of the future of craft, the craft of the future and the crafting of futures. It researches and practices materials, techniques and tools as processes and means to generate and diversify knowledge and engage diverse audiences in thinking and acting towards alternative futures. Active questioning, learning, and sharing are core premises to the inquiries undertaken at the intersection of traditional crafts, digital technologies and education.

As a part of LOOPS OF WISDOM, the Lab will open its activities to the public for the first time, pursuing exchange by showcasing current developments, and previewing future investigations and collaborations.

Project by: Astrid Young, Giulia Tomasello, Ingrid Hackl, Irene Posch, Lisa-Marie Gmeindl, Manfred Grillnberger, Michaela Haager, Monja Hirscher, Ramona Kogler, Robert Angerer, Robert Hübner, Sofie Lüftinger, Teresa Almeida, Yara Bartel

Media Design

Metamorphosis

⑦

In the past academic year, the department of Media Design (Programme for Teachers) has dedicated itself to the theme of “metamorphosis” in order to take seriously and perceive the changes in many areas of current life. This enabled a creative as well as reflexive level – above all to evoke an emancipatory moment, to analyze and handle these processes and thus to actively shape them. In various courses, students from all semesters dealt cross-disciplinarily with personal questions in connection with transformative processes of their individual realities. The resulting (multi-) media works reflect their life experiences and often thematize i.a. change, transmission, coding and repetition – in other words, applied knowledge of processuality.

Curated by: Lukas Löcker

With projects by: Alexandra Löffelner, Bertram Verdezoto Galeas, Hasan Ulukisa, Jennifer Eder, Joel Teodoro, Judith Zdesar, Lukas Löcker, Melanie Steinhuber, Michael Kramer, Reinhard Zach, Robert Starzer, Rosa Schwarz, Shari Keplinger, Susanne Hinterberger, Verena Dittenberger

Visual Communication

Shaping the future

⑧

Design and the creation of images are highly relevant skills in the 21st century. Today’s designers are mediators of ideas, possibilities and utopias. They shape the

future and thus have an active impact on society.

The exhibits of the Visual Communication students use multiple intertwined media formats to explore future ways of communication. Each work asks critical questions about relevant issues in society and uses – sometimes humorous-futuristic, other times living and biological, or even data-based – futurist and collaborative methods of image production. In this way, they achieve a visualisation and translation of their questions and ideas.

Curated by: Tina Frank, Katharina Mayrhofer

With projects by: Bettina Mörz, Daniel Huber, Nadine Schütz, Vasilisa Aristarkhova

post-covid fictions

⑨

A Design Fiction Project with Augmented Print by the Department of Visual Communication.

The Covid-19 setting with its own narratives and preventive measures has made it challenging to speculate about alternative futures. The feeling of uncertainty fueled adversarial reactions and resistance and let to conspiracy hypotheses, social control and a climate of dystopian surveillance.

We sought a more nuanced vocabulary and a more colourful palette of possibilities for action. This is facilitated by speculative design objects and the use of augmented print objects. *Post-covid fictions* are visual interventions in the city space to contrast dystopian realities with “smartness”, resilience, alternative images and colourful calls to action through speculative design.

Curated by: Barbara von Rechbach

With projects by: Iska Alena Gebhard, selim eins, Stefanie Hoffmann, Valerie Danzer

Industrial Design

Haptic Experience

⑩

Smart technologies offer a wide field of inspirations for innovation focused on multi-sensoric interaction. Main approach of the presented two design projects is the enhancement of haptic and tactile interactions and impressions.

The master thesis “Parents device & baby mattress for premature babies in incubators” by Aleksandra Radlak offers improvement of bonding between parents and premature babies lying inside an incubator by tactile and haptic stimuli.

Project by: Aleksandra Radlak

space&designstrategies

Post-it to Post It:

2020–2030

⑪

In April 2020, when Austria first began its lockdown due to the pandemic and the university immediately switched to distance learning, Xian Zheng created the *Post-it to Post It* workshop. Every Friday in April, students submit five post-it-sized diary drawings, which are uploaded to an online gallery on Pinterest. The workshop was held again in April 2021, resulting in more than 1,000 diary drawings by more than 70 students over the past two years, forming a precious documentation of the changes in people’s lives during Covid-19. The workshop will continue to be held every Friday in April until 2030. We are looking forward to building an 11-year drawing archive to observe the specific changes of life in the pandemic and post-pandemic eras.

Project participants 2020: Anna Piecek, Annika Hock, Antonia Ney, Antony Deepa, Chaz Gervais, Christian Schrenk, Cory Holzinger, Daniela Lockowandt, Dasol Kim, Debora Tautscher, Dina Beisembek, Emanuel Wiplinger, Eva Weber, Flora Kirnbauer, Hugo Arias Morant, Hyelim Lee, Ibon Bascones, Jamie Wagner, Jasmin Steinberg, Jennifer Eder, Julia Hierro Mas, Julian Mayr, Julia Treitinger, Julio Escudero, Klara Fehsenmayr, Lena Teuffl, Lisa Binder, Markus Inreiter, Marlene Neuwirth, Maximilian Peter Meindl, Max Rinaldo, Melis Pinarel, Merlin Großmann, Michael Wischitz, Monika Reddemann, Sarah Hopfner-Heindl, Shari Bartko, Sophie Löw, Sunny Hand, Talal Graf, Temucin Budak, Theresa Muhl, Tomiris Dmitrievskikh, Valeria Lehner, Vanessa Graf, Vinzent Wallner

Project participants 2021: Alireza Karkhaneh, Anastasiia Akhmetova, Anna Kirchmair, Arnold Kovats, Chiara Köhler, Daniel Derflinger, Daniela Lockowandt, Emanuel Wiplinger, Fabian Schumacher, Flora Kirnbauer, Jamie Wagner, Jasmin

Steinberg, Klara Fehsenmayr, Laura Rumpf, Lisa Binder, Maximilian Peter Meindl, Moritz Berger, Nadine Dajanovic, Nazila Shamsizadeh, Nikolai Vasilev, Nina Kugler, Peiyan Zhang, Raissa Senoner, Sabrina Hauzinger, Semjon Fehr, Sunhild Handwerker, Talal Graf, Valeria Lehner, Verena Langthaler, Yecun Han

Architecture/

Urban Studies

FLUT Freiluft–

Kunstuniversität Linz

⑫

FLUT is a 1:1 project at the Urfahrannermarkt Linz, a largely fallow area next to the Danube that is only briefly used twice a year for a fair. After a year of digital teaching, students went to the market area and developed parts of it according to their wishes. The area became a free zone, an experimental field for new architectures, a laboratory for artistic productions, a testing ground for new urban practices and a better usability of the city. As the pandemic has shown, the city needs open, freely accessible and consumption-free spaces and infrastructures. Like a flood that briefly comes over a site, fallow urban space was briefly activated and intensively used. www.flut.jetzt

Curated by: Sabine Pollak

Bühne 3.0 by: Amaia Urkiola,

Katharina Mertens, Lea Dagonneau

urban living room by: Johannes Gasteiner, Magda Krennsreiter, Nadia Raza

Akademie der Gedanken

Academy of Thoughts

⑬

A courtyard, a tree, a fountain and lots of pens and paper: this is the setting in which we are reflecting, together with invited partners. We sit around a tree and think, we sketch out ideas, scribble futures and write, together, on a critical image of our time. Topics such as *Infinite Nows* (Zurich University of the Arts), *Critical Data* (Interface Cultures, CYENS Centre of Excellence Cyprus, Technical University of Vienna), and *Hybrid Futures* (Interface Cultures in collaboration with Leonardo Laser Talks) will be addressed via talks, discussions and open workshops. Dedicated sound interventions and performances in the *Academy of Thought* will round off the programme and provide space for an inspiring, inner-city festival hotspot setting.

Curated by: Manuela Naveau &

César Escudero Andaluz

On Interaction:

Embodiments,

Materialities, Ecologies

Around 2000, several interaction design programs were launched around the world. Among London, New York and Ivrea, Zürich University of the Arts has launched its educational and research activities in this emerging field. We begun motivated to humanise digital technologies and make them more inclusive and accessible. Two decades later, pressing environmental, social and political challenges demand that we adapt and expand our focus to encompass worlds and interests other than only those of humans. Through lectures and panels, we share our speculative and experimental practices with digital, chemical and biological technologies, which are increasingly interwoven with complex ecological thinking. We invite you to join us in reflecting on the critical and investigative role of interaction design in our society, today and over the past decades.

With: Joelle Bitton, Karmen Franić, Roman Kirschner, Gerhard Buurman

Critical Data

is the name of a course at Interface Cultures taught by Manuela Naveau since last October 2020. Over the past two semesters and during the pandemic, we have explored the use of digital data, data processing systems, and related knowledge. By analyzing artistic works at the intersection of digital art, Big Data and machine learning, as well as ethics, philosophy, and political/social engagement, we have critically examined the place society and its environment can take in relation to the latest technological

developments. In the context of ACAD-EMY OF THOUGHT, we ask ourselves what critical data might be and mean in the context of an art university? In business and computer science, it is defined that critical data must be identified in order to improve sales and product quality. If we leave the idea of economic success behind and focus on society and ecology, how can we understand critical data in an arts setting?

Collaborators & partners during the last semester: CYENS Centre of Excellence Nikosia (Kleanthis Neokleous, Doros Polydorou, Myrto Aristidou, Alexia Achilleos, Demetris Shammass, Marinos Koutsomichalis, Kyriakos Kyriakou, Pinar Barlas, Stella Kleanthous and Jahna Otterbacher) TU Wien / future.lab (Rudolf Scheuvsen, Ian Banerjee, Jerome Becker und Madlyn Miessgang, Emma Gisinger) Collaborating speakers within the AKADEMIE DER GEDANKEN:

Aisen Caro Chacin, CryptoWiener, César Escudero Andaluz, Martin Nadal, Martin

Zeilinger, Rosemary Lee, Violette Bule, Michelle Thorne

Leonardo LASER Linz

Die Gartenlaube /

Garden Gazebo

⑭

Linz is joining the Leonardo Art & Science Evening Rendezvous (LASER) network with an international program hosted by Interface Cultures at Ars Electronica 2021. Artists, scientists, scholars and the general public are invited to join conversations about sustainable ways of living, environmental protection, and artistic and scientific developments for a “climate-modern” future. In a modernized “Gartenlaube”, Climate-Care, Climate-Digital and Climate-Social – proposed by Christoph Thun-Hohenstein – will be debated and discussed through the focus on Interspecies Collaboration, The Mind of Plants, Herbal Pedagogy, Bio-

dynamic Farming, also supported by the exploration and celebration of artistic and folk wisdom, to bring everyone together for a “Gartenlaube Waltz”.

Curated by: Christa Sommerer &

Fabrizio Lamونcha

Partners & collaborators: Christiana Kazakou, Dr. Christoph Thun-Hohenstein, Dr. Monica Gagliano, Dr. Martin Pfösser, Leisenhof Gärtnerei Linz, Mag. Gabriele Winkler, Dr. Christa Sommerer, Fabrizio Lamونcha

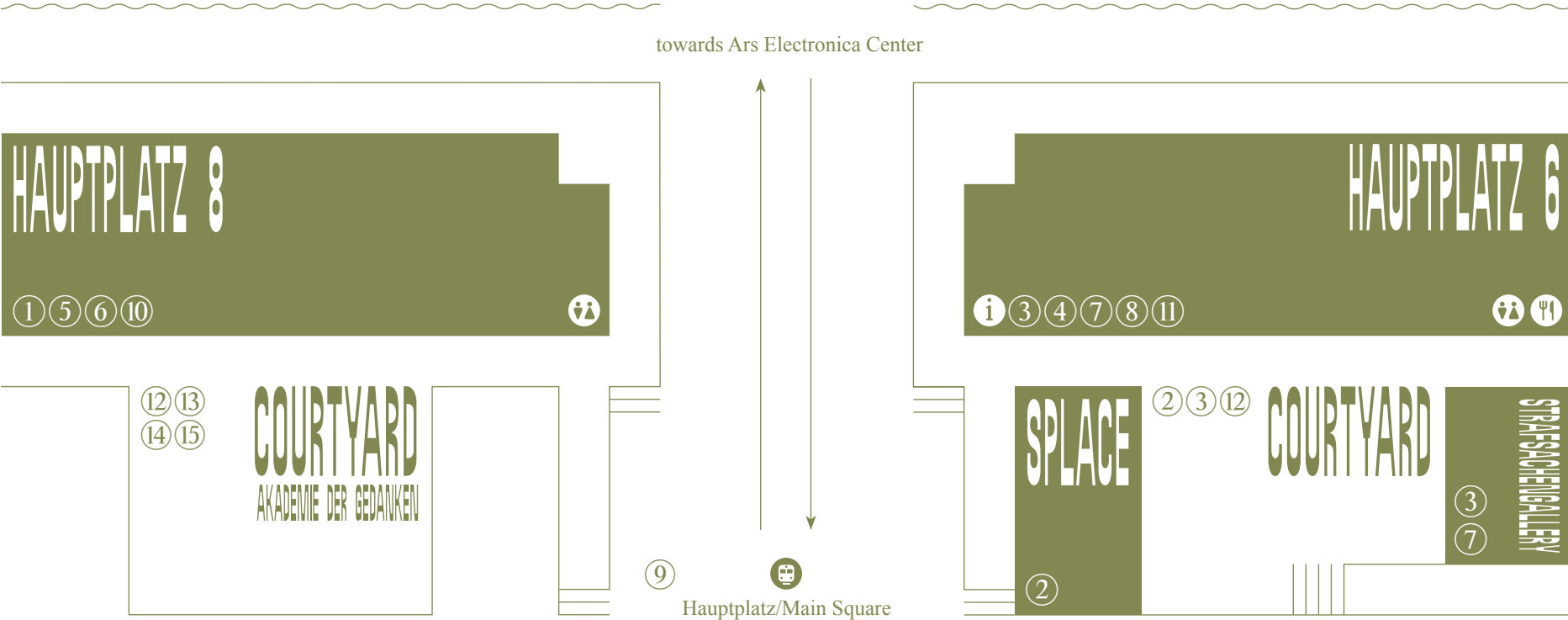
Sound Campus

⑮

Sound Campus opens a possibility for students and researchers of University of Art and Design Linz to present new forms of sonic arts to the great audience at the Ars Electronica Festival. This year’s program resonates with the revival of “Reclaim The City” sensibilities grown after lockdown periods. Mini-raves, organized by youngsters on the Danube’s shores, are boosted by battery-powered bluetooth

speakers and delimited only by towels and picnic blankets. In parallel, their parents re-discovered city benches and museum staircases for gathering with friends and neighbours. Will this reconquest of public space continue after the pandemic? Will we forge a critical approach, or is it simply public space appropriation?

Curated by: Enrique Tomás & Julia del Río With contributions by: Patricia Cadavid^{CO} and Paola Torres Núñez del Prado^{PE}, RGBastler (Andrea Vladut^{RO} & Florine Mougel^{FR}), Oscilloscope Music (Hansi Raber^{AT} & Jerobeam Fenderson^{US}), Polina Khatsenka^{BY}, Stefan Tiefengraber^{AT}, tudd^{RO}, DJ3XXICA^{ES}, ✧*..` ✧sch4tzi✧*..` ✧^{AT}, MARAwS^{AT}, Sun Li Lian Obwegeser^{AT}, Reinhard Zach & Lukas Jakob Löcker^{AT}, Reinhard Reisenzahn^{AT} and Co.Lab Acoustic Ecologies Kunstuniversität Linz (Christoph Frey^{AT}, Michaela Andrae^{AT} & Fadi Döringer^{AT})



Opening Hours

Hauptplatz 6 & 8, Strafsachengallery, splace am Hauptplatz

Wed – Sun, 12:00 – 20:00

Courtyard Hauptplatz 8, Akademie der Gedanken

Wed, 12:00 – 20:00 | Thu – Sat, 12:00 – 22:00

COVID INFO

The safety of our festival visitors is our top priority.

In accordance with the guidelines of the Austrian Health Ministry, the following few rules of conduct are obligatory so we can all stay safe.

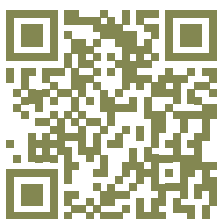
Exhibitions

– Register at the entrances for the purpose of contact tracing.

– Keep a 1 m safety distance to strangers.

– Wear a nose and mouth protection (mask) at all indoor programmes and wherever a minimum distance of 1 m is not possible to maintain.

– Wash and disinfect your hands frequently.



Akademie der Gedanken & Sound Campus

Please comply with the 3G rule by providing proof that you have been vaccinated, tested or that you recovered. For any changes to these rules please go to → ausstellungen.ugf.at/loopsfowisdom. Thank you for your collaboration!

University of Art and Design Linz

Hauptplatz 6, 4020 Linz

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Festival for Art, Technology & Society