



Ars Electronica Academy

art at play.

In the framework of the exhibition INTERPLAY – where science meets art

A collaboration project between Science Centre Singapore and Ars Electronica Linz

Ars Electronica Academy

In cooperation with Science Centre Singapore



► Fotocredit: Ars Electronica / Florian Voggeneder

Date: May 30th and May 31st 2015

Time: 10:30am to 3pm

Venue: Science Centre Singapore

The Ars Electronica Academy is a format that provides ground for theoretical explorations (based on an exhibition format as well as on direct contact to media artists) and hands-on activities with the aim of knowledge generation via artistic processes. On the one side the Ars Electronica Academy gives a historical overview of media art and its development in and outside of Europe. Based on a tour through the exhibition, we will develop questions with the participants that are the bases on further elaborations. On the other side the Ars Electronica Academy is about current trends and developments in digital art. In form of hands-on workshops and artists talks we will go into detail of artworks and present artistic research questions that will inspire the participant's own view.

The topic of the Ars Electronica Academy at Singapore Science Centre is ART AT PLAY.

We would like to welcome students and artists in general, that are interested to elaborate together with us on the topic of playful approaches in digital art and how knowledge generation is inspired by playful artistic practices.

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Day 1

10:30am - 12:30am

We will start with a tour through the exhibition and will meet the artists there, who will explain their artwork.

Based on this tour through the exhibition we will develop and collect artistic research questions, in order to create a big mindmap together.

Materials required: Walls; sticky notes in different colours and sizes, pens; access to shadowgram installation

01:00pm - 03:00pm

The artists from Softstories (Isobel Knowles and Cat Rabbit) will introduce the way they work and will speak about their artistic research projects.

Together with the participants, they will develop a "Smartphone stop-motion co-operation grid". Each participant has to bring a smartphone and by using the smartphones with a free app, participants film experimental stop-motion animation ending in a prescribed frame which will, when put together with other participant's animations, become a large space invaders icon. The artists will edit the frames together into one screen and deliver the composite film to all participants as well as presenting it on the next day.

Equipment required: Each participant would need a smartphone.

Materials required: a few sheets of card, paper, scissors, gluesticks

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Day 2

10:30am - 12:30am

We will meet again the artists; but this time in the workshop space where each artist will do a 20 minutes presentation, focussing in general on their artistic research questions over the years: Nova Jiang, Raquel Kogan, Tine Papendick and Marek Straszak. The artists from Soft Stories will focus in detail on their own work and will in addition summarize the outcome from Day 1.

The participants are invited to work at the same time on their maps, while getting inspired by the artists.

Equipment required: PC and projector



01:00pm - 03:00pm

The last round will be a kind of historical overview about artistic research processes and the meaning of playful methods and strategies that have been developed by artists in this field. By using the maps that have been generated and in discussion with the participants and involved artists, we will comment on knowledge generation that is influenced as soon as ART is AT PLAY.

For more Information please

CONTACT

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