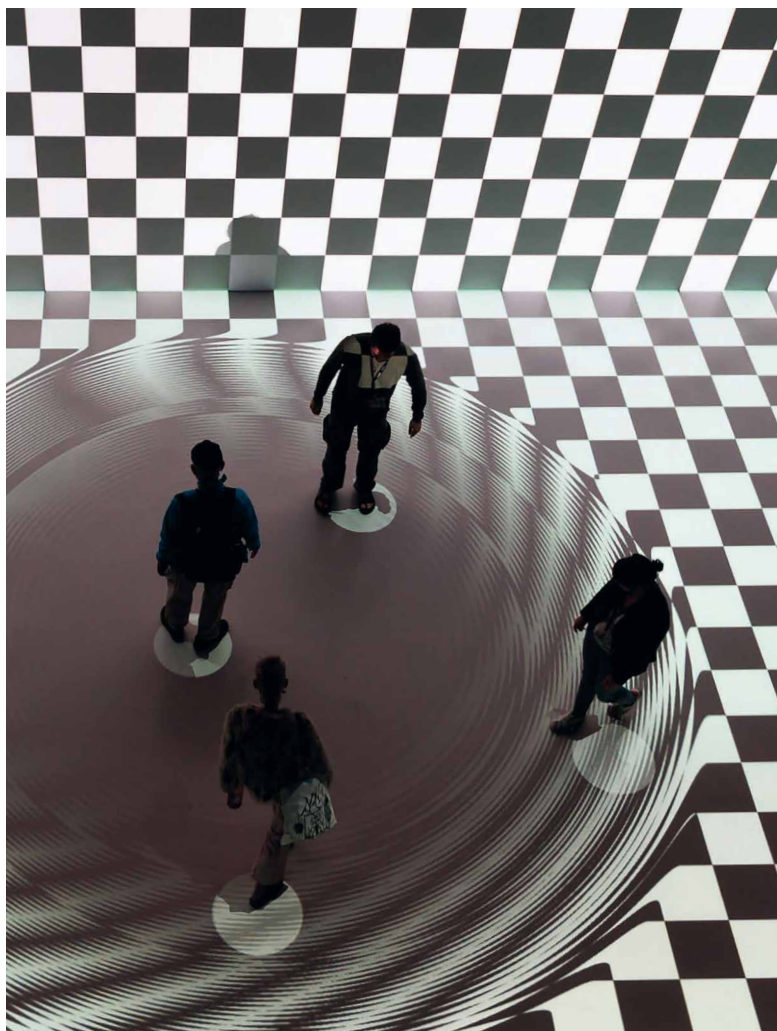


# activity report 2019-2022



Linz - City of Media Arts

For decades the city of Linz focuses on culture and creativity as key driving forces for sustainable, dynamic and future-oriented urban development. Media art and the digital state-of-the-art were the leading part from the very beginning in Linz' transformation from a steel town to an innovative and internationally recognized center of technology and creative industries.

To be part in the UNESCO Creative Cities Network facilitates the sharing of knowledge and experience and strengthens international collaboration and networks. Furthermore it opens new possibilities and enhances Linz' international visibility. It also fosters the local awareness for Linz' outstanding position as a worldwide renown hub for media arts and status on the international leading edge.

Being an UNESCO City of Media Arts is also an initiator and boost for collaboration on the local level.

Linz will continue the way of forward thinking and culture driven urban development towards a sustainable future.

The complexity and sheer speed of change in the last years, manifested the role of (media) arts, culture and creativity in strengthening the resilience of our city.

Doris Lang-Mayerhofer  
COUNCILLOR FOR CULTURE, TOURISM  
AND CREATIVE ECONOMY

Klaus Luger  
MAYOR OF THE CITY OF LINZ

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Photo: Martin Hieslmair, Stadt Linz Dworschak, vog.photo, „SAY\_SUPERSTRINGS“- dastric (KR+DE), OUCHHH (TR) at AEC Linz

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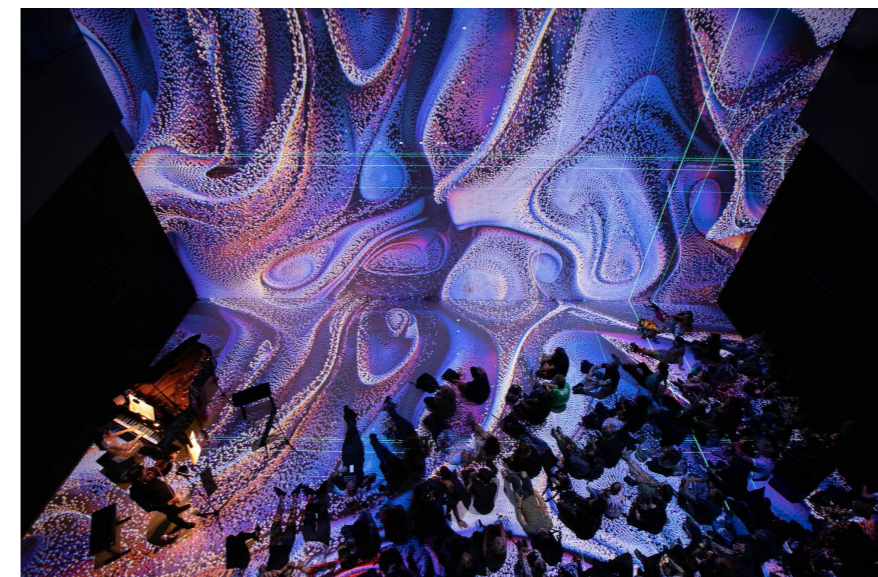
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LINZ: AUSTRIA'S THIRD-  
LARGEST CITY  
EUROPEAN CAPITAL OF  
CULTURE 2009  
UNESCO CITY OF  
MEDIA ARTS  
SINCE 2014

EXECUTIVE SUMMARY

Since the 1980s Linz has transformed itself from the “steel city” to the “city of labor and culture”. Its cultural offerings are numerous, diverse and exciting and the city makes them accessible to as many people as possible. First of all, the city of Linz has fully integrated culture and creativity into its local development strategies. “Culture for All” – these watch- words of European cultural policymaking – were emblazoned right from the start on the banner that had been raised above Linz. Since then, Linz has undergone a very positive and dynamic cultural development.

Driven by the spirit of Ars Electronica, Linz Cultural Actors and Researchers are motivated and encouraged to collaborate across disciplines and look and engage outside their silos. Through interdisciplinary university studies like Creative Robotics, Fashion & Technologies, Interface Culture at the University of Arts and Design, the Post digital Lutherie together with Anton Bruckner Private University for Music, Drama and Dance or “Art x Science School for Transformation” the joint studies of JKU and the University of Applied Arts Vienna, academia is sowing the seed for looking for answers for a unpredicted future through and by art and culture.

As a city that remains committed to the values of humanity, Linz set the course for a new and ever-changing digital society. Linz has put the human factor at the center of its transformation process, guided by the question what new technologies mean for our lives, and

how to make our city inclusive, safe, resilient and sustainable (UN SDG 11) and strengthening the role of humans shaping the triple transition. These core values empowered actors in culture and media art in COVID times not to resign but to proactively adapt and transform following the motto of “change is needed, when there is no way out” The first “hybrid” Ars Electronica Festival 2020 connected art& science& society in 120 destinations around the world; the festival program of the Crossing Europe festival 2020 included a hand-picked selection of films on Video on demand (VOD) and presented selected festival events as a stream. The museums like Lentos and the Francisco Carolinum enlarged their online offer through virtual collections and set up the „DFC - Digital Francisco Carolinum” to position as local cultural supplier.

In accordance with the UNESCO Creative Cities Network (UCCN) mission statement, the city of Linz has always seen art and culture as an important part of urban development. The first cultural development plan was implemented in 2000 and culminated in the European Capital of Culture in 2009. Supported by the cultural dynamic, the second cultural development plan in 2013 showed its first results in being admitted as a member of the UCCN in 2014.

Measured by the size of the city (approx. 200,000 inhabitants), Linz has an exemplary and efficient



Installation by Remo Rauscher and Christoph Einfalt (AT)

cultural infrastructure, which is the basis for staging exhibitions, festivals, research programs, and piloting projects and initiatives that include both civil society as well as the public and private sector. Through the investments in Ars Electronica Center as new museum of the future as well as the urban regeneration process around the Tabakfabrik quarter, the city manifested physical landmarks for cultural progress.

Obviously, the years 2019 to 2022 were a challenging period for the creative and cultural community- nevertheless showcased the willingness and resilience of the sector not to remain in a standstill but to transform through the expression of media and arts. It was also a period of little meeting opportunities between the cultural actors, which were highly active in tackling the COVID situation through adaption of formats.

In between the preparation phase for the 2nd Monitoring Report for the UCCN, the obligation of submission of such a report was lifted, but the City of Linz decided nevertheless to finalize this report as a documentation of this outstanding period of cultural development of the city as major milestone of the transformation of the cultural sector and as a written basis for cultural players to interact and exchange know how.

Photo: Stadt Linz Dworschak, Jürgen Grünwald

## ARS ELECTRONICA 2019 REOPENING ARS ELECTRONICA CENTER

The new Ars Electronica Museum opened in May 2019. The City of Linz and Ars Electronica invested € 4 Mio. in the new Museum of the Future. The new Ars Electronica Centre offers a wealth of interactive scenarios, artistic works, scientific research projects, information stations, workshops and laboratories, all of which revolve around current developments in the fields of artificial intelligence, neuro- science, neuro-bionics, robotics, prosthetics, autonomous mobility and genetic and bio-technology. The Understanding AI exhibition shows how neural networks are constructed, and offers visitors the opportunity to train neural networks themselves within interactive stations. In the new Machine Learning Studio, anyone and everyone can experiment with concrete applications of AI. The Neuro-Bionics exhibition shows what a quantum leap the fusion of connector research and AI might possibly bring about, while the 'Global Shift' exhibition shows the role neural networks play in the scientific exploration of our planet and how they contribute to meeting challenges such as climate change. The Citizen Lab shows how each and every one of us can actively help shape our world. Ars Electronica Labs are conceived as a hub of creativity, technology, society and science, as a place where the world is discovered and shaped. Cooperation across the boundaries of disciplines and industries is indispensable – research has always come alive from exchange.

### HOME DELIVERY (2020-2022)

Ars Electronica Center started its Home Delivery service in COVID times: guided tours of exhibitions, excursions to the Ars Electronica Labs, visits to the Machine Learning Studio, concerts with real-



LINZ HAS BEEN  
NURTURING AND  
TRAILBLAZING IN  
THE DIGITAL ART  
GENRE FOR  
DECADES.

„Schwarzes Rauschen (Black Noise)“ by Botond Kelemen (HU), Bálint Budai (HU), Daniel Haas (STURMHERTA) (AT ) in Deep Space 8K at Ars Electronica Center Linz

time visualizations, lectures and visually stunning presentations in Deep Space 8K, workshops with engineers and talks with artists and scientists. Ars Electronica Home Delivery introduces also local artists and committed people in the series “At Home with...” There are also lots of exciting offers for schools, universities and companies to have a virtual access to Ars Electronica offers.

### ARS ELECTRONICA – FESTIVAL FOR ART, TECHNOLOGY AND SOCIETY

Since 1979, the annual Ars Electronica Festival has been bringing together artists and scientists, creators and engineers, activists and economists from all over the globe, inviting them to present their work and their visions of the future. It's a great feast of eclectic, enchanting, intriguing, and captivating creations – a unique environment of intense discussions and inspiring encounters.

### POST CITY- OUT OF THE BOX 2019

In 2019, Ars Electronica Festival turned the former mail distribution centre 'PostCity' into an 80.000 m2 urban lab. Under the title 'Out of the Box – the

midlife crisis of the digital revolution', 1.449 artists, scientists, technologists, entrepreneurs and activists from 45 countries, called for an emancipation in the age of digitization. With 110.114 visitors, the 2019 festival topped previous records. 450 partners and associates worldwide enabled Ars Electronica to present this incredibly diverse array of ideas, visions, art works, sound projects, concerts, prototypes and products in Linz. 450 accredited media outlet representatives from 40 countries came to the UNESCO City of Media Arts Linz to report on the festival. 3.256 entries from 82 countries were submitted to the 2019 Prix Ars Electronica.

### ARS ELECTRONICA FESTIVAL AT JKU – JOHANNES KEPLER UNIVERSITY LINZ “KEPLER'S GARDEN” AND 120 GARDENS AROUND THE WORLD 2020

In 2020 the festival was supposed to move from the POSTCITY to the campus of Johannes Kepler University (JKU). But Covid19 caused, for the first time since 1979, the media art festival is taking place not only in Linz – international artists, scientists, developers and activists are inviting visitors to explore our future in 120 so called Kepler's Gardens around >

Photo: Tom Mesić Photography



„Transforming Sound and Material“  
by Mark Hlawitschka (DE), Moritz Simon Geist (DE)

the world. Hundreds of exhibitions, lectures, performances, concerts, talks, journeys and workshops have been offered via streams, chats, blogs, social media and Mozilla Hubs and linked into an online festival and many of the local activities at the individual Ars Electronica Gardens have been streamed simultaneously with more than 160,000 views in 5 days, 994 online or hybrid events, 97.5% approval rate (likes vs. dislikes) on Youtube, more than 67.000 minutes video-conferences (and workshops, guided tours, talks) and viewers from 136 countries. Also, the festival built one of the largest Mozilla Hubs virtual worlds and attracted up to today 37,736 visits virtually.

JOHANNES KEPLER UNIVERSITY, KEPLER'S GARDEN- A NEW DIGITAL DEAL, 2021

86 Festival Gardens were created within the framework of Ars Electronica 2021 and all continents were represented. A total of 186 partners from 47 countries contributed to the exhibitions, conferences, concerts, performances and guided tours offered in these many gardens. Forty-two years after its founding, in the second year of the Covid pandemic, as the digitization of our world has intensified along with the hopes and fears we attach to it, Ars Electronica is also looking to its own roots. What began as a “tool technology” has become a central and transformative “cultural technology;” what was developed as a work environment has become a social habitat that is home to well over 4 billion people; and what began as a fun, harmless exchange of daily banalities and cat photos is now a political battleground. But how we deal with it, how we prepare for its further impact, how we think about the social, economic, and political framework for it has not changed, and the changes we do see are still too hesitant and too slow. Whether we like it or not, digital transformation is not just an appealing rhetorical phrase; it is a matter of defining reality.

Photo: Benno Brucksch, Arts for Non Collective



„Ars for Nons“ by Lea Luka Sikau (DE), Denisa Pubalova (CZ), Michael Artner (AT), Julia Wurm (AT)

JOHANNES KEPLER UNIVERSITY, KEPLER'S GARDEN WELCOME TO PLANET B, 2022

953 people from 76 countries were involved in the program of this Ars Electronica. 11 locations in the Linz metropolitan area were used, a virtual art gallery was set up, and all major conferences were streamed along with a series of talks and presentations. 337 cooperating partners contributed to the festival and made 425 events possible. The Ars Electronica team temporarily numbered up to 439 employees. The Festival's motto invited to a delightful thought experiment: What if we had already mastered the great challenges of the 21st century? How would we then live (together) and what would characterize that society? And last but not least: What would our path there have looked like? What political, social, cultural and technological transformation would we have moved forward with, and how?

**PRIX ARS ELECTRONICA**

The Prix Ars Electronica continues to be the most important source for artistic expression in the field of digital and media arts. With several thousand submissions per year (2019: 3987, 2020: 3209, 2021: 3158) and 262.800€ Prize Money in these 3 years, the Prix Ars Electronica demonstrates artistic excellence each year.

**ZUKUNFTSWERKSTATT (2019-2022)**

The Zukunftswerkstatt contains numerous different programs to acquire media skills for vulnerable groups, especially disadvantaged young people can acquire skills and experience, get to know their own previously undiscovered talents, and experience teamwork  
In the various labs of the Ars Electronica Centre, participants learn about new, promising fields of work, and what each of these labs have to do with the kind of jobs that may inspire and empower

them. The program attracted several hundred participants so far.

**REGIONAL S+T+ARTS CENTER (2021-2022)**

S+T+ARTS regional centers are part of European Commission's large-scale “Green Deal” with the goal of “repairing the present”. Ars Electronica among twelve leading cultural and arts institutions as well as innovation and cleantech centers from 11 countries is participating in the establishment of regional branches of S+T+ARTS. All “Regional S+T+ARTS Centers” always bring together a group of local experts who work together to define how they can contribute to the Green Deal as well as the EU Commission's New European Bauhaus, and thus promote the UN Sustainable Development Goals at the same time. The regional center in Linz is focused on circular economy and is establishing cross-industry research and learning networks, such as the LIT Factory at Johannes Kepler University to work on sustainable and environmentally friendly systems for plastics production.

**TABAKFABRIK LINZ**

The former 80.000 m<sup>2</sup> large tobacco processing plant has meanwhile established itself as the hotspot of the creative industry based on the principle of interdisciplinarity, transparency as well as participation and driven by innovative tenants like relevant drivers for CCI, the new center for experimentation, empowerment and technical innovation urban district with creativity. About 1.800 people in 250 companies and organizations have a permanent workplace in this factory of the future as well as big industrial players like Rubble Master -the world's leading developer of mobile rubble crushing machines- are holding innovation days to inhale out of the box inputs and creative impulses >

THIS MODERN, DYNAMIC  
CITY IS WHERE CULTURE,  
INDUSTRY, COMMERCE  
AND SCIENCE COME  
TOGETHER.

from Tabak Fabrik's ecosystem and innovators. TFL is also a fixed point in the cultural life of Linz: in the past four years around 400.000 people have attended over 450 events, fairs, concerts and conferences on future topics.

#### INVESTMENTS IN INFRASTRUCTURE

The Opening 2019 of the GRAND GARAGE closed the 'missing link' in the value chain of collaborative Tabakfabrik group, ranging from research, science, art and education to entrepreneurship, design and production to presentation and discourse. In over 4.000 m2 more than 600 members can access highly professional analogue and digital technologies in Europe's largest makerspace, attracting companies, researchers, citizens, craftspeople and students to exchange ideas with their fellows in doing, making and tinkering.

In 2021 the „Art Magazin“ - became the new home for art. The former tobacco warehouse Nr. 1 has been transformed into a participatory and inclusive art space with studio, exchange and exhibition areas for both young and established creative people in Linz with low fees and low-threshold accessibility.

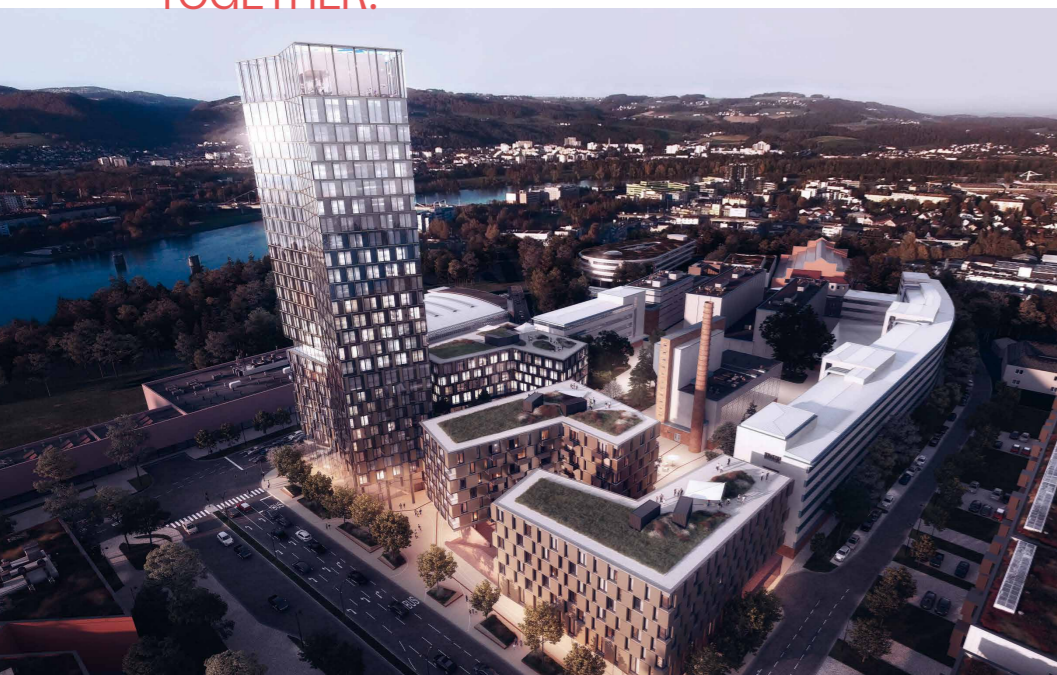


Photo: Zechner.com-expressiv.at, Herta Hurnaus



VALIE EXPORT (AT) with „Looking in Systems 1“ by herself

In the same year the Kraftwerk – Space for brewing art and creativity was inaugurated. What was once the pacemaker of the industrial plant is now the driving force for interdisciplinary research. The power plant of the Tabakfabrik is the place where interdisciplinary research is conducted into the issues of the future. This collaborative project to redesign the power plant is supported by the University of Art and Design Linz and the Johannes Kepler University Linz and the "Hörsaal 0" is suitable for a variety of events in a unique industrial ambience.

Also in 2021, the construction of the Quadrill started in the west part of the Tabakfabrik site and is aimed to be finished by 2025. This architectural landmark pivotally located between the city center and the Danube port precinct will serve as an important stimulus for urban development and will complete the industrial heritage quarter with (restricted) use with a hotel on the Tabakfabrik site, further retail space and also residential use. New public transport concepts will include a new tramline connecting trains station, the Tabakfabrik and the JKU University.

#### CREATIVE REGION LINZ & UPPER AUSTRIA

Creative.Region Linz & Upper Austria GmbH (a joint initiative of the City of Linz and the Federal State of Upper Austria) aims to support the growth and success of creative industries in Upper Austria. The hub is focused on qualifying, supporting and servicing startups in the creative industries. These services are offered to around 6.000 entrepreneurs in the sectors design, digital media, architecture, as well as the music-, gaming- and publishing industries.

#### SPOT ON (2021-2022)

Innovative young entrepreneurs and creative minds are exhibited in interactive installations in empty floor spaces in the Linz City center to show case creative entrepreneurial works and services to general public.

#### RE-FREAM (2019-2021)

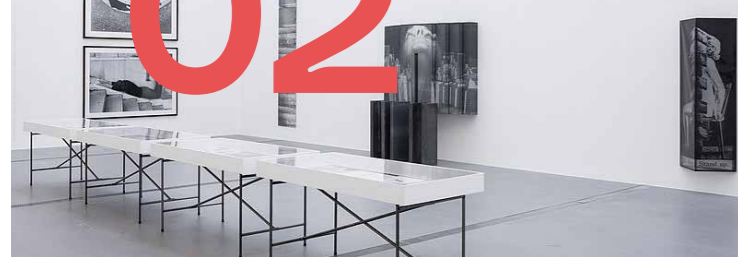
The S+T+ARTS (Initiative of the European Commission on the nexus of Art+Science+ Technology) Lighthouse Pilot for art-inspired urban manufacturing engaged industry, technology and artists in an artistic exploration of technologies to rethink fashion industries processes, materials and perceptions and showcased how digitized manufacturing can enable small-scale fashion production in urban environment.

#### WE ARE SO (2019-2022)

Linz creates perspectives and innovations in culture, business, and society and reflects them critically. In order to address and introduce the general public to the challenges of the digital change, the Linz City of Media Arts Network created the talk series "WE ARE SO..." inviting the general public to get to know and discuss digital trends in specific fields. Within the last 4 years 13 WE ARE SO... events took place inspiring the audience on NFT, additive manufacturing, gamification, future textiles, augmented reality or chatbots.

#### VALIE EXPORT CENTER LINZ

The VALIE EXPORT Center processes, researches, contextualizes, and mediates VALIE EXPORT's premortem bequest. As an internationally oriented research center, it promotes an artistic and scientific confrontation with media art and performance art. The Center Linz is a cooperation of the City of Linz >



Exhibition „Hommage à VALIE EXPORT“  
at Lentos Art Museum Linz

with Lentos Kunstmuseum Linz and the University of Art and Design Linz. The comprehensive archive of performance and media artist VALIE EXPORT forms the basis for this unique international research center with the mission to establish a scientific reappraisal of the artist's archive. The relevant target audience are national and international researchers from various disciplines. This platform for contemporary trends in performance and media art studies aim to examine the concept of art, especially the boundaries of which have increasingly dissolved since modernism, including its fluid art forms. VALIE EXPORT Center Linz collaborates with international researchers and seeks to network, interact and co-operate with similarly oriented private and institutional (museum and university) archives around the world. Since the 1980s VALIE EXPORTS oeuvre is in the focus of international research, some of these studies and thesis are exhibited in the Center. The center is organizing and contributing to various workshops and conferences like the conference of the Department of Cultural Studies or the monthly format "Enter the Center\_ Exklusiv ins Archiv" which provides a preliminary and low-barrier look at the works and the premature legacy of VALIE EXPORT.

VALIE EXPORT- THE ARCHIVE

Artists' archives are increasingly becoming a subject of public and academic interest. The archive gathers a holistic insight in the work processes and in the cultural climate of an era. Since her early work, VALIE EXPORT had built a substantial archive, which was bought for the Lentos Art Museum Linz collection by the City of Linz in 2015 (€700,000). The consistently built-up archive includes important works by the artist and combines them with archival material such as sketches,

letters, photos and notes, documenting EXPORT's creative process in a unique way. Stemming from five decades and illustrating the diversity of subjects in her practice, they range from dealing with society's thinking and acting in dichotomies—culture/nature, masculine/feminine, etc.—to locating the human—above all female—subjects in the world, within a (constructed) social body that notably finds its materialization in the built city. The continuous systematic and digital registration of the holdings commenced right after the opening of the VALIE EXPORT Center Linz.

ARCHIVAL GLIMPSES

In regular rotation, two display cases at the VALIE EXPORT Center Linz provide insights into the Archive on the basis of physical documents from the premature legacy. The archive is opened once a month to the public; between 2019 and 2022 9 Glimpses took place.

VALIE EXPORT FELLOWSHIP (2019-2021)

The VALIE EXPORT Center and the Linz University of the Arts is offering a yearly call for Junior Fellowships for doctoral students and a postdoctoral fellowship fostering research investigation on the ways how linguistic-structural and visual artistic practices mesh in relationship of art and science based on the implementation of new technologies in artistic practice and their diverse possible applications in the field of artistic-scientific research.

PERMANENT INSTALLATION (2022)

Permanent Installation of VALIE EXPORT was purchased by the City of Linz. The sculpture, consisting of 5 cubes with eyes, material aluminum is located in the Danube Park in the City Center

„Expanded Cinema“ by VALIE EXPORT (AT)



“CULTURE FOR ALL” – THESE  
WATCHWORDS OF EUROPEAN  
CULTURAL POLICYMAKING –  
WERE EMBLAZONED RIGHT  
FROM THE START ON THE  
BANNER THAT HAD BEEN RAISED  
ABOVE LINZ.

Photo: Bojana Janjić, MoCAB\_2021, maschekS



## LINZ IS FOMENTING THE DIGITAL REVOLUTION.



Johannes Kepler University, Sciencepark

### ACADEMIA AND EDUCATION

The UNESCO City of Media Arts and Open Commons Region, Linz academic and educational institutions created an enabling environment to empower for 21st century skills and attract creative, talented people to operate at the intersection of art, culture, and technology. Transdisciplinary research and study programs at Linz universities (natural science, engineering, law, economics, art, design and music) attract students and researchers from more than 66 countries. Cross cutting and unique topics such as Interface Cultures, Fashion & Technology, Media Design or Creative Robotics build a strong alliance between technology and arts faculties. Kunstuniversität Linz – **University of Art and Design (UFG)**, **Anton Bruckner Private University for Music, Drama and Dance (ABPU)** and **Johannes Kepler University Linz (JKU)** are major source for young people 's encounters with art and for nurturing the city 's future creative potential through following initiatives and (joint) projects:

Johannes Kepler University and University for applied Arts Vienna launched the **manifesto 'Innovation through Universitas'**, to join forces to bridge creativity and social responsibility for the research of the future (2019)

The Linz Institute of Technology Open Innovation Center (**LIT OIC**) at the Johannes Kepler University serves as open and physical platform and create cross-industry solutions for products and for produc-



Anton Bruckner Private University for Music, Drama and Dance (ABPU)

tion as institutional academic hub for creativity and innovation (2019)

**"Postdigital Lutherie"** is a four-semester master program in cooperation between Anton Bruckner Private University for Music, Drama and Dance and the University of Arts and Design dealing with Post digital Musical Instruments on the intersections between Design & Technology, Composition & Performance as well as Art- & Media-Theories. (2019)

**Atlas of Smooth Spaces** in cooperation with **FAR - Fashion and Robotics** are two artistic research projects funded by the Austrian Science Fund in the field of communicating, creating and composing spaces. Anton Bruckner Private University for Music, Drama and Dance is collaborating with University of Arts and Design, Johannes Kepler University, University of Music and Performing Arts Vienna, Complexity Science Hub Vienna, Minoriten Krems, Muth Wien. The project explores how to notate, communicate and compose space phenomena across audio-corporeal artistic practices across four disciplines: dance, rhythmic, choir conducting and direct sound. (2021)

The **GAPPP-Gamified Audiovisual Performance and Performance Practice** research project between Anton Bruckner Private University for Music, Drama and Dance and the University of Music

Graz and is about the use of structures, aesthetics and typical game mechanisms from computer games in audiovisual art and the question of what compositional-artistic, what performative-freedom and what engaging potential this medium has for the artists, performers and their audience. (2016-2021)

The **Festival University** is a joint initiative between Ars Electronica and Johannes Kepler University Linz which has attracted students (200 in 2022 and 100 in 2021) from around the world with different cultural and educational backgrounds to gather, explore and define new pathways towards transformational change. Together with a faculty of 40 experts from science, technology, art and humanitarian work to business and politics and world-leading research institutions the students contemplated, planned, and developed ideas to support digital transformation Outcomes have been displayed at the Ars Electronica festival. Robotics, brain interfaces, artificial intelligence, digitization, a circular economy, and new forms of energy for the future were part of the curriculum. (2021-2022)

The exhibition series **"Time Out"** of Linz University of Art and Design and Ars Electronica has been regularly presenting young media artists in the field of study "Time-based and Interactive Media" at the Ars Electronica Center. (2021-2022) >





„Common' take care!“ by Anna Weberberger (AT), raum&designstrategien, University of Arts Linz

**SADISS** of Anton Bruckner Private University. Is a web-based application developed in the research project 'The Choir & the Sound System', that bundles smartphones into monumental yet intricate sound systems or choirs. (2021/2022)

**IDA Institute of Dance Arts** Anton Bruckner University developed in cooperation with Institute of Dance Arts Vienna an epistemic tool for dance. This device provides dancers with aural, haptic and visual feedback in real time, taking into account the constraints of a dance practice session well as giving access of vulnerable groups to dance. (2022)

With the **Circus of Knowledge**, a place of magic and curiosity, which was created on the grounds of Schloss Auhof on the Johannes Kepler University campus, which makes both science and art accessible to young and old at a low threshold and can be experienced with all the senses. Open dialog and knowledge transfer between academia, science, and society and its developments and advancements takes place in an inclusive way. Performances can be attended for a voluntary contribution (pay as you can). (2022)

The project **DANU**- a practice-based transdisciplinary collaboration between Master students from University of Arts and Design Linz (Interface Cultures) and Anton Bruckner Private University (Dance Institute)-explored the topics of ritualistic micro performativity of the river and channeling embodied ecological liquids by working in the intersection between bacterial growth patterns and dance notation systems. The final result of the workshop was premiered at Ars Electronica Festival 2022, with the technical support of Ars Electronica Future Labs. (2022)

Photo: JKU, Juliana Tasler-Rager

THE ACADEMIA  
LOCATED IN LINZ IS A  
MAJOR SOURCE FOR  
YOUNG PEOPLE'S  
ENCOUNTERS WITH  
ART AND FOR  
NURTURING THE  
CITY'S FUTURE  
CREATIVE POTENTIAL.



Festival University: „Welcome to Planet B!  
A Different Life is Possible. But How?“  
by Ars Electronica and Johannes Kepler University

„People on the Fly“ by  
Christa Sommerer & Laurent  
Mignonneau (AT/FR)

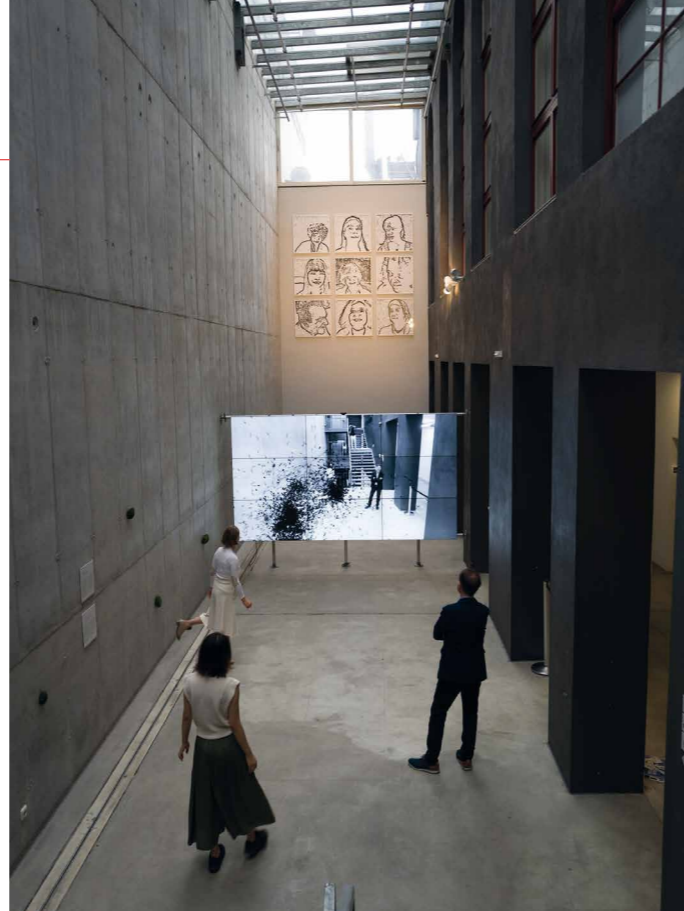
#### LENTOS ART MUSEUM LINZ

Lentos is one of the most important museums of modern and contemporary art in Austria. Approximately 3,000 squares meters of museum exhibition space have been available since its opening in 2003. With its extraordinary architecture and luminous façade, the museum at the Danube has become a landmark of Linz for many. The exhibition program combines the collection presentation, with important names such as: Klimt, Schiele, Kokoschka, Mürner, Nitsch, VALIE EXPORT, Warhol or Keith Haring, with special exhibitions dedicated to diverse themes and epochs of art as well as individual artists putting the focus on artists who have a special relationship with Linz and the Lentos, such as VALIE EXPORT and Herbert Bayer.

The Lentos Art Museum Linz offers a wide range of possibilities to enjoy the museum virtually like podcasts, webinars and 3D-Tour through the collection. The collection is the heart and the soul of our museum. The basic idea underpinning this presentation of the museum's collection is restoring the chronological sequence of works, which will allow visitors to get to know the most important movements and styles of art history from the 19th century to the present in the original.

Homage à VALIE EXPORT. In honor of her 80th birthday, the Lentos Museum presented a selection of 30 outstanding works. (2020-2021)

On the occasion of the festival Crossing Europe 2021, Bernd Oppl was featured at the Lentos Museum. The spatial narratives and objects Bernd Oppl's move between architecture, film and video and allow the viewer unique access



LINZ HAS AN  
EXEMPLARY AND  
EFFICIENT CULTURAL  
INFRASTRUCTURE,  
WHICH IS THE  
BASIS FOR STAGING  
EXHIBITIONS,  
FESTIVALS, RESEARCH  
PROGRAMS, AND  
PILOTING PROJECTS  
AND INITIATIVES.

Photo: Michael Maritsch, Render by Luis Bolaños

to spaces and situations. The staging - mostly realized by means of elaborately designed models and dioramas - convey Oppl's perception and view of physical and psychological places. In 2022 Dietmar Brehm- Austrian Filmmaker, visual artist and lecturer was featured with his video works.

CIFO Cisneros Fontanals Art Foundation & Ars Electronica - A Parallel (R)evolution – Digital Art in Latin America: During the Ars Electronica 2022 Festival, five artistic projects explored new technologies and focused on Latin American identity, culture and history at Lentos Museum. The work of six displayed artists reflect the ways Latin American artists employ technology such as electronic textiles and AI computers as media to explore individual and collective identity, culture, and history. The projects realized for the first time for the exhibition were previously awarded the CIFO-Ars Electronica Award. Launched in 2022, the CIFO-Ars Electronica Awards celebrate and advance the practices of emerging and mid-career Latin American artists working with technology in the field of new media and digital art, providing up to \$30,000 per recipient to develop a new project. In addition to the exhibition the resulting works join the Cisneros Fontanals Art Foundation (CIFO)'s renowned permanent collection of modern and contemporary art, with a special focus on Latin American art.

#### STUDIO HOUSE SALZAMT

Since July 2009 the Studio House Salzamt is a cultural institution of the city of Linz in a central location at the Danube. The Salzamt is a hub for young visual artists from inland and abroad. A total of nine studios are available for artists, apartments for artists in residence use. Their works are made accessible through exhibitions, lectures,

discussions, presentations and screenings in the 170m<sup>2</sup> exhibition space, located on the ground floor take place.

Every year since 2002, Ars Electronica and the University of Art and Design Linz have hosted an exhibition by artists associated with an international higher-education institution whose curriculum takes an innovative approach to teaching media art and media culture. The intention of the Campus format is to invite outstanding international universities working in the academic fields of media arts and design. Projects highlighted here represent the nature of the mission and activities of invited guest universities from all around the world. These showcases became an essential part of the festival and an instrument to analyze and visualize different models of educational approaches in artistic and creative areas. It has also increasingly developed into a stage for contextualized works from alumni, professors or associates from the universities to map the identity of academic institutions, their history and current practice. Part of Campus' mission is to enable the presentation of young, local media artists and their work with international exposure. Studio house Salzamt also cooperated with the FMR Festival in 2019, 2022 through artist in residences.

As part of the Ars Electronica Festival 2021, the Bildraum in the Studio House Salzamt presented three up-and-coming artistic positions: Simon Lehner, Flavia Mazzanti and Michaela Putz. The exhibition comprised a selection of video works, photographs, preliminary studies and sketches curated to the festival theme, a spatial intervention and a VR installation. >

Chimera, Expanded Bodies“ by Amor Munoz (MX)





„4665“ by Herbert W. Franke (AT) at Francisco Carolinum Linz

Together with the University of Art Linz, Studio House Salzamt brought together perspectives from more than 20 art universities from around the world whose students are participating in 2022 Ars Electronica Campus. Among them are University of Applied Science Berlin – School of Culture and Design, Department of Communication Design, UNATC – CINETIC Centre in Bucharest, Art & Technology Studies Department of the School of the Art Institute of Chicago, London College of Communication, University of the Arts London, Korea National University of Arts | K-ARTS, ArTeC Graduate School of Research in Paris as well as the local Interface Cultures master’s program, to name just a few.

**OÖ LANDES-KULTUR GMBH**

A new umbrella organization, the OÖ Landes-Kultur GmbH was founded in 2020 to coordinate all regional museums as well as the exhibition house OK Linz and Francisco Carolinum Linz, the house for photographic and media art under one roof and to install and foster modern cultural operational processes. The OÖ Landes-Kultur GmbH was also significantly involved with numerous content and live streams and set up its own location with the „DFC - Digital Francisco Carolinum“ located at 17 Clarion Alley on San Francisco Island in the metaverse voxels.

**2021**

With PROOF OF ART, OÖ Landes-Kultur GmbH presented the world’s first museum exhibition on the history of NFTs and digital art. In keeping with the theme, not only offline in the exhibition

rooms of the Francisco Carolinum, but also online in the virtual world of Cryptovoxels.

**2022**

The six artists of Viennese based CryptoWiener collective, which has been active in the Cryptoart-Space and the Cryptovoxels metaverse since 2018, have been pushing the boundaries between analogue and digital in their multidimensional exhibition PIXELS. Their 3D prints of selected figures from their collection of Viennese originals, are now also physically conquering the museum spaces giving the visitor the move in the analogue and digital worlds at the same time.

**2022 -2023**

The retrospective at The Artwork as a Living System at the OK Linz is a tribute to Christa Sommer and Laurent Mignonneau; two of Linz most innovative and internationally renowned media artists and researchers. This exhibition is a collaboration between ZKM Karlsruhe, OÖ Landes-Kultur GmbH, Linz and iMal Brussels and showed works from 1992 to 2021 of the two pioneers, researchers and teachers of interactive art. The exhibition was accompanied with the launch of a scientific publication edited by Karin Ohlenschläger, Peter Weibel and Alfred Weidinger.

**2022-2023**

The exhibition Meta.space - Raumvisionen presents at Francisco Carolinum Linz a selection of interdisciplinary and intermedial positions that are negotiated as a dialogue between ‚old‘ art and contemporary creativity. In addition, the

book “Meta.space. Visions of Space from the Middle Ages to the Digital Age” has been published.

**2022**

In Honor of the 95th birthday of media art pioneer Herbert W. Franke, Francisco Carolinum Linz showed his extensive oeuvre in an exhibition from art to science fiction literature, from the beauty of mathematics to cave exploration.

Herbert W. Franke was a border crosser between art and science. The computer artist of the first hour experimented with generative photography in 1952. In 1979 he was a co-founder of Ars Electronica and in the 2000s a mastermind of the metaverse, with his 3D world „Z-Galaxy“.

**OÖ LANDESTHEATER**

The Landestheater Linz (Upper Austrian State Theatre) is performing Music Theatre, Drama, Dance, Children’s and Young People’s Theatre at three different locations

(Musiktheater, Schauspielhaus and Kammer-spiele) with various venues from 80 to 1.200 seats in the federal capital of Upper Austria. It is one of the largest cultural institutions in Austria with a history of more than 200 years. More than 800 people coming from 40 different nations are responsible for up to 40 premieres and around 900 performances given to more than 300,000 visitors every year.

**2019**

Since Autumn 2019, the department for theatre for young audiences at Landestheater Linz is part of the EU-project PlayOn!. PlayOn! is working at the interface of theatre, media and IT and aims to search for new forms of storytelling by using narrative structures of games and different immersive technologies. So far, the project consortium explored e.g. live-online-theatre-productions, re-build one of the stages in a Mozilla and experimented with microcontrollers in the interactive performance ES WAR EINMAL... / ONCE UPON A TIME... in a pizza box. In the follow up the project is aiming to explore (immersive) technologies on the analogue stages.

**2022**

ACuTe, Adaptable Culture Testbeds for Interactivity, Performance and Technology, which is supported with co-funding from the European Union, brings together a consortium of 14 leading theatre and research organizations – drawn from 10 European countries – to develop experimental theatre productions using pioneering technologies. These include robots, AI and a ‘deep space cave’, which will be each tested by different organizations to trial new ways of producing shows, telling stories on stage, and getting audiences to interact and engage with art. The experimentation will be guided by the innovative ‘testbed’ concept, never seen before in the performing arts, and will lead to the sharing of knowledge to upskill the wider theatre and performing art sectors. Besides Landestheater Linz, Ars Electronica is part of the consortium.



„Eau de Jardin“ by Christa Sommer & Laurent Mignonneau (AT/FR) at OK Linz

Exhibition „Meta.space. Raumvisionen“ at Francisco Carolinum Linz



Photo: OÖ LKG, Florian Voggeneeder

### INNOVATIONSHAUPTPLATZ

Since 2019, the innovation hub “Innovationshauptplatz” has been an interface and network partner for citizens, project ideas, start-ups, business and all urban areas of life - from education, the environment and social issues to culture. The team advises, mediates and accompanies creative minds in a central location

2020-2022

Sciencity-the brainstage the event format brings science into the public sphere, providing insight and access to research findings ‘made in Linz’ in a way that is easy to understand for everyone, as well as to connect people from innovation sectors such as science, culture and creative industries and the start-up scene. The 2022 Sciencity was a special kids edition.



Linz FMR Festival 2021

## CITY PROJECTS AND INITIATIVES

2022

City of Linz is part of the FAB City Network. The Network of 41 cities is aiming to develop locally productive and globally connected self-sufficient cities by engaging with local maker hubs, citizens, universities and creatives.

### OPEN COMMONS

The Open Commons Linz platform is making digital content (e.g., geo- and city-related data as well as data on politics, leisure, and tourism) accessible to the general public. Since 2014 the Open Commons Linz initiative was considerably extended access to free WIFI hotspots as well as the “public server”- the city’s own cloud for every citizen registered in Linz. On capacity building level, Open Commons is hosting “hello world” and “Jugend hackt Österreich – youth hacks Austria”. These workshop offers youngsters between ages 8 and 16 insights behind daily-used technology to understand the hidden power of algorithms and machines and use it as an active creator to find solutions to socio-political and environmental issues. In 2020 Jugend hackt remote -a COVID related virtual hackathon- took place in cooperation with Ars Electronica Festival in 120 locations worldwide.

Besides, Creative Commons is offering regular free workshops for children aged 8-12 with no prior technical knowledge in cooperation with the City Library of Linz. The low-threshold offering attracted around 500 youngsters in the last four years and has been promoting technical skills and critical competencies of

young people, lets them experience technology as something they can shape and focuses on socially relevant issues and developments. Especially girls, young (post-)migrants or children with a low socioeconomic status find it much more difficult to immerse themselves in the world of coding and hardware. As 50% of the kids participating are girls, hello world is one of the most successful and inclusive formats in the German-speaking world. This commitment was honored with the 2018 ASFINAG Women’s Promotion Award.

### MARIANNE VON WILLEMER-PRIZE FOR DIGITAL MEDIA

With the „Marianne.von.Willemer. Prize, the City of Linz honors women who integrated digital media from the genre of digital photography, digital video, computer animation, generative graphics, digital music, interactive installations, net projects, media performances, media architecture for artistic expression. The competition is held every two years by the Women’s Office of the City of Linz in cooperation with Ars Electronica and with the support of DORFTV; the prize is endowed with 3,600 euros.

2020 the prize went to Rebecca Merlic. The Viennese artist is being honored for her speculative work „TheCityAsAHouse,“ which questions the traditional link between privacy and private property and proposes new forms of urban (co)living.

Photo: Christoph\_Leeb



Livestream concert by Thees Uhlman at STREAM FESTIVAL 2022

2022 the prize went to Christina Krämer aka Tina Kult. The Viennese media artist is being honored for her 30-minute video installation “Pampa,” which focuses on private living spaces and the socio-cultural challenges culminating here in times of pandemic.

### STREAM FESTIVAL

The second edition of the STREAM FESTIVAL dedicated to music, pop culture and digitization took place in 2021 (after the festival cancellation in 2020). The urban music festival coped with the COVID situation with the new Streaming Stream format intended to create a festival character in an online experience. The high-profile concert and discourse program of STREAM STAGE and STREAM TALK, originally planned for the 2020 festival edition, approached the topic of digitization and music in a virtual way. Ars Electronica hosted parts of the program, and cultural institutions and the independent cultural scene cooperated with the festival.

The STREAM CLUB pillar was postponed to 2022 and focused on local club culture. Linz Clubs presented individual and diverse line ups from Techno, House, Drum’n’Bass to Hip-Hop and experimental sounds attracting 3500 visitors embedded in a strict covid security plan. The whole festival was featured in main national Radio station FM4.

Linz' strategic objectives for urban development are aiming to provide across-the-board cultural, educational, and social welfare infrastructure, implement barrier-free design and gender equality on all levels, make intercultural existence a reality, and foster equal opportunity for all. In order to achieve these goals, numerous cultural and educational institutions and independent artists groups and associations have developed a wide variety of initiatives, projects, programs, and measures. Here is an overview of selected initiatives, projects, programs, measures, and activities:

#### CROSSING EUROPE FILM FESTIVAL

CROSSING EUROPE film festival Linz is an attractive and communicative platform bringing together young filmmakers, cineastes, and representatives of the film industry. Since 2004, the festival has devoted its program to idiosyncratic, contemporary, and socio-political auteur cinema from Europe. Despite changes in media consumption and reception behavior, film festivals still play an important role: in bringing new positions and developments in film art to a wider public for discussion, curating programs and films that, all too often and despite international festival success, have no place in cinemas for economic reasons, and giving them an

„Turnton Docklands“ by TIME'S UP (AT)



Crossing Europe Film Festival Linz

audience. This also includes presenting films from a young generation of directors. By presenting a diversity of filmic forms, traditions, and themes, CROSSING EUROPE wants to throw a spotlight on the various nuances of the (film) continent Europe.

Since 2020, the festival program has also included a hand-picked selection of films on Video on Demand (VOD) and presents selected festival events as a stream.

Since 2019, the festival has included a specially curated youth track (YAAAS! Youth Program) that teaches young people between the ages of 15 and 20 how to use digital media and also introduces them to digital content production. The focus is on promoting digital media literacy through practical and theoretical work with the medium of film and video is on peer-to-peer learning.

– Crossing Europe Film Festival Linz 2019: 6 days, 24,000 visitors, 149 films (108 premieres), 45 film countries, 140 film guests present

– Crossing Europe Film Festival Linz 2020: 9 months, 4,600 visitors, 157 films (97 premieres), 47 film countries, 0 film guests present

– Crossing Europe Film Festival Linz 2021: 6 days, 10,000 visitors, 123 films (95 premieres), 40 film countries, 90 film guests present

– Crossing Europe Film Festival Linz 2022: 6 days, 15,000 visitors, 148 films (91 premieres), 34 film countries, 120 film guests present

#### TIME'S UP

The art collective „Time's Up“ has been exploring the future as an experimental idea generator for over 20 years. Time's Up has its principal locus in

the Linz harbor of Austria and investigates intersections between art, technology, science, and entertainment. As a laboratory for the construction of experimental situations, the artist group develops realities borrowed from everyday life in combination with scenarios of possible futures into haptic experiences that invite to actively explore the transmedia installations.

In order to tell the world of tomorrow as it could and perhaps should be, the collective builds „Physical Narratives,“ in other words, walkable futures. This has created an entire city “Turnton Dockland” where humanity has just stopped climate change.

#### 2019

“Change was Our Only Chance“- In cooperation with the University of Applied Arts Vienna Time's Up displayed two immersive installations thematizing the ecological, economical and societal change at Angewandte Innovation Lab during the Vienna Biennale for Change 2019.

#### 2021

Embedded in the Höhenrausch exhibition on the roof of the OK Linz the exhibition RISE showed an „Experiential Future“, a walk-in narrative for exploring the daily life in a possible tomorrow through memories of the present.

#### LINZ FMR FESTIVAL

LINZ FMR is a biennial festival for art in digital contexts and public spaces. The first edition took place the end of March 2019. The focus of the festival is to bring the exhibition in public and open spaces like parks and rail way stations to give a low barrier, pass-by access to everyone. On display >



are works by international and local artists who deal with media art, digital art, net art and similar art genres, accompanied by an educational program with tours and a supporting program with discussions, lectures and concerts. The festival is curated, programmed and organized by several Linz cultural initiatives: qujOchÖ, servus.at, the Studio house Salzamt, the Media Theories Department of the Linz Art University and the Sturm und Drang Gallery.

#### 2019

A total of 18 artists from nine different countries participated in the first edition in the Danube Park visited by 3800 people.

#### 2021

21 artists from 13 different countries deriving from visual Art, Media Art, Internet Art and Performance presented their work to 3000 visitors in a local rail way station.

#### FIFTITU%

For two decades FIFTITU% has been campaigning for an improvement of the framework conditions for women in the arts and culture sector. The association is an initiator, activist, partner and supporter closing the common gap between experimental regional culture and contemporary art. Fiftitu% developed with Newbase Austria's largest, free funding and open call database in arts and culture mentioned by the Austrian UNESCO Commission as a best-practice example in the State Report of the UNESCO Convention on the Protection and Promotion of the Diversity of Cultural Expressions.

#### 2022

The first 3 Days Online feminist festival "Unruly Thoughts" hosted by Fiftitu% was dedicated to the empowerment, exchange and global networking of women have united perspectives apart from Eurocentric thought patterns; 860 participants watched engaging talks, artistic performances, films, a workshop and a panel discussion with partners from Senegal, South Africa, Jamaica, Italy, Scotland and Germany and reached 176.000 people worldwide.

#### SERVUS.AT

Servus.at operates an independent cultural data center and is connected to the worldwide network via the ACONet (Austrian Science Network). Servus.at provide artists and cultural workers, alternative educational institutions, independent radio stations, university institutions, and NGOs. with free open-source software tools and trustworthy basic services. Servus.at has dedicated itself to the mediation of complex and political contexts in dealing with new media.

Art Meets Radical Openness (AMRO) is a biennial festival for art, hacktivism and open cultures, organized since 2008 by servus.at in cooperation with the Linz University of Art, Department of Time-Based Media. The current edition is dedicated to the rituals and the philosophies of debugging. As a gathering of communities with interests across arts and cultures, networked technologies and political action, AMRO offers space for sharing knowledge and practices.

#### HOLY HYDRA

Artist Collective "Hydra" hosted Holy Hydra in the context of Ars Electronica Festival. This interdisci-

plinary event in sacred space where religion, art, club culture and society met five times so far. Contemporary dance performances, electronic music, multimedia installations, make a church tangible for people, regardless of their faith, as places of encounter and cultural exchange.

#### STADTWERKSTATT

The cultural center Stadtwerkstatt, founded in the late 1970ies as an artist collective, consists of four departments: New Art Contexts, Discursive Media, Club Culture, Cafe Strom. It houses also the initiative servus.at which runs its own cultural data center and radio FRO, the free radio, that is producing and archiving citizen-run radio shows in Austria.

#### 2021

With OUT OF MATTER, Stadtwerkstatt was organizing it's 7th edition of the annual 48-hours-nonstop-showcase-extravaganza in the frame of Ars Electronica Festival presenting more than 20 works and convert separate positions into collective situations – to a "new connecting-everything dissolved"

#### 2022

DEEP, was the 8th edition of the annual 48-hour non-stop showcase extravaganza in September 2022: 48 hours of genre-free art and critical production in the house's anti-white cube. After Deep Politics, Deep Economy, Deep Industry or Deep Science, the new appropriation of depth continues. Art and research are moving into the deep, and we are mining and fracking our minds. In DEEP we find not only Deep Learning, Mind or Data, but also Deep Fake, Deep Exploitation, a lot of contradictions and an archaic mixture of mud, Gaia, Meta, Weltgeist, pre-modernity, of wild thinking, dark mirrors and speculation.

In the irrational and insightful states of the DEEP, human and non-human actors, systems and dynamics from the past, present and future connect. And they often connect in different ways than our rational world would like to regulate. The globe is visibly disconnected: nature broken, warlike conflicts, democracy in limbo, globalization crashing, consumption precarious, science drowned out, tech one-way-total, human maelstrom, autistic rage.



Photo: Erblehner, Fabian

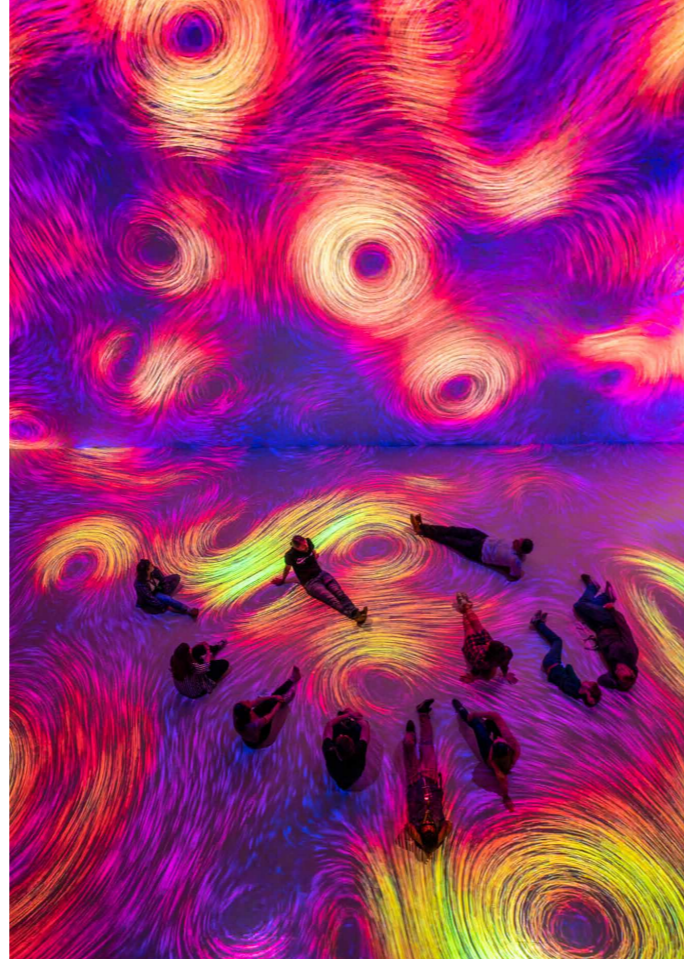
Festival „HolyHydra22“



Inter City Cooperation was mainly executed by the Cities "Executive board". The board took part in relevant events conferences, symposia, festivals of UCCN network; e.g., Mirage Festival Lyon, conference within the framework of the UNESCO initiative Women Composer in Paris (UNESCO Headquarters); Media Arts Festival Changsha, Biennale Braga, Art&Tech Days Kosice.

**Specific Activities:**

- Network meetings (annual UCCN meeting) e.g. Fabriano, sub-network (Media Arts Cluster) meetings at least 2x per year in presence and various online meetings
- Content evaluation of monitoring reports and applications for the sub-network media arts
- Participation in UNESCO surveys in the context of arts and culture and the SDGs; participation in the new UCCN Strategy and Medium Term Strategy of UNESCO (2019-2022)
- Joint projects with the member cities of the Media Arts Cluster e.g. annual activity report of all Media Arts cities; presentations of the Media Arts Subnetwork within the annual meetings, joint website, communication strategy/organization within the Subnetwork, development of guidelines for the „onboarding“ of new member cities within the Subnetwork;
- Mediation/establishment of contacts between Linz artists or experts and UCCN cities or institutions in UCCN cities.
- Annual meeting of the Linz Advisory Board with visits of Linz institutions.



„Turbulence“ by Melt (PL) in Deep Space 8K at Ars Electronica Center Linz

Photo: Ars Electronica Robert Bauernhansl

**Special Highlight Activities**

**Montreal – Linz 2019**

The exhibition VALIE EXPORT. Research - Archive - Oeuvre was shown as part of the series of retrospective projects hosted by VOX Centre de l'image contemporaine, Montréal that explore key conceptual practices and provided insight into her groundbreaking feminist and media-critical works that continue to shape generations of artists.

**Cluj Napoca – Linz 2021**

As part of the Creative City Cluj Future of Work project, Time's Up contributed to the Work Upside Down exhibition in the form of contextual narratives and workshops that facilitated communication, awareness and reflection on how work could change in the future.

**Helsingborg- Linz 2022**

City of Linz presented itself at the H22 City expo in Helsingborg- an international event that focuses on future welfare and urban development solutions and how we can create a smarter, more sustainable, and thoughtful city – together. Linz was represented by Innovationshauptplatz, Ars Electronica, departments of University of Art and Design "Fashion & Technology" and "Creative Robotics" as well as Creative Region and Boston Dynamics' "Spot", a robot dog that helps us to visualise the consequences of climate change.

**Austin-Linz 2019**

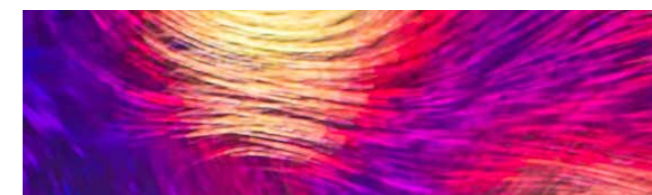
AUSTI↑N South by Southwest® Festival is a perfect spot to celebrate the convergence of the LINZ interactive, film, and music industries. The event features sessions, showcases, screenings, exhibitions, and a variety of networking opportunities. CREATIVE REGION Linz & Upper Austria

showcased a selection of most innovative and promising Start-ups and institutions from the music and interactive scene to pitch and connect to investors in the US market. AI bases guitar learning start up Fretello generated investment deals with to major music publisher.

MYTHOS VON THEUTH, a multimedia-philosophical board game developed by the Linz art collective qujOchÖ was presented for one week at SXSW South by Southwest in Central Library Austin.

**EU Digital Deal 2021**

EUDigitalDeal explores how the accelerated processes of digital transformation and uprise of cutting-edge technologies such as artificial intelligence, machine learning, blockchain and algorithmic processing directly affect European democratic values and the integrity of our democratic systems. Ars Electronica has invited a network of European and global partners consisting of actors from the cultural sector, artists, creatives, researchers, scientific institutions and representatives from the public sector to come together to explore how artistic perspectives can act as catalysts for human-centered, sustainable innovation. The 13 partners, including Braga in Portugal, tackle these questions heads on through a program that focuses on innovation, education and guidance driven by more than 200 artists: 12 artistic pilots will bring out new forms of innovation; 41 capacity building programs and training materials will support artists, educators and the young generation of changemakers in their learning; 24 EUDigitalDeal Days, Festivals and Exhibitions will open the doors for a shared understanding and public discourse. And EUDigitalDeal's roadmap will manifest its human- ➤





„Life Ink“ by Maki Namekawa (JP),  
Wacom Co., Ltd. & Ars Electronica Futurelab

centered path towards digital transformation in the interactive, web based Digital Futures Action Plan.

#### Kosice 2022

Ars Electronica presented Refik Anadol's media art installation Winds of Košice, which will be shown at Kosice 2.0 as part of the Art &Tech Days program and will be on display at the Eastern Slovak Gallery in Kosice for one year. Additionally, Ars Electronica hosted a workshop and gave a lecture as part of the Art & Tech Days festival, presenting artistic practices that draw from various data sets. In addition, Ars Electronica and Creative Industries Kosice extended their collaboration for an AI exhibition in 2023.

#### European Media Arts Platform

The European Media Art Platform (EMAP), initiated by werkleitz and co-funded by Creative Europe since 2018, is a consortium of 15 leading European media art organizations specialized in Digital and Media Art, Bio Art and Robotic Art. The consortium includes several renowned festivals dealing with these interdisciplinary art forms. While Ars Electronica is part of the platform since many years, two other UNESCO City of Media Arts joined the platform: Braga in Portugal in 2021 and Kosice in 2022 as associated partner. All cities will host annual residencies and contribute to the circulation of the produced artworks.

#### York Mediale

York Mediale invited Ars Electronica member Kristina Maurer to become part of the new advisory board.

#### Moco 2022

MOCO is the International Conference on Movement and Computing. In its 8th edition the PEEK Project Smooth Space was presented practice session.

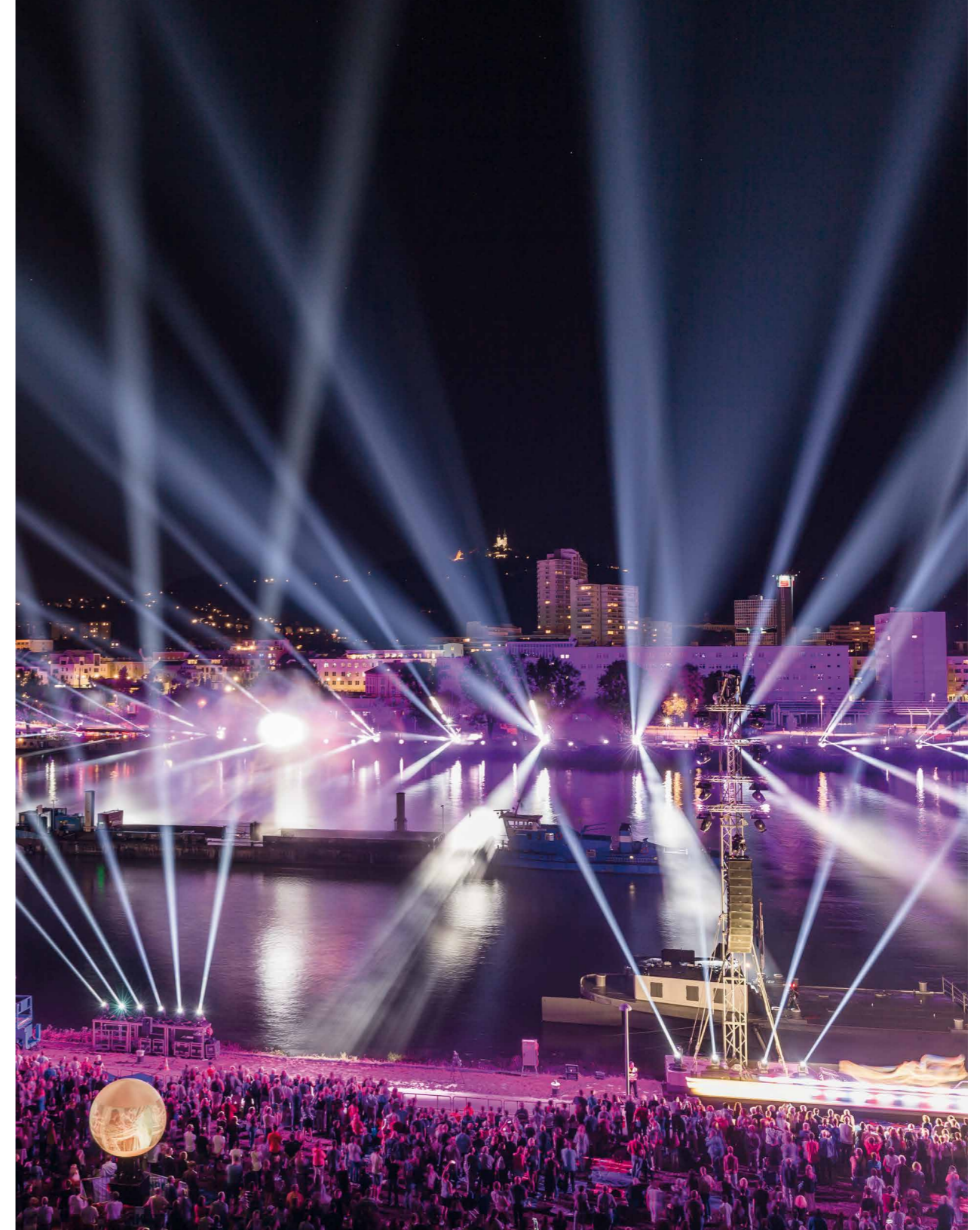


Photo: Florian Voggeneder, Herzenbereger

Open-air-show „Linz Klangwolke“



## Ars Electronica

Ars Electronica Center <https://ars.electronica.art/center/de/>  
 Home Delivery <https://ars.electronica.art/homedelivery/de/>  
 Ars Electronica Festival <https://ars.electronica.art/planetb/de/>  
 Prix Ars Electronica <https://ars.electronica.art/prix/de/>  
 Zukunftswerkstatt <https://ars.electronica.art/center/de/deep-space-live-best-of-zukunftswerkstatt/>  
 Regional S+T+ARTS Center <https://starts.eu/what-we-do/regional-centers/>

## Tabakfabrik Linz

<https://tabakfabrik-linz.at/en/>

Creative Region Linz & Upper Austria <https://creativeregion.org>

Spot On <https://creativeregion.org/project/spot-on/>  
 Re-FREAM <https://re-fream.eu>  
 We are so <https://creativeregion.org/project/we-are-so/>

VALIE EXPORT Center <https://www.valieexportcenter.at>

## Johannes Kepler University (JKU)

Manifesto Innovation through Universitas <https://www.jku.at/news-events/news/manifest-innovation-durch-universitas/>  
 LIT Open Innovation Center <https://www.jku.at/lit-open-innovation-center/>  
 Festival University <https://www.jku.at/festival-university/>  
 Circus of Knowledge <https://www.jku.at/zirkus-des-wissens/>

## University of Arts and Design (UFG)

Post Digital Lutherie [www.kunstuni-linz.at/Master-Programme.18660+M52087573ab0.0.html](http://www.kunstuni-linz.at/Master-Programme.18660+M52087573ab0.0.html)  
 Time Out <https://ars.electronica.art/center/de/exhibitions/timeout/>

## Anton Bruckner Private University (ABPU)

GAPP <http://gapp.net>  
 Atlas of Smooth Spaces <https://www.the-smooth.space>  
 DANU Project <https://www.bruckneruni.at/de/news-presse/news/news-detail/performance-von-ida-masterstudierenden-beim-ars-electronica-festival>

## Lentos Museum

Lentos Digital <https://www.lentos.at/en/programm/lentos-digital>  
 Homage VALIE EXPORT  
<https://www.lentos.at/ausstellungen/hommage-a-valie-export>  
 Crossing Europe 2021 Featured Artist <https://www.lentos.at/en/exhibitions/bernd-oppl>  
 Crossing Europe 2022 Featured Artist [https://www.crossingeurope.at/news/local\\_artists\\_special\\_dietmar\\_brehm](https://www.crossingeurope.at/news/local_artists_special_dietmar_brehm)  
 CIFO Exhibition <https://ars.electronica.art/planetb/de/cifo-ars-electronica-awards-2022/>

Studio House Salzamt <https://www.linz.at/kultur/salzamt/index.php>

Exhibitions Ars Electronica Festival <https://ars.electronica.art/planetb/en/campus/>

OÖ Landeskultur GmbH <https://www.oekultur.at>

Proof of Art [www.oekultur.at/detail/proof-of-art](http://www.oekultur.at/detail/proof-of-art)  
 Cryptowiener <https://oekultur.at/exhibition-detail/pixels-by-cryptowiener>  
 The Art work as a living system <https://www.oekultur.at/exhibition-detail/the-artwork-as-a-living-system>  
 Metaspace [www.oekultur.at/exhibition-detail/meta-space](http://www.oekultur.at/exhibition-detail/meta-space)  
 Herbert W. Franke [www.oekultur.at/exhibition-detail/visionär](http://www.oekultur.at/exhibition-detail/visionär)

Landestheater OÖ <https://www.landestheater-linz.at>

Play On! [www.play-on.eu](http://www.play-on.eu);  
[https://www.landestheater-linz.at/netzbuehne/extras/virtuelle\\_studiobuehne](https://www.landestheater-linz.at/netzbuehne/extras/virtuelle_studiobuehne)  
 ACuTe, <https://www.europeantheatre.eu/news/robots-and-deep-space-exciting-new-test-bed-project-to-shake-up-digital-theatre-across-europe>

Innovationshauptplatz <https://innovation.linz.at>

Open Commons Linz <https://opencommons.linz.at>  
 Marianne.von.Willemer.Prize <https://www.linz.at/frauen/57573.php>  
 STREAM FESTIVAL <https://www.stream-festival.at>  
 Crossing Europe Film Festival Linz [www.crossingeurope.at](http://www.crossingeurope.at)  
 TIME'S UP [www.timesup.org](http://www.timesup.org), LINZ FMR FESTIVAL <https://linzfmr.at/de/>  
 FIFTITU% <https://fiftitu.at>

Unruly Thoughts [www.unruly-thoughts.com](http://www.unruly-thoughts.com)

Servus.at <https://core.servus.at>HOLY HYDRA [www.holyhydra.at](http://www.holyhydra.at)STADTWERKSTATT Linz <https://club.stwst.at>

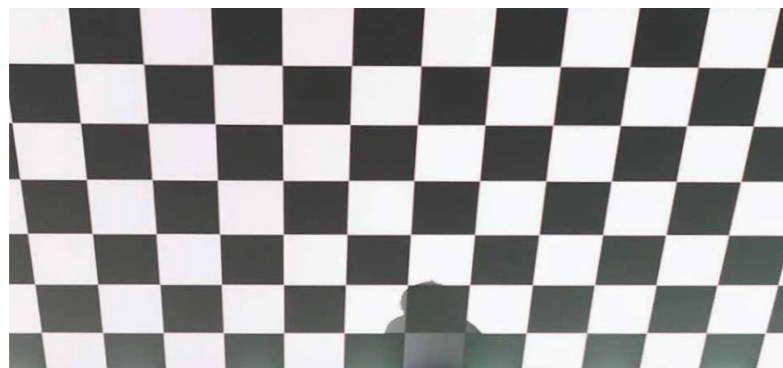


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