

# Abstracts and Bios

## Societies, Platforms, Institutions...

### [Erich Berger](#). From Landscape to Laboratory - the work of the Bioartsociety

**Abstract:** The Bioartsociety, established May 2008 in Kilpisjärvi / Lapland and based in Helsinki, is an organisation developing, producing and facilitating activities around art and natural sciences, with a focus on biology, ecology and life sciences. The presentation will include a brief history of the organisation and its motivations as well as focus on some specific activities and its conceptual bow from landscape to laboratory. Current and past activities which will be introduced include: the Ars Bioarctica art&science residency program at the Kilpisjärvi Biological Station of the University of Helsinki which has a focus on the sub-Arctic environment, the HYBRID MATTERS Nordic network program which looked into converging ecologies, the MAKING LIFE workshop series about synthetic biology and Field\_Notes, an art&science field laboratory. The presentation will conclude with the introduction of SOLU a new initiative and artistic laboratory and platform for art, science and society.  
<http://bioartsociety.fi>

Erich Berger is an artist, curator and cultural worker based in Helsinki. He directs the Bioartsociety creating interdisciplinary encounters between art and science. His artistic interests lie in information processes and feedback structures, which he investigates through installations, situations, performances and interfaces. Throughout his artistic practice he has explored the materiality of information and information and technology as artistic material. His current interest in issues of deep time and hybrid ecology led him to work with geological processes, radiogenic phenomena and their socio-political implications in the here and now. Berger has exhibited widely in various museums, galleries and major art events in Europe and worldwide and his works received several awards and prices.  
<http://bioartsociety.fi>  
<http://randomseed.org>

### [Susanne Draheim](#), [André Jeworutzki](#) and [Kai von Luck](#). Institutional Presentation: Interdisciplinary prototyping Lab "Creative Space for Technical Innovation" at HAW Hamburg

**Abstract:** The /\* CREATIVE SPACE FOR TECHNICAL INNOVATIONS \*/ (//CSTI) empowers people to come up with new ideas, problem statements, and (non)technical solutions. We provide an experimental laboratory for people of a wide range of disciplines and offer an unifying platform to support iterative prototyping in the field of Human Computer Interaction and advanced User Experience.

Our mission is to build a bridge between academics, designer, and entrepreneurs. We team them up and we give them their individual creative space with the right conditions, methods, and technologies to experiment in an agile and independent way. Our mentors and students provide further support by sharing ideas, exchanging knowledge, and forging links. Together we create new ideas, and we create them by design.

Especially local small and medium-sized enterprises are invited to benefit from our network and platform which allows simple and uniform access to any kind of technology - be it a sensor network to measure skin activity, a matrix of capacitive displays, or a deep learning machine etc.. Its central location enables the //CSTI to be a spark for cutting-edge creations, a hub from where talents and projects rise and get connected all over the city.

The //CSTI is driven by diversity. We believe in a holistic discourse to dissolve isolation and approach problem statements from different academic perspectives, for example, cultural, environmental, social, or technological. The clash of diversity and digitalisation is a crucial point of our platform created for a new age of discovery in which the well-established is going to be reshaped by yet uncharted ideas and inventions.

In the year 1991, Mark Weiser predicted that computers will become ubiquitous and invisible. He referred to intelligent (smart) environments like cars or homes. Today, we are on the brink of his vision and smartness is about to disrupt the world we are used to know. A long history and various studies have been made in this field at the HAW Hamburg. And these reason topics are now the roots of the //CSTI:

- Companion technologies (based on context and emotions)
- Virtual Reality, Augmented Reality, Blended Reality and Mixed Reality
- Internet of Things combined with 3D manufacturing
- Data Mining and Recommender Systems

In the year 2007, Mitchel Resnick published his idea of a “Lifelong Kindergarten”, an approach to stimulate creative thinking for a more creative society. It is based on five phases: imagine, create, play, share, and reflect. The //CSTI adapts his approach as a basis for creative team work, projects, workshops, and hackathons.

The //CSTI is a 250 m<sup>2</sup> laboratory located at the campus of the HAW in the centre of Hamburg. A truss with the dimension of 25 m<sup>2</sup> is located within the lab. It is the starting point for experiments. The truss holds stage lights, studio speakers, microphones, tracking sensors, various cameras (depth, high-speed, thermal), and projectors. This set-up allows diverse research scenarios like caves, ambient lighting, 360° sound, recognition of emotion, faces, gestures, or speech. Our infrastructure is based on:

- Powerful workstations for high quality rendering and modelling
- Renderfarm for real-time rendering, data mining, or deep learning
- Various augmented and virtual reality devices
- A wide range of electronic components for embedded computing
- 3D printers/ scanners for rapid prototyping
- A huge selection of professional tool kits

The //CSTI is still in the build-up phase (2015-2019). It is funded by the “Hamburger Behörde für Wirtschaft, Verkehr und Innovation” and by the “Zukunftsfond” of the HAW Hamburg.

[Livia Nolasco-Rozsas](#) and [Peter Weibel](#). Open Codes. Living in Digital Worlds

**Abstract:** Open Codes. Living in Digital Worlds

October 20, 2017–August 5, 2018

ZKM | Center for Art and Media Karlsruhe The exhibition Open Codes reflects on the world we live in today; a world that is created and controlled by digital codes running on machines. From communication to transportation (of people, goods, and messages), from design to production, from political economy and capital regimes, our contemporary societies are guided by codes written in programming languages that use electromagnetic waves and computers. The all-encompassing digitization of the world, which has spawned disruptive technologies that have revolutionized traditional industries and ways of life, is due to two key lines of development: progress in mathematics and in physics. Specifically for the exhibition designed artworks and scientific works based on digital as well as on analog codes are presented in the exhibition. The works visualize and explain the complex dynamics and genealogy of digital codes, and the way in which they are increasingly shaping the way we live and how we perceive the world. Open Codes explores these advances together with their material and immaterial manifestations. The exhibition will help to understand the world we live in and inhabit. The exhibition traces the ingress of codes into our daily lives and the structures of knowledge they generate. By analyzing the latest developments in machine learning, emerging forms of governance, labor and production, economic shifts including cryptocurrencies and new business models, as well as the ways in which immersive visual and sound design influences our perception, Open Codes demonstrates the far-reaching and complex dynamics of our present-day, which is founded on codes and algorithms.

These dynamic shifts also profoundly impact what a museum represents. Global transformation of knowledge production and circulation because of advancing digitization are central to the debate on the functions and mission of a museum. This is why, with Open Codes, the ZKM has created a hybrid format of exhibition making, a mix of lounge and laboratory. Open Codes is designed as hub, a mixture of community and co-working spaces, an environment of coming together and sharing – for individual development and for reflection. It provides an infrastructure which facilitates creative working in different formats and a multitude of resources which offer essential information to facilitate understanding of the past, present, and future of digitization. This is an environment that encourages visitors to read, write, code, become participants, and engage in the imaginaries of art. The exhibition is a radical educational experiment.

Open Codes is conceived by Peter Weibel and curated by Peter Weibel, Lívia Nolasco-Rózsás, Yasemin Keskinetepe, and Blanca Giménez assisted by the external advisors Natalia Fuchs, Franz Pichler.

**[Andrei Budescu](#), [Oana Gui](#) and [Diana Dragan-Chirila](#). The University of Art and Design Cluj-Napoca Romania, A Presentation of the Institution, Inserting New Concepts into a Traditional Arts School**

**Abstract:** The intention is to present the University of Art and Design Cluj-Napoca Romania, emphasizing the challenges posed by the introduction of modern technology in art within a traditional art institute.

