

## ELEMENTS OF ART AND SCIENCE EXHIBITION AT ARS ELECTRONICA

### Artist Biographies

**Burk Michael (DE) / Krenz Ann-Katrin (DE)** are an interaction designer and a media artist based in Berlin. Focusing on the design of spatial media environments and physical interfaces, they pursue the creation of enriching experiences that enable a meaningful relation with the user or spectator. Ranging from critical design that provokes thought, to immersive interactive environments that blend boundaries of the virtual and the physical. [michael-burk.de](http://michael-burk.de); [wp10612599.server-he.de/anni](http://wp10612599.server-he.de/anni)

**Brandilly Cedric (FR)** is a visual artist and performer. Having studied fine arts and architecture, he continued his education in the academic section of the Museo Nacional Centro de Arte Reina Sofía in Madrid. New technologies and the binomial Art and Science are currently right at the heart of his research and his work. [cedricbrandilly.com](http://cedricbrandilly.com)

**Bridle James (UK)** is an artist and writer based in Athens. His artworks have been commissioned by galleries and institutions and exhibited worldwide and on the internet. His writing on literature, culture, and networks has appeared in magazines and newspapers including *Wired*, *Domus*, *Cabinet*, *Atlantic*, *New Statesman*, *Guardian*, *Observer* and many others, in print and online. He lectures regularly at conferences, universities, and other events. [booktwo.org](http://booktwo.org)

**Damm Ursula (DE)** became known for her installations dealing with geometry and its social impact on public space. Since 1995 these installations became interactive, dealing with architectural aspects on the basis of tracking technology. Aside she developed numerous installations on the relationship between nature, science, and civilization. Ursula Damm's works are shown worldwide in exhibitions and festivals. Since 2008 she holds the chair of Media Environments at Bauhaus University Weimar. [ursuladamm.de](http://ursuladamm.de)

**Edwards Maria Ignacia (CL)**. After receiving her BA in Arts from Finis Terrae University in Santiago and her Diploma in Cinema, Art Direction and Photography from the University of Chile, she lived and worked in New York City, exhibiting her artworks internationally. Recipient of the Art for Science prize, awarded by the National Commission for Scientific and Technological Research (CONICYT) in Santiago, Chile.

**Ervinck Nick (BE)** explores the boundaries between various media. Studio Nick Ervinck applies tools and techniques from new media, in order to explore the aesthetic potential of sculpture, 3D prints installation, architecture and design. His work oscillates between the static and the dynamic, prospecting new virtual or utopian territories. He creates huge installations, sculptures, prints, work drawings, and animated films. [nickervinck.com](http://nickervinck.com)

**exonemo (JP)** is an artist duo, formed in 1996 by Yae Akaiwa and Kensuke Sembo. Their experimental projects are typically humorous and innovative explorations of the paradoxes of digital and analog computer networked and actual environments in our lives. Their *The Road Movie* won the Golden Nica for Net Vision category at Prix Ars Electronica 2006. They have been organizing the IDPW gatherings and *Internet Yami-Ichi* since 2012. [exonemo.com](http://exonemo.com)

**Harms Brian (US)** is a Senior Research Engineer within the Think Tank Team at Samsung Research America, Silicon Valley. His work involves designing and developing digital tools and physical prototypes that help aid and inform creative design processes and fabrication methods. He has previously worked at such firms as IwamotoScott, Future Cities Lab, Griffin Enright Architects, and has consulted for Stephen Phillips Architects (SPARCHS), Doug Jackson Design Office, and Testa/Weiser. *nstrmnt.com*

**IAAC - The Institute for Advanced Architecture of Catalonia** is an international center for Education, Fabrication and Research dedicated to the development of architecture capable of meeting the worldwide challenges in constructing 21st century habitability. With *Minibuilders* they tried to propose new ways and possibilities for the construction industry to work more efficiently and to produce as little waste as possible. *robots.iaac.net*

**Takehi Yasuaki (JP)** is a media artist and a researcher. He has worked at Keio University and was a visiting scholar at MIT Media Lab. In intersections of art, design, and engineering, he has explored possibilities of technology and expressions beyond integrations of the physical and digital resources. He has also exhibited artworks as a team named plaplax. *xlab.sfc.keio.ac.jp*

**Keep Jonathan (SA/UK)** was born and grew up in South Africa, obtaining a BA (Hons) Fine Art degree from the University of Natal in 1979. In 1986 he moved to England and settled in Suffolk where he has a studio in Knodishall. In 2002 he received a MA from the Royal College of Art. He has exhibited and undertaken a number of artist residencies in the UK and abroad. *keep-art.co.uk*

**Levin Golan (US)** explores the intersection of abstract communication and interactivity. He is Associate Professor of Electronic Art at Carnegie Mellon University.

**McDonald Kyle (US)** works with sounds and codes, exploring translation, contextualization, and similarity. Kyle is a member of FAT Lab, community manager for open Frameworks and an adjunct professor at the NYU ITP.

**Melchiorri Julian (IT/UK)**, a designer engineer and innovator, is internationally known for his visionary projects *Silk Leaf & Exhale*, where he proposes radical environmental solutions for the urban and industrial environment using novel photosynthetic devices he invented through intense laboratory experimentation. His works, located between art and science, explore new scenarios and experiences. *julianmelchiorri.com*

**Mignonneau Laurent (AT/FR) and Sommerer Christa (AT)** are internationally renowned media artists, researchers and pioneers in the field of interactive art. For 25 years now they have been exhibiting their works worldwide, and they have won numerous awards such as the 2012 Wu Guanzhong Art and Science Innovation Prize of the Ministry of Culture of the PRC and the Golden Nica of the 1994 Prix Ars Electronica. They are heads of the Interface Cultures Department at the University of Art and Design Linz, and guest professors at Aalborg University in Denmark and the Université Paris 8.

**Schweiger Meinhard (AT)** is an inventor. He studied mechanical engineering and has been working in R&D and technical management since 1982. He is the founder / co-founder and CEO of three companies. His many awards include the Gold Solvin Innovation Award in 2007; the 2011 Green Dot Awards; nominations for the State Award Consulting in 2009 and 2013; the Upper Austrian

Innovation Award and the Austrian Patent Office Inventum Award in 2012; and the Linzer Company of the Year Award in 2013.

**Semiconductor** is UK artist duo Ruth Jarman and Joe Gerhardt. In their art works they explore the material nature of our world and how we experience it through the lens of science and technology, questioning how they mediate our experiences. They have exhibited and screened their works worldwide.

**Sugrue Chris (US)** is an artist and engineer who develops interactive installations, audio-visual performances, and experimental interfaces. She teaches new media arts at The Parsons School of Design in Paris.

**Universal Everything (UK)** is a digital art practice and design studio based in Sheffield. The studio was founded in 2004 by Matt Pyke, who is the creative director. He studied botanical and technical illustration then graphic design before spending eight years at the Designers Republic (1996–2004). Universal Everything have worked with several well known brands and corporations including Chanel, AOL, Intel, Nike Inc., Hyundai, and Deutsche Bank. *universaleverything.com*

**Wakita Akira (JP)** conducted studies regarding the theme of physicality, focusing on real time images produced by physical simulation on the one hand and materials that can control colors and shapes on the other hand. In recent years, he developed original software based on fluid-dynamic and thermodynamic models, striving for visualization across science and art. *akirawakita.com*

**Zelig Dana (IL)** is a designer and lives in Tel Aviv. She has a degree in Visual Communication from Shenkar College for Engineering, Design and Art, and a Master in Industrial Design from Bezalel Academy of Arts and Design in Jerusalem. *danazelig.com*