

THE ALCHEMISTS OF ART AND SCIENCE EXHIBITION AT ARS ELECTRONICA CENTER

Artist Biographies

Ängeslevä Jussi (FI) teaches at the University of the Arts Berlin and the Royal College of Arts alongside leading the creative efforts at ART+COM Studios as a Vice Creative Director. Throughout his career his focus has always been intentionally in between fields: combining understanding of visual, physical, and interaction design with algorithmic, electronic, and mechatronic knowledge to create innovative and elegant experiences. www.angesleva.iki.fi

Baecker Ralf (DE), works at the intersection of art, technology and science. Through installations and machines, he explores fundamental mechanisms of action and the effects of new media and technologies. Ralf Baecker studied computer science and media art at the Academy of Media Arts Cologne, and has taught at Bauhaus University in Weimar and the University of the Arts in Bremen. Baecker is currently a fellow at the Graduate School, University of the Arts Berlin. www.rfbckr.org

Borgersen Line Birgitte (DK) is an illustrator, a storyteller and an interaction designer. linebirgitte.dk

Cereser Riccardo (IT) is a digital service designer and social-media marketing expert. www.riccardocereser.com

CIID Copenhagen Institute of Interaction Design (DK) is an international hub of creative minds. The integrated structure creates a unique environment that encompasses world-renowned education, a cutting edge research group, an award-winning consultancy and a startup incubator. The overarching objective for CIID is to create impact through the design of innovative products, services, and environments.

Cirio Paolo (IT) works with information systems that impact the dynamics of social systems. Cirio's artworks investigate privacy, copyright, and finance. He shows his works through prints, installations, videos, online performances, and interventions in public spaces. Cirio has presented in international museums and his works have been covered by hundreds of media outlets worldwide.

Delacharlery Antoine (FR) studied 3D animation and then turned to the field of animated short filmmaking and digital arts, all the while putting a great deal of manual work into his many projects. Exhibiting consummate versatility, he's equally adept at exploring many different techniques: 3D, camera work, graphic experimentation and bricolage. His work thus seeks to weave interconnections among the real, the dreamlike, and the organic. www.antoinedelach.com

Dixit Manu (IN) is an interaction designer and a computer science engineer. manudixit.net

Dyer Eric (US) is an artist, experimental filmmaker, and educator. His work has been exhibited worldwide at events and venues such as the Smithsonian National Gallery of Art, Ars Electronica, London International Animation Festival, and the Cairo and Venice biennales. He has been honored as a Fulbright Fellow, Sundance New Frontier Artist, Creative Capital Artist, and Guggenheim Fellow. Dyer's work explores a variety of cyclic ideas and themes through zoetrope-like sculptures. He teaches animation at UMBC, Baltimore. www.ericdyer.com

Fractal Fantasy (AT/CA) has established itself as an observatory for otherworldly textures, both aural and visual, over the last past years. The brainchild of Sinjin Hawke and Zora Jones found life as an outlet for audiovisual pieces in 2013 and has since grown to encompass code experiments and interactive musical works, all the while remaining a fluid and ever-expanding endeavor. *fractalfantasy.net*

Hoitink Aniela (NL) launched NEFFA in 2004. Textile innovation, but just that bit different, is what NEFFA is all about. Through her multi- and interdisciplinary way of working and by altering or adding properties to textiles, Aniela Hoitink investigates how we can and how we will use textiles in the future and what the related implications will be. Using technology and microbiology, she is on a quest to improve / change the properties of traditional textile materials. *neffa.nl*

Lapoire Cecile (FR) holds a PhD in experimental particle physics. She took part in the Higgs boson discovery at CERN in Geneva and spent a significant amount of time underground in the heart of the ATLAS detector. She is now back on the surface, orienting herself toward the world of textile and design.

NOHlab (TR) is a studio founded and directed by two experienced creative partners: Deniz Kader & Candaş Şişman. The studio was established at the end of 2011 as a result of highly successful collaboration between these two motion and visual artists in the past. Both follow a unique and distinctive art and concept direction in their projects, focused in the areas of art direction, motion design, projection mapping, audiovisual performance, and new media for art and culture and the advertising industry. www.nohlab.com

Papadopoulou Dafni (GR) is an architect who has collaborated with different architecture studios in Barcelona and Athens and has been awarded in various architectural competitions. Her fields of interest are focused on the interaction between body techniques, space and urban conditions. She has been experimenting on algorithmic design, interaction technologies, and electronic textiles.

Petkus Sarah (US) is a kinetic artist and roboticist from Las Vegas, whose area of focus is in developing mechanical and electronic systems as characters, capable of reacting to environmental stimulation with unique, self-defining behavioural quirks. *zonest.com*

Psarra Afroditi (GR) is a multidisciplinary artist and researcher working in the field of e-textiles. Her interest focuses on the creation of handcrafted technological artifacts and the use of the human body as an interface. She holds a PhD on Cyberpunk, Digital art and Performance, focusing on the merge of science fiction ideas with digital practices. In 2016 she joined the Center for Digital Arts and Experimental Media (DXARTS) at the University of Washington, Seattle, as assistant professor.

Quadrature (DE) is an artists' collective by Jan Bernstein, Juliane Götz, and Sebastian Neitsch, based in Berlin. Their artistic exploration gravitates towards scientific interests and physical experiments, using new technologies or academic research as sources and inspiration. They all share a love for machines and outer space. *quadrature.co*

Refsgaard Andreas (DK) is an interaction designer and a creative coder. *andreasrefsgaard.dk*

Steiner Helene (UK) is a designer and researcher with a focus on new interactions in and with our (natural) environment. Her research follows a biological approach and looks at opportunities to not only bridge the physical and digital world but also the natural and artificial. Her background is in

Product Design with a MDes from the Bauhaus University in Weimar. Currently she is a PostDoc Researcher in Human Experience Design at Microsoft Research Cambridge, UK. <http://www.helenesteiner.com> Microsoft Research's studio99 aims to introduce artistic perspectives, processes, and values in the work of our organization. studio99 seeks to build collaborations between researchers/ engineers and artists/designers to create beautiful and innovative experiences that inspire new ways of thinking about existing and future scientific challenges.

Toyota Motor Europe (TME) is the regional headquarters of Toyota in Europe. TME oversees the wholesale sales and marketing of Toyota and Lexus vehicles, parts and accessories, and Toyota's European manufacturing and engineering operations.

Ulicny Branislav / AlteredQualia (SK) likes to explore possibilities of real-time computer graphics on the web. Before succumbing to the temptations of dark arts of rendering, he dabbled in academic research of artificial life, crowd simulations, and bioinformatics. He is an alumnus of a popular open source project *three.js* and holds a doctorate in computer science from EPFL. alteredqualia.com

van Linden Tol Aoife (IE/UK) graduated from Central St Martins College of Art and Design in 2002 with a BA Hons in Art & Design. She has exhibited internationally including at the ICA, London, the San Francisco MOMA, US, and the NGBK Berlin. Aoife has recently worked with Imperial College, researching light spectra for a series in neon and was invited by Disney to design a limited edition model Star Wars BB-8 robot, which was auctioned by Force for Change charity, benefiting Great Ormond St Hospital.

Wachter Christoph (CH), Jud Mathias (CH) live and work in Berlin. They have participated in numerous international art exhibitions and been awarded many international prizes. As open-source projects their works uncover forms of censorship of the Internet, undermine the concentration of political power and even resolve the dependency on infrastructure. The tools, provided by the artists, are used by communities in the USA, Europe, Australia, and in countries like Syria, Tunisia, Egypt, Iran, India, China, and Thailand. Even in North Korea activists participate. But not everyone is fond of these projects. The People's Republic of China has denied Wachter and Jud a visa to enter the country since 2013.