

Ars Electronica Futurelab / Christopher Lindinger, Klaus Obermaier: *(St)Age of Participation*

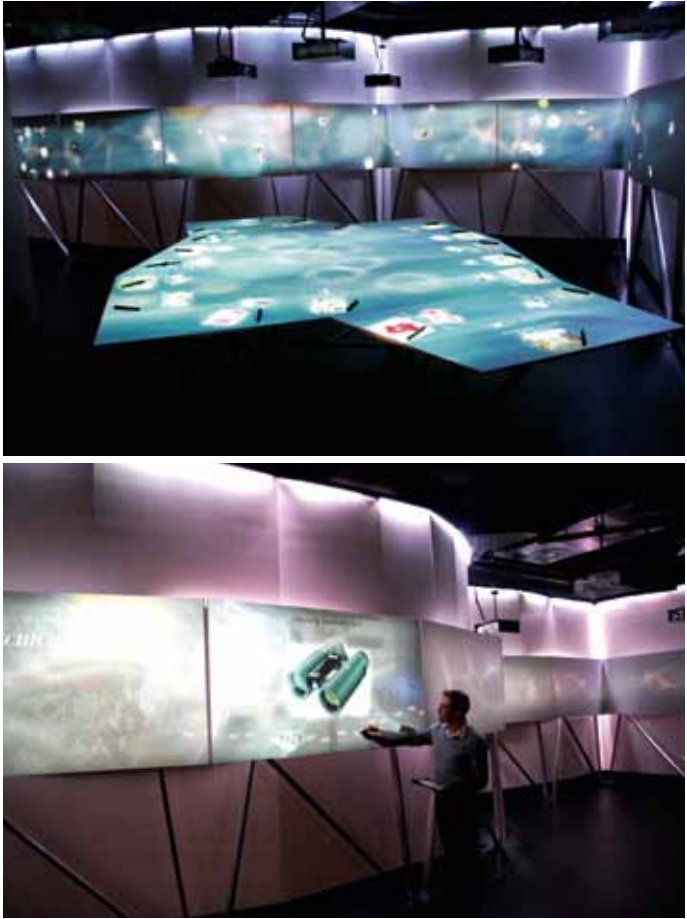
Ars Electronica Futurelab

Pixelspaces

Pixelspaces is an annual conference that the Ars Electronica Futurelab has been staging since 2001. It includes a symposium and an exhibition that deal with various current issues in the area of digital culture. As the conclave of a transdisciplinary community of freelance (media) artists, staffers at up-and-coming as well as established media labs and institutions, and scientists in a broad spectrum of disciplines, *Pixelspaces* is a setting for communication about and exhibition of current research approaches in the artistic-scientific and technological confrontation with socially relevant issues.

The programmatic point of departure of *Pixelspaces* was delivered by the increasingly complex interconnections among experimental fields and concrete tasks being carried out in the fields of computer gaming, architecture and virtual/augmented reality. Before this background and as part of an overall effort to address the latest currents in these fields, the conference has focused on, negotiated and even provoked new efforts to transcend boundaries between different artistic and scientific disciplines. Accordingly, non-institutionalized individual manifestations of interdisciplinarity have not only provided the themes of the annual *Pixelspaces* conferences; the trend as a whole has also occupied the focus of attention.

For *Pixelspaces* 2012, the Ars Electronica Futurelab is opening its doors to provide attendees with behind-the-scenes insights into various current projects among them *(St)Age of Participation*, *openAIR*, *Voyage of Discovery*. Another one is a program that dovetails nicely with the scholarly orientation of the *Pixelspaces* conference: Ars Electronica's new artist- & scientist-in-residence concept.



Norbert Artner

Ars Electronica Futurelab: *Voyage of Discovery*, Swarovski Kristallwelten

Voyage of Discovery is a portal linking the real world to a digital one. Passing through the portal dissolves the barriers separating physical and virtual reality. Walls, table, book, objects—in this walk-through, immersive domain, they all blend into a single interactive surface. *Voyage of Discovery* was conceived as a vehicle for new strategies to impart information. Digital pens make it possible for the user to become immersed in a virtual world and co-determine its design. The ANOTO technology—being employed in this context for the first time here—allows for an extensive and highly precise distribution of digital content in and on any and all spaces and objects. This engenders manifold possibilities to orchestrate innovative physical-virtual experiential spaces in conjunction with experience design, spatial configuration, storytelling, and interaction & information design.