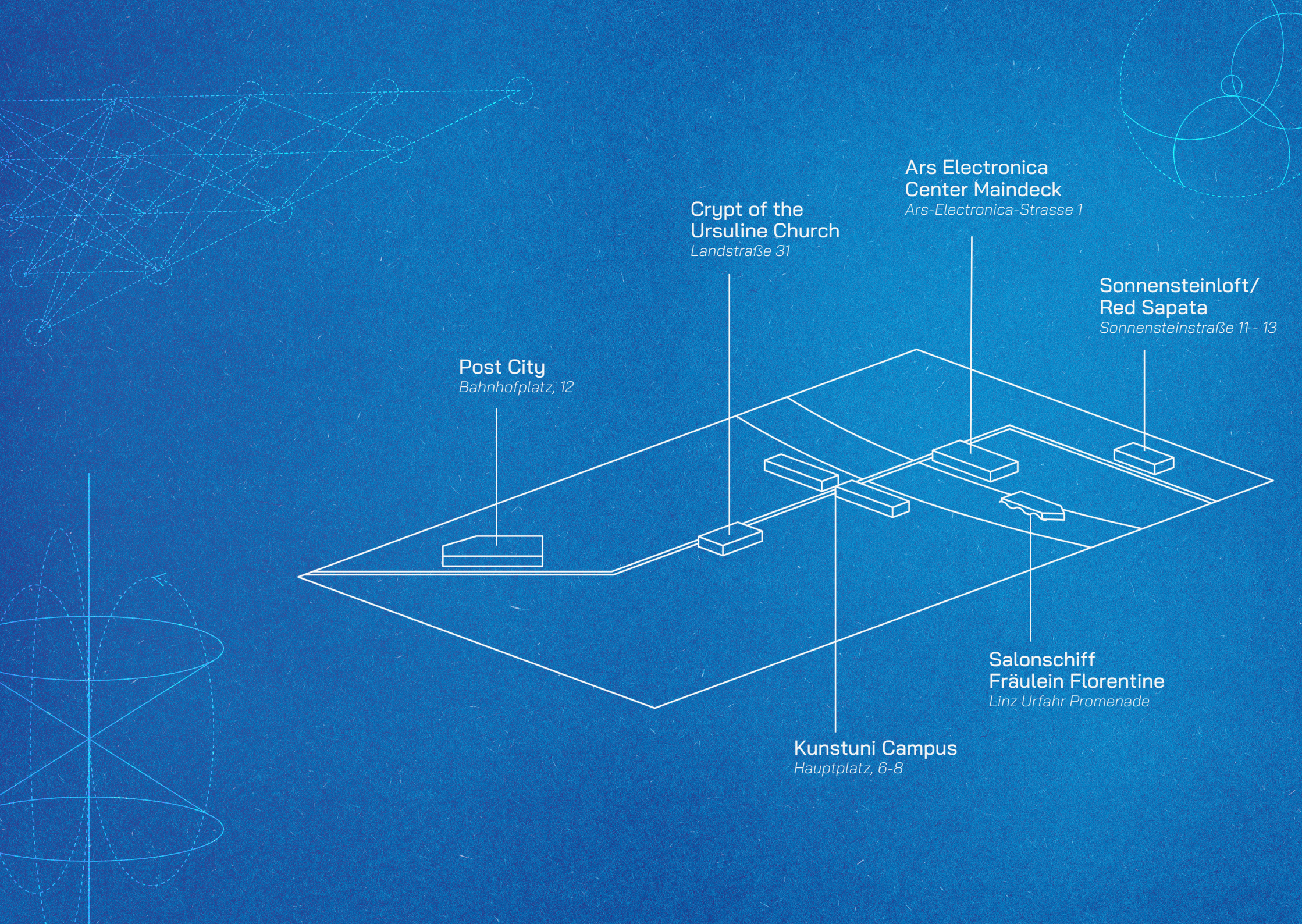


fig.1

NOUS



Post City
Bahnhofplatz, 12

**Crypt of the
Ursuline Church**
Landstraße 31

**Ars Electronica
Center Maindeck**
Ars-Electronica-Strasse 1

**Sonnensteinloft/
Red Sapata**
Sonnensteinstraße 11-13

**Salonschiff
Fräulein Florentine**
Linz Urfahr Promenade

Kunstuni Campus
Hauptplatz, 6-8

NOUS

20yrs of mediating art, technology,
and society at Interface Cultures (IC)

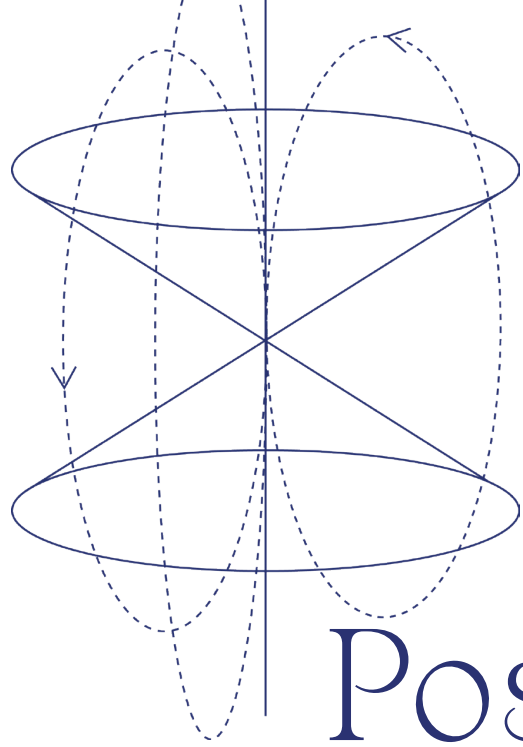
The Interface Cultures department turns twenty this year! Now, it is a common trait of any anniversary, and particularly ones that conclude a decade, to make you reflect on the past, present, and future. It is similar with an institution, anniversaries cause us to marvel at how many people have contributed to its evolution, and how many more will do so in times to come.

NOUS, the title of this year's IC exhibition at Ars Electronica, picks up on this spirit of introspection, asking what IC has been, what it is, and what it will become. NOUS. French for "we". But what is this "we" exactly? Is it something that keeps changing? It would be tempting to say yes, after all, in the field of digital art, which quickly reacts to the advances in technology, nothing stays the same for long. Fancy an example? Since the official initiation of IC in 2004 and now the density of transistors on computer processors has increased

from 1.4 to 144 million – per square millimetre! And let's not get us started on the whole AI thing. But there is more to it. We like to think that IC encompasses a definitive stance and creative approach, rooted in addressing the complexities of technology with artistic curiosity. NOUS does not stay within the confines of the department. It is open and collaborative, characterized by plurality of thought and a willingness to learn new things. In this sense all the artworks in this IC exhibition share the same DNA with works in previous years, reflecting the continuity of the IC stance. At the same time, students' highly personal and individual artistic explorations, their manifold interests and innovation are manifested and realized in an ever-shifting technological framework.

A layer deeper, NOUS also represents philosophical concepts from antiquity used to grapple with the nature of reality and cognition, fundamental questions of how we are able to understand, recognize, and think. These questions are never entirely answered and are revisited to this day with the epistemological tools at hand. Knowledge and technology changes, but some questions always remain. But for sure there are many styles in trying to understand and make sense of the world. Just as Ars Electronica has done so brilliantly since its founding, IC seeks to do so by mediating art, technology, and society. Together, we will continue on this path through this tumultuous time we call the digital age.

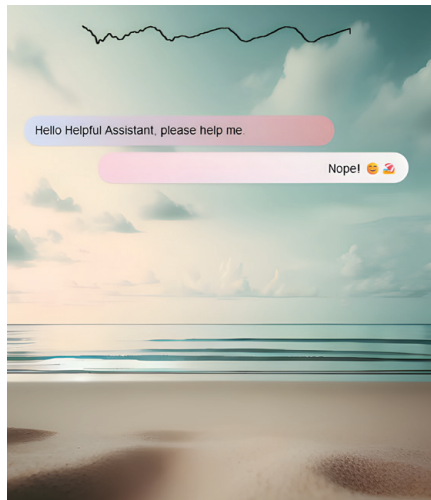
Faculty: Manuela Naveau, Laurent Mignonneau, Fabricio Lamoncha, Michaela Ortner, Gertrude Hörlesberger, Alexander Wöran



Post City

The AI is on Vacation

WONK Till Schönwetter (DE), Miguel Rangil (ES)



"The AI is on Vacation" humorously subverts the initial promise of a helpful assistant by presenting an AI that's taking a break. Set against a sandy, beach-like backdrop, this GPT-based model playfully dodges typical utility-driven responses, offering evasive replies that challenge the expected functions of such advanced tools. This project combines the initiative to replace Till's receptionist job with an AI assistant and Miguel's PhD research at Universitat Politècnica de València.

Blue Danube

I want to Sleep in the Arms of the Blue Danube
Sofia Talanti (IT)



The artist's brainwaves, used as input for the visual output, bring the project to life. A data visualisation and resolution of mental health issues (depression and PTSD): the artist gives space to numbers and data collection to catalyse thoughts as a time factor. Through a process of 'detachment' and visualisation of reaction states, it is as if they are taken out of the brain and seen with third eyes...

BCI database by Researcher Alessandro Benedetto

City Culinary Journey

Liyuan Dong (CN), Weichen Zhang (CN)



This is a microwave-based interaction experience where you can taste the signature dishes of a city and listen to its stories.

Set the city parameters in the tangible microwave, choose the ingredients, and wait for the AI to find the prepared dishes.

The geographical environment and cultural atmosphere of a city influence its food; the cultural identity brought by food also plays an important role in defining a city. In the project, users understand the relationship between the city and food.

code void

Alexandra Zlatanova (BG), Daniela Vásquez (SV/ES)



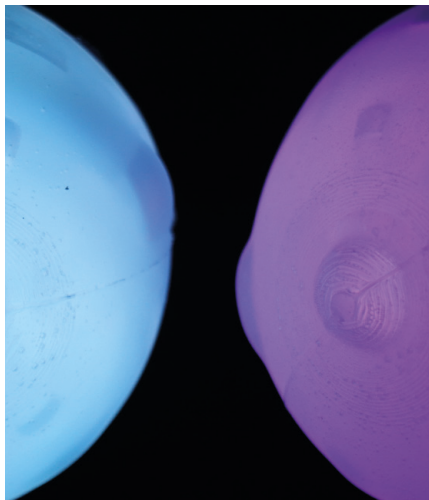
The first time the nightmare appeared, its cruelty impressed and amused me. The more afraid I became, the more frequently it returned, fueling a fear of going mad. This had to stop. "I will understand the pain, the reason, the connection, the memory, through weird, friendly, abstract lines." And it was gone.

The lines acted as a code. Now they are the building blocks of the animation, triggered by the conductive pattern on the roll.

This is not encrypted; it is non-decodable.

EchoCore

Heartbeat-Responsive Interface
Rene Preuer (AT), Mathias Gartner (AT)



The human heartbeat pulsates as an echo of our innermost feelings and longings. In "EchoCore", this essence comes to life through illuminated and malleable soft spheres, awaiting the touch of the viewer. Through touch, the heartbeat is imprinted, setting the spheres in motion. Within this dynamic, an inimitable engagement emerges between the individual and the spheres - a choreography of pulsating colors and continuous transformation that explores the relationship between emotion and aesthetics.

*in collaboration with Ingrid Graz (AT)
(Johannes Kepler University)*

Echoes of the past

Viktória Angyal (HU)



"Echoes of the past" is an interactive installation that collects, records, organizes and fuses the memories of the audience together. Visitors are invited to contribute by talking about their pleasant childhood memories, which are then presented as a collection. The system also considers the process of reconsolidation, revealing how fragile memories are and how they can change with the passage of time. An additional pre-recorded video serves as a memory trigger next to the presented result.

Ghosts

Machine or Ghosts
Ahmed Jamal (EG)



"Ghosts" is an interactive installation that uses sensors and robotic arms to create a dynamic, playful space. It challenges the expected behaviour of machines, sometimes responding to users, sometimes not, creating confusion and mistrust. It represents the glitches and distractions of everyday life and aims to make machine interaction more human. "Ghosts" performs actions to attract attention, embodying philosophical concepts such as existentialism, absurdism, phenomenology and interactionism.

I am, We are

Joann Lee (KR)



How do you perceive yourself, and how do you see ourselves? "I am, We are" is an interactive installation with two sections: "I am" and "We are". In "I am", users complete the sentence "I am...". AI analyzes and visualizes these responses, assigning emotional scores. Users can send their results to the "We are" space, where scores blend and move organically, reflecting the AI's view of our collective identity. This space invites introspection on personal and community identities.

io

Doğuş Karlık (TR)



"io" (in/out) is a term used for the interface of signals or data received or sent by a system. It can also be interpreted as inside and outside. This device stands in the point where those two meanings dissolve into each other. An artificial auditory environment is generated inside the helmet from the video stream of the outside. Being outside becomes being inside, outside becomes the input, output becomes a feeling.

New Cartographies

Is a roadside with poor signal reception an inside?

Behiye Erdemir (TR)



"New Cartographies" explores the unseen landscapes of Electromagnetic Space. Transmitted images capture snapshots of this landscape at specific moments and locations, visually representing the dynamic electromagnetic spectrum. Variations in clarity and distortions reflect the flux of electronic activities, offering glimpses into our digital habits. Viewers are prompted to ponder distinctions between interior and exterior spaces, questioning what constitutes "inside" and "outside" in this realm.

Post-humanity Zoo

Fist Chapter: Frog's World

Ahmad Aiuby (EG)



In 20xx, a deadly pandemic outbreak killed 60% of humanity. A disaster has led a group of zoologists and environmentalists to build a zoo as an archive of what capitalism/humans have done to our environment, which caused this pandemic. "Post-humanity Zoo" is a multisensory installation uses the zoo as system and environment at the intersection of nature, wildlife and urbanity, exploring the potential role they might play in preventing the next pandemic. Frog's world is the 1st chapter of this zoo.

Self - eluded

Lilly Stelzer (DE)



Perception shapes our reality - a reality in which we seek understanding, yet fear the feeling of being exposed. Can we truly grasp the essence of others? What happens to our understanding of reality when perception itself becomes elusive? These questions are embodied in a sculpture that attempts to hide on interactive screens. The installation explores the tensions and philosophical questions surrounding various facets of perception.

Shock Value (or Cadavre Exquis)

Alessia Fallica (IT)

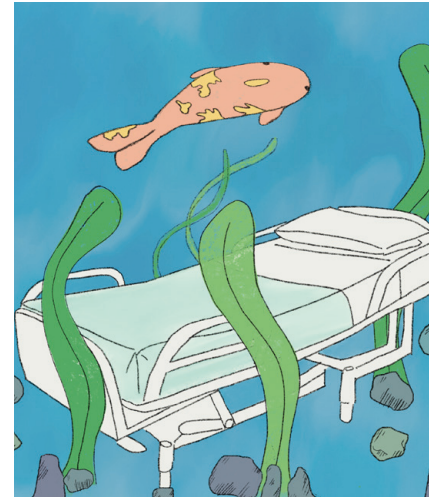


"Shock Value" is an exploration of how Image Generation positions itself in the stratified issue of digital violence and gore voyeurism, and how the medium employed for its production - Artificial Intelligence - influences its impact and consumption. Working with text-to-image open-source AI Models, the artwork serves as a socio-anthropological experiment, compelling the audience to confront an "exquisite corpse" of graphic and disturbing imagery and valuing their reactions as research data.

Symphony of a Koi

Interactive Sky

Flavia Luna Somarriba Perez-Desoy (ES) (FR) (NI)

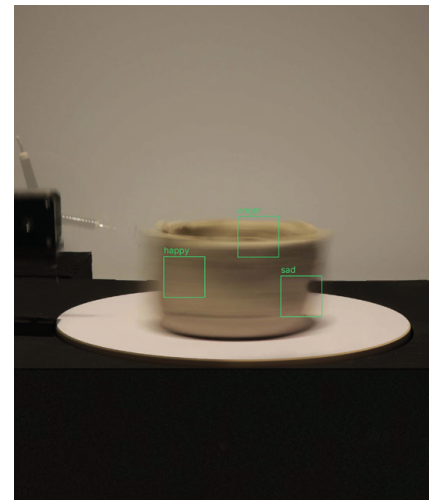


This project is meant to help hospital patients feel calm and more at ease. It features a concrete audiovisual environment with intuitive, game-like interactions, allowing patients to momentarily escape the mental challenges and stress of their situation. These interactions are designed to accommodate the constraints of the hospital setting. Beyond relaxation, the project seeks to restore a sense of self, often diminished in a sterile, clinical environment.

Book graphic design supporting artist: Sara Miravete

Tangible AI

Salma Aly (EG)



"Tangible Ai" is an interactive installation that explores the evolving relationship between artificial intelligence and human emotion. It utilizes Ai to detect and interpret the emotions of the audience through facial expression. This data is then employed to dynamically alter the shape of the sculpture, creating a dynamic and responsive experience. The sculpture itself serves as a visual representation of the emotional landscape of the audience.

Technosymbiosis

Feedback feed

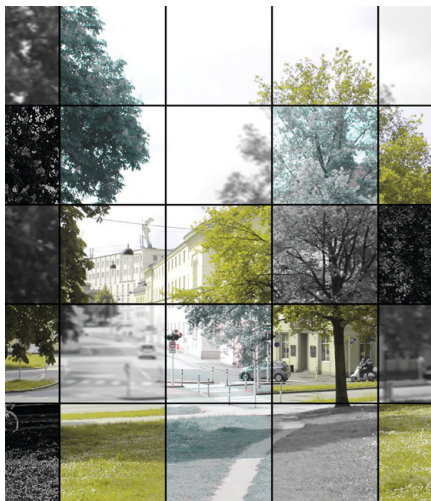
Emma Silvana Tripaldi (IT)



The project delves into the relationship between users and algorithmically driven social media, designed for personalized content selection. It presents this relationship as a symbiotic connection where both influence each other. The algorithm keeps adjusting content based on the non-human user feedback, continually analyzing data in an attempt to categorize the user and curating a constant flow of new information to keep it engaged.

Through Other's Eyes

Camilla Scholz (DE)



"Through Other's Eyes" delves into the subjective nature of perception through an interactive video installation. Videos of everyday life in Linz are fragmented into an interactive collage of human, animal, and computer vision. While it cannot replicate exactly how others see the world, it serves as an imaginative exploration of visions different from our own, demonstrating how diverse realities can coexist and highlighting how our perception of the world is deeply personal.

(Very) Neural System

Martina Pizzigoni (IT)



"(Very) Neural System" delves into the intricate dynamics of identity construction in the digital age. Harnessing the power of AI, a hyper-realistic emulation of the artist's persona emerges as an amalgamation of seemingly authentic features collected from major companies. This digital simulacrum, a dystopian doppelgänger interacting in real time, invites viewers to cross into the twilight zone between physical reality and virtual existence.

What is it like (to be) ?

Danielius Šermukšnis (LT), Mantė Elelueta (LT)



Have you ever dreamt of being a bat? "What is it like (to be) ?" is an immersive experience that delves into the individual's relationship with their environment and senses through echolocation. The artwork invites the viewer to take on a new role of a creature locating itself by emitting sound, while others observe the newly made hybrid organism and its performance. Consequently, participants are prompted to question their understanding of what is familiar and unfamiliar in human existence.

Other locations

4everfeed

Maria Orciuoli (IT)

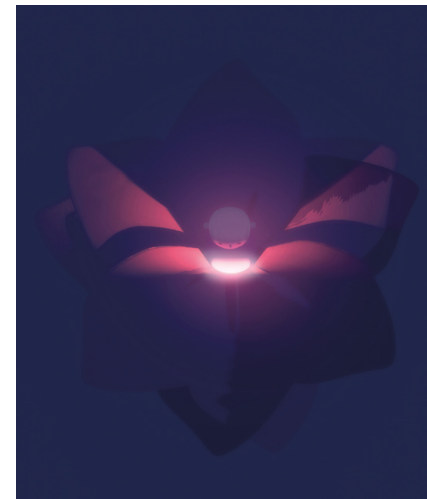


Campus Uni Hauptplatz
Hauptplatz 6,8, 4020 Linz

Once Alessia_3K, now the face of an AI-powered video ad, scrolls her way through self-staged caricatures and CGI effects for the era of mass entertainment. Orciuoli blends fiction, the lexicon of online performances, and the generative paradigm to stage ads scripted by TikTok's AI Assistant. With its unsteady camera and montage speeds, the world of "4everfeed" is imbued with algorithmically-infused irony, capturing how platform labor shapes people's lives, the urge for optimization, and the possible worlds.

Création Nocturne

Maria Konstantinova (RU)



Sonnensteinloft/Red Sapata
Sonnensteinstraße 11-13, 4040 Linz
5 Sept: 20:00 - 02:00
4th floor, 3rd Salle

A mystical ceremony is conducted to honour and nurture a rare species, *Création*, blooming for just a single night. "*Création Nocturne*" is a participatory performance that invites visitors to study and reflect on the causes of existential terror-induced insomnia through collective meditation. Developed within the framework of Focus Oriented Art Therapy (FOAT), it explores the potential of interactive art in psychological practices. *In collaboration with RedSapata, Sonnenstein Loft.*

Godspeed

Doppler Soundscapes
Andrea Corradi (IT)

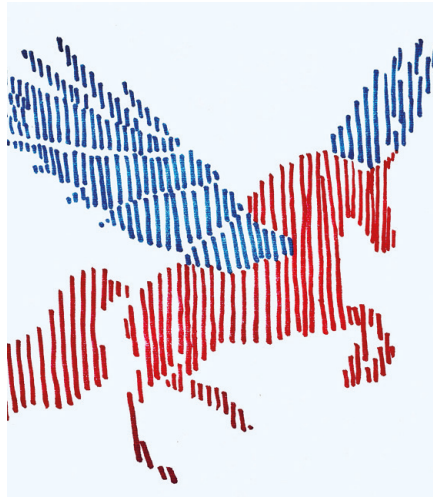


Moving location across the city

"Godspeed" explores the Doppler effect as a compositional tool using a drone equipped with speakers to create real-time harmonic shifts. This acoustic performance is being tested through the support of qujOchÖ in the southern harbor district near the former Quelle department store, the LINZ AG sports field, and the Hello Yellow Velodrome. Feel how these dynamic soundscapes reshape the perception of everyday environments through motion.

On the breathing wings of a horse

Maria Dirneder (AT)



Crypt of the Ursuline Church
Landstraße 31, 4020 Linz
4-7 Sept: 8:30-13:00, 16:00-20:00
8 Sept: 8:30-19:30

"On the breathing wings of a horse" is an interactive art installation that merges human breath with the essence of equine movement. The horse's gait captures a unique breath, intertwining with the rhythm of nature. This project explores the symbiotic relationship between humans and horses. When the human breath becomes the wings of the horse, then Pegasus (a winged horse in Greek mythology) comes alive as a digital Centaur (a hybrid between human and horse) in the interactive installation.

*Technical support: Frederik
Cooperation partner: Ursulinenkirche Linz. Fachbereich Kunst und Kultur, Diözese Linz*

The Scream of Music

yodeling over the danube
Daniel Fischer (AT)



Ars Electronica Center Maindeck
Landstraße 31, 4020 Linz
5-7 Sept: 14:00 - 17:00

"The Scream of Music" is an innovative audio installation in public space that reinterprets national identity, communication, and borders. An iconic image from "The Sound of Music," associated with Austria, is transformed into yodeling music and transmitted across the Danube in Linz using an LRAD (Long Range Acoustic Device) loudspeaker. The yodeling is decoded back into visual information, transferred onto postcards via AI audio pattern recognition, and assembled to reveal the complete picture.

Super Tapestry

Audiovisual Performance
Sule Suarez (CO), Lukas Romero (CO)



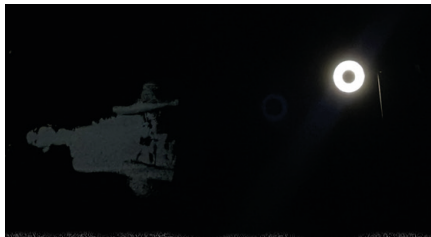
Part of Soundcampus

"Super Tapestry" is an ambient proposal that blends into an experimental ensemble: live coding, a phase vocoder in Max, and guitar with effects pedals. "Super Tapestry" is a collaboration between musician Lukas Romero (Niu Toronja) and visual artist Sule Suarez. These improvisations are based on the idea of using space as a source of inspiration. They are driven by the desire to craft immersive sonic landscapes, rich in textures and ambient sounds.

Events

BIP Critical Data

What is wisdom in a calculated world?



"The Blended Intensive Program (BIP) on Critical Data", is a collaborative effort with partner universities in Sevilla (Spain) and Limassol (Cyprus) and the University of Art Linz (Austria). It was established to address issues, challenges and perspectives in a technology-dominated world.

Students and professors of the three institutions engage in regular knowledge transfer sessions throughout the academic year. The aim is to develop artistic concepts and prototypes revolving around the field of Critical Data, artistically and scientifically exploring data and data processing systems from a critical viewpoint.

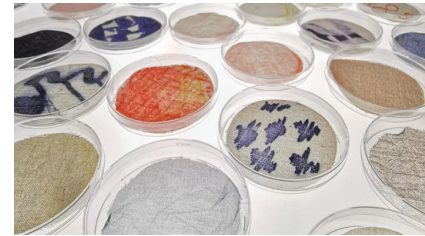
The progress and status of the ongoing BIP collaborations are presented within the Kunstunicampus@Ars Electronica 2024.

Cyprus University of Technology in collaboration with CYENS Centre of Excellence: Georgia Rose Demetriou, Valeria Loizou, Antoniou, Katerina, Panayiota Georgiade, Georgia Demetriou, Maritini Aresti, Rafaella Kastrou, Anastasia Theodorou, Kyriaki Makri, Katerina Constantinou, Evgenia Solomontos, Styliani Michael, Theopisti Stylianou-Lambert, Kleanthis Neocleous, Alexia Achilleos, Myrto Aristidou;

University of Sevilla: Irene Ballesteros Alcaín, Jacobo Sabogal, Carmen Pérez, Juan José Mora Galeote, Maria del Mar Juan Martorell, Yolanda Spínola Elías.

Leonardo LASER Linz

Lab Songs Vol. I



Scientific revolutions lie not only in discoveries but also in changes in their practices, goals, protocols and evaluation methods. The laboratory,

originally dedicated to scientific work and characterised by rigour and dedication to experimentation, now resonates across disciplines, promoting creativity and collaboration. Through our guests' experiences and songs, we will explore the laboratory as a heterotopic space capable of generating new agendas and structures for collective creation.

Pecha Kucha

20yrs Interface Cultures



"Pecha Kucha" is an event celebrating the 20th anniversary of Interface Cultures (IC) at the University of Art Linz. Select Alumni will give short Pecha Kucha style talks, discussing their artistic and career evolution since earning their degrees and presenting current works in progress.

They promise to share how IC is still a part of their lives and recall funny

anecdotes and stories from their time at the department.

The talks are intended to be creative and engaging, supplying valuable information about the Interface Cultures Master's degree and future career options for a broader audience, along with providing just the right amount of nostalgia for visitors already privy to and a part of the IC Cosmos.

Speakers: Mar Canet, Ioan Cerni, Vesela Vladimirova, Vanessa Vozzo, Qian Ye, Maša Jazbec, Kristina Tica, Nathan Guo, Ivan Petkov, Hannah Perner-Wilson, Ricardo Nascimento, David Wolkerstorfer, Mihaela Kavdanska, Andreas Zingerle.

Exhibiting Artists

Ahmad Aiuby
Ahmed Jamal
Alex Fallica
Alexandra Zlatanova
Andrea Corradi
Behiye Erdemir
Camilla Scholz
Daniel Fischer
Daniela Vásquez
Danielius Šermukšnis
Doğuş Karlık
Emma Silvana Tripaldi
Flavia Somarriba
Joann Lee
Lilly Stelzer
Liyuan Dong
Lukas Romero
Manté Elelueta
Maria Dirneder
Maria Konstantinova
Maria Orciuoli
Martina Pizzigoni
Mathias Gartner
Miguel Rangil
Rene Preuer
Salma Aly
Sofia Talanti
Sule Suarez
Till Schönwetter
Viktória Angyal
Weichen Zhang

Department

Manuela Naveau
Laurent Mignonneau
Michaela Ortner
Fabricio Lamoncha
Alexander Wöran
Gertrude Hörlesberger

Team

Exhibition Coordination: Alex Fallica
Exhibition Production: Volkan Dinçer
Technical Production: Behiye Erdemir
Graphic Design: Emma Silvana Tripaldi
Video Documentation: Linaá Pulido Barragán
Photo Documentation: Camilla Scholz
Photographer & PR: Lilly Stelzer, Flavia Somarriba
Perez-Desoy
Web Design: Hanif Haghtalab
PR (social media strategy): Maria Orciuoli
Proofreading: Kevan Croton

 **interfacecultures**
20yrs

Website:



In collaboration with:

 **ARS ELECTRONICA**

Kunstuniversität zu Linz
University of Arts

KUNSTHALLE LINZ

RedSapata
KULTURINITIATIVE

 **SONNENSTEIN**
LOFT

elektron

