

# Ars Electronica: Create Your World

## 2. Kids' Carnival of la Biennale di Venezia / February 26-March 8, 2011

They're witty, offbeat, serious and unconventional—there are lots of young people out there working on exciting projects that get across powerful messages, weave compelling narratives and display an astoundingly high level of technical skill. Imbued with the creative spirit of youth, they're going about exploring their environment and self-confidently staking their claim to having a say in how things are. In this spirit, the programmatic title of this exhibit curated by Ars Electronica is "Create Your World." It brings together some of these up-and-coming designers' extraordinary visions and ideas to showcase them at 2. Kids' Carnival of la Biennale di Venezia. This show delivers insights into the creative work being done by young people and puts it forward as challenging, encouraging best practice—by youngsters for youngsters.

### Best of u19 – freestyle computing

Launched in 1998 as a category in its own right in conjunction with the world-renowned Prix Ars Electronica, u19 – freestyle computing quickly established itself as Austria's largest media competition for kids and young people. Each year, more than 1,200 girls and boys who have fun doing hands-on experimentation get involved by submitting for prize consideration the projects they've developed on their PCs, cell phones, digital cameras or I-Pods. Winners take home the prestigious Golden Nica statuette and prizes with a total value of €10,000.

### Made by Ars Electronica Futurelab

Interactive works entitled Noise and Voice, Shadowgram, Perfect Time and SWITCH are the Ars Electronica Futurelab's contributions to "Create Your World." Ars' in-house think tank does interaction R&D in which the accent is on designing innovative human-computer interaction possibilities. Staffers develop scenarios that open up opportunities to see and do things differently. The lab's interdisciplinary approach is what enables it to do outstanding work across a broad spectrum of application fields. In recent years, the Ars Electronica Futurelab has made a name for itself worldwide with its extraordinary interactive exhibitions, innovation and research, media art & architecture, and media performances.

### Ars Electronica Linz

Since its inception in 1979, Ars Electronica has been tracking the cultural and social consequences of accelerating scientific and technological progress. Accordingly, "Art, Technology and Society" has been the credo of this cultural institution, educational facility and R&D lab/atelier. Its specific orientation and the continuity it has displayed over the years make it unique the world over. Ars Electronica consists of four divisions: an avant-garde festival, a competition that is a premiere international showcase of excellence, a museum that fulfills an educational mission, and a media art lab that brings together competence in art, design and science and makes it available for research and industry. Ars Electronica Linz GmbH is wholly owned by the City of Linz.

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U19 – freestyle computing: <http://new.aec.at/prix/en/kategorien/u19/>

Prix Ars Electronica: <http://new.aec.at/prix/en/about/>

Ars Electronica Futurelab: <http://new.aec.at/futurelab/en/about/>

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