The Ars Electronica Futurelab was set up in 1996 as an in-house laboratory to perform R&D at the nexus of art, technology and society in cooperation with other divisions of Ars Electronica as well as external clients and associates in industry, science and culture. Its approximately 30 staff members possess skills in a wide range of fields, such as media & interaction design, computer science, hardware & software development, physics, architecture, the social sciences and the fine arts. Applying processes that transcend the boundaries of individual disciplines, the Ars Electronica Futurelab takes technological development all the way to the early prototype stage. This mode of carrying out assignments is characterized by interdisciplinary conceptioneering, the merge of artistic and scientific methodologies, and the development of approaches that are highly receptive to new insights at the interface of various specialized fields. As art is a foundation stone and deeply ingrained in the DNA of the Ars Electronica Futurelab, artists among the team members as well as artists in residency co-operate to tackle social issues of tomorrow.

**FIGURES ECONOMIC YEAR 2019**

- 58 projects in 6 countries
- Annual Sales: Approx. 3.5 Million Euro

**RECENT HIGHLIGHTS**

- **2019 Swarm Arena at Miraikan**: Presentation of the updated operating system SwarmOS. Show with 39 bots interacting with artists Akiko Nakayama and Ei Wada at Miraikan museum. Long-term collaboration with NTT.
- **2019 Rotax Max Dome**: Commissioned installation of virtual and interactive environments for the BRP Rotax racetrack at Rotax Max Dome.
- **2019 Berufe der Zukunft**: Commissioned research on future scenarios of transport professions for the Austrian Road Safety Board (Kuratorium für Verkehrssicherheit, KFV).
- **2019 Immersify**: Research programme on immersive media, part of the European Union’s Horizon 2020 research and innovation programme, in cooperation with Poznan Supercomputing and Networking Center (PSNC), Spin Digital Video Technologies GmbH, Marché du Film — Festival de Cannes and Visualization Center C.
- **2018 Lazarus**: Staged visuals for the German adaptation of the musical Lazarus by Enda Walsh. In cooperation with Landestheater Linz.
- **2018 Manuact**: Hands and Objects in Language, Culture and Technology: Manual Actions at Workplaces between Robotics, Gesture, and Product Design. Interdisciplinary research collaboration with Chemnitz University of Technology.

**EXPERTISE**

- Artists in Residency
- Art Thinking
- Converged Reality
- Creative Catalysts
- Data Visualization
- Extended Stages
- Functional Aesthetics
- Interactive Design
- Media Art Networks
- Participatory Art
- Physical Virtual Domains
- Robopsyche
- Robotinity
- Spatial Identity
- Virtual Environments
- Virtual Reality
- 3D Animation

**ASSORTED CLIENTS**

- AA Architectural Association
- ATR
- Audi
- Bandai Namco
- BMW
- CERN
- China Academy of Arts
- Delugan Aeissl Associated Architects
- Elektr
- Fraunhofer Institut
- FuRo Future Robotics Technology Center
- Hakuhodo
- Honda R&D Co.Ltd.
- Istanbul Bilgi University
- Johannes-Kepler-Universität Linz
- KOKUYO
- Miraikan
- MIT MediaLab
- NHK
- NTT
- Open Media Lab
- Osaka University
- Paramount
- QUT Brisbane Australia
- Royal College of Art
- SAP
- Sound:Frame
- Tokyo Midtown
- Toshiba
- Trinity College Dublin
- UNESCO City of Media Arts Linz
- University of Applied Arts Vienna
- University of Newcastle Australia
- V2_ Lab for the Unstable Media
- Zaha Hadid Architects

**CONTACT**

Ars Electronica Futurelab
Ars Electronica Linz GmbH & Co KG
Ars-Electronica-Straße 1
4040 Linz - Austria
Tel. 0043.732.7272.80
futurelab@ars.electronica.art
ars.electronica.art/futurelab