Prix Ars Electronica 2011

(Linz, May 27, 2011) 3,611 projects from 74 countries were submitted for prize consideration to the 2011 Prix Ars Electronica. The Digital Musics & Sound Art category tallied the most entries (717), followed by Computer Animation / Film / VFX (684), u19 Create Your World (637), „Interactive Art" (566), „Hybrid Art" (471), „Digital Communities" (407) and „[the next idea] voestalpine Art and Technology Grant" (129). The 35 jurors took three days to evaluate all submissions and to select this year's prizewinners. The official awards ceremony will be part of the Ars Electronica Gala set for September 2, 2011 at the Brucknerhaus in Linz.

Seven Competition Categories

The Prix Ars Electronica, initiated in 1987, has earned a reputation as the definitive barometer of trends in the international media art scene. Juries composed of leading experts in their respective fields convene annually to select the most outstanding contemporary works and to honor their creators with Golden Nicas, the "Oscars of media art." Seven competition categories reflect the diversity of today's media art: HYBRID ART, COMPUTER ANIMATION / FILM / VFX, INTERACTIVE ART, DIGITAL MUSICS & SOUND ART, DIGITAL COMMUNITIES, [THE NEXT IDEA] voestalpine ART AND TECHNOLOGY GRANT, and the u19 CREATE YOUR WORLD category for Austrian young people.

Partners and Sponsors

The Prix Ars Electronica is produced by Ars Electronica Linz and the ORF – Austrian Broadcasting Company's Upper Austria Regional Studio in cooperation with Brucknerhaus Linz and the OK Center for Contemporary Art. The Prix Ars Electronica is supported by the City of Linz and the Province of Upper Austria. Lead sponsor is voestalpine–benefactor of the grant to nurture visionary ideas. Additional sponsors are Liwest Kabelmedien GmbH, BFI, KulturKontakt Austria, Pöstlingberg Schlössl, Casinos Austria, Sony DADC and LINZ AG.

2011 Golden Nicas

Computer Animation / Film / VFX
Metachaos / Alessandro Bavari (IT) / Alessandro Bavari Studio

Alessandro Bavari's "Metachaos" is an impressive display of the amazing graphics that can be produced with leading-edge hardware and software. The 8-minute clip begins with a sequence of clear, geometric forms that suggest a serene world. But it doesn't take long until it's apparent that this was just the calm before the storm. Shadowy creatures and shockingly grotesque figures intrude into this domain rendered in black & white and sepia tones and rip it to pieces. Using the interplay of light and shadow, intentionally shaky camera movements and quick cuts, Bavari takes us on a tour de force through an unsettling imaginary cosmos that grips viewers and doesn't let them loose. In addition to its extraordinary visuals, "Metachaos" features an impressive composed soundscape of incredibly concentrated intensity—noise elements paired with driving beats, panic-stricken screams, the rattling of bones and gale-force winds.

www.alessandrobavari.com

Digital Musics & Sound Art
Energy Field / Jana Winderen (NO)

Norwegian artist Jana Winderen investigates the oceans' depths with the help of the latest technologies and treats listeners to the complexity and strangeness of these invisible watery worlds. The recordings for her "Energy Field" album were made during excursions around the Barents Sea between Greenland and Norway—in glacier crevasses, fjords and on open water. The vast expanses of Greenland, winds from the north, and ravens amidst a frozen landscape make up the setting of her haunting, highly dynamic pieces. The mix includes the sounds of crustaceans and fish—recorded while they're hunting, for instance, or getting oriented in their physical surroundings. The result is a powerful, hypnotic journey into the unknown audio world of the icy north.

www.janawinderen.com

Hybrid Art
May the Horse Live in me, 2011 / Art Orienté Objet (Laval-Jeantet & Benoît Mangin) (FR)

The performance "May the Horse Live in me" is a bio-art project and an example of extreme body art. Via blood plasma injection, an animal organism (a horse in this case) is crossed with a human organism. The idea behind it is to conduct serious therapeutic research into making equine blood compatible for human beings. To achieve this, Marion Laval-Jeantet tried various antibodies from horses' tissue. This staged blood-sisterhood raises the question of the boundaries separating different species, and human beings' purported superiority to animals. A behavioral researcher, a horse and the two protagonists of Art Orienté Objet took part in the one-hour performance in Ljubliana, Slovenia on February 22, 2011. Prior to the show, a lead-in time of 10 days was necessary for Marion Laval-Jeantet and the horse to get

accustomed to one another. This performance constitutes a high point in the oeuvre of Art Orienté Objet, and spans a bridge between behavioral and biological research.

www.artorienteobjet.com

Interactive Art

Newstweek / Julian Oliver (NZ), Danja Vasiliev (RU)

"Newstweek" is a device to manipulate news. The small, unobtrusive apparatus plugs into a wall socket and appears to be part of the on-site infrastructure. It enables Newstweek agents stationed off site to manipulate news items that are being read at the time on nearby laptops, cell phones and tablets. While political and business interests endeavor to spin-doctor public opinion to their advantage, Newstweek, in turn, offers citizens the opportunity to manipulate the news themselves and thus to influence the reality prevailing in the public sphere. The point that Julian Oliver and Danja Vasiliev wish to make is that in times of seemingly unlimited technical possibilities, the ignorance about how this technology functions is, unfortunately, constantly on the rise as well, which means that the door is left wide open to manipulation of facts on their way from source to destination, from the server to the screen.

http://newstweek.com/

Digital Communities

Fundación Ciudadano Inteligente

Fundación Ciudadano Inteligente (Smart Citizen Foundation) is a Chilean non-profit organization that was set up during that country's 2009 presidential election campaign. The group's website made available information about the individual candidates such as their curriculum vitae, their general political philosophy and their specific platform. Fundación Ciudadano Inteligente uses diverse applications to foster transparency in politics and to support various forms of citizen involvement via the internet and other information technologies. Its mission is to reduce the information disequilibrium among citizens, political representatives and the market that currently exists in Latin America. The organization now hosts several websites that enable users to address queries to government agencies from a central location and to read subsequent responses in a databank. They have also established a blog that offers citizens the opportunity to publish information and to express their opinions on political affairs. Another website offers potential donors an overview of various NGOs including information about their organization, what they do, and their management.

http://www.ciudadanointeligente.org

[the next idea] voestalpine Art and Technology Grant

Choke Point Project / P2P Foundation (NL)

As an upshot of recent revolts in the Arab world, the Choke Point Project raises the question of who actually exercises control over the internet. The WWW is generally perceived as a

decentralized medium, and many people hold the opinion that it can be used as a means of communication beyond the reach of power relationships and unimpeded by authoritarian structures. Recent events, however, reveal that this view doesn't correspond to reality at all. Rather, individual politicians are able to cut off internet access on the part of an entire nation. The declared aim of this project initiated by the P2P Foundation is to locate nodes of the internet and to demonstrate how simple it is to prevent large segments of the populace from getting online. But this project is much more than the visualization of a "map of the Web"; it also collects strategies and opportunities to evade just such weak spots in order to free the internet from the clutches of power structures and turn over control to the individual.

http://www.chokepointproject.net/
http://blog.p2pfoundation.net

u19 – freestyle computing

Weltherberge: Schulhaus / 83 participants / HBLA für Künstlerische Gestaltung Linz / HTBLA Leonding

The 2011 Golden Nica in the u19 – freestyle computing category goes to two educational institutions in Upper Austria. Several classes at Linz's High School for Artistic Design developed the Weltherberge: Schulhaus (World Hostel: Schoolhouse) exhibition concept with technical support from students at Leonding Technical & Vocational School. The metaphor on which it's based is the encounter with Others & Strangers. Offering hospitality and providing accommodations are the symbolic terms in which this encounter is articulated; the concrete locations at which it takes place are the door, the table and the bed. In the exhibition concept, the object that serves as the storage medium for memories is the bed, in which dream narratives as spoken texts and body silhouettes by means of multiple illuminations are recorded and cross-faded. Illustrated room dividers and rollups are transformed into projection surfaces on which lasting and transient traces of all sorts of memories and associations coalesce. Installation visitors can use the recording function to interactively supplement the media files with additional contributions of their own. The table equipped with sensor technology brings into play the traces of everyday life as well as sounds and stories.

Awards of Distinction 2011

Computer Animation / Film / VFX

The Third & The Seventh / Alex Roman / ES

"The Third & The Seventh" is an extraordinarily aesthetic animated film by Spaniard Alex Roman. One of the remarkable things about this partly surreal, partly photorealistic video is that it was completely computer-animated. Another is the tremendous expenditure of effort that Alex Roman undertook; he spent an entire year doing the graphic work—modeling, texturing and rendering—as well as the sound design that went into "The Third & The Seventh."

http://www.thirdseventh.com/

THE EXTERNAL WORLD / David O'Reilly (IRE) / David O'Reilly Animation

David O'Reilly, an Irishman living in Berlin, is being honored with an Award of Distinction for his animated film "The External World." His stylistic orientation is on computer games of the 1990s—flashy hues dominate the screen. There's also a good many allusions to cartoons. Via rapid-fire editing, seemingly unrelated episodes are interlinked and dovetailed. Humorous elements tend to be of the nastily sardonic sort and sometimes cross the line into vulgarity. Bathtub suicide, hyper-pixeled sex scenes involving cartoon creatures, and the occasional act of ultra-violence take viewers to the limits of acceptability. Nevertheless, the dramatic arc of the plot—a boy learns to play the piano and finally gives a concert—leaves the viewers with a surprisingly positive feeling.

http://www.davidoreilly.com/
http://www.theexternalworld.com/

u19 – freestyle computing

Flugundfall / Nicolai Maderthoner / HTL Ortwein Graz (AT)

Styria native Nicolai Maderthoner, who recently turned 19, is being honored with an Award of Distinction for his audiovisual work entitled "Flugundfall." The audio samples he used in it—the sound of a washing machine and a vacuum cleaner, for example—were all recorded in his parents' home. After completing the audio track, Nicolai Maderthoner got started on the animation. The video depicts the construction of an airplane, which takes shape in miraculous fashion out of a few bars and lines. Then, following takeoff and a turbulent flight, it crashes back to earth.

MicrosizeMe / Andreas Daniliuc, Sasan Haji Hashemi, Simon Prochazka, Jürgen Spandl, Patrik Susko / HTL Ottakring (AT)

Five Viennese high school students took it upon themselves to showcase their alma mater, Ottakring High School, in an innovative way on the institution's own homepage. The result of their efforts is "MicrosizeMe," a 3D jump & run game featuring lots of mini-games. "MicrosizeMe" is set up in playful fashion designed to appeal to a youthful audience; on the other hand, it effectively gets across facts about the school and evokes curiosity about and interest in technical education.

http://www.microsizeme.at/

Digital Communities

Bentham Papers Transcription Initiative / Bentham Project / University College London

The aim of the Bentham Papers Transcription Initiative is to transcribe the extensive hand-written manuscripts of Jeremy Bentham, considered one of 19th-century England's most important social reformers and a thinker whose ideas influenced the development of the modern welfare state. Launched by University College London, the initiative's website also offers students and faculty members the opportunity to encounter Bentham's work and to improve their own skills doing research on primary sources and in the field of palaeography (the study of ancient writing). Users—regardless of their geographical location—can help out

with the process of digitizing the manuscripts. Of the 60,000 documents written by Bentham now in the University College London's library, several thousand—many of potentially immense historical and philosophical significance—have been neither digitized nor studied. Transcribing them will make Bentham's thoughts accessible by scholars all over the world, make possible a new edition of his collected works, and help preserve these cultural treasures.

http://www.transcribe-bentham.da.ulcc.ac.uk/td/Transcribe_Bentham

X_MSG

"X_MSG" is an experimental, SMS-based social software system created in cooperation with X:talk, a British collective of sex workers and activists. X:talk offers English courses for sex workers who recently migrated to the UK, organizes feminist and anti-racist initiatives, and advocates prostitutes' rights. The X_MSG software lets users send text messages to the whole network by taking advantage of cell phones entitled to an unlimited number of free SMSs. Old computers and their collection of software function as the server for incoming messages and forward them to users within the network. And all that for only 5 quid a month to cover the phone and electric bills. Plus, users in the network can remain anonymous.

http://xmsg.org.uk/

Digital Musics & Sound Art

Bee / Apostolos Loufopoulos (GR)

Apostolos Loufopoulos was inspired by the insect kingdom in composing his musical work "Bee." He describes the 13-minute long piece as "a journey on the back of a bee." It's characterized by an intense soundscape full of movement and speed, running the gamut from gentle, barely perceptible motion all the way to quick, violent passages that allude to the hectic activity of a hive. Some of the audio material he used was recorded in nature; some was composed by the artist and combined with natural sounds.

http://www.youtube.com/watch?v=Vv0smhGKLk4
http://soundcloud.com/apostolosloufopoulos/bee

Suite / Philip Jeck (UK)

Philip Jeck is an English multimedia composer and choreographer who creates ambient music of astounding depth and beauty. In the 1980s, he performed as a solo artist all over Europe, the USA and Japan. In addition, he composed pieces for dance & theater groups as well as dance films. He also made a name for himself with a performance entitled "Vinyl Requiem" that featured 180 record players from the 1950s and '60s. The 2011 Prix Ars Electronica is singling Jeck out for recognition for his vinyl LP "Suite," a studio adaptation of a live performance in Liverpool that is elegiac, sad and uplifting in equal measures.

http://www.philipjeck.com/

Hybrid Art

Pigeon d'Or / Tuur van Balen (BE)

Many city dwellers find pigeons disgusting. They are said to carry diseases. They're a nuisance. And then there's their droppings… The aim of "Pigeon d'Or" is to significantly revise this perception. Belgian Tuur van Balen experimented with a special strain of bacteria that is added to the pigeons' feed. For the birds, it's completely harmless (the effect on their digestion is comparable to that of yoghurt on the human organism). But the result is to turn the pigeons' excrement into something thoroughly useful: a glass cleanser that's very well suited to cleaning cars' windshields. But van Balen's dealings with this issue don't terminate at the end of the digestive tract; he also attempts to integrate these newly-beneficial creatures into everyday life. For one thing, he came up with a window-mounted coop—a fly-in, fly-out arrangement that anyone can use to house and feed pigeons. He also developed a construction that can be mounted on a car to enable pigeons to do their business right where it'll do the most good. Needless to say, this project also raises ethical, political, practical and aesthetic issues having to do with biology and intentionally induced changes to it.

http://www.tuurvanbalen.com/projects/pigeon-dor

MACHT GESCHENKE: DAS KAPITAL / Christin Lahr (DE)

Every day since May 25, 2009, German Christin Lahr has wire transferred 1 cent to her country's Ministry of Finance in order to, in her words, "administer homeopathic doses of a remedy to the incessantly growing mountain of debt." In the Memo section of the money order, Lahr writes precisely 108 characters from "Capital: Criticism of the Political Economy" by Karl Marx. In this way, she will eventually convey the book's entire text via online banking to the state's central account at the Deutsche Bundesbank. A powerfully meaningful form of gift-giving, "MACHT GESCHENKE: DAS KAPITAL" levels criticism at the field of economics, the current finance system and the prevailing system values, as well as the bureaucratic mindset, and issues a call for long-term, sustainable thinking. This is a strategy that anybody can freely use, as well as a form of action, articulation and investment that takes advantage of the expressive potential of the everyday cash transfer.

http://www.macht-geschenke.de

Interactive Art

Face to Facebook – Hacking Monopolism Triology / Paolo Cirio, Alessandro Ludovico (IT)

"Face to Facebook," an action carried by Paolo Cirio and Allessandro Ludivico, sent a few shockwaves through cyberspace this past year. In Part 3 of their "Hacking Monopolism" trilogy, the actionist duo dealt with social media platforms—in this case Facebook—and with the issue of virtual identities and their context. What they actually did was to steal a million Facebook profiles, feed them into facial recognition software and sort them according to various criteria, and then, with the information they thus harvested, set up an online dating website at which users could search for partners on the basis of both appearance and character traits. The aim of this action was to find out what was doable with these virtual identities—after all, the security barriers are rather minimal.

http://www.face-to-facebook.net

==Particles / Daito MANABE, Motoi ISHIBASHI (JP) / Rhizomatiks and 4nchor5 La6==

This is a light installation by Japanese artists Motoi Ishibashi and Daito Manabe. "Particles" is their designation for countless illuminated points gliding in all directions through a dark space and blinking at differential time intervals. Hidden behind these brilliant dots are balls with built-in LEDs that move serially along a track. The results are magnificent spatial light images in multifarious patterns.

http://particles.ycam.jp/en/index.html

==Honorary Mentions 2010==

==Computer Animation / Film / VFX==

==The Experience of Fliehkraft / Till Nowak (DE) / frameboX==
www.framebox.com

==Black Rain / Semiconductor: Ruth Jarman and Joe Gerhardt (UK)==
www.semiconductorfilms.com

==Mei Ling / Stéphanie Lansaque, Francois Leroy (FR) / Je Suis Bien Content==
http://www.studio-wasia.com/promofilms

==FLUX / Candas Sisman (TR)==
http://www.csismn.com/

==Chernokids / Matthieu Bernadat, Nils Boussuge, Florence Ciuccoli, Clement Deltour, Marion Petegnief (FR) / Premium Films==
http://www.chernokids.fr/

==Slimtime / Bertrand Avril, Pierre Chomarat, David Dangin, Théa Matland (FR) / Premium Films==
http://www.slimtime-movie.com

==King Kong 360|3D / Weta Digital (NZ)==
http://www.wetafx.co.nz/features/king_kong_3603d

==Die Kiste / Kyra Buschor (CH) / Filmakademie Baden-Württemberg==

==The Ishiyama excursion / Stefan Larsson (SE/JP) / QNQ/AUJIK==

==The Origin of Creatures / Floris Kaayk (NL)==
www.floriskaayk.com / www.seriousfilm.nl / www.niaf.nl

==The Chase / Adam Foulkes, Alan Smith (UK) / Nexus Production==
http://www.youtube.com/watch?v=ZM0ptMqNhso

Raving Rabbids Travel in Time / Akama (director) / Akama Studio (post production)
www.akamastudio.com

Digital Musics & Sound Art

A Hidden Place / Sohrab (IR)
http://www.touchmusic.org.uk/sohrab

Music For Listening On The Earth / Yan Jun (CN)
www.yanjun.org, www.subjam.org

La chambre des machines / Nicolas Bernier, Martin Messier (CDN)
http://www.lachambredesmachines.com/

Hemispheric / Philip Reeder (UK)
www.philipreeder.com

Spiderbytes / Lars Lundehave Hansen (DK)
http://www.monoeffect.com/index.php/works/recent/spiderbytes

Magic / Panayiotis Kokoras (GR)
http://www.panayiotiskokoras.com/

NOT BY NOTE / Serhat Karakayali, Sebastian Meissner (DE)
http://musikprotokoll.orf.at/de/werk/not-by-note-installation

A Balloon for … / Davide Tidoni (IT)
http://www.davidetidoni.name/a-balloon-for-a-water-tower/

ECHELON Teufelsberg / Thomas Ankersmit (NL), Valerio Tricoli (IT)
www.thomasankersmit.net, www.valeriotricoli.info

Hybrid Art

Be Your Own Souvenir / blablabLAB (ES)
http://www.blablablab.org/

STiMULiNE / Julien Clauss, Lynn Pook (FR)
http://www.lynnpook.de/english/stimuline/index.htm

Is there a horizon in the deepwater? / HeHe (FR): Helen Evans (UK), Heiko Hansen (DE)
www.hehe.org

The Immortalisation of Billy Apple / Craig Hilton (NZ) with Billy Apple (US)
http://www.galileosfinger.net/the-immortalisation-of-billy-apple

OUTNUMBERED, a brief history of imposture / Jasper Rigole (BE)
www.jasperrigole.com

Continuization Loop / Wim Janssen (BE) / WERKTANK
http://werktank.org/

Tropospheric Laboratory / Agnes Meyer-Brandis (DE)
http://www.ffur.de/tropos

Mucilaginous Omniverse / Evelina Domnitch, Dmitry Gelfand (NE)
http://portablepalace.com/muci.html

HOTEL MEDEA from midnight to dawn / ZECORA URA THEATRE NETWORK (BR) & PERSIS-JADE MARAVALA (UK)
http://www.vimeo.com/hotelmedea

Center for PostNatural History (US)
http://www.postnatural.org/
http://artscienceblr.org/index.php?/project/bbak221000first-volume-of--teenage-gene-poems/

BBa_K221000: First volume of teenage gene poems / ArtScienceBangalore (IND)

Interactive Art

Safe Cuddling / Helge Fischer (DE)
http://www.hfischer.info/safecuddling.html

Android Theater / Hiroshi Ishiguro, Oriza Hirata (JP)
http://www.irc.atr.jp/Geminoid/index.html

Redes Vestíveis / Wearable Nets / Claudio Bueno (BR)
http://redesvestiveis.net/en/doc

Sensitive to Pleasure / Sonia Cillari (IT/NL)
www.soniacillari.net

Sentient City Survival Kit / Mark Shepard (US)
http://survival.sentientcity.net/

Six-Fourty by Four-Eighty / Marcelo Coelho (BR), Jamie Zigelbaum (US)
http://www.six-forty-by-four-eighty.com/

algorithmic search for love / Julian Palacz (AT)
http://palacz.at/algorithmic-search-for-love

A Tool to Deceive and Slaughter / Caleb Larsen (US)
http://atooltodeceiveandslaughter.com/

SOUR/MIRROR / Masashi Kawamura, Tomohiko Koyama, Hiroki Ono, Qanta Shimizu (JP)
http://sour-mirror.jp/

empathetic heartbeat / Hideyuki Ando + Junji Watanabe + Masahiko Sato (JP)
http://www.junji.org/eh/

TUNNEL / Rejane Cantoni, Leonardo Crescenti (BR)
http://www.cantoni-crescenti.com.br/

Gambiocycle / Gambiologia Collective - Fred Paulino, Lucas Mafra and 'The Goose' (BR)
http://www.gambiologia.net

Digital Communities

Dead Drops
http://deaddrops.com

Humanitarian OpenStreetMap Team
http://hot.openstreetmap.org

Boskoi
http://boskoi.org

Booki
www.booki.cc

Grassroots Mapping / The Public Laboratory for Open Technology and Science
http://grassrootsmapping.org / http://publiclaboratory.org

BLOODY MAP / 血房地图 (CN)
http://maps.google.com/maps/ms?ie=UTF8&msa=0&msid=212261269395391329707.0004921f02f43f6c4f07e&ll=35.317366,111.357422&spn=16.751302,43.286133&z=5

NairoBits Digital Design School | Creativity for poverty alleviation
www.nairobits.com

AUDIOTOOL / Andre Michelle, Joa Ebert, Kai-Philipp Schöllmann, Andre Stubbe, Philipp Granzin (DE) and Purushottam Ravi (IND) and Alan Ross, Luke Storey (UK)
http://audiotool.com

Honorary Mention Digital Communities / The 120 days of *buntu / Gordan Savičić (AT), Danja Vasilev (RUS)
www.120buntu.com

Seaquence / Ryan Alexander, Gabriel Dunne, Daniel Massey with Gray Area Labs (US)
http://seaquence.org

[the next idea] voestalpine Art and Technology Grant

Kibilight project / Elizabeth Otieno (KE)
http://www.solafrica.ch/

FutureBuilding / Joshua To, Founder (US)
http://www.futurebuilding.org/

Haberlandt / blablabLAB (ES)
http://haberlandt.blablablab.org/

Prometheus Fusion Perfection / Mark Suppes (US)
http://prometheusfusionperfection.com/

u19 Create Your World

Sachpreis u10 u19 Create Your World: Alex 1 / Alexander Doubrova

Sachpreis u14 u19 Create Your World: Die gut gemeinten Fesseln / Bernhard Riedl

apaci-styler / Tugay Sevim, Furkan Hatip, Murat Gürcü / Hauptschule Stadl-Paura
RabbitRun / Stephan Schwarz, Karl Schauer

Digitale Schriften / HOCHMEISTER Regina, KOREC Marianne, LENK Tanja, MAIERHOFER Jessica, SEDLASZEK Petra, STEGBAUER Bernhard, STUBNER Jakob, UDEL Katarina / Graphische Wien

WiSoMe - Wind and Solar Power Measurement / Florian Pfeffer, Michael Schmidt, Lukas Kirchner / HTBLuVA-Salzburg

Bikemap iPhone App / Felix Krause

Lyzander / Paul Plessing

Pikunikku / Selina Fanninger

Klimakids / VS Oberlaa

Rotkäppchen / BG/BRG Judenburg

MADLY IN LOVE / Tarek Khalifa

Facts & Figures Prix Ars Electronica 2011
Submitted works

CATEGORY	WORKS
Computer Animation / Film / VFX	684
Digital Communities	407
Digital Musics & Sound Art	717
Interactive Art	566
Hybrid Art	471
u19 Create Your World	637
[the next idea] voestalpine Art and Technology Grant	129

Submitted works	3611
Total number of entrants	4344 (1572 of those u19 Create Your World - entrants) from 74 countries

74 Countries

Argentinien / Argentina (AR), Australien / Australia (AU), Österreich / Austria (AT), Bahrain / Bahrain (BH), Weissrussland / Belarus (BY), Belgien / Belgium (BE), Bolivien / Bolivia (BO), Bosnien-Herzegowina / Bosnia - Herzegowina (BA), Brasilien / Brazil (BR), Bulgarien / Bulgaria (BG), Kanada / Canada (CA), Chile / Chile (CL), China / China (CN), Kolumbien / Colombia (CO), Kroatien (Hrvatska) / Croatia (Hrvatska) (HR), Tschechische Republik / Czech Republic (CZ), Dänemark / Denmark (DK), Demokratische Volksrepublik Korea / Democratic People's Republic of Korea (KP), El Salvador / El Salvador (SV), Estland / Estonia (EE), Finnland / Finland (FI), Frankreich / France (FR), Georgien / Georgia (GE), Deutschland / Germany (DE), Griechenland / Greece (GR), Hong Kong / Hong Kong (HK), Ungarn / Hungary (HU), Island / Iceland (IS), Indien / India (IN), Indonesien / Indonesia (ID), Iran / Iran (IR), Irland / Ireland (IE), Israel / Israel (IL), Italien / Italy (IT), Japan / Japan (JP), Jordanien / Jordan (JO), Kenia / Kenya (KE), Lettland / Latvia (LV), Litauen / Lithuania (LT), Luxemburg / Luxembourg (LU), Republik Korea / Republic Korea (KR), Republik Mazedonien / Republic of Macedonia (MK), Malaysia / Malaysia (MY), Mexiko / Mexico (MX), Mosambik / Mozambique (MZ), Niederlande / Netherlands (NL), Neuseeland / New Zealand (NZ), Nigeria / Nigeria (NG), Norwegen / Norway (NO), Pakistan / Pakistan (PK), Panama / Panama (PA), Peru / Peru (PE), Polen / Poland (PL), Portugal / Portugal (PT), Puerto Rico / Puerto Rico (PR), Rumänien / Romania (RO), Russland / Russian Federation (RU), Senegal / Senegal (SN), Serbien / Serbia (RS),

Singapur / Singapore (SG), Slowakei / Slovakia (SK), Slowenien / Slovenia (SI), Südafrika / South Africa (ZA), Spanien / Spain (ES), Schweden / Sweden (SE), Schweiz / Switzerland (CH), Taiwan / Taiwan (TW), Thailand / Thailand (TH), Türkei / Turkey (TR), Uganda / Uganda (UG), Ukraine / Ukraine (UA), Großbritannien / United Kingdom (UK), Vereinigte Staaten / United States (US), Uruguay / Uruguay (UY)

Jury 2011

CATEGORY	MEMBERS OF THE JURY
Computer Animation / Film / VFX	Edgar Honetschläger (AT) Anezka Sebek (US) Susan Collins (UK) Patrick Bergeron (CA) Mark Dippe (US)
Interactive Art	Susanne Jaschko (DE) Tomoe Moriyama (JP) Jeffrey Huang (CH) José Luis de Vincente (ES) Giselle Beiguelman (BR)
Digital Musics & Sound Art	Ludger Brümmer (DE) Susanna Niedermayr (AT) Mike Harding (UK) Isabella Bordoni (IT) Marcos Boffa (BR)
Hybrid Art	Jens Hauser (FR/DE) Daria Parkhomenko (RU) Bronac Ferran (UK) Dietmar Offenhuber (AT) Oron Catts (AU)
Digital Communities	Liu Yan (CN) Beatrice Achaleke (AT) Tiago Peixoto (BR) Aaron Koblin (US) Graham Harwood (UK)
u19 Create Your World	Sirikit Amann (AT) Gerlinde Lang (AT) Martin Hollinetz (AT) Gottfried Haider (AT) Robert Praxmarer (AT)

With queries, please contact   Christopher Ruckerbauer
Tel: +43.732.7272-38
christopher.ruckerbauer@aec.at
www.aec.at/press

[the next idea] voestalpine Art and Technology Grant	Horst Hörtner (AT)
	Michael Sterrer-Ebenführer (AT)
	Andy Cameron (UK)
	Wolfgang Müller-Pietralla (DE)
	Karin Mairitsch (AT)