

Christmas Season at the Ars Electronica Center Linz

(Linz, December 19, 2012) The Christmas spirit will pervade Family Days at the Ars Electronica Center on December 22 & 23. The young and the young at heart are cordially invited to turn out season's greeting cards on a laser cutter or use a special machine that helps you decorate Christmas tree ornaments. The Ars Electronica Center's lineup of fun activities during Christmas vacation is a great way to keep the blues at bay while school's out. During Interactive-Creative Days on September 27 and January 3, youngsters age six to 14 can explore the fascinating world of microscopy, clone plants and isolate their own genetic material, build fabulous dream machines out of electronic junk, or use a digital drawing board to design keychain pendants, buttons and figurines, and then turn them out on a 3-D printer.

Family Days

Saturday & Sunday, December 22-23, 2012 / 10 AM-6 PM both days

'Tis the season for Christmas-style arts & crafts for the whole family! In the Ars Electronica Center's FabLab, you can use a laser cutter to design festive greeting cards, professionally etch Christmas tree ornaments by machine, or create Blinky's to brighten up those dark winter days. Once the work is done, it's time to enjoy a couple of memorable films in the Ars Electronica Center's Seminar Room. "Home," a 'round-the-world journey, is being screened on Saturday and Sunday, 2-3:30 PM. From 4 PM to 5:30 on both days, "One Day on Earth" will show all that's happening during a single day on our planet.

Interactive-Creative Days

Thursday, December 27, 2012 / 10:30 AM-2:30 PM

Microcosmonauts (Age 6-10)

A journey into the heart of "Small World" is on tap at this workshop for explorers age 6-10. The spectrum of spectacular microscopic views includes the wool of your favorite sweater, the composition of your hair, and what blood cells and bacteria look like.

Laboratory for All! (Age 10-14)

This is just the thing for anybody who always wanted to find out what a lab actually is, who works there and what they do. 10-14-year-olds can get hands-on experience working with pipettes, isolating DNA from the mucus membrane inside their mouth, and cloning plants.

Interactive-Creative Days

Thursday, January 3, 2013 / 10:30 AM-2:30 PM

Shadow Games & Dream Machines (Age 6-10)

Building trucks out of hard drives or morphing CPU fan units into robots—here's where kids age 6-10 can learn how to turn a bunch of seemingly worthless junk into fantastic contraptions that look even cooler when just the right lighting is applied to them.

With queries, please contact

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Fabulous Fabrication (Age 10-14)

Here's where up-and-coming young designers age 10-14 can get acquainted with the FabLab, the workshop of the future. You can use a digital drawing board to design lovely keychain pendants, buttons and figurines, and then turn them out with a laser cutter and 3-D printer.

Ars Electronica Center: <http://www.aec.at/center/en/>

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