

Deep Space LIVE: Games of the Future

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(Linz, April 7, 2014) Ever since their inception, computer games have been considered realms of futuristic experience. In addition to their influence on film and TV as well as their much-discussed impact on young people, computer games have also continuously served as a proving ground for newly developed hardware and software. At the next Deep Space LIVE, Jeremiah Diephuis of the Upper Austria University of Applied Sciences' Hagenberg Campus will present the latest trends in gaming and discuss potential scenarios for future developments. Plus, he'll take a brief look at the past and demonstrate what became of the once-prognosticated future of computer games. Immediately following Jeremiah Diephuis' presentation, guests are cordially invited to try out leading-edge games developed at Hagenberg especially for the Ars Electronica Center's Deep Space.

Deep Space LIVE

The Ars Electronica Center hosts a Deep Space LIVE event every Thursday (except holidays) at 8 PM. Each presentation features ultra-high-definition imagery in 16x9-meter format and is accompanied by expert commentary, entertaining stand-up repartee, and musical improvisation. Whether great works from the history of art, space travel, journeys of discovery in the nanoworld, or a live concert is what you've come to behold, Deep Space LIVE stands for enlightening entertainment amidst breathtaking worlds of imagery. Holders of a valid Museum ticket are admitted free of charge.

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

Upper Austria University of Applied Sciences' Hagenberg Campus: <http://www-en.fh-ooe.at/hagenberg-campus>

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