ARS ELECTRONICA
Art, Technology & Society

Try out, experiment and explore

Semester break program at the Ars Electronica Center

(Linz, 12.2.2024) Developing creative strategies for climate protection, investigating the hype surrounding AI, exploring virtual Venice or discovering Anton Bruckner's world of life and sound – when Upper Austria's schoolchildren start their well-deserved semester break next week, the Ars Electronica Center awaits interested people of all ages with workshops, guided tours and Deep Space sessions that are as exciting as they are unusual.

Visitors who want to use the vacations for a joint excursion can easily combine museum admission to the Ars Electronica Center with a family tour, which is offered daily from 11:30-12:30 and 14:30-15:30. Immediately afterwards, the Deep Space 8K opens its doors for a special family program (*Deep Space Family*), which playfully invites visitors to join in a colorful 3D reality of colors and shapes.

Semester Special: From Thursday, February 22, the motto in seven Linz museums will once again be "Museum Total!" For a total price of 12 euros / 6 euros it will be possible to try out all the offers of the participating museums – Ars Electronica Center, Lentos Kunstmuseum, Nordico Stadtmuseum, OK, Schlossmuseum, StifterHaus and voestalpine Stahlwelt – until February 25.

Semester break program in two rounds

Part 1: Two workshops for young researchers (February 20/21)

On Tuesday and Wednesday (20/21 February) there are two workshops for children on the program: *Tardis Buddies* and *Maschine 9x klug* (*Machine 9x smart)* – together the participants will investigate what goes on under a microscope and in machine learning. Bring a snack and drink; registration deadline three days.

Tardis Buddies | for 6- to 8-year-olds
TUE 20 Feb 2024, 10:30-12:30 & WED 21 Feb 2024, 10:30-12:30

Maschine 9x klug | for 9- to 11-year-olds
TUE 20 Feb 2024, 13:30-16:00 & WED 21 Feb 2024, 13:30-16:00

Part 2: "Museum Total" special events (from February 22)

The "Museum Total" initiative starts in Linz on Thursday, February 22. A colorful mix of activities can be expected at the Ars Electronica Center – five highlights at a glance:

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Tour: Playing, Being... Experiencing Anton
THU 22.2.2024 - SUN 25.2.2024, 16:00 - 16:30

Deep Space: Playing Anton
THU 22.2.2024 - SUN 25.2.2024, 16:30 - 17:00

For Bruckner enthusiasts and those who want to become one: Ars Electronica is kicking off the Bruckner Year 2024 in cooperation with the OÖ KulturEXPO. During the guided walk through the interactive installation *Being Anton*, you can listen to the noises and sounds that surrounded the composer during his lifetime. From 4.30 pm, the tour continues to the playful deep-space application *Playing Anton*, which uses 3D animation and laser tracking to turn visitors into musicians in the Bruckner Orchestra Linz.

Deep Space Special: Venice Revealed
THU 22.2.2024 - SUN 25.2.2024, 13:30 - 14:00

Venetian lagoon in the middle of Linz: in Deep Space 8K, culture enthusiasts can stroll across St. Mark's Square, through the Doge's Palace and discover the intricacies of the extraordinary architecture. A 3D reconstruction of Venice invites you to fly through the walls, ramparts and fences of this city steeped in history – and get a little closer to its secrets.

Venice Revealed is a co-production of the Grand Palais Immersif, Iconem and the Fondazione Musei Civici di Venezia.

Theme tour: PLANet B
SA 24.2.2024, 14:00 - 15:00 | from 11 years

January 2024 was the warmest January on record, global climate extremes pose challenges for governments and individuals. Technologies are the cause of the problem – and part of the solution: visitors aged eleven and up discuss creative strategies and personal commitment to environmental protection.

Theme tour: AI & You
SO 25.2.2024, 14:00 - 15:00 | from 11 years

What is Artificial Intelligence and how does it learn? On the tour through the Understanding AI exhibition, visitors try out AI applications and use scientific and artistic examples to discuss the sunny and dark sides of ChatGPT and Co. The final question is what role humans play in the development and use of machine learning systems.

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