

POSTCITY
Linz

6.—10.
Sept.

WE GUIDE YOU INNOVATION



ARS ELECTRONICA 2023

Festival for Art, Technology & Society

ars.electronica.art/who-owns-the-truth

WE GUIDE YOU

In the midst of the digital age and decades of ongoing social and environmental crises, science, technology and industry have hit the innovation ceiling. This calls for a fresh perspective, innovative approaches and creative solutions: enter the realm of art and artistic thinking, which contains the very essence needed to address the intricate social, environmental and economic challenges we face today.

Over time, Ars Electronica has forged a vibrant community of artists, corporate trailblazers, scientific pioneers and relentless researchers. This collaborative ecosystem has given rise to groundbreaking methodologies for open research and innovation. Many of these exceptional outcomes are now on display at Ars Electronica 2023, awaiting exploration, discourse and even skepticism.

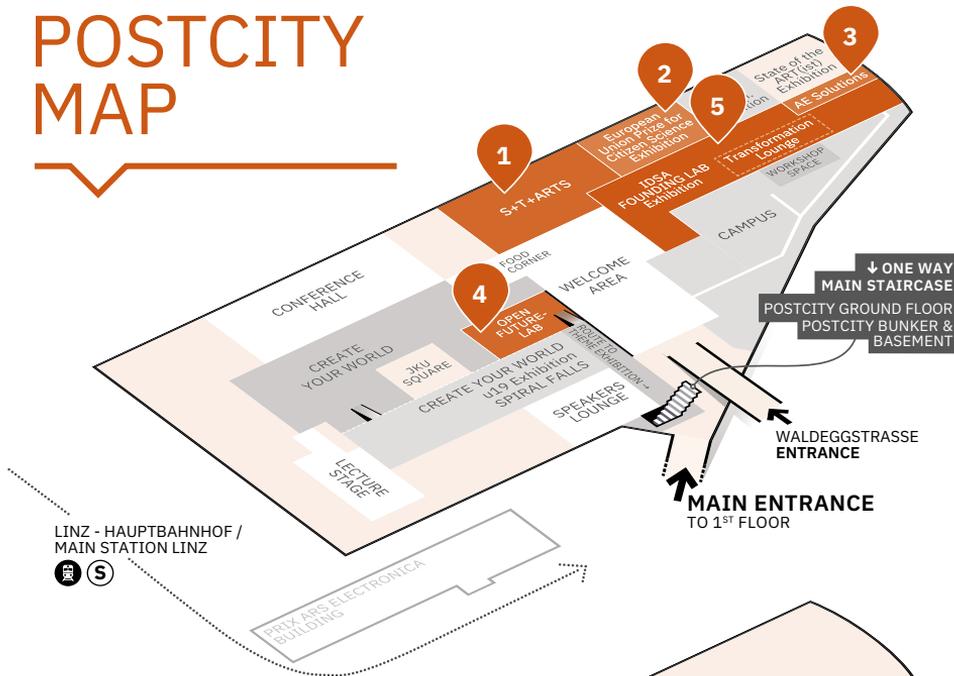
Our WE GUIDE YOU Journey starts at the fabulous POSTCITY and takes you through a variety of stimulating exhibitions: We present award-winning projects from Europe's lighthouse initiative S+T+ARTS, which fosters alliances of technology, science and artistic practice that nurture innovation. We focus on open research driven by civil society, as recognized by the European Union Prize for Citizen



Science. We open the doors to Ars Electronica's own research and innovation activities at Ars Electronica Futurelab and Ars Electronica Solutions. We also feature new educational models for developing tomorrow's innovation skills and showcase the results of the first IDSA FOUNDING LAB Summer School. In short, we invite you to explore the manifold artistic practices that are driving new kinds of innovation.

Brace yourself for a journey that will redefine the way you look at the world, technology and society —and maybe even yourself. Get inspired!

POSTCITY MAP

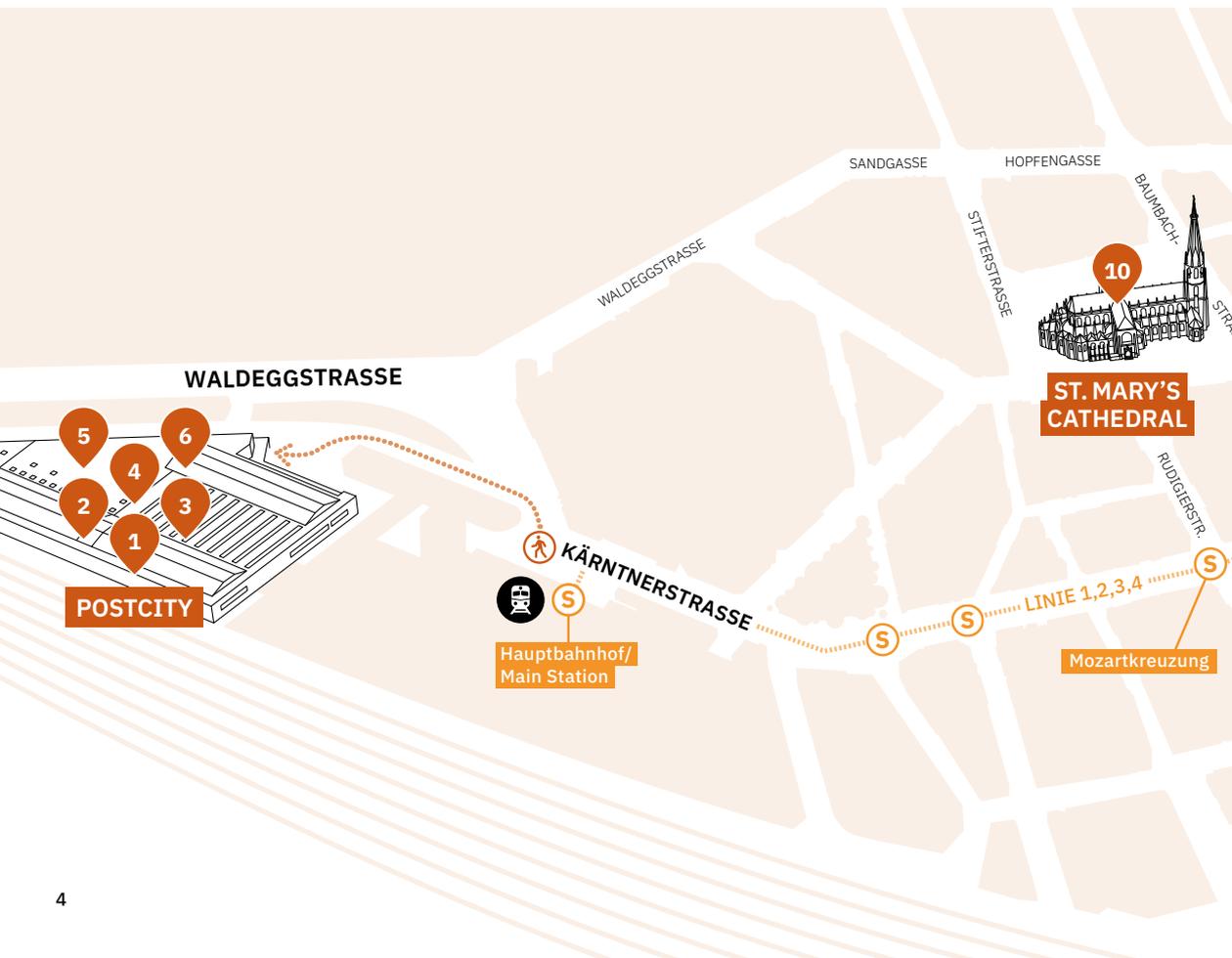


FIRST FLOOR



BUNKER

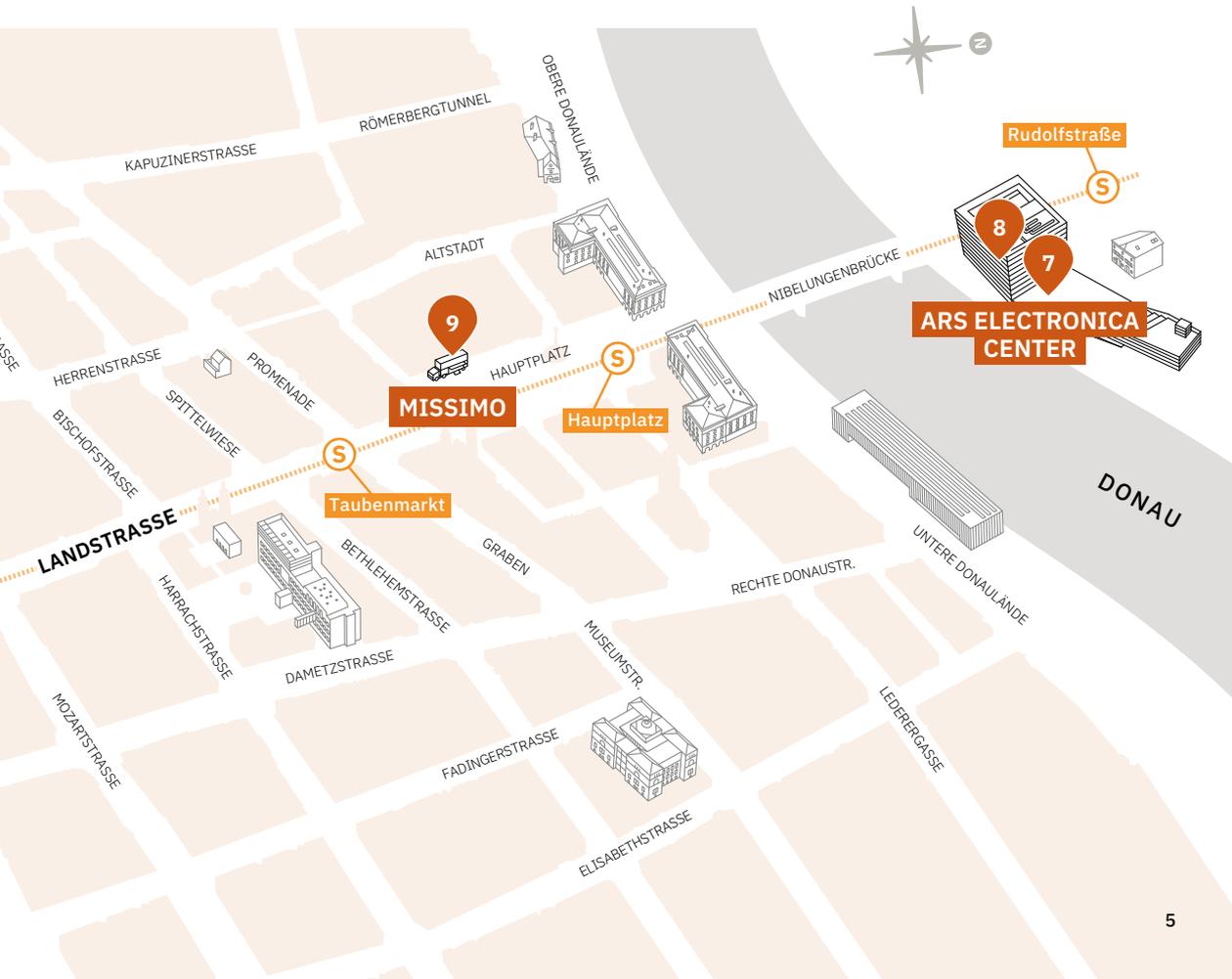
WE GUIDE YOU LOCATIONS MAP



S TRAMWAY LINES 1, 2, 3, 4 **LINZ AG**
LINZ LINEN

A purchased FESTIVALPASS entitles the holder to ride Lines 1, 2, 3, & 4 free of charge from September 6-10, 2023*

* Our sincere thanks to LINZ AG!



S+T+ARTS Exhibition

WED 6.9., FRI 8.9., SAT 9.9. 10:00–19:00
THU 7.9. 10:00–18:30
SUN 10.9. 10:00–18:00

→ POSTCITY, First Floor, S+T+ARTS

First stop: POSTCITY! We start our journey at the S+T+ARTS Exhibition: The alliance between Science, Technology and the ARTS lies at the heart of this European Commission initiative. In this year's exhibition you will discover artists who demonstrate the potential of artistic and creative input in addressing current environmental, technological and socio-economic issues. Two highlights this year are *Pollinator Pathmaker* and *ALL PLAYERS TOOL LAB*.

Pollinator Pathmaker by Alexandra Daisy Ginsberg (GB) was created in response to human-made ecological damage that endangers pollinators that are essential for many plants to reproduce. Working with experts, Ginsberg created a remarkable piece of environmental art and conservation that holds the well-being of endangered pollinating insects above human aesthetics.

ALL PLAYERS TOOL LAB., developed by Masatane Muto (JP) and Dentsu Lab Tokyo (JP), also provides a different perspective on the



Pollinator Pathmaker, Alexandra Daisy Ginsberg (GB)

world. With their platform, they aim to allow artists with disabilities, especially ALS patients who suffer from paralysis of the limbs, to become *players*. The project enables musicians with ALS to perform live using their line of sight. *ALL PLAYERS TOOL LAB*. will also be demonstrated at the AEC Deep Space 8K in a program called *Project Humanity* (FRI 8.9., 10:00–10:30).

The *STARTS Prize* has received funding from the European Union's Horizon 2020 research and innovation program under grant agreement No. 956603.

European Union Prize for Citizen Science Exhibition

WED 6.9., FRI 8.9., SAT 9.9. 10:00–19:00
THU 7.9. 10:00–18:30
SUN 10.9. 10:00–18:00

→ POSTCITY, First Floor, European Union Prize for Citizen Science

Our next stop shows the diversity and extraordinary creativity demonstrated by European Citizen Science initiatives, highlighting how deepened dialog between science and civil society can foster innovation through collaboration. For the first time ever, Ars Electronica will present the European Union Prize for Citizen Science on behalf of the European Commission.

The Grand Prize Winner *Isala: Citizen-science map of the vaginal microbiome* and the winners of the Category Awards: *Urban Belonging Project* for Diversity & Collaboration and *The Restart Project: The Right to Repair and Reuse your Electronics* for Digital Communities illustrate the broad spectrum of challenges successfully addressed by Citizen Science approaches. In all, twenty-seven Honorary



Isala: Citizen-science map of the vaginal microbiome © Isala Team

Isala: Citizen-science map of the vaginal microbiome, Isala Team (BE)

Mentions combine empirical and scientific as well as humanistic and artistic research methodologies with civic engagement, demonstrating the power of this alliance.

The *European Union Prize for Citizen Science* is awarded in the context of the *IMPETUS* project funded by the European Union under Grant Agreement No. 101058677 - HORIZON-WIDERA-2021-ERA-01.

Ars Electronica Solutions Exhibition

WED 6.9., FRI 8.9., SAT 9.9. 10:00–19:00
 THU 7.9. 10:00–18:30
 SUN 10.9. 10:00–18:00

→ POSTCITY, First Floor, AE Solutions

Our next stop is the Ars Electronica Solutions exhibition. The main concern of the Solutions division of Ars Electronica is the transfer of innovation, knowledge and technology from the worlds of science, business and culture to the general public and vice versa. To this end, they develop spectacular projects with institutions at the forefront of science, which are presented in the context of this year's festival. Focusing on space and earth observation, one of the projects on display is the *Half-Dome Globe*, developed for an interactive exhibition at the European Space Agency's facility in Frascati (IT). The *Half-Dome Globe* is an impressive projection, both in its content and its interface, visualizing different layers of time and space of our planet. It provides planetary imagery that allows us to observe changes on our planet using cutting-edge technology.

This and much more can be experienced at the exhibition in POSTCITY: for the Ars Electronica



Half-Dome Globe, Φ Experience, European Space Agency in Frascati (IT)

Festival 2023, Solutions has created an installation-based and interactive encounter zone that demonstrates the limitless possibilities of their work—a space for storytelling, discussion and experience!

Ars Electronica Futurelab Exhibition

WED 6.9., FRI 8.9., SAT 9.9. 10:00–19:00
THU 7.9. 10:00–18:30
SUN 10.9. 10:00–18:00

→ POSTCITY, First Floor, Open Futurelab

What is the future—or rather the futures? What is the future of education? What is the work of the future? At the Ars Electronica Festival 2023, Futurelab presents artistic expressions, explorations and activities that respond to these questions. Among others, *Future Team Project* and *Anatomy of Nudging*, two projects that present thoughts on how collaboration might be shaped in the future.

Future Team Project is a research project launched by Ricoh, Art and Program and Ars Electronica Futurelab to inspire and support human creativity in the workplace of the future. It aims to develop innovative technologies, spaces and services that enhance team creativity and mutual care beyond the human-centered approach.

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If you are in for more, stop by Deep Space 8K: on Saturday night (18:30–20:00 and 21:00–22:30), Ars Electronica Futurelab will present fascinating 8K-projections in the Futurlab Night Performances program! (Please register via <https://ars.electronica.art/who-owns-the-truth/en/deep-space-8k>)



Future Team Project, Ricoh, Art and Program,
Ars Electronica Futurelab

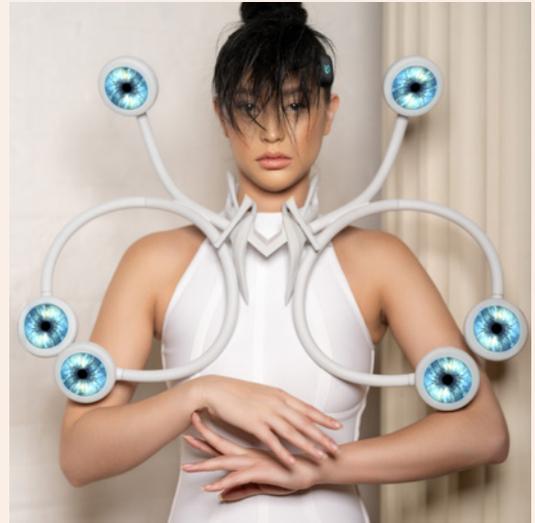
The goal of *Collective Transformation Lab*—an enlightening self-reflection platform established in collaboration with Godot—is to stimulate collective transformation by overcoming biases through the transparent and humane use of AI. In *Anatomy of Nudging*, Godot’s application *NudgeAI* encourages behavior change in individuals by approaching them with personalized messages generated by data that reflects people’s behavioral patterns.

IDSA FOUNDING LAB Exhibition

WED 6.9., FRI 8.9., SAT 9.9. 10:00–19:00
THU 7.9. 10:00–18:30
SUN 10.9. 10:00–18:00

→ POSTCITY, First Floor,
 IDSA FOUNDING LAB

The rise of powerful autonomous artificial intelligence systems in recent years has reminded us that many questions about our increasingly digital world have yet to be answered. The FOUNDING LAB, a collaborative effort between the Institute of Digital Sciences Austria (IDSA) and Ars Electronica, aims to identify, develop and present new areas, approaches and formats that address the challenges of this digital transformation. As part of this year's Theme Exhibition, the IDSA FOUNDING LAB Exhibition showcases selected works proposing creative and sustainable ways to positively shape our digital world. These projects include the augmented reality game *Escape Fake* (AT), which tackles misinformation and takes place in the future. The game allows visitors to look back to the year 2023 and reflect on the significance of historical events, technological change or empathic communication. g.tec medical engineering GmbH (AT) works with technological advances in gaming and shows how they integrate high-quality brain-computer interface



Screen Dress, Anouk Wipprecht (NL) in cooperation with g.tec medical engineering GmbH (AT), OnShape (US), Hewlett Packard (US)

technology into game experience. Technological advances are also used by students of the Creative Robotics department of the University of Arts Linz to demonstrate how robotics can bring more sustainability to the fashion industry. Sustainability in the context of food production is the topic of *StellaVerde* (Simon Gmajner (SI), Gregor Krpič (SI) et al.). Here, a vertical garden arrangement uses a spiderbot to provide radical care to plants.

Theme Exhibition: (Co)Owning More- than-Truth

WED 6.9., FRI 8.9., SAT 9.9. 10:00–19:00

THU 7.9. 10:00–18:30

SUN 10.9. 10:00–18:00

→ POSTCITY, Bunker/Basement

Next stop: the Theme Exhibition! With this year's motto *(Co)Owning More-than-Truth* this exhibition, developed within the framework of the European project *More-than-Planet*, calls for a complete shift in our worldviews, relationships, language, consciousness and narratives at the intersection of art, technology and society.

A special highlight is S+T+ARTS Grand Prize winner Richard Mosse (IE) and his disturbing portrait of deliberate environmental catastrophe along the Trans-Amazonian Highway in *Broken Spectre*. Other highlights include *Microfluidic Oracle Chip & Autopoesis Answering Machine* by Agnes Meyer-Brandis (DE), an artistic investigation into synthetic biology laboratories that provides answers to human and non-human questions. Charlotte Jarvis (GB) and Patricia Saragüeta (AR) seek insights on the age-old question of human reproduction in *Organ of Radical Care: Una Matriz Colaborativa*,



Broken Spectre, Richard Mosse (IE)

which uses new science to grow a collaborative uterus from the menstrual blood of women, trans and non-binary people. And *Zoe* by Noor Stenfert Kroese (NL) and Amir Bastan (IR) explores the meaning of a paradoxical coexistence by sounding out the possibilities of communication and care between a robotic system and reishi mushrooms.

The exhibition is presented as part of *More-than-Planet* and co-funded by the Creative Europe Programme of the European Union.

Deep Space 8K

**Programs are scheduled WED–SUN.
Please check online for specific show times.**

→ ARS ELECTRONICA CENTER

We leave POSTCITY and move to the vibrant Ars Electronica Center Building across the Danube in the heart of Linz. There, Deep Space 8K offers its visitors a unique experience found nowhere else in the world: the 8K-projection across a wall and a floor each measuring 16 x 9 meters, laser tracking and 3D stereo capabilities make Deep Space 8K a truly exceptional experience.

Among the multitude of projects presented at Deep Space 8K this year is Michael Najjar's *cool earth* (DE), which deals with our planetary future in times of climate change and the role of new climate technologies (SAT, 9.9., 11:00–11:30 and SUN, 10.9., 14:00–14:30). *Venice Revealed* (IT) —a coproduction of Grand Palais Immersif, Iconem and the Fondazione Musei Civici di Venezia—shows the city of Venice from a completely unprecedented



Near or far? Do we see what we see?, Dietmar Hager (AT)

point of view and allows visitors to discover and experience the mystery of the city in a new way (FRI 8.9., 14:30–15:30). And in *Near or far? Do we see what we see?* by Dietmar Hager (AT), we venture spectacularly into the subjective world of perception of star photography (WED 6.9., 16:30–17:00).

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Please note the limited seating capacity in Deep Space 8K.

(Please register via <https://ars.electronica.art/who-owns-the-truth/en/deep-space-8k>)

Understanding AI Exhibition

WED 6.9.–SUN 10.9. 10:00–18:00

→ ARS ELECTRONICA CENTER

Artificial intelligence offers plenty of room for speculation about the future. What is certain is that this technology has already changed our everyday lives in far-reaching ways and will continue to do so. That's why the exhibition *Understanding AI* at the Ars Electronica Center is the next stop on our journey through this year's festival: it deals with the technical aspects of AI as well as the various social and ethical questions it raises. Here you can find out how machines and their sensors “perceive” the world in comparison to humans, what machine learning is and how automatic facial recognition works. Deep fakes, digital methods for profiling and the hidden side of our everyday electronic devices are explained and new creative applications using AI offer hands-on experiences. There are no easy answers for how to use artificial intelligence or what its dangers are, but *Understanding AI* provides a broad base of information to help us navigate this complex field.



Stable Diffusion, Thomas Viehböck

missimo: Deine Mission Morgen

WED 6.9.– SUN 10.9. 10:00–18:00

→ Main Square, Hauptplatz

A short walk from Ars Electronica Center we find our next attraction at Linz's main square: the *missimo: Deine Mission Morgen* truck. Augmented reality, robotics, sensor technology, bionics, coding, AI—with the mobile experience space *missimo*, children in the 3rd and 4th grades of elementary school can experience what they might need for their daily lives in the future. Starting in fall 2023, *missimo* will tour throughout Austria, targeting elementary schools in rural areas where museum experience spaces and STEM education programs are often difficult to access. Inside the truck, six main installations provide different learning experiences and narratives in a co-production of Kaiserschild Stiftung (AT), Ars Electronica Futurelab and Ars Electronica Center. On their journey through the different stations, the children can build circuits with motors, solve labyrinths by programming their virtual robot, train an AI via webcam for a game of rock paper scissors and learn about different sensors by caring for plants in a playful way. *missimo* will bring the fun of learning and low-threshold



missimo: Deine Mission Morgen

access to technology even closer to elementary school students all over Austria: an innovative approach to STEM education that can be experienced live during the festival before we send it on its mission through Austria.

The Mirage Replicas 2.0

MI 6.9.–DO 7.9. 17:00–17:30
FR 8.9.–SA 9.9. 17:00–17:30,
 20:00–20:30
SO 10.9. 13:00–13:30

→ St. Mary's Cathedral

At the end of your festival journey WE GUIDE YOU to a special performance: Taiwanese artist Yen-Tzu Chang brings her new media dance performance *Mirage Replicas 2.0* to life at St. Mary's Cathedral. Against the beautiful architectural backdrop of the biggest church in Austria, Chang poses powerful questions: How should we approach the rich human imaginings, mythologies, ancient legends, cultural traditions and religious beliefs that have shaped our past? Especially in a time when artificial intelligence is becoming increasingly precise, yet potentially reinforcing a cultural homogeneity of knowledge. The artist's exploration of these questions begins with a very personal experience that also opens the narrative to ecological issues: her father's capture of a golden bat. The performance incorporates bat sound data, field recordings, projected images, mobile transparent screens that interactively overlay images of the dancers, sensors that track the dancers' movements and human- and AI-generated visuals. Throughout the performance, the



The Mirage Replicas 2.0 © Yen Tzu Chang

The Mirage Replicas 2.0, Yen Tzu Chang (TW)

dancers continuously change roles, embodying a bat researcher, the artist during childhood and a deity: a mirage of more than one person.

Presented with the kind support of the Industrial Technology Research Institute (ITRI).

#arselectronica23

OPENING HOURS

POSTCITY

WED 6.9.	10:00–19:00
THU 7.9.	10:00–18:30
FRI 8.9.	10:00–19:00
SAT 9.9.	10:00–19:00
SUN 10.9.	10:00–18:00

The **INFO** and **ARTIST DESK**, the **box offices**, the **PRESS DESK** and the **WE GUIDE YOU Meeting Point** are located in POSTCITY. Reserved or prepaid tickets can be picked up here. INFO DESK opens at 9:30. Admission to the exhibitions ends 30 minutes before closing.

Please travel by public transportation, if possible. Thank you.

Ars Electronica Center

WED 6.9.–SUN 10.9.	10:00–18:00
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St. Mary's Cathedral Linz

WED 6.9.	13:00–18:00
THU 7.9.	13:00–18:00
FRI 8.9.	13:00–21:00
SAT 9.9.	13:00–21:00
SUN 10.9.	12:30–18:00

Free admission.

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