

July 13, 2012

AppArtAward 2012 ZKM | Karlsruhe

RESTRICTIVE PERIOD: Fri., July 13, 2012; 8 p.m.

The winners of the international AppArtAward 2012 are to be presented with an prize. The sponsors, CAS Software, GFT Technologies, Gameforge, Jung v. Matt/Neckar, BrandMaker and the ZKM | Center of Art and Media with the partner CyberForum e.V. will present the Prize for Artistic Innovation, the Special Prize for Game Art, as well as the Special Prize for Cloud Art on July 13, in the evening. Each prize is endowed with € 10.000. The call for applications was directed towards artists, designers and developers from all over the world.

The ZKM | Karlsruhe is to present the international AppArtAward for the second year running on July 13 of this year: by May 21, 84 Apps from 13 nations had been submitted. The jury, under the presidency of ZKM Chairman, Peter Weibel, has made its decision. For his App "Konsonant", media artist, Jörg Piringer from Vienna is to be awarded with the **Prize for Artistic Innovation**, which is sponsored by CAS Software AG and GFT Technologies AG. The **Special Prize for Game Art** goes to a group of nine student developers from the Filmakademie Baden-Württemberg [Film Academy of Baden Württemberg] for the project "Globosome FREE" (Anna Katharina Brinkschulte, Franziska Remmele, Sascha Geddert, Fabian Schaub, Thomas Krüger, Oliver Witzki, Tonio Freitag, Maryna Aksenov and Namralata Strack), and is awarded by Gameforge AG. The **Special Prize for Cloud Art** is sponsored by Jung v. Matt/Neckar and BrandMaker and goes to the North American, Scott Draves, for his App "Electric Sheep".

The winner Apps, as well as a selection of the best submissions, will be presented to the ZKM and can be tested there by visitors until January 13, 2013.

Prize Winners

Jörg Piringer *1974, lives and works in Vienna

Piringer is a media artist, sound poet and musician. He is member of the Institut für transakustische Forschung [Institute for Trans-acoustic Research] as well as of the first Wiener Gemüseorchesters [Vienna Vegetable Orchestra]. As free-lance artist and researcher, he critically and creatively examines, among others, the themes of electronic music, radio art, sound installation, and computer games as mediums. Piringer's interests also embrace language. He thus studied at the Schule für Dichtung [Poetry School], in Vienna. This interest is also mirrored in his Apps, which test out the playful treatment of letters.

"Konsonant", 2012, Application for iOS

The App "Konsonant" is a creative investigation of letters, sound and technology. It contains four different sound games by means of which research into the alphabet – more concretely, of consonants, is possible.

Press Information

June 2012

AppArtAward 2012

Awards Ceremony
Fri., July 13, 2012

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Founders of the ZKM



Baden-Württemberg
MINISTERIUM FÜR WISSENSCHAFT, FORSCHUNG UND KUNST



Partner of the AppArtAward



Prize sponsors of the
AppArtAward 2012



inspiring IT



The user may put the letters into movement, make acoustic machines out of them, create sound paths and experiment with short musical artifacts. For further information, please see: <http://apps.piringer.net/>

Filmakademie Baden-Württemberg GmbH, study focus interactive media: Anna Katharina Brinkschulte (*1984), Franziska Remmele (*1986), Sascha Geddert (*1984), Fabian Schaub (*1986), Thomas Krüger (*1988), Oliver Witzki (*1989), Tonio Freitag (*1979), Maryna Aksenov (*1986), Namralata Strack (*1982) live and work/study in Ludwigsburg.

“Globosome FREE”, 2012, Application for iOS

The game “Globosome FREE” involves balance, responsibility and skill. By means of intuitively operable gyro-steering, the aim is to steer a sphere which, separated from its swarm, then attempts to find its way back. By eating the surrounding flora, the sphere accumulates energy, thus remaining alive, and can divide itself and form a new swarm. However, it consumes without understanding, and so the resources are not enough to keep the growing swarm alive.

For further information, please see: www.globosome.com

Scott Draves *1968, lives and works in New York

Draves is a visual and software artist. His works of software art are published as Open Source, and have been used by other artists and designers for their own works. Before working full-time as an artist, Draves was active with a series of technology start-ups. Currently, Draves is a developer in the maps department of Google Inc.

“Electric Sheep (Infinite Evolving Live Wallpaper)”, 2012, App for Android. The “Electric Sheep”, is a form of artistic life, or, more precisely, a software which traces evolutionary biological phenomena and reproduction by way of mathematics. The system encompasses both human beings as well as machines with 450.000 participating computers and persons on the Internet. With this distributed system, all participating computers form a co-functioning supercomputer: this renders animations called “sheep” that can be viewed by all human participants. The human participants also ensure the survival of the best by voting for their favorite animation in the herd.

For further information, please see: www.electricsheep.org

Following Text without Restrictive Period:

Program Evening Event

ZKM_Cube, 8 p.m.

Moderation: Markus Brock, SWR

Guests:

Tim Pritlove, media producer (<http://metaebene.me/timprilove/>)
Scott Draves, Software Artist, USA

Performance:

“reactable”, played by Matthias Ockert (www.reactable.com/)

“corpus pygmalion” from Chris Ziegler

(www.youtube.com/watch?v=vP82dxZLSAQ)

The prize winners will be present.

From 10 p.m. App-Lounge

Reception on the ZKM_Music Balcony

Enjoy delicious “App”-eritifs, accompanied by audio-visual contributions (VJ) and other artistic highlights. Exchange ideas with the App-developers and test out the best Apps!

Further Information: <http://en.app-art-award.org/>

The daily rising number of released Apps is a clear indication of the enduring and intensive activity in development among professionals and the lay community. They are programmed for numerous fields, whether for locating the appropriate restaurant, composing musical pieces or to while away the time with games. Apps have advanced to a popular medium and to a part of our mobile culture. At the same time – partly due to the established categories in the relevant AppStores – the artistic aspects of Apps are seldom in the spotlight. The first AppArtAward worldwide, awarded at the ZKM in 2011, put the focus on the applications’s artistic potential. It was initiated, as well as the current AppArtAward, in cooperation with CyberForm e.V., the biggest local active “Hightech.Company.Network” in Germany.

The submissions showed how multi-faceted the possibilities are to configurate the medium App: Established artistic genres were first introduced into the medium App and then transformed. Innovative ideas were implemented in an aesthetic way and subversive mindgames found their way into the mobile medium. Like this, the possibilities of the new technologies could be fathomed creatively. The number of submissions, as well as the size of the public and media resonance accounted for the desire for an AppArtAward 2012.

With new prize categories, the AppArtAward is oriented on current developments within the new media. The Prize for Artistic Innovation, as comprehensive category, is directed at all creative and innovative App-designs that use the medium's artistic freedom. The price is sponsored by the IT-company GFT Technologies AG, one of the worldwide leading IT service providers for the financial sector with headquarter in Stuttgart and the CAS Software AG, German market leader in Customer Relationship Management for medium-sized businesses.

The special prize Game Art is specifically designated to contributions of independent App-developers, who work on ground-breaking, critical and/or subversive computer games and thus want to use the medium as

a form of artistic expression. It is sponsored and awarded by the Karlsruhe company Gameforge AG, one of the worldwide biggest providers of Online-Games.

Ideas and technology of Cloud Computing, that are becoming more and more popular right now, led to the establishing of the third prize: the special prize Cloud Art connects with the dynamic development of Cloud Computing. It addresses developers who implement the possibilities of the new technology in a creative-artistic way and use it to think ahead. The Jung von Matt/Neckar GmbH, itself one of the digitally most innovative agencies in Europe, sponsors the prize together with the BrandMaker GmbH, one of the leading providers of Marketing Resource Management-Systems in Europe.