touched by the war," said Major Jason Amerine, who served in Afghanistan and is one of the nine soldiers appearing in the game. "It is dangerous to have an army overseas fighting and for a public to become so disconnected that they don't realise that we are not automatons over there. We're real people," he told the BBC News website.

Continue reading "America's Army: Special Forces (Overmatch)"

Posted by jo at 07:30 AM | Comments (0)

May 18, 2006
PIPS:lab
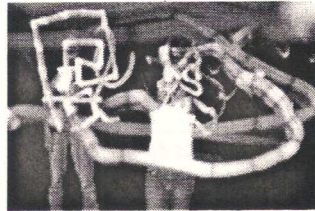
Luma2solator

PIPS:lab, **Luma2solator**, Interactive Performance; Sunday, 21 May, 10 a.m. - 6 p.m., Edith-Ruß-Haus für Medienkunst -- PiPS:lab is a collective of young Dutch artists specialised in different disciplines. With the computer as a mixer and music, theatre, film, text, photography and a significant dose of humour as ingredients, a PiPS:lab production never fits the expectations. From absurd media theatre to interactive installations, PiPS:lab produces every single element itself: the software, a great deal of the hardware, the music, the stories, the performance and visuals.

Create a piece or place your tag, write or paint with light. The Luma2solator has its own visual language. The technique designed by PiPS:lab enables every user to become the artist. The light tracks will directly become visible on the large screen. After 30 seconds the result gets stored and if the installation is connected to the Internet will be published under a unique number as well. This enables the artist to look up his or her works at home as well.

Posted by jo at 12:52 PM | Comments (0)

Inside Out

Urban Ambient Display

[**Inside Out** is a] set of aesthetic lighting displays on top of 9 buildings that visually samples the real-time activity levels from the inside of the buildings. The installation measures the movement & energy within buildings & makes them ambiently visible outside, so as people walk around the South Main gallery district of Memphis, they are able to see each building node & it's activity before they enter them. The rooftop ambient light system consisted of a microcontroller to intepret the data sent to it from below & solid state relays to control 16 bulbs diffused by blue plexi in a minimally designed display. [jamesclar.com|via we-make-money-not-art.com] [blogged on information aesthetics]

Posted by jo at 12:30 PM | Comments (0)

**Madrid Abierto 2007**

Call for Projects

After the wide reception of its three

previous editions, the program of public art MADRID ABIERTO opens its call for proposals for 2007. The program will produce a series of interventions of ephemeral or temporary character in the center of Madrid that will be selected among the submissions received from these international opened call. **For the first time, a specific call for sound works and audio-visual works is included**.

Continue reading "Madrid Abierto 2007"

Posted by luis at 12:27 PM | Comments (0)

Eyebeam and Wooster Collective
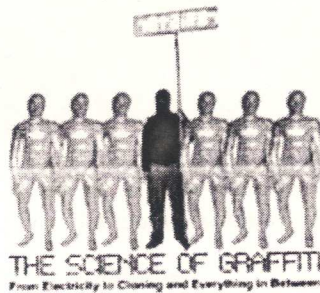
A Night of Technology Based Graffiti

Eyebeam and the Wooster Collective present a night of technology based graffiti projects. Mark Jenkins, the Graffiti Research Lab, and students from the Parsons Geek Graffiti course show a range of experimental work in new materials and techniques for urban communication. Monday, May 22nd, 5:30 – 8pm; Eyebeam, 540 W. 21st Street, New York, NY. [blogged by Joel on reblog]

Posted by jo at 12:02 PM | Comments (0)

**Alan Sondheim with Leslie Thornton**

em/bedded

Track 16 Gallery presents **em/bedded**: A multi-media installation by **Alan Sondheim** with **Leslie Thornton**; Guest curated by Tyler Stallings; May 27-June 24, 2006; Reception: Saturday, May 27, 6:00-9:00 p.m.; Performance: 8:00 p.m. Free.

About the performance at 8:00 p.m.: Alan Sondheim will present em/bedded (assembled performance) (45 mins. approximately). It consists of a laptop performance that deals with political, sexual, and cyber issues. He runs video/audio/text segments from a laptop in combinatory fashion, typing a real-time commentary at screen bottom. The result is an extended body, the digital problematized by analog, purity by error, language by language-stumbling. He uses various avatars who "live" in a world that has collapsed into pixel- annihilation.

Continue reading "Alan Sondheim with Leslie Thornton"

Posted by jo at 11:10 AM | Comments (0)

Régine Debatty's Interview with Marc Bohlen
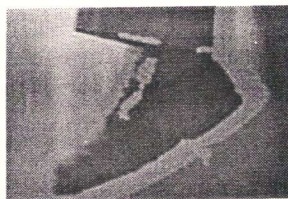
"Machines are their own species"

Marc Bohlen's website has provided me with some amazing stories ever since i started blogging: from the Open Biometrics Project that i posted back in 2004, to the Universal Whistling Machine, first prize at Vida 7.0, and the cursing Amy and Klara.

Marc is trained in Stone Masonry (sic), Art History and Electrical Engineering and Robotics. He has been an invited speaker at Cornell University, Harvard University, The Ludwig-Maximilians-Universität München, the Banff New Media Institute and the Royal Institute of Technology in Stockholm, etc. Marc is currently directing the MediaRobotics Lab at the University of Buffalo (Department of Media Study).

Continue reading "Régine Debatty's Interview with Marc Bohlen"

Posted by jo at 10:11 AM | Comments (0)

Cabspotting