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CyberArts 2017. Prix Ars Electronica

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ΕN

CyberArts 2017. Prix Ars Electronica

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The catalogue CyberArts 2017. Prix Ars Electronica edited by Gerfried Stocker, Christine Schöpf and Hannes Leopoldseder contains texts by the winning artists, statements by the jury and illustrations of the works honored for the 38th edition of the Festival Prix Ars Electronica 2017. The Festival was dedicated to the Artificial Intelligence and the 'other I'. We live in a world signed by uncertainty, not only in technology, but also in political and economic terms. What do humans have to do to still be humane? Who and which are the change agents? Answering these questions will be of decisive importance in order to position ourselves in a society marked by the Cambrian Explosion of Digitization. As stated by the jury, the artists who have been singled out for Golden Nica grand prize in the first three of the four categories contributed to making people aware of positive and negative aspects and perspectives of new media and artificial intelligence. The winning projects questioned the way we live on our small and vulnerable planet (Everything by David OReilly, Computer Animation/Film/VFX). They critically investigated the art/science relationship and the post-human dilemma (K-9_topology by Maja Smrekar, Hybrid Art). And finally, they have focused away from dominating cultures (Corpus Nil by Marco Donnarumma, Digital Music & Sound Art). Instead, the fourth category (u19-CREATE YOUR WORLD) dedicated to young people under age 19 in Austria showed that teenagers' submissions are every year less playful. Beyond few predominant themes such as mobbing and school, young people feel insecure and are worried for the survival of humankind, for sustainability and politic. But the Golden Nica for this category has nothing to do with these topics or Artificial Intelligence, but only with I (intelligence). In fact, Lisa Buttinger in Nonvisual-art was able to create artworks using only cellophane and polarizing filters; she has taken something obvious, technologically simple, and configured it into a new art medium. Let's have hope in new generations!