

FINALS

2020/21

DIGITALEKUNST

JOHANNES LAMPERT – 606

HANNA MIKOSCH – Structural Silence

CLEMENS TSCHURTSCHENTHALER – Echoes of Now

ANNA WATZINGER – INSOMNIA 2.0_

RUTH ZIMMERMANN – CLOSE TO HOME

JOHANNES LAMPERT

606

Installation, 2020

Gas cushions, meat hooks,
fans, Arduino

–

DIGITAL ARTS Department

In the digestive process – from the arrival of food in the stomach up to its excretion – cows and other ruminants produce large quantities of methane gas. One kilogram of meat from cattle farming causes a greenhouse effect equivalent to approximately 36 kilograms of carbon dioxide emission.

The work *606* features pillows that inflate with gas and then release it again. With a capacity of 606 litres respectively, they correspond with the daily amount of greenhouse gas that each person in Austria produces through the consumption of beef (according to Statistics Austria). Those who enter the exhibition space are directly confronted with their very amount of daily greenhouse emissions, as demonstrated by the expansion of the pillows. On a more indirect level, visitors also feel how the space is increasingly consumed by the pillows, a reflection of how our habitat is being compromised and endangered by climate change.



HANNA MIKOSCH

STRUCTURAL SILENCE

Site-specific sound
installation, 2020/21

Earphones, MP3 players

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Lichthof B

A site-specific sound installation and artistic exploration of structural power relations at universities. A sound sculpture made of countless earphones as an acoustic spatial staging.

Each pair of earphones serves as an individual sound source that emanates a scream in a loop. The screams heard in the space were preceded by an open call, which was sent to different Viennese universities in October 2020. It searched for students, teachers, and graduates who were confronted with structural violence in an university context. The sound installation is composed of these voices.

hannamikosch.com



**CLEMENS
TSCHURTSCHENTHALER**

ECHOES OF NOW

Installation, 2021

Firecrackers, loudspeakers,
screen

–

STAR Studierenden
Arbeitsraum 9

10,000 firecrackers clash against surfaces. 10,000 mini-explosions leave traces caused by Clemens Tschurtschenthaler, who performs this self-imposed task in his search for the “here and now”. A single repeated gesture produces thousands of short moments, which are instantly replaced by the subsequent event.

The installation is the scene of action – burn marks in the material as well as video and sound recordings remain as evidence of the self-experiment. What happened in the past is drawn to the now on diverse media levels and becomes tangible. Past and present, physical and mediatised realities fuse into a new whole.

clemens-tschurtschenthaler.com



ANNA WATZINGER

INSOMNIA 2.0_THINGS THINKING DATA DEMONS

Sensory installation, physical
experience, 2020

Motorised, modified hospital
bed, five-part plastic cover,
video projections on satin-
finished acrylic glass panels

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Mz* Baltazar's Lab

INSOMNIA 2.0_ explores personal states of sleeplessness in a 24/7 insomniac, surveilled 2.0 labour and entertainment society and attempts to translate these *_things thinking data demons* into a sensory installation through the lens of a multilayered sleep laboratory test scenario. The impulses in INSOMNIA 2.0_ are generated by the sleep phase response curve of the artist. In the logic of (not) sleeping, the “bodyscreen/deep screen” of INSOMNIA 2.0_ constitutes an interstitial space, which serves as the interface between the flat visual surface (digital) and the physical object (bed) and conveys a sense of protection and intimacy to the user, who is literally on the other side and comes into contact with the artist’s sleep quality while lying on the bed. “The bed is center of a variety of situations. The strict center of a variety of extreme worlds.” (Vilém Flusser, “The bed”)

annawatzinger.com

vimeo.com/annawatzinger





RUTH ZIMMERMANN

CLOSE TO HOME

Interactive video embedded
in video game mechanics /
installation, 2021

Monitor / PC, carpet,
armchair, coffee table; game:
WIN / MAC version to
download

–

Mz* Baltazar's Lab

CLOSE TO HOME is an interactive experimental video work, whose handling and interaction are inspired by full motion video (FMV) games of the 1990s.

Gamers play a character who lives isolated from the outside world, trapped in his apartment. Using the point-and-click mechanics, they can navigate through the apartment, activate different videos, and search for objects, which should remind the character that there's still life out there.

The objective of the game is to motivate her/him to go outside again and participate in public life. If one fails, the character continues to mentally deteriorate, and the apartment metaphorically with her/him.

madamekopfnuss.com



DIPLOMA THESES

Winter semester

2020/21

Digital diploma presentation

19.01.2021, 14:00 (via ZOOM)

Venues

Angewandte main building
(Lichthof B, STAR),
DIGITAL ARTS Department,
Mz* Balthazar´s Lab

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Pictures: artists