

Data de publicació: abril del 2006

Creació artística mitjançant tècniques de vida artificial

Entrevista

"Com podem compartir una cosa que encara no existeix?"

Christa Sommerer

Professora de Cultura de la interfície a la Universitat d'Art i Disseny de Linz (Àustria)

Laurent Mignonneau

Professor de Cultura de la interfície a la Universitat d'Art i Disseny de Linz (Àustria)

Eines

Resum

En el context del 25è aniversari d'Ars Electronica, Christa Sommerer i Laurent Mignonneau donen un cop d'ull als darrers vint-i-cinc anys de desenvolupament del Media Art, i aprofiten l'oportunitat per a valorar com ha evolucionat el Media Art i cap a on hauria de dirigir-se en el futur. Les seves reflexions desvetllen interrogants i preocupacions pel que fa al futur de la nostra privadesa, els nostres sentiments i la nostra relació amb la natura en l'evolució de la tecnologia i l'art en la societat. En les seves investigacions, Christa i Laurent experimenten amb noves maneres de comunicació de la informació i comunicació de sentiments entre persones. En les seves obres d'art apliquen principis científics en instal·lacions interactives i creen interfícies intuïtives i naturals.

Vídeo complet

Entrevistats per Pau Alsina, professor dels Estudis d'Humanitats de la UOC, a Ars Electronica 2004. Enregistrat per Pau Waelder (Artactiva).

Pregunta: As we know, in 1998 you published [Art@Science](#), a book about the relationship between Art and Science. From that point of view, how could you build up the map in order to travel through this Art, Science and Technology intersection?

Pregunta: Regarding the [Itsuo Sakane's conference](#) given here yesterday at the Prix Ars Electronica Forum, do you think that "media art", the term everybody is using, is the same as the Art, Science and Technology intersection we talk about?

Pregunta: Today there are so many initiatives all over the world working on building up this media art scenario, but I wonder why now? Do you think there is something different right now that is increasing this subject?

Pregunta: There is also this strange relationship between the media art scenario and the contemporary art scenario. Do you think this relationship will evolve or, on the contrary, media art is getting into a ghetto?

Pregunta: You were talking about the [exhibition of Digital Avant-Garde](#) which also went to New York. Do you think this exhibition has changed something in the relationship between media art and contemporary art or is it just another exhibition?

Pregunta: In your work, you have evolved in bio-art, biology inspired art and the relationship between art and biology, and you have since been working with nanotechnology. Do you think there is a deep relationship between art, computer science and biology? Could you find some connection in their roots for your art work inspiration?

Pregunta: How are you dealing with your investigation and projects in relation with nanotechnology at the moment?

Pregunta: In interactive art, the body is becoming more involved in the experience and we are more able to deal with this technology. In relation to this, how is this interactive art developing? And also, if you could dream about the future and the evolution of interactive art, would you dream in the line of nanotechnology?

Pregunta: I experienced mobile feelings last year, and it was so curious to see people feeling ashamed about sharing their heartbeats. But I really didn't get how it worked until I was sharing my heartbeat with a girl and then the girl got all red when she

realised what it was happening there.

Enllaços relacionats

[Lloc web oficial de Christa Sommerer i Laurent Mignonneau](#)

Paraules clau

nanotecnologia, biologia, vida artificial, sistemes generatius, instal·lació interactiva



Citació recomanada:

SOMMERER, Christa (2005). "Creació artística mitjançant tècniques de vida artificial". *Artnodes*, núm. 4 [entrevista en línia].

DOI: <http://dx.doi.org/10.7238/a.v0i4.738>