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Creación artística mediante técnicas de vida artificial

Entrevista

"¿Cómo podemos compartir algo que todavía no existe?"

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Herramientas

Resumen

En el contexto del 25º aniversario de Ars Electronica, Christa Sommerer y Laurent Mignonneau echan una ojeada a los últimos veinticinco años de evolución del Media Art, y aprovechan la oportunidad para valorar cómo ha evolucionado el Media Art y hacia dónde debería dirigirse en el futuro. Sus reflexiones desvelan interrogantes y preocupaciones respecto al futuro de nuestra privacidad, nuestros sentimientos y nuestra relación con la naturaleza en la evolución de la tecnología y el arte en la sociedad. En sus investigaciones, Christa y Laurent experimentan con nuevas maneras de comunicación de la información y comunicación de sentimientos entre personas. En sus obras de arte aplican principios científicos en instalaciones interactivas y crean interfaces intuitivas y naturales.

Vídeo completo

Entrevistados por Pau Alsina, profesor de los Estudios de Humanidades de la UOC, en Ars Electronica 2004. Grabado por 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.

Enlaces relacionados

[Sitio web oficial de Christa Sommerer y Laurent Mignonneau](#)

Palabras clave

nanotecnología, biología, vida artificial, sistemas generativos, instalación interactiva



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