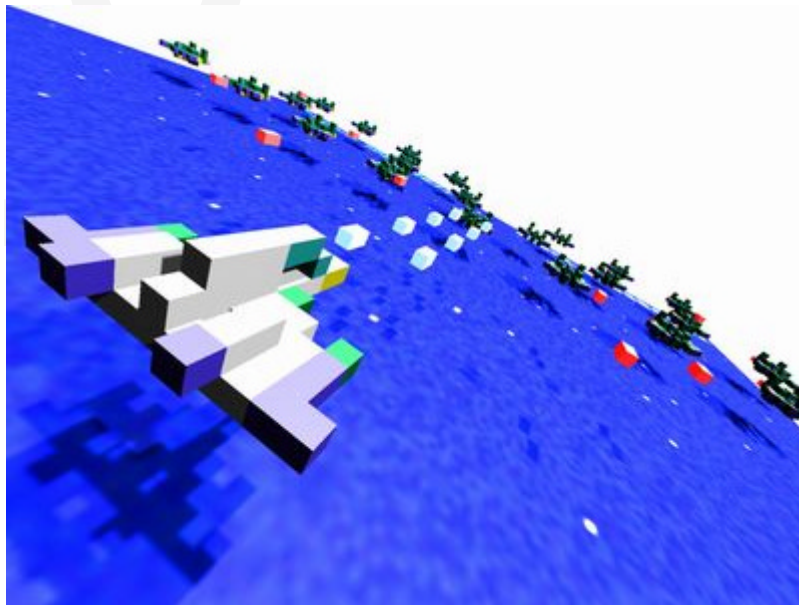


[d]vision

electronic kindergarten

18.-26.May 2001

www.dvision.at



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electronic kindergarten 18.-26. May in Vienna's **WUK** and **Schikaneder** cinema, illustrates the pioneers of contemporary IT-line of business and their first computers: nerds, geeks and phreaks with their C64, consoles and tricotonics. [d]vision presents the highlights of this Event: an Exhibition, a Symposium and a Workshop will take place in the WUK, Geek-Films and StarWarsFanFilms will be shown in the Schikaneder cinema.

*In cooperation with the **WUK** and **Schikaneder***

*sponsored by: **Wissenschafts- und Forschungsförderung der Stadt Wien,**
Wien Kultur, Stadtplanung Wien*

partners of [d]vision:

cross-media, digital vitamins, Dittrich, Filmschule Wien, IBS, JVC, k-effects

*mediapartners: **Radio Orange 94.0, Party.at, TIV, UTV, cycamp.at, Vienna Online,**
Winside, Infoscreen, 4students.at, freikarte.at, club.at*

A nine day Presentation in Vienna's WUK – Werkstätten und Kulturhaus (18.-26. May), is about to interactively highlight the history of the electronic kids room throughout the perspectives of an idealistic past and the commercialised present time.

Computer hardware and computer games from then and now are inviting you to touch and try them out. Specific attention will be given to those computer subcultures of the early 80s (Spreader, d00Dz, Cracker, Demoscene).

electronic kindergarten will introduce you to the social circle of phreaks, geeks and nerds, those who autodidactically taught themselves how to operate computers and used to play with tricotonics in school.

Media educationalists have developed this intermediary program in order to bring this part of contemporary history closer to Viennese pupils. This unique exhibition allows **playing, experience and experimenting** with the exhibits.

PROGRAM (WUK)

Fr, 18.05.

19h **Opening** (free entrance)

Sa, 19.05.

School guidances (1h each class):

08:30 / 09:30 / 10:30 / 11:30 / 12:30

13:00-17:00 **Exhibition**

Price: 80,- Exhibition / 60,- reduced

50,- School groups as of 15 pupils, per person

So, 20.05.

11:00-13:00 **Matinée**

- guidance

- Demos

- Tron tournament (the game from the film "Tron", Disney 1982)

13:00-18:00 **Exhibition**

Price: 100,- Matinée / 80,- reduced

Mo, 21.05.

08:30-13:00 **School groups guidances**

13:00-18:00 **Exhibition**

Di, 22.05.

08:30-13:00 **School groups guidances**

13:00-18:00 **Exhibition**

Mi, 23.05.

08:30-13:00 **School groups guidances**

13:00-18:00 **Exhibition**

Do, 24.05.

13:00-22:00 **Exhibition** (longer opening hours)

Fr, 25.05.

10:00-18:00 **Exhibition**

14:00-18:00 **Symposium:**

Computer Assault –

When a game is no longer a game

The times are gone when one could reduce the function of a computer to calculating only.

Interfaces create worlds that go beyond zeroes and ones. These worlds expand since the 80s upon our private space. And everything began just by playing games.

Exhibition

Symposium

Workshop

Demos (Computer animations)

Symposium-program:

14:00 **Andreas Lange: *Game/Culture***

The history of computer games in coherence with juvenile subcultures.

15:00 **N.N.: *Glory Days***

and the Hype of Hacking

16:00 **Johannes Domsich:**

ComputerChildrenBody

Not only the body builds technologies, technologies also build the body.

17:00 **Panel discussion**

Price:

250,- Symposium + Exhibition / 120,- reduced

Sa, 26.05.

10:00-15:00 **Exhibition**

11:00-16:00 **Workshop:**

Interactive Narrativity –

Playing stories in digital spaces

Stories are told even in the electronic environment. New technologies admit elements of interactivity, allowing the user to become a part of these stories. Narrative structures and interactive elements are bound one to another. In order to inhabit these environments we have to learn how to narrate our stories anew.

Workshop-program:

11:00 **Britta Neitzel: *Interactivity vs. Narrativity***

13:00 **Urs Graf: *Storytelling Marketing.***

Interactive elements and narrative structures for customer bonds.

Price:

250,- Workshop + Exhibition / 120,- reduced

200,- certificate fee / 100,- reduced

DEMOS

(WUK)

So, 20.05.

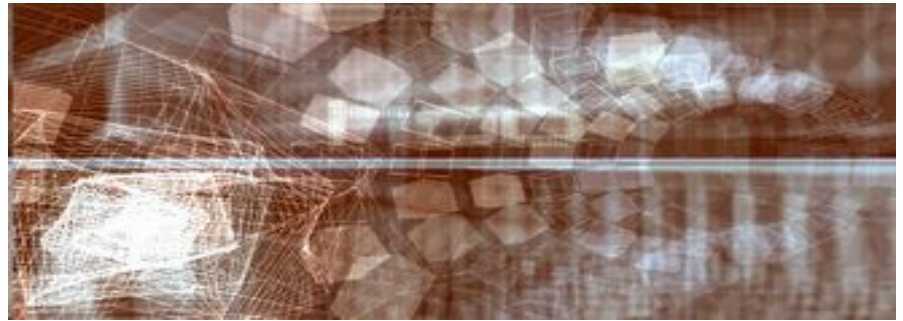
11:00-13:00 **Matinée**

- guidance

- **Demos**

- Tron tournament

ab 13:00 **Exhibition**



Demo: Holiday with President

© mFX

Computer animations: Picture worlds made of bits and bites

Since Commodores C64 and Amiga established the microprocessor in the children's room, various forms of expressing a new sentiment of life were created through these computers. One of the popular ways of expression is the computer animation demo. (also: demo)

Comparable with music videos or short films, these extremely pretentious programs fulfil only one expectation: to demonstrate the technical and artistic capabilities of their makers. Demos are usually presented and evaluated at Demo-parties (members of this subculture communicate with each other using words like "Know-how" and "Respect"). [d]vision will display demos from the "golden age" of the demo scene (late 80s, early 90s) and pay a tribute to the renaissance of computer demos noticed in the past two years: [d]vision locates its interest on the productions of the last 8 months in order to present the actual state-of-the-art. The contrast between now and then -not only aesthetically or according to the code - will prove that the subcultures of the past determine the contemporary pop culture and that some of these subcultures still exist in their best shape.

electronic CD-ROM

An interactive **CD-ROM** (60,-
ATS / 4,5 €) about the event
offers a complete reflection of the
electronic kindergarten and will
contain texts and pictures about
the exhibition as well as
executable game classics.
Orderable at www.dvision.at



© Commodore / [d]vision

© Commodore / [d]vision

FILMPROGRAM (SCHIKANEDER CINEMA)

GeekClassics of the 80ies

19.-25.05. daily between 18h and 20h

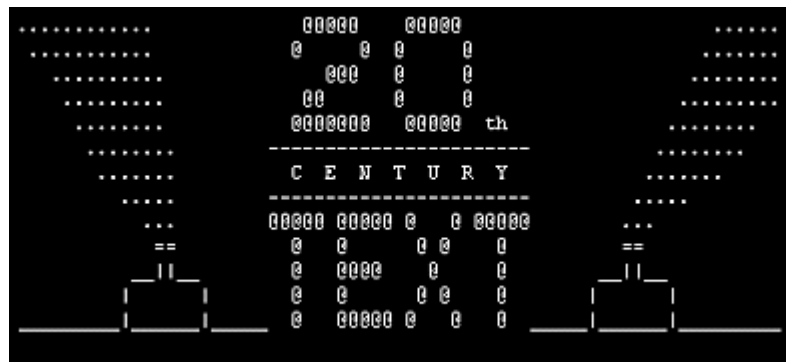
More informations under: info@dvision.at

The movies shown in the Schikaneder theatre, are those who have initiated the hype around pc's, films that visualise the social surrounding of early computer subcultures and the imaginary potential of that time.

BestOfStarWarsFanFilms

So, 20.05. ab 20h BestOfStarWarsFanFilmsSpecialNight

BestOfStarWarsFanFilms combines a cross section of films made by fans. Definitely a highlight of this event is the "Star Wars Asciiation", a flash animation of the film "Star Wars - A New Hope", exclusively made with Ascii-characters (all those available keyboard features).



Star Wars Asciiation

© Simon Jansen

Enthusiasms alone don't make you a fan. A fan invests time and money for his passion. Collecting and presenting of material related to his object of ferventness is also a part of it. The World Wide Web embodies the publication area for these fan's products, thousands of sites, informations, pictures and links to other fan pages are collected there. Fans build there an extended representation surface. These fan sites are more than just valuable for culture scientists.

In the year 1977 George Lucas produced the film series Star Wars. Star Wars and its merchandising soon acclaimed a cult status and inspired a whole generation.

Star Wars also affected the development of film itself. Complex special effects led to the foundation of "Industrial Light and Magic" (ILM), the standard-setting firm of the entire film production. ILM can be understood as the research lab for cinema reality constructing. Under the demand "more real than real" they create scenarios, which cannot be real, but look totally realistic.

Using modern technologies, the fans of Star Wars could extend their playroom. It's no longer playing scenes in the own backyard, now they are producing movies themselves, concentrating their interest in making their own special effects. They stage battles in space and transform gardens into unknown planets. With a delightful dilettantism and an enthusiastic engagement projects of yearning for stories "in a galaxy far, far away" are created. The ambitions of filmmaking fans break through the standardised producer-consumer structures. Star Wars is leaving the determined routes of Hollywood distribution and starts its own life. In the extended art room of fan-pages we find a fascinating collection of films, that build a homage on one of the most successful film series of all times.

[d]vision

digital culture and international media theory

[d]vision

documents and reflects the development of digital culture through a media- and film theoretical perspective.

[d]vision

is a festival, a forum and an archive for digital culture

[d]vision

organizes in Vienna events on different aspects of culture throughout the year.

Digital culture is growing into a mass culture. New technologies of communication and simulation confront the society and the individuals with profound changes of unknown size.

Digital techniques apply changes on our workplace and spare time. New game and view cultures take place.

[d]vision

wants to document and reflect this procedure.

[d]vision

maintains the relation to society.
The question about consequence and range of contemporary developments is the guiding line of argumentation.

[d]vision

wants to establish contact to people who use the possibilities of the impossible in their everyday work without losing the contact to here and now. These people are brought to discussion with everyone interested in these thrilling evolutions.

[d]vision

is getting nearer this task by organizing an annual festival and various events throughout the year.

[d]vision

understands his events and research as
a bridge from analog to digital.

electronic kindergarten is an event of

[d]vision

digital culture and international media theory

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*In Cooperation with **WUK** and **Schikaneder***

www.wuk.at

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<http://www.dvision.at> ([d]vision)

electronic kindergarten

If you want to be the game, the game also want's to be you (Cronenberg, eXistenZ)

© [d]vision 200ONE / press-info: Richard Pyrker - rpv@dvision.at - tel: +43-699-177 33033