

BIOGRAFIE

Sylvia Eckermann

*1962 lives and works in Vienna/A

Eckermann has been working in the field of electronic arts since 1989. She creates complex multimedia worlds that the viewers experience in real as well as virtual space. She develops her artworks from concepts of spatiality to communicate immersive experiences that involve situations in which the viewers turn into actors-players inside an audio-visual environment.

Interactive installations and media related artworks realized in e.g. Vienna, Wien Museum A 1991, Kunsthalle Wien A 1993, Museum of Modern and Contemporary Art Bolzano I 1993, Ateneum Museum of Art, Helsinki FI 1994, Sainsbury Centre for the Visual Arts Norwich GB 1995, O.K Centre of Contemporary Art Linz A 1998, Landesmuseum Linz A 1998, KIASMA Museum of modern Art Helsinki FI 2003, ZOOM, Museums Quarter Vienna A 2005, Museum Arbeitswelt Steyr A (permanent Installation since 2006), Linzer Landesgalerie, Linz A 2007, ars electronica 2007, Museum Stein, Krems A 2008 - 2009, MKL | Kunsthaus Graz 2009.

Commissioned work for ISEA94 and ISEA04, EAST, Millennium Dome London, Cultural Capital of Europe Graz 2003.

Sylvia Eckermann has pioneered in the field of artistic use of game engines in various game art installations. (synworld, ISEA, games-computerspiele von KünstlerInnen, GameArt, artgames, cyber@rt, medi@terra)

2012 Austrian State grant for Video- and Mediaart
2010 File Prix Lux, Electronic Language Festival, São Paulo, TIYF! nominated
2008 Austrian Federal Artist in Residence grant, Peking, China
2005/06 Austrian Federal Artist in Residence grant, Chengdu, China
2000/01 Lecturer for Game Design at Sibelius Academy Helsinki, Finland
1999 Austrian Federal Artist in Residence grant, London, GB
1998 Austrian Federal Artist in Residence grant, Durham, Canada
1996 Austrian Federal Artist in Residence grant, Fujino, Japan
1992 Progetto Civitella d'Agliano 92, Italy
1989-2004 Member of the Artist Group fuchs-eckermann
1987-1989 Member of the Artist Group Gangart

Selected Shows

2010 **naked eye**

mixed media installation
kunstraum BERNSTEINER, Vienna AT

Reigen

digital video, site-specific installation, Dorotheum Vienna
Installation for the opening of „Vienna Art Week“ 2010

Breathe My Air Phase II - a Paradoxical Conversation Piece

Four Zero Space, Hangzhou in cooperation with Shanghai eARTS CN, Curator: Li Zhenhua

2009 **The Trend is Your Friend!**

A performative and interactive experimental set up
Gerald Nestler: Artistic Research, Peter Szely: Sound architecture
Market modelling based on the double auction (Vernon L. Smith) by Wolfgang Hoechtl.
Produced by: MKL | KunsthausGraz; In co-operation with: steirischer herbst
Institut für Elektronische Musik und Akustik (KUG) & Institut für Maschinelles Sehen und Darstellen (TU Graz)

Breathe My Air

3 - channel video installation
2009 Mifan, VENUE_Room 208, NO.A3 Industrial Park-East, Shenzhen, CN
2009 Mifan, organised by ASAP, curated by Karel Dudesek, 798 Dashanzi Art District, Beijing, CN
2008 project launch at CPU:798, Beijing, CN
In co-operation with Gerald Nestler.

- 2008 **In Ninth Heaven**
 An Interactive Synthetic Scape
 Gerald Nestler: Artistic Research, Peter Szely: Sound
 Museum Stein, Krems / A — Sep 2008 - Sep 2009, curated by Dieter Buchhart
- 2007 **Spiegelzellen I Mirror Cells**
 Mirror Cells is an interactive installation that turns around our perception of space and time. The gamers as well as the visitors are immersed inside an infinitely mirrored acousmatic-visual 3D-world.
 Peter Szely: Acousmatic Space, Composition, Doron Goldfarb: Programming, Unreal scripting.
 Acting in Utopia, Linzer Landesgalerie, Linz A (06.09. - 09.11.2007)
 curated by Anna Karina Hofbauer and Dieter Buchhart
- Mirror Cells was a feature project of ars electronica 2007
- 2006 **plastic trade-off**
 a meta-performative game in real-time an intervention into financial markets
 in cooperation with Gerald Nestler
 permanent installation at WORKING_WORLD.NET Living and working in the midst of globalization,
 Museum Arbeitswelt Steyr A (2006-2011)
- 2006 **n o w h e r e**
 an interactive audio-visual 3D-Collage
 n o w h e r e was created around the utopian ideas of a group of architects and artists that lived in Berlin and other parts of Germany and communicated by way of letters. They believed in the possibility of changing society through Architecture and Art. This exchange was named „Die Gläserne Kette“ (The Glass Chain) and was conducted in secret in the years 1919/20.
 Artistic Research: Gerald Nestler, Composition: Christof Cargnelli, Interface Design: Oliver Irschitz
 Venues:
 media@terra, International Art + Technology Festival, Athens GR
 3rd International Digital Art Festival, Changzhou CN
 11-ART.COM 798 Arts District, Beijing CN
 aut. architektur und tirol, Innsbruck A
 Heiligenkreuzer Höfe, Vienna A
- wet f{r}iction**
 digitale video 70' Loop
 3rd International Digital Art Festival, Changzhou CN
- 2005 **RAUMATMEN** an audio visual installation
 Sound: Peter Szely
 Sep 2005 - March 2006 Kindermuseum ZOOM, Museums Quarter, Vienna A
- MIRRAGE** a sight-specific interactive feedback circuit, GameMod
 Sound: Peter Szely
 Oct. 2005, Museums Quarter - Tonspur, Vienna A
- reservoir_bots v.3** GameMod for a VJ+DJ life performance, NetBase t0 Vienna A
 an audio-visual interactive feedback circuit.
 4 channel sound system: Peter Szely
- 2004 **reservoir_bots v.2**
 GameMod for a VJ+DJ life performance, DJ: Electric Indigo
- reservoir_bots v.1**
 inter-performative installation, GameMod, Künstlerhaus Wien A
- fluid - arena of identities**
 3 Channel GameMod, ISEA2004 / KIASMA Museum of Contemporary Art, Helsinki FI
 This game is about finding your identity (if you have got one), to change your identity, to steal or borrow another person's identity or to destroy identities.
- FUTURE DJ**
 GameMod for DJs Manchester GB, collaboration with "music is better". Live-Performance
- FemCity** a Multi-User Computer Game about careers, lifestyle, dreams and realities of young women.
 "FemCity" is a simulation of a complex social and economic environment, which young women find themselves in, when designing their future. "FemCity" was developed in collaboration with Edeltraut Hanappi-Egger and Gehard Hanappi and commissioned by the Bureau of women's Affairs, Vienna A
- 2003 **fluid - arena of identities** GameMod, «Selfware - politics of identities» Graz 2003 A
- EXPOSITUR - a Virtual Knowledge Space**
 3 Channel GameMod, KIASMA Museum of Contemporary Art, Helsinki FI
 In constructing a virtual museum we changed, the logical structure and the aesthetics of a museum from scratch. We wanted to build a museum maze, a crossword puzzle of objects and stories, an audio-visual „Wunderkammer“ and a hyper-museum based upon a computer game.

- 2002 **EXPOSITUR** - a Virtual Knowledge Space
GameMod, Vienna A (Unternehmen Capricorn, Christoph Steinbrener)
- 2001 **LEVELBOSS ON HOLIDAY** Synchronized mpeg2-Clips, Bregenz A, curated by Unit-f
- 2000 **PLAN-it!**
an Interactive Multisensory Environment, Millennium Dome London GB (curated by Zaha Hadid)
PLAN-it! is an installation connecting a spatial with an aesthetic and an intellectual experience. PLAN-it! presents artistic statements to answer 4 questions regarding our social and personal futures. These questions focus on the topics of communication, work, material things and transport [especially flight]. (collaboration with Herbert Lachmayer, Art+Tek Institute Linz A)
- HOTEL SYNTHIFORNIA** GameMod
«SYNWORLD» curated by Konrad Becker, Public Netbase Vienna A
- SOUNDCALENDAR** Netart Project, Toronto CA
- PATCHWORK - PATCHLIFE** mixed-means installation
mixed-means installation, «Work & Culture», Landesmuseum Linz A
in collaboration with Herbert Lachmayer
- 1998 **<vspace="4">** audio-visual installation for an elevator, O.K Centre of Contemporary Art Linz A
«Archiv X», curated by Elke Krasny and Elisabeth Madlener
- 1997 **SELFCONTAINED** phone terror project, Public Netbase Vienna A
BAD ROOM radio phonic composition (To Hear is to See, curated by Gue Schmidt)
JAPAN DIARY images and sounds of a journey to Japan - Netart Project
BAD ROOM audio visual installation, Muu Media Base, Helsinki FI (curated by Tuike and Simo Alitalo)
- 1995 **ALIENS** Netart Project, Diagonale, Salzburg A, (curated by Konrad Becker)
JUMPING video & sound installation, Sainsbury Centre for the Visual Arts Norwich GB
(EAST curated by: Marian Goodman, Giuseppe Penone)
- 1994 **MOON RIVER** underwater installation Titanik Gallery, Turku FI
(ELSEWHERE, curated by Tuike and Simo Alitalo)
LINK III para-realistic staircase, Ateneum Museum of Art, Helsinki FI (ISEA94)
- 1993 **REWIND** interactive Computer Installation, Mediagalleria, Turku FI
(SAFE, curated by Tuike and Simo Alitalo)
LINK para-realistic staircase, Kunsthalle Wien A and Museum of Modern Arts Bolzano IT
(SOUND, curated by Marisa Vescovo)
- 1991 **ENTRÉE SORTIE** shared authorship composition, Gallery Theuretzbacher, ORF Kunstradio, Vienna A
and Instituto d. Bellas Artes Mexico City MEX
WIEN 1991 multi-media Pavilion, Wien Museum, Karlsplatz Vienna A

Selected group shows

- 2009 «Mifan» VENUE_Room 208, NO.A3 Industrial Park-East, Shenzen, CN
«Mifan» 798 Dashanzi Art District, Beijing, CN
- 2007 «Acting in Utopia» Linzer Landesgalerie, Linz A
«ars electronica» Linz A
- 2006 «media@terra» International Art + Technology Festival, Athens GR
«3rd International Digital Art Festival» Changzhou CN
«WORKING_WORLD.NET Leben und Arbeiten in der Globalisierung» Museum Arbeitswelt Steyr A
«artgames» Analogien zwischen Kunst und Spiel, Ludwig Forum für internationale Kunst, Aachen D
«skylab 5» Kindermuseum ZOOM Museums Quartier Vienna A
- 2005 «ISEA» international symposia for electronic art , Helsinki FI + Tallinn EST
- 2004 «GameArt» Völklinger Hütte, Völklingen D
- 2003 «games computerspiele von KünstlerInnen» hardware medienkunstverein Dortmund D
«cyber@rt» Bilbao E
«selfware-politics of identity» Graz2003 Kulturhauptstadt A
- 2000 «The Mindzone» Millenium Dome London GB
«SYNWORLD» Public Netbase Museums Quartier Vienna A
- 1998 «Work & Culture» Landesmuseum Linz A
«EAST» Sainsbury Centre for the Visual Arts Norwich GB
- 1995 «Archiv X» O.K Offenes Kulturhaus Linz A
«Diagonale» Salzburg A
- 1994 «ISEA94» Helsinki FI
«ELSEWARE» Titanik Gallery, Turku FI