

Contents

Gerfried Stocker / Christine Schöpf
SIMPLICITY—the art of complexity 10/12

SIMPLICITY

John Maeda
SIMPLICITY—the art of complexity 14/16

John Maeda
Law 1: Reduce 18/22

Paola Antonelli / John Maeda
The Goal of Safety is about as
Simple as it Gets 28/30

Sam Hecht
The Acceleration of Having More with Less 32/35

Walter Bender
One Laptop per Child 38/41

Olga Goriunova
When New Media are No Longer New and
Everyone Creates on the Internet 44/50

Jason Kottke
Aggregating the Whole World 56/58

Peter Wippermann
Simplicity 60/64

Gary Chang
Simplicity in Space in the Age of Complexity ... 68/72

Wolfgang Blau
Longing for Simplicity 76/81

Re-Defining Public Service
What is Public Value and What Do Community
Media Have to Do with it? 86/89

Tsuyoshi Ozawa
Vegetable Weapons 92/93

GOING TO THE COUNTRY

Going to the Country 98/104

FEATURED ARTISTS

Paola Antonelli
John Maeda's Fundamental Idea 111/111

Golan Levin
Some Thoughts Regarding John Maeda ... 112/114

John Maeda
Nature 116

Toshio Iwai
Beyond Media, Connecting Senses 124/126

Toshio Iwai
Morphovision – Distorted House 132/134

MOBILE CITY

Gerhard Blechinger
Art Becomes Technology 136/137

Bernd Wiemann
Innovation is No Coincidence 138/139

M+M
Song for C 140/142

Empfangshalle
As if we were alone!
New Spaces in the Public Sphere 144/146

Ran Tao / Jenny Chowdhury
Mobile Assassins 148/149

Jenny Chowdhury
The Cell Atlantic CellBooth 150/151

Aram Bartholl
Silver Cell 152/153

Graham Budgett / Jane Mulfinger
REGRETS Linz 154/156

Taylor Hokanson
Sledgehammer Keyboard 158/159

Christopher Romberg / Tobias Zucali
maschine – mensch 160/162

Sonja Meller
Wish Visuals
You Pick It, We Play It 163/163

Assocation
Moon Ride 164/166

HyperWerk
nomadix – interaction on the move! 168/170

INSTALLATIONS

Aram Bartholl
Random Screen 172/173

Aram Bartholl
Papierpixel 174/175

Jonathan den Breejen / Marenka Deenstra
The PingPongPixel 176/177

Martin Frey
CabBoots 178/179

Gerhard Dirmoser / Dietmar Offenhuber
SemaSpace 180/181

Markus Decker / Dietmar Offenhuber
from dust till dawn 182/183

Nicole Knauer
curious implantation 184/186

Ars Electronica 2006

electrolobby

David Cuartielles

Make It Simple

In the space between the KISS principle
and DIY philosophy 188/191

David Cuartielles

electrolobby – Make It Simple 195/200

Karin Ohlenschläger / Luis Rico

Productive Interventions from the Fringes
of Media Art 204/206

CAMPUS

Philip Dean, Media Lab at the University
of Art and Design Helsinki (TaIK)

The Beta Lounge 208/209

Christa Sommerer & Laurent Mignonneau

Tangible, Audible, Playable, Wearable
Interface Culture Student Works
at Ars Electronica 2006 234/235

Dieter Daniels / Claus Pias

When Cybernetics meets Aesthetics 244/246

Andreas Broeckmann, Dieter Daniels

Placing and Re-placing Media Art 248

The Upgrade! International 249

MUSIC FOR THE EYES

Dennis Russell Davies

Music for the Eyes 250/252

Maki Namekawa

When Music and Computer Programs
Grow Together 258

Some Sounds and Some Fury 260/261

Klangpark 2006

Music for a Landscape 269/271

ARS ELECTRONICA FUTURELAB

Susanne Scheel

Music Visualization – The Interplay
of Color and Sound 273/281

Ars Electronica Futurelab

The Further Adventures of Surfaces,
Sounds, Pixels and Colors
3-D Music Visualizations from the
Ars Electronica Futurelab 290/293

Johannes Deutsch

Vision Mahler 296/298

Wolfgang Winkler

The Visualization of Music 300/301

Ars Electronica Futurelab

The Visualization of Le Sacre
du Printemps 302/305

Klaus Obermaier

Music – Dance – Space

The Visualization of Le Sacre
du Printemps 303/306

Ars Electronica Futurelab

Pixelspaces 2006: Goblin City
Media, Art and Public Spaces 308/309

Ars Electronica Futurelab

WikiMap 324

Ars Electronica Futurelab

Theater and New Technologies
The Electric Grandmother 326/327

ARS ELECTRONICA ANIMATION FESTIVAL

Christine Schöpf / Dietmar Offenhuber

Ars Electronica Animation Festival 329/330

Prix Ars Electronica 2006 336

ARS ELECTRONICA CENTER

Nicoletta Blacher

Space Conquests: Do It Yourself! 339/342

Andrew Hieronymi

MOVE 346/347

Corebounce Art Collective

Digital Marionette 348/349

The Sancho Plan

The Sancho Plan 350/351

Takafumi Aoki

Kobito – Virtual Brownies 352/353

Kumiko Kushiyama – Presto / JST

Thermoesthesia 354/356

Sheldon Brown

The Scalable City 357/358

Tmema (Golan Levin and Zachary Lieberman)

The Manual Input Station 360/361

John Gerrard

Smoke Tree – A virtual sculpture 362/363

FESTO

Airacuda – Bionic Object with fin drive 364/366

Biographies 368