

# Digitalität als künstlerische Praxis

A photograph illustrating the intersection of art and technology. In the foreground, a small white sculpture of a seated figure, reminiscent of the Venus de Milo, sits on a breadboard. The breadboard is populated with various electronic components, including resistors and integrated circuits. In the background, a magnifying glass is positioned over a microcontroller board, specifically an Arduino Uno, which is partially visible. The scene is set against a dark background with a greenish tint, and the overall lighting is dramatic, highlighting the sculpture and the electronic components.

Impuls von Susanne Schuster am 18.6.2020



RIMINI PROTOKOLL: Top Secret International 2017 © Ben Gancsos



DRIES VERHOEVEN: Happiness, 2019



COSTA COMPAGNIE: Ok, Google , 2018 © Marcus Renner

GAME-THEATER





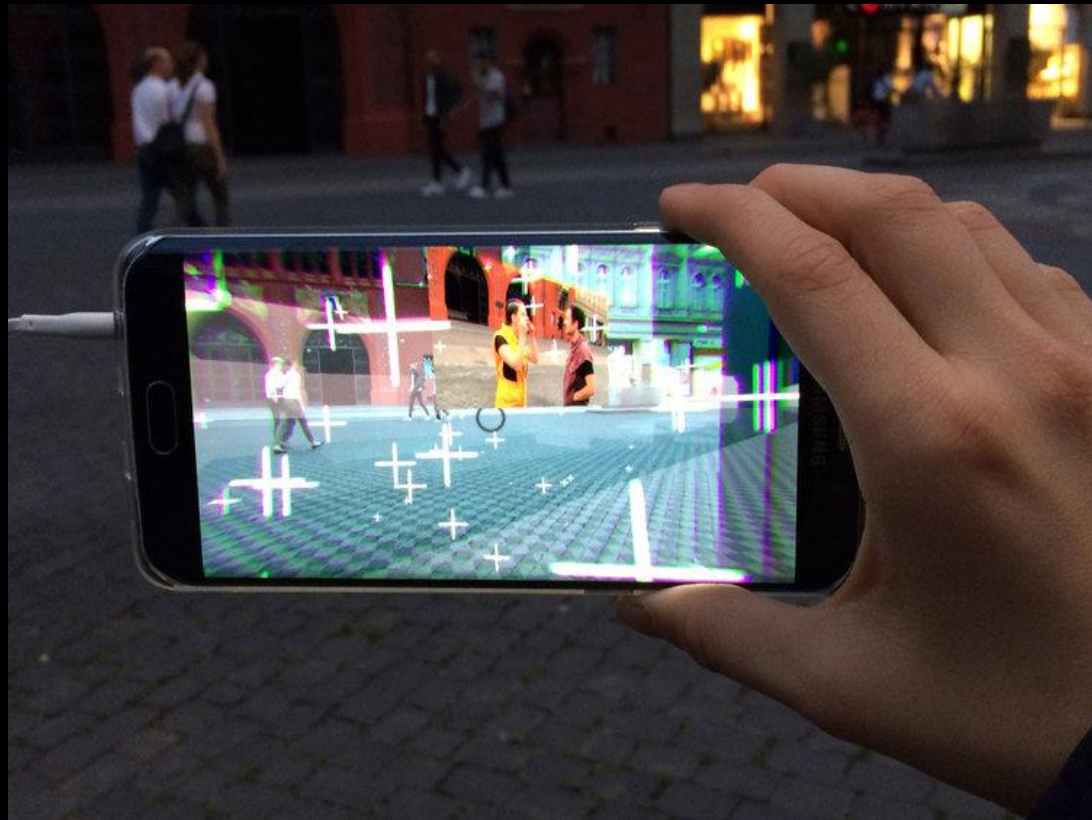
MACHINA EX: Disaster, 2019 @ Dorothea Tuch



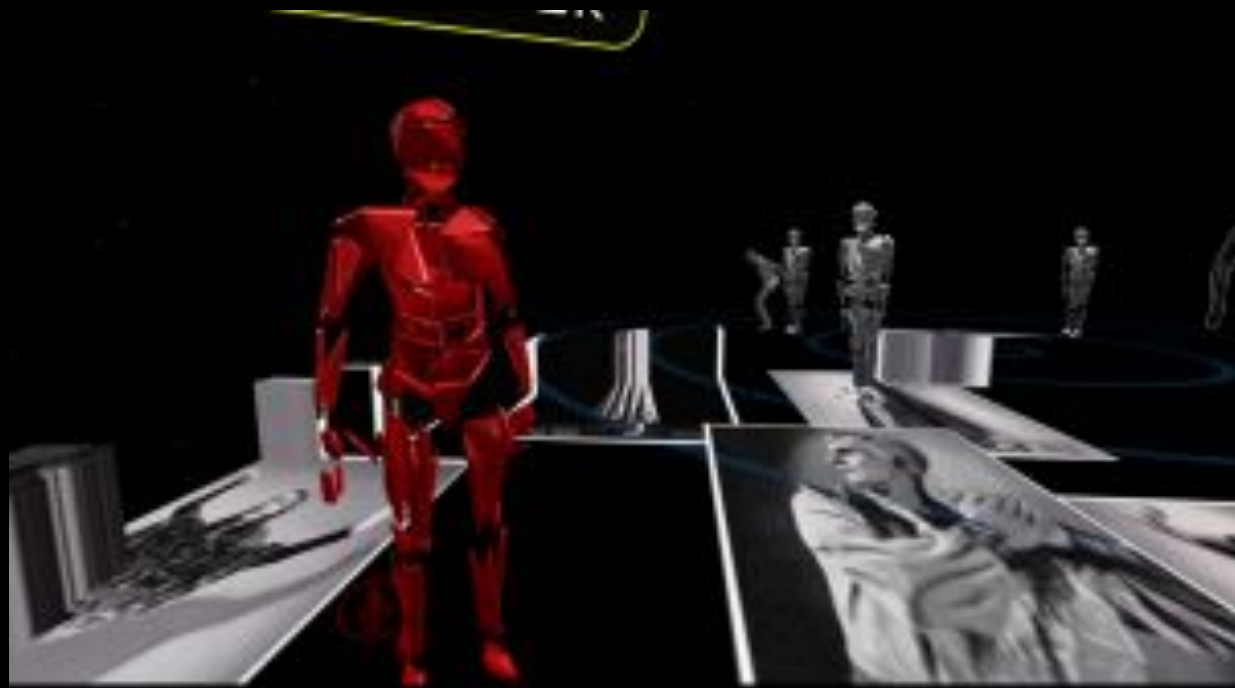
[Anna Kpok](#): realReality 2018 @ Stephan Glagla

Augmented- /Virtual-/  
Mixed Reality





Sarah Buser: Future is now, 2017



© [CyberRäuber](#): CyberBallet



OutOfTheBox

Binary Village







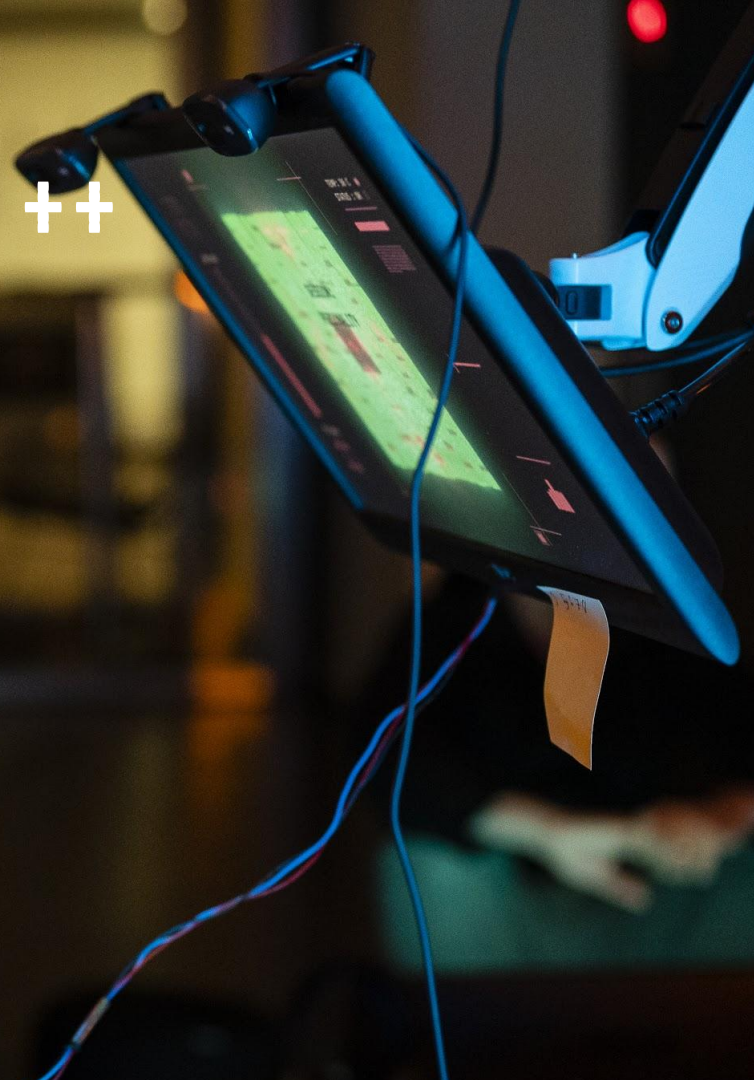
GRENZ  
AUFKLAERER








Max Empathy ++



MAX EMPATHY ++  
VIRTUAL TRAINING SIMULATOR

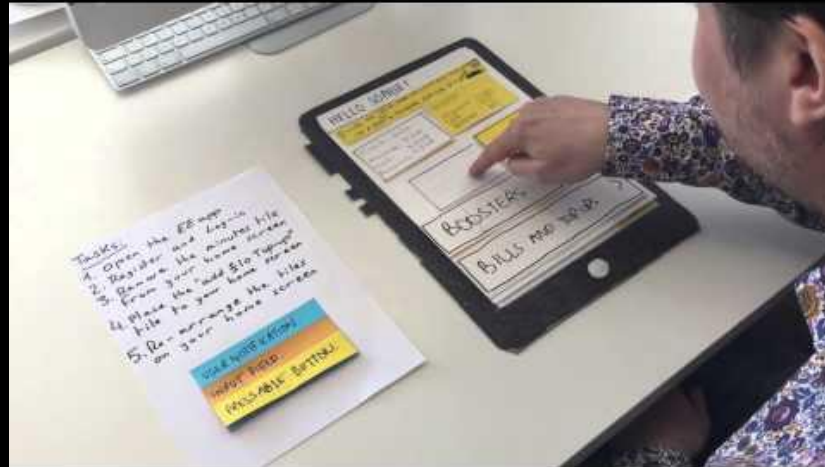


A photograph of a vintage computer terminal, possibly a PDP-11, with five white figurines placed on top of the keyboard area. The figurines represent a man in a suit, a woman in a dress, a bird, and another woman. The background is dark, and the scene is lit with a warm, yellowish light. The text "Entwicklung von digitaler Kunst" is overlaid at the bottom.

Entwicklung von digitaler Kunst



# Prototyping



# Wissen Teilen...

Lernplattformen: [YouTube](#), [Udemy](#)

Plattform für Game Engine: [Unity](#)

Softwareentwicklungsplattform: [github](#)

Plattform für Material/ Hardware / Requisiten: [Dingsda](#)

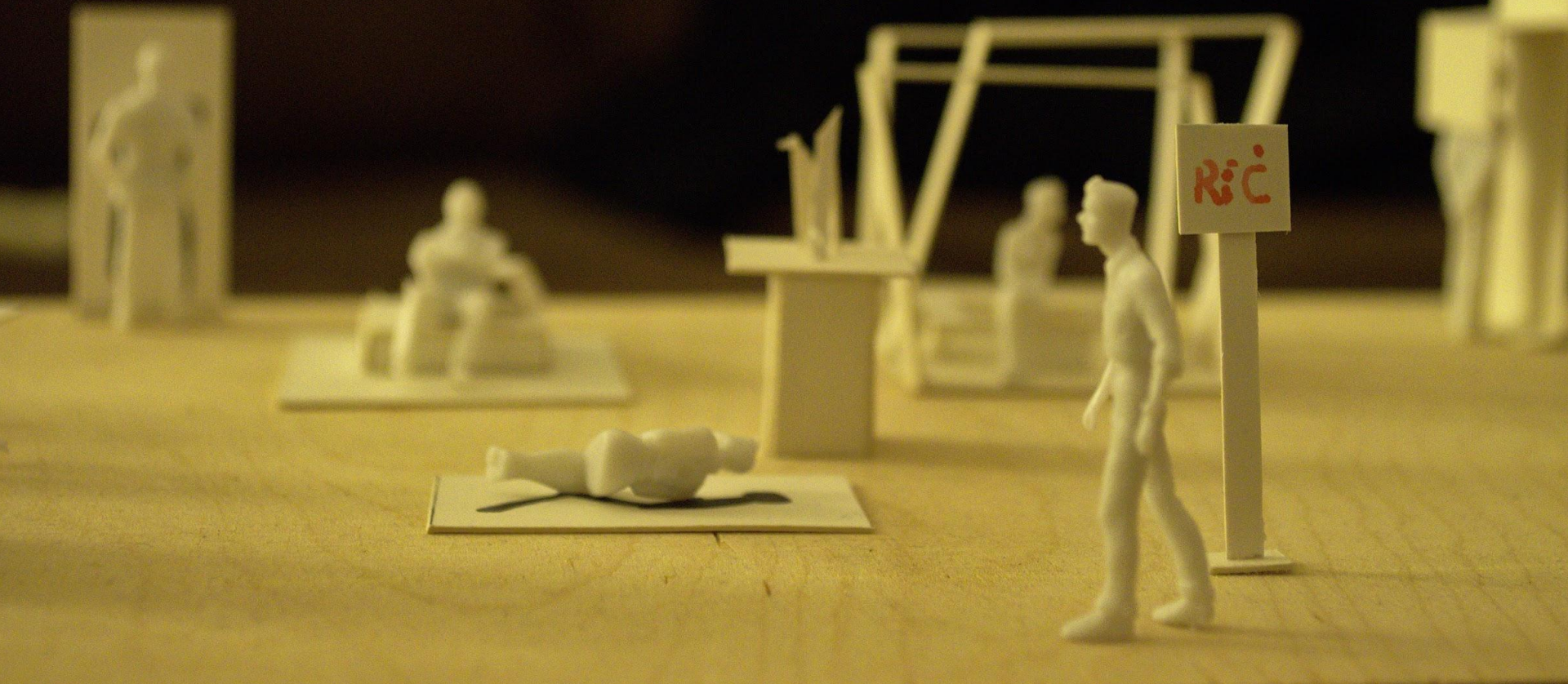
Von und mit anderen Lernen...

[Hackerschool](#)

[Hackerspace Bremen](#)

[FabLab Bremen](#)

# Kulturpolitische Handlungsfelder



# Veranstaltungsformate

Performersion, Performing Arts Programm Berlin

Digital Track, Festival Hauptsache Frei Hamburg

Akademie für Theater und Digitalität, Dortmund



# Fördermodelle

Für Institutionen:


Fonds Digital, Kulturstiftung des Bundes

Für Künstler\*innen:

Digitale Dramaturgie, NRW Kultursekretariat

Autonom, Fonds Darstellende Künste

LINK Masters, Stiftung Niedersachsen



Vielen Dank!

Mehr Infos:

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