

Virtual Moves: work descriptions short version

Cubes

by Art Magne (Mogens Jacobsen)

“Cubes” is a sort of pseudo enactment of the imaginary “Schrödingers Cat” thought-experiment from 1935. This experiment is often described as a paradox telling us that there is something wrong in the way we understand reality. In “Cubes” the experiment is staged in two parallel realities: Second Life and the National Gallery in Copenhagen.

N00sphere Playground

by Goodwind Seiling (Sachiko Hayashi)

“N00sphere Playground” is an interactive sound installation. Playing with the notions of noosphere and playground, it explores the relation between creativity and play in the dreamscape of Second Life.

Calculating “Danmark”

by Frk Dreier (Linda Hilfling and Kristoffer Gansing)

“Calculating “Danmark”” is a critical investigation of how Second Life is branded on the hype of its economical possibilities. How large is the Danish money flow in Second Life actually?

Keep In Touch

by Id Giha (Ida Grøn)

In “Keep In Touch” Id Giha issues contact and control relations. Who controls who? What kind of contact relation do we enmesh in? Is 'real life' more real than Second Life?

Second Life Art Festival

by January Lightfoot (Jan Northoff)

Second Life Art Festival activate a discussion on social networking and digital communication in SL, when January Lightfoot invites a big number of artists and turns newBerlin into a big collective art festival.

A memorial for the iraq war

by Pierre Marteau1 (Nis Rømer)

“a memorial for Iraq war” evolves around how national states choose to remember or forget acts of war. How would a contemporary memorial to the Iraq war look like? Is it even possible to install critical reflections while the conflict is still ongoing?

memory SLOt

by Nettska Dreamscape (Annette Finnsdottir)

“Memory Slot” reflects on traces and memories in the freezone of SL. If your avatar gives “Memory SLOt” a trace of itself you will get a flickering glimpse of memory of hers and you become registered – at least as customer. Are you the new customer?

I (me)

by On Aeon (Maria Lavman Vetö)

“I (me)” is dealing with identity and representation in Second Life. On Aeon has created an interactive mirror for avatars which throws back a pattern of sound which is patterned by the avatars look.