Interface Cultures
at Ars Electronica 2012
30. August - 3. September
Brucknerhaus Linz, Austria
**INTERFACE CULTURES**

*AmEtropIA*

By Andrea Suter

The 'theory' of the magic circle is used within game development. It represents a concept deriving from media theory and cognitive science. It is used to separate the reality of the game world from the reality of the player. The magic circle is turned more vigorously and faster, the characteristics of the sound change accordingly. The music is turned more vigorously and faster, the characteristics of the sound change accordingly.

**POD PRINTER**

By Fabrizio Lamoncha

The installation consists of four videos, which surround the visitors and combine lighting, sound and scent. It is an interactive installation that is designed as a 360-degree video projection. The installation is part of the Interface Cultures program at Ars Electronica 2012.

**SPLIT**

By Natalia Aravena and Claudia Steiner

The installation consists of four videos, which surround the visitors and combine lighting, sound and scent. It is an interactive installation that is designed as a 360-degree video projection. The installation is part of the Interface Cultures program at Ars Electronica 2012.

**Error Stage in Five Layers**

By Nina Mengin

The installation consists of five layers, all surrounding the visitor and combining lighting, sound and scent. It is an interactive installation that is designed as a 360-degree video projection. The installation is part of the Interface Cultures program at Ars Electronica 2012.

**Transparent Sculpture: Passages**

By Michaela Ortner, Marlene Hochrieser, Georg Russegger

"Transparent Sculpture: Passages" is a series of sculptures that include transparent sculptures, interactive sculptures, and interactive sculptures that are made of glass. The sculptures are made of glass and are made to be handled by the visitor. The sculptures are made of glass and are made to be handled by the visitor. The sculptures are made of glass and are made to be handled by the visitor.