

Contents

Gerfried Stocker, Andreas J. Hirsch

07 Encounters of Great Minds and What is Needed for Them

Martin Honzik, Veronika Liebl

10 Starting the European Digital Art and Science Network

16 The European Digital Art and Science Network

20 Scientific Partners and Residencies

20 CERN

24 Artist Residency at CERN

25 CERN: A Journey Through the World of Science—Semiconductor

30 ESO—The European Southern Observatory

32 Artist Residency at ESO

33 Art and Science: A Cosmic Inspiration—María Ignacia Edwards

38 Artist Residency at ESO

39 A Trip Close to Outer Space—Quadrature

44 ESA—The European Space Agency

46 Artist Residency at ESA

49 Star Storm—Aoife van Linden Tol

50 Artist Residency at Fraunhofer MEVIS

51 STEAM Imaging—An artist in residency program
focusing on links between art and science

53 Whose scalpel—Yen Tzu Chang

Andreas J. Hirsch

56 The Practice of Art and Science

57 I. ENTERING NEW GROUND

71 II. EXPERIENCES AND LESSONS

86 III CULTURES, PLACES, AND AGENTS

Jurij Krpan

92 Art&Science. The relationship that is not existing but yet it's functioning

Victoria Vesna

94 Anticipatory Art Science: Networks to NanoSystems

Horst Hörtner

**106 Art, Technology, and Society as Research Practice.
Ars Electronica Futurelab**

110 Cultural Partners and Activities

114 Ars Electronica

- 117 Activities
- 120 Elements of Art and Science
- 138 The Alchemists of Art and Science
- 154 Radical Atoms

162 CPN – Center for the Promotion of Science

- 165 Activities
- 166 Art + Science 2016
- 170 Art + Science 2017

180 DIG gallery

- 184 Art & Science vol. 1 – 3

188 Fundación Zaragoza Ciudad del Conocimiento

- 190 Activities
- 193 Cycle I: Reverberadas
- 199 Cycle II: BIOESTETICA. Exhibition Postnature

208 GV Art London

- 210 #postARTandSCIENCE

212 Kapelica Gallery / Kersnikova Institute

- 216 Activities
- 217 Earth Without Humans I
- 222 Earth Without Humans II

230 LABORAL Centro de Arte y Creación Industrial

- 232 Activities
- 236 Materia Prima
- 250 Monsters of the Machine

264 Science Gallery at Trinity College Dublin

- 266 Activities
- 268 TRAUMA—Built to Break
- 269 SEEING—What are you looking at?
- 288 HUMANS NEED NOT APPLY
- 300 SOUND CHECK: Make it. Play it.