

Petra Gemeinboeck

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CURRICULUM VITAE | 2008

Principal fields of interest:

Art & Science practice, Embodied Experience, Dance & Technology, Mobile Media,
Performative Geography, Prosthetic Interfaces, Ubiquitous Computing, Visual Culture

EDUCATION

- 2004 **Doctor of Technical Sciences**
Thesis: "Negotiating the Virtual: Inhabiting Architectures of Emergence and Remoteness"
Program of Visual Culture, Faculty of Architecture, Vienna University of Technology
- 2003 **Master of Fine Arts in Electronic Visualization**
Electronic Visualization Laboratory, School of Art and Design, University of Illinois at Chicago
- 2000 **Diploma degree (MSc) in Architecture**
Faculty of Architecture, University of Stuttgart
- PROFESSIONAL DEVELOPMENT
- 2007 Graduate Certificate in Higher Education, Faculty of Education, University of Sydney

PROFESSIONAL EXPERIENCE

- 2004—pres. **Lecturer (Assistant Professor) in Digital Media**
Faculty of Architecture, Design & Planning, University of Sydney
Curriculum development and teaching in the programs of Bachelor of Design Computing,
Master of Design Science (Design Computing) and Master of Design Science (Digital Media)
- 2003—2004 **Lecturer (Assistant Professor) in Media Practice and Theory**
Department of Media and Cultural Studies, University of Sussex
Course redevelopment and teaching in the programs of BA in Media Practice and Theory
and MA in Digital Media
- 2001—2004 **Visiting Lecturer**
Faculty of Architecture Vienna University of Technology
Course development and teaching in the Visual Culture Module
- 2002—2003 **Visiting Artist / Lecturer**
Faculty of Architecture, University of Stuttgart
- 1999—2000 **Visiting Artist**
Competence Centre Virtual Environments (CCVE), IAO Fraunhofer Stuttgart
- 2001—2002 **Research Assistant**
Electronic Visualization Laboratory, University of Illinois at Chicago
- 2000 **Collaborator** on 'Architecture Parallele' by Maurice Benayoun, Z-A Productions, Paris
- 1993—1999 **Independent design work** for various artists and architects in Vienna,
incl. 3-D modelling and renderings for competitions, video works, computer animations

SELECTED ART PROJECTS

My artistic practice brings together the fields of architecture, computer science, interactive media art, performance, and visual culture. The main thread running through my practice is the renegotiation of social territories, whether these are bodies or city landscapes. Having lived in six different countries over the past ten years, my migrant condition strongly influences the metaphoric themes and aesthetic language of my works.

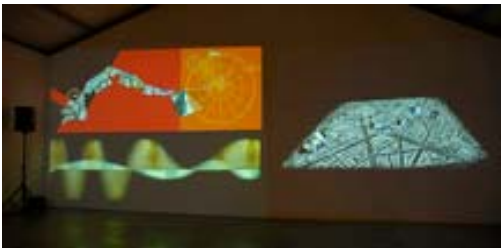
Impossible Geographies 02: Urban Fiction (2006-7)



In this locative artwork and installation, the visitors are required to step outside the gallery, to engage with a playground much more indeterminable. *Urban Fiction* uses customized mobile phones to trace the participants' encounters, and to see in them a filigree of imaginary spaces spun by our everyday lives—spaces that our traditional maps are blind to. Back inside the gallery, these captured imaginary drive the fabrication of an alternative urban fabric. The installation, spanning translucent silicone sheets between scaffolding tubes, expresses layers of skin, cut from the urban fabric, and swiped across the space. Closer inspection

reveals that the fabrics are still in the making, and tiny movements produced threads, whorls and stitches, similar to the embroidering pulses of a heart rate monitor.

Net_Dérive (2006) with Atau Tanaka



This location-aware mobile work was developed with Atau Tanaka at Sony CSL Paris. Deployed on advanced mobile phones, we sought to create a kind of musical instrument, thinking of the city-as-instrument. The concept of this work was inspired by the Situationist *dérive*, and calls upon techniques from interactive music applied to new contexts that include the creation of an abstract narrative from audiovisual media captured on multiple mobile devices. As users walk around and explore the cityscape, they hear voice instructions that suggest paths to follow or turns to make. From the paths they take and the

experiences they have, a collective narrative emerges, which is fed back through audiovisual means to each participant and, in turn, directs their experience.

Impossible Geographies 01: Memory (2005) with Mary Agnes Krell



The interactive installation invokes the memory space of a gallery. Always flowing and neither clearly one nor the other, it manifests itself as a leakage between time and space. The gallery space is threaded with a network of laser beams, coated with video projections and equipped with cameras, its 'eyes'. As visitors cross the laser beams, they leave their visual mark and trigger a fracture through which the virtual seeps

into the physical present. The more active the people are in the space, the more the seeping stream turns into a spillage, transforming the (image of the) present. The project was developed during my Do While New Media Art residency. Mary Agnes Krell developed the work's dynamic sound scape.

Maia-Veil of Illusion (2004)



The tele-immersive installation connects two remote sites, creating a dynamically evolving virtual passage in-between. The work addresses the mirror space that apparently allows participants to 'step through the looking glass' and

to be present on the 'other side'. *Maia's* 'veil of illusion' becomes a two-way mirror, whose two sides are split apart in order to shape a three-dimensional, elastic and only apparently transparent looking glass on each remote site. Entangled in this veil, the participants' traces, inscribed on both remote sites become more and more intertwined until they eventually appear to evolve interdependently.

Uzume (2000-3) with Roland Blach and Nicolaj Kirisits

'Uzume' means 'whirling' in Japanese; and immersed in this virtual environment, an abstract, dynamic and sensitively responsive space surrounds the visitor. Interacting with (the spatial representation of the temporal behaviour of) chaotic systems, the virtual opposite appears untamable. To communicate with *Uzume* is thus similar to pursuing a dialogue without knowing the language of the other. It is the participant's reading of the virtual entity's 'intent' and

'disposition' that propels the dialogue between the two. *Uzume* was realized in collaboration with the cyberneticist Roland Blach and the composer Nicolaj Kirisits. It is part of the permanent CAVE Art collection at the Ars Electronica Center, Linz, Austria.

SOLO EXHIBITIONS

- 08–09 2007 **Impossible Geographies**
Tin Sheds Gallery Sydney
- 11–12 2005 **Impossible Geographies 1.1: Memory**
Gallery Fabrica, Brighton, UK
- 07–08 2005 **Impossible Geographies 01: Memory**
Gallery Soto, Boston, MA
- 01–02 2003 **Presentiments II**
Centre des Arts Enghien, Enghien-les-Bains at Paris

SELECTED GROUP EXHIBITIONS

- 02–03 2008 *Uzume* at the **KUNSTTRESOR: Raum für Flüchtige Kunst**, Stuttgart
- 12 2006 **Intensive Science**
Sony Science Museum, Tokyo,
- 10 2006 **Intensive Science**
Maison Rouge, Paris, 10 06
- 11 2005 **Presence and Absence**
ICA Singapore
- 10–12 2004 **La ville à nu / The naked city: Archilab 2004** (curated by Bart Lootsma)
Orléans, France
- 01 2004 **MAK NITE** (curated by Lee Rodney)
MAK Museum of Applied Arts Vienna
- 01 2004 **MEDIA IN SPACE: 17. Stuttgarter Filmwinter**
- 2003 *Uzume* becomes part of the **Ars Electronica CAVE Art collection**
Ars Electronica Center, Linz
- 09 2003 **CODE - The Language of Our Time: Ars Electronica Festival 2003**
Ars Electronica Center, Linz
- 03 2003 **Version > 03 :: Digital Arts Convergence**
Festival of Digital Media Arts, Museum of Contemporary Art Chicago, IL
- 12 02–01 03 **Black Cube: platform for media art**
Badenwürttembergische Kunstverein Stuttgart
- 07 2002 **SIGGRAPH 2002: Art Gallery**
San Antonio, TX

- 11 2001 **Female Century – New Polarities: Mediarama 2001**
Conference and Electronic Art Festival, Sevilla,
- 10 2001 **New Media Aesthetic: Alternate Currents: Chicago Artists' Month 2001**
Electronic Visualization Laboratory, UIC, Chicago, IL,
- 09 2001 **Alive On the Grid at Takeover: Ars Electronica Festival 2001**
Ars Electronica Center, Linz
Advanced Visualization Laboratory, Indianapolis, ID
Media Department, University of Buffalo, NY
C3 Center for Culture & Communication, Budapest
Interactive Institute, Umea, Sweden
- 06–07 2001 **The Adventure of CAVE**
NTT InterCommunication Center [ICC], Tokyo
- 10 1998 **10 Jahre Haus der Architektur**
Haus der Architektur, Graz, Austria
- 07–09 1997 **Vitrine Generali Foundation**
Generali Foundation Vienna
- 09–10 1996 **Labyrinth**
European Capital of Culture Copenhagen '96

SELECTED PUBLICATIONS AND TALKS

[authors listed only for co-authored publications]

BOOK CHAPTERS / CONTRIBUTIONS

- 2008 Tanaka, A. and Gemeinboeck, P., **Net_Dérive: Conceiving and Producing a Locative Media Artwork** In Goggin, G. and Hjorth, L. (eds.) *Mobile Technologies: Communication into Media*. London: Routledge (forthcoming)
- 2006 **Chinese Whispers and Maya - Veil of Illusion: interview** In Franz Fischnaller (guest ed.) *E-Art. Special edition*, Editori Riuniti, Rome/Italy
- 2004 **Un element tiers, autre—Something Third, Other**
Lootsma, B. (ed.) *La ville à nu / The naked city. Catalogue Archilab 2004*. Orléans: Editions Hyx, p. 235-241
- 2003 **Constructing Shadows in Cyberspace**
Mörtenböck, P. and Mooshammer, H. (eds.) *Visuelle Kultur. Körper - Räume - Medien*. Wien: Böhlau, p. 191-210

JOURNAL ARTICLES

- 08 2007 Veronesi, F., Gemeinboeck, P., **Encountering space, places and memories in Australian landscapes** In *Mapping Media. Media International Australia*, No. 124
- 04 2005 Gemeinboeck, P., Blach, R., **Spacing the Boundary: An Exploration of Perforated Virtual Spaces** In *Space, Place and Technology. Presence in Mediated Experiences. PsychNology Journal*. Volume 3, No.1
- 09 2004 **Negotiating the In-Between: Space, Body and the Condition of the Virtual**
Crossings-Electronic Journal of Art and Technology, University of Dublin, Vol. 4/1
- 02 2004 **Virtual Reality: Space of Negotiation**
Visual Studies Journal. A Routledge Title, Vol. 19, April 2004
- 09 2003 **Something Third, Other**
M/C - journal of media and culture, special edition of 'FIBRE', <http://www.fibre-culture.org>

CONFERENCE PAPERS

- 07 2007 Gemeinboeck, P., Dong, A., Veronesi, F., **Who Writes The City?**
Mobile Media2007: Proceedings of an international conference on social and cultural aspects of mobile phones, convergent media, and wireless technologies, The University of Sydney

- 10 2006 Gemeinboeck, P., Tanaka, A., Dong, A., **Instant Archaeologies: Digital Lenses to Probe and to Perforate the Urban Fabric** In ACM Multimedia 2006 Proceedings, Santa Barbara
- 08 2006 Gemeinboeck, P., Tanaka, A., **Concepts in Locative Media: Instrumental and Theoretical Considerations in the Design of a Framework** At ISEA 2006 Symposium, San Jose, CA
- 06 2006 Tanaka, A., Gemeinboeck, P., **A Framework for Spatial Interaction and Locative Media** Proceedings of NIME 06: 6th International conference on New Interfaces for Musical Expression, Ircam – Centre Pompidou, Paris
- 03 2006 Gemeinboeck, P., Dong, A., **Discourses of Intervention: A Language for Art & Science Collaboration** In International Conference New Constellations: Art, Science and Society, Museum of Contemporary Art Sydney
- 11 2005 **Impossible Geographies of Belonging**
ACM Multimedia 2005 [MM'05] Proceedings, Singapore, Nov. 2005
- 04 2005 **Constituting, Traversing and Perforating Boundaries: Embodied Interaction in Immersive Virtual Spaces** In 5th Creativity and Cognition Conference Proceedings, Goldsmiths College, University of London
- EXHIBITION CATALOGUES / OTHER
- 2006 **Impossible Geographies: Archaeology of the Instant**
Intensive Science, exhibition catalogue, Sony CSL Paris, Nov. 2006
- 2003 **Uzume**
Language of Our Time: Ars Electronica 2003, Linz, catalogue, Hatje Cantz Publishers
- 09 2002 **Roundtable L'imaginaire d'artiste** with Christa Sommerer and Laurent Mignonon
Centre des Arts Enghien, Enghien-les-Bains at Paris
- 2002 **Uzume**
SIGGRAPH 2002 San Antonio, TX, Art Gallery catalogue, ACM Press
- 2001 **Uzume**
Mediarama 2001: Female Century - New Polarities, Seville
- 2001 Gemeinboeck, P., Tremonti, J., **Excavation**
Takeover: Ars Electronica 2001, exhibition catalogue, Hatje Cantz Publishers
- 2000–2006 ARTIST TALKS
Royal Australian Institute of Architects (RAIA), Sydney; Electronic Visualization Lab, University Of Illinois at Chicago; Vienna University of Technology; Centre des Arts Enghien, Paris; University of Stuttgart; University for Applied Arts Vienna; Goldsmiths College, University of London.

SELECTED AWARDS / GRANTS

- 06–10 2006 Visiting Artist at Sony CSL Paris
- 2005 Research and Development grant, University of Sydney
- 06–07 2005 New Media Artist in Residency: DoWhile Studio Boston, MA
- 2005 MAK Schindler Scholarship Program 2005/6, recognition award
- 2004 Research and Development grant, University of Sydney
- 2004 Dean project award of the faculty of Architecture, Vienna University of Technology
- 2001 University Fellowship, University of Illinois at Chicago
- 2000 University Fellowship, University of Illinois at Chicago
- 2000 Emanuel und Sofie Fohn-StipendienStiftung: Research Fellowship
- 2000 Scholarship 'Tische Program', Federal Chancellery Austria: Section for Artistic Affairs
- 1999 First prize, category 'Visions and Future Task,' 3rd International Competition for Textile Architecture, Textile Architecture Group, Frankfurt

SELECTED BIBLIOGRAPHY (INCL. REVIEWS)

- 2007 **The thought provoking jolt: Anna Munster explores Petra Gemeinboeck's impossible geographies**, *RealTime Arts Magazine*, issue 82
- 2006 **Extensions, Derivations** by Christophe Kihm, *Intensive Science* catalogue, Sony CSL Paris
- 2005 **Year brought prolific creativity, cultivated and raw**, *The Boston Globe*, December 30, 2005
- Interactive work evokes complex memories**, *The Boston Globe*, August 12, 2005
- 2004 **Archilab 2004**, *Pixel Magazine*, Volume 10/04, Paris
- 2004 **Whirl Room: Petra Gemeinboeck's CAVE installation at Ars Electronica**, *spike art quarterly*, Volume 1/1, Vienna
- 2003 **'The real virtuality': No cyberspace without a body. Petra Gemeinboeck's CAVE installation at Ars Electronica in Linz**, *ARCHIS #6*, Rotterdam
- 2003 **Tanz hinter sieben Codes, interview with Manuela Hoetzl**, *Architektur & Bauforum Magazine*, Volume Nr.18, Österreichischer Wirtschaftsverlag, Vienna
- 2003 **interview in documentary of CODE - The Language of Our Time: Ars Electronica 2003**, Austrian TV Broadcasting Corporation: ORF2, 28th / 29th Sept. 2003
- 2003 **Experiment K: Multimedia CD-ROM**, limited edition, NTV Television Channel, Moscow
- 2003 **interview with Manuela Hoetzl**, *Radio Orange, contemporary art culture program* UKW 94.0 MHz, Vienna
- 2003 **Skriptlose Raeume: Architekturen des Cyberspace** by Peter Mörtenböck, in Flagge, I. (ed.): *Architektur und Wahrnehmung. Jahrbuch Licht und Architektur 2003*, DAM – Deutsches Architekturmuseum Frankfurt a.M.
- 2003 **Uzume : interview**, *Pixel Magazine*, Volume 02/03, Paris
- 2003 **«Uzume», miroir déformant**, *Libération*, rubric *Numériques*, January 17, 2003, Paris
- 2002 **interview in Documentos Mediarama series no. 9: Real time** (director: Pedro Pinzolas), Canal 2 Andalucia broadcast, Spain, September 2002
- 2002 **Art Beat Chicago**, *WTTW broadcast*, Chicago, May 2002
- 2001 **Immersed in Art**, *Computer Graphics World*, Volume 11/01, New York, NY
- 2001 **Interactive Architektur**, *Fachmagazin der Architektur*, Volume 03/01, Vienna