



News Release

For immediate release
Press contact: Janet Bailey, 617.971.9383
press@bostoncyberarts.org

Creative Collisions of Art + Technology are on display at the 2009 Boston Cyberarts Festival

**Tenth anniversary Festival features
increased focus on art in cyberspace**

Boston, MA - Exhibitions and performances by artists who use computer technology as an integral part of their work are once again on display at the sixth Boston Cyberarts Festival, taking place **April 24-May 10, 2009**. The Festival, a collaboration of visual and performing artists, cultural organizations, educators, and high-technology professionals, takes place at museums, galleries, theatres, schools, and public spaces in and around the Boston area, and online at www.bostoncyberarts.org.

The first Boston Cyberarts Festival took place ten years ago, in 1999, and since that time the biennial event has become an eagerly-anticipated part of the Boston-area arts and technology scene. **George Fifield, Director of Boston Cyberarts**, noted: "The Boston area has been a center of art and technology for decades, since the pioneering work done by institutions like WGBH, Polaroid, and the MIT Media Lab. We're proud that for the past decade we have been able to shine a spotlight on both the rich history of art and technology, and on the visions for the future."

One of the key features of this year's Festival is an increased emphasis on art in cyberspace. Among the events and exhibitions that can be enjoyed on the web are:

* **Loops: A Dance & Technology Project:** Artists will be repurposing and reinterpreting Merce Cunningham's "Loops," using open-source software created from the motion-capture of the Cunningham work. The results will be available to view online, in exhibition at the MIT Museum, and in a live performance.

* **HyperArtSpace Gallery:** Boston Cyberarts' own online gallery will be the site of a series of curated exhibitions of web-based artwork.

* **Second Life:** Boston Cyberarts is planning an array of projects in the virtual environment of Second Life. At least one of these exhibitions, organized by Lily & Honglei, will also be on view in the gallery at U. Mass Dartmouth.

A rich array of events and exhibitions in many art forms are also on tap for the 2009 Festival.

* **Visual art** has always been a central part of the Boston Cyberarts Festival. Among the 2009 non-virtual offerings are a major exhibition of the video art of Mary Ellen Strom and Ann Carlson at the DeCordova Museum; "Syntax," an exhibition of photographers and new media artists at the Photographic Resource Center; and "Losing Ground" featuring the works of Dorothy Simpson Krause at the South Shore Art Center.

* **Virtual reality** is featured in several exhibitions. At the Goethe Institut, Tamiko Thiel and Teresa Reuter's "Virtuelle Mauer / ReConstructing the Wall" uses interactive 3D computer graphics to allow users to experience a section of the former Berlin Wall. The Cambridge Arts

Council's gallery will feature Mark Skwarek and Joseph Hocking's "Children of Arcadia," which allows visitors to walk into and through a Baroque painting.

* **Electronic music** offerings this year include the Electro-Acoustic Music Festival at the Longy School of Music. The event is being organized by Jeremy VanBuskirk, head of the school's Computer Music Studio in celebration of the Studio's tenth anniversary.

* **Youth programming** takes place in collaboration with the Cloud Foundation in Boston's Back Bay.

The closing weekend of the Festival features a gala celebration and awards ceremony on May 8, at which artists and arts patrons can meet and mingle. For the second time, Boston Cyberarts presents the IBM Innovation Awards to the top three events or exhibitions of the year.

"Boston Cyberarts has played a unique and vital role in showcasing cutting-edge programming at so many of the arts and educational venues across our region," says **Boston Mayor Thomas M. Menino**. "In doing so, the Festival also celebrates the long history of technology and innovation that is one of the hallmarks of the history of Boston." The Festival is an important contributor to the region's economy: independent studies conducted in 2003, 2005, and 2007 demonstrated that each of the three Festivals, with a budget of less than \$200,000, generated a total economic impact of over \$2 million.

The Festival's website, at www.bostoncyberarts.org, is the portal to information and conversations among artists, arts patrons, and the general public. The site contains a searchable list of events and exhibitions, which is being updated continually as events are added to the roster. The site also includes a social networking site just for people interested in cyberart (www.bostoncyberarts.net), a blog where individuals can comment on Festival events, and connections to major social networking sites. During the two weeks of the Festival, patrons are also able to obtain information in person at CyberArtCentral, the Festival headquarters. A guide to Festival activities is also available in the April 24 edition of the Boston Phoenix.

For further information, contact the Festival office at **617.524.8495**, email info@bostoncyberarts.org, or visit www.bostoncyberarts.org.

#

Cyberart encompasses any artistic endeavor in which computer technology is used to expand artistic possibilities - that is, where the computer's unique capabilities are integral elements of the creative process in the same way that paint, photographic film, musical instruments, and other materials have always been used to express an artist's vision. The Boston Cyberarts Festival, launched by George Fifiield in 1999 with seed funding from the Massachusetts Cultural Council, is the only Festival in the world that encompasses all art forms, including both visual and performing arts, film, video, electronic literature, public art, and web art.

Boston Cyberarts is grateful for the support of many generous individuals and institutions, including The Andy Warhol Foundation for the Visual Arts, the LEF Foundation, IBM, the Massachusetts Cultural Council, ArtsBoston, and the Phoenix Media Communications Group.

#

Press contact: Janet Bailey, 617.971.9383, press@bostoncyberarts.org

#

Boston Cyberarts Festival
Administrative Offices: 9 Myrtle Street, Boston, MA 02130
Telephone 617.524.8495
Fax 617.524.9968
www.bostoncyberarts.org
info@bostoncyberarts.org