

## AXEL STOCKBURGER

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Mag.Art. at the University for Applied Arts Vienna, Master Course For Visual Media Art,  
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### EXHIBITIONS/SCREENINGS/PERFORMANCES

- 2008 "Games", Kunsthalle Project Space, Vienna  
"Homo Ludens Ludens", Laboral Centre for Art & Creative Industries, Gijon, Spain  
"Real Life", Portman Gallery, London, UK  
"Abstracts of Syn", arge Kunst, Galleria Museo, Bolzano, IT
- 2007 "Zero Gamer", HTTP Gallery, London  
"La Noche En Bianco", Video Dictionary Screening, Matadero, Madrid  
"Images" curated by SPIKE magazine, Bauernmarkt 1, Vienna  
"Play Safe-Battlefields In The Playground", Project Art Center, Dublin  
"Fresh Trips", medienkunst.tirol, Innsbruck, Austria  
"Driven", Starkwhite Gallery, London, UK  
"Rencontres Internationales" Madrid, Film Festival, Spain  
"Gameworld", Laboral Centre for Art & Creative Industries, Gijon, Spain  
"Video As Urban Condition" Lentos Museum, Linz, Austria  
"Videoabend", ILSA Projection, Motorenhalle, Dresden  
"Reboot, Works from the Jim and Mary Barr Collection", Christchurch Gallery, NZ
- 2006 "Rencontres Internationales Paris/Berlin" Film Festival, Paris  
"Facts and Fiction", RCM Museum, Nanjing, China  
"Grounded", E:vent Gallery, London  
"Gaming Realities", Mediaterra Festival, Athens, Greece  
"Centrefold", ZOO Art Fair, London  
"Reboot, Works from the Jim and Mary Barr Collection", Dunedin Public Art Gallery, NZ  
"V.I.V.A. Festival", de Stad als Theater, Zwolle, NL  
"Marte e Aqui" Rua Simpatia 256, Sao Paulo, Brazil  
Live Performance with Mark Schreiber at Simultan 02 Festival, Timisoara, ROM  
"Brilliant City", Starkwhite, Auckland, NZ  
"Video Dictionary", Image Forum Festival, Tokyo
- 2005 "You are my torture/ i am your chamber", V-art Festival, Sardinia  
"Video Dictionary", Impakt Festival, Utrecht, NL  
"Fresh Trips", Kunstraum Innsbruck, Innsbruck  
"The London Connection", Galerie Lisi Hämmerle, Bregenz, Austria  
"Vanishing Point", Starkwhite, Auckland, NZ  
"What Sound Does A Color Make?", (with D-Fuse), iCI, Eyebeam, New York  
"1+1=1 Cannibalism in Popular Music", performance with N.I.C.J.O.B.  
for "Lebt Und Arbeit In Wien", Kunsthalle, Vienna  
"Play It Again", Gallery 5020, Salzburg  
"Now's The Time", Kunsthaus Graz, Graz  
"Save The Day" (curator) Gallery Kunstbuero, Vienna  
"Spielraum", Gallery Praxis, Vienna  
"Shanghai Surprise"(D-Fuse), Lothringer Dreizehn, Munich
- 2004 "re:Visited", Medienturm, Graz  
Performance, D-Fuse vs. SiCut DB, Machina, Moscow  
"Austrian Video Selection", Belef, Belgrade  
"Light Turned Down", Guggenheim Museum Bilbao (Performance D-Fuse)  
"Video as Urban Condition", POOL, Austrian Cultural Forum, London  
"Brilliant City", Film Production, Residency, British Council Artist Link Program, Shanghai
- 2003 "25hours", The Video Art Foundation, Barcelona  
D-Fuse "D-Tonate DVD" published by NowonDVD Japan  
"D-Tonate", OnedotZero festival, ICA, London  
"K-Remix", Fibla and D-Fuse, Sal de los Flores, Barcelona  
"Abstraction Now", Kuenstlerhaus, Vienna
- 2002 Scanner and D-Fuse, Jam Tokyo-London, British Council Japan, Tokyo  
"Wire-D-Fuse", Saatchi Gallery, Tokyo  
Performance D-Fuse vs. Burnt Friedmann, OnedotZero Festival, ICA, London  
Production of DVD's „D-FUSE vs. NONPLACE”, and “D-Fuse Retrospective -GASBOOK”
- 2001 "Media Connection", Pallazzo del Esposizione, Rome, Triennale di Milano, Milan  
"Life goes on", IGBildende Kunst, Vienna  
"Most Wanted", Secession, Vienna  
Screening "Endeka", Filmfestival Diagonale, Graz

- 2000 "D-Fuse Art Space", WIRE-Magazine, London  
 "PDA-PGP-PSX", Galerie ARC, Vienna  
 "we accept", Kiasma, Electronic Media Festival, Helsinki  
 „world information.org“, Bruxelles
- 1999 "Austrian Abstracts", Diagonale, Graz  
 "Among Others 3", Kunsthalle Exnergasse, Vienna  
 "Synworld / playworld: hyperspace", Museumsquartier, Vienna  
 "PSX-Stations", Art Music & Environment, Vienna  
 "minimal 1", Kunstbüro, Vienna  
 "Copy & Paste / Drag&Drop", Projectspace Kunstraum Innsbruck  
 "Artforum Berlin", Berlin  
 "Hotel Utopia", Film und Videofestival, Vienna  
 "Homestories", Filmcasino, Vienna
- 1998 "Through–Video", Brasilica, Vienna  
 "Cracks & Numbers", Kunstbüro, Vienna  
 "o-o-o-o", Kunstraum Büchsenhausen, Innsbruck  
 "Junge Szene 98", Secession, Vienna  
 "Sincerely Yours", Sofia Municipal Gallery, Sofia, TED Gallery, Varna  
 "Global Media", (STROBE, TV magazine, shown at ORF, 3SAT), Steirischer Herbst, Graz  
 "Modelle", Galerie Cult, Vienna
- 1997 "a Box is a Box is a Box", Sargfabrik, Vienna  
 "Umfeld-Agenda", Kunstbüro, Vienna  
 "Strange Encounters", Bricks & Kicks, Vienna  
 "Still. Le Silence de la Musique", Institut Français de Vienne, Salle de Bal, Vienna  
 "Little Explorers", Bricks & Kicks, Vienna

#### BIBLIOGRAPHY (selected)

William Mc Alon, "Jim Barr and Mary Barr", Contemporary, Issue 80, April 2006  
 Kunst und Spiel II, Kunstforum Band. 176, 2005, Ed. Matthias Fuchs  
 Mute No.24, Axel Stockburger on Richard Fenwick's RND project, 2003  
 Copy & Paste, Drag & Drop (with N.I.C.J.O.B.) in Sample Minds, Materials On Sampling Culture,  
 Stefan Bidner, Thomas Feuerstein (Ed.), Verlag der Buchhandlung Walther König, 2004  
 Catalogue: Abstraction Now, Katalog, Künstlerhaus, Vienna, 2003  
 Catalogue: 25 hours, The Video Art Foundation, Manuel Saiz (Ed.), 2003  
 Catalogue: Media Connection, Libri Scheiwiller, Milan, 2001  
 Catalogue: Most Wanted, Matthias Herrmann, Armin Medosch (Texte), Secession, 2001  
 Catalogue & CDROM; Among Others 3, Kunsthalle Exnergasse, Daniela Swarowsky (Ed.), Triton  
 Verlag, 2002  
 Catalogue: Moving Out. Universität für Angewandte Kunst Wien (ed.) Wien, 2001  
 Catalogue: Junge Szene Kinder Arbeit von 9.7. bis 30.8.1998. Vereinigung Bildender Künstler, Wiener Secession (ed.) Wien, 1998  
 Catalogue: a box is a box is a box, Triton-Verlag Wien, 1997  
 Mathias Fuchs: Axel Stockburger: der akusmatische Weg. Eikon, 21-22/1997  
 Kruppl, Doris: Von Zwischenwelten und Paralleluniversen In: Der Standard, Wien, 28.07.1999  
 Aigner, Claudia: Quer durch die Galerien. Die Fantasien der Künstler In: Wiener Zeitung, Wien, 08.01.1999  
 Nussbaumer, Ingo: among-others 3. Intermediale Dialoge In: springerin. Hefte für Gegenwartskunst, Wien, 1999

#### RESEARCH/TALKS

- 2007 Invited Talk: MUSIC:MIRROR:PROPHECY at Secession, Vienna, 13.12. 2007.  
 Invited Talk: MODALITIES OF SPACE IN VIDEO AND COMPUTERGAMES - as part of the workshop  
 On/Off at the Architectural Department RWTH Aachen, 19.11.2007, invitation by Georg Rafaelidis.  
 Panel Discussion (with F.E. Rakuschan): Your Space is not Myspace - User Generated Content meets Contemporary Art  
 17.11.2007, 18h, at KM > showroom, Vienna. Invitation by Klaus Strickner.  
 Invited Talk: ABSTRACTION IN VIDEO ART, 11.11.2007, Donau-Universitaet Krems, Department für Bildwissenschaften.  
 Invitation by Marc Ries, Jeanna Nikolov-Ramirez Gaviria.  
 Invited Talk: VISUAL MUSIC - Synchronicity, 17.08.07, CAMP Festival, Württembergischer Kunstverein, Stuttgart.  
 Invited Talk: WARGAMES - Battlefields in the Playground, 26.07.07, Project Art Center, as part of the Exhibition PLAY SAFE  
 Dublin, curated by Jonathan Carroll  
 Invited Talk: PLAYING AT FREEDOM, 22.06.07 Frankfurter Kunstverein, as part of the exhibitino: PENSEE SAUVAGE - On  
 Freedom, curated by Chus Martinez  
 Workshop: BEING PLAYED 23.06.07 Frankfurter Kunstverein, as part of the exhibitino: PENSEE SAUVAGE - On Freedom  
 Invited Talk/Panel Discussion: PLAYING THE URBAN,, 26.04.07, Video as Urban Condition, curated by Anthony Auerbach  
 Lentos Museum, Linz, AT.
- 2006 Invited Talk: REPLAY, 15.11.06, Dundee Contemporary Arts, Dundee, Scotland.  
 Panel Discussion: SALON OR SEMINAR (Resonance FM) 24.10.06 at E:vent Gallery London  
 with JJ. Charlesworth, Marina Vishmidt, Cecilia Wee.  
 Invited Talk: GAME ARCHITECTURE, Raumproduktion in Computerspielen,  
 24.05.06, Studio Lainer, Academy of Fine Arts, Vienna, Austria.

Invited Talk: REPLAY , Dimensions of Time in Contemporary Game Culture  
Exhibition: Again For Tomorrow, 08.04.06, Royal College of Art, London. UK.  
Invited Talk: ART VERSUS GAME, Modalities of Space, 25.01.2006, Center for Cultural Studies,  
Goldsmith, Interactive Art Department, London. UK.

- 2005 Invited Talk: BEING PLAYED, Artist Talk  
8.09.05, SENAC SP, Multimedia Department, Sao Paulo, Brazil.  
Invited Talk: BLASTING THE WHITECUBE, The Relationship Between Games And Art  
SUBOTRON Electric Meeting, 25.06.05, Museumsquartier, Vienna  
Invited Talk: TIME'S UP, Einige Bemerkungen zum Faktor Zeit in Video und Computerspielen  
Basics Festival 2005, Salzburg, Austria.
- 2004 Invited Talk: PERVASIVE PLAY,  
The Phantom of Convergence and Multiplayer Location Based Games  
at: Interact 1 Seminar, LCC, University of the Arts, London, UK.
- 2003 Paper: THE GAME ENVIRONMENT FROM AN AUDITIVE PERSPECTIVE  
at: Level Up, Digital Games Research Conference, Utrecht, NL.  
Paper: FROM APPROPRIATION TO APPROXIMATION,  
The Relationship Between Fine Art and Computer Games,  
at: Pixel Raiders Conference, Sheffield University, UK.
- 2002 Paper: HEAD LEFT - CLIMB UP - JUMP IN  
What Do Walkthrough Texts Reveil About The  
Representational Navigable Spaces In Video And Computer Games?  
at: Playing with the Future Conference, University of Manchester, UK.

#### **PUBLICATIONS:**

Stockburger A. (2007) "Playing the third place: Spatial modalities in contemporary game environments"  
International Journal of Performance Arts and Digital Media Volume 3 Issue 2.

Stockburger A. (2007) "Listen to the Iceberg: On the Impact of Sound in Digital Games" in: Borries, F.v., Böttger, M., Walz, S.P. (Eds.), "Space,  
Time, Play: Computergames, Architecture And Urbanism: The Next Level", Birkhäuser Verlag, Basel.

Stockburger A. (2007) "audiomaps" in: Carlyle, A. (Ed.) "Autumn Leaves: Sound and the Environment in Artistic Practice", Double Entendre &  
CRISAP, London.

Stockburger, A. (2007) "Playing at Freedom" in: Pensee Sauvage - Von Freiheit (D/E)  
Catalogue, Frankfurter Kunstverein, Revolver Books, Frankfurt am Main.

Stockburger, A. "From Appropriation to Approximation" in: Videogames And Art (2007) in: Eds.: Grethe Mitchell and Andy Clarke, University of  
Chicago Press, Chicago.

Stockburger, A. (2006) "The Vienna Scene" in: Faulkner, M. Vj: Audiovisual Art and Vj Culture / D-Fuse, Lawrence King Publishing, London.

contributions to SPIKE Art magazine and DERIVE