

## Publications

### Texts

- "Good by privacy" Ars Electronica 2007 p.216 / 229 Published by HatjeCantz 2007  
["Second City" p.216-241 \(en / de\)](#)  
Aram Bartholl
- "SPACE TIME PLAY" Games, Architecture, and Urbanism." s.318 Published by Birkhäuser 2007  
["First Person Shooter- Everyday Counter-Strike" \(en\)](#)  
Aram Bartholl
- Craft, Volume 1: Transforming Traditional Crafts, O'Reilly MediaCraft 2006  
["Random Screen" \(en\)](#)  
Aram Bartholl

### Books (selection)

- "Art Contemporain et Nouveaux Médias" Dominique Moulon (fr) 2010
- "Rethinking Curating - Art after New Media" [MIT Press](#) 7 x 9, 368 pp., 68 illus. by Beryl Graham and Sarah Cook. Foreword by Steve Dietz (en) 2010
- "Urban Interventions - Personal Projects in Public Places" [Die Gestalten Verlag](#) Editors: R. Klanten, M. Huebner Language: English 2010
- TRENDS from Central St. Martins, University of the Arts London, edited by Kevin Tallon, p.176 (en) 2009
- Handbook of Multimedia for Digital Entertainment and Arts p. 621Borko Furht 769 pages 2009
- "Vietato non toccare" p. 112 by Donato Ramani, Alessandra Drioli, 168 pages 2008
- "[SPACE TIME PLAY Games, Architecture, and Urbanism.](#)" s.318 Published by Birkhäuser (ch) Editors: Friedrich von Borries Steffen P. Walz ,Ulrich Brinkmann , Matthias Böttger 2007
- "Gamescenes. Art and Videogames" "WoW", "Speed" und "First Person Shooter" Published by Johan & Levi (it) Editors: Domenico Quaranta and Matteo Bittanti Italien 2006
- "Link-se: arte/mídia/política/cibercultura" p.161 Giselle Beiguelman, 176 pages 2005
- "Cultura em fluxo: novas mediações em rede" p. 276 André Brasil, Luiz Carlos Assis lasbeck 326 pages 2004
- Five minutes city: architecture and (im)mobility, forum & 2003

workshop Rotterdam, Winy Maas, Düsseldorf p. 301  
(MVRDV.2001) Winy Maas. Jacob van Rijs and Nathalie de  
Vries with Aram Bartholl

#### Catalogues (selection)

- |   |      |
|---|------|
| "Mirror Mirror: Contemporary Portraits and the Fugitive Self"<br>Brigham Young University Museum of Art Utah, USA   | 2010 |
| "WoW: Emergent Media Phenomenon" Laguna Art Museum<br>Laguna Beach, CA, USA   | 2009 |
| C.A.R. - Contemporary Art Ruhr, Media Art Forum and Fair,<br>Zeche Zollverein, Essen, DE  | 2009 |
| Inspiracje festival, Szczecin, Poland   | 2009 |
| "playing media art city intervention workshop", Play Book<br>Vol.1 "hack the city" catalogue, Total Museum of<br>Contemporary Art, Seoul, KR  | 2008 |
| "try again" exhibition Casa del Encendida , Madrid 2008   | 2008 |
| "lab.30 6.augsburger Kunstlabor" "Random Screen" exhib.<br>and workshop, Kulturbüro Stadt Augsburg Projektleitung: Elke<br>Seidel   | 2007 |
| "Good by privacy" Ars Electronica 2007 p.216 / 229 "Second<br>City" Published by HatjeCantz Editors: Gerfried Stocker<br>Christine Schöpf   | 2007 |
| 'Cyborgs: Man or Machine' "Silvercell" exhibition, Discovery<br>Museum, Newcastle   | 2007 |
| "Gameworld" Laboral Centr for Art and Creative Insutries,<br>Puerto de Gijon  | 2007 |
| "Simplicity" the art of complexity Ars Electronica 2006 p. 152<br>"Silver Cell", p. 172 "Random Screen", p.174 "Paper Pixels",<br>Published by HatjeCantz Editors: Gerfried Stocker Christine<br>Schöpf | 2006 |

#### Press

#### Newspaper/ Magazines (selection)

- |  |   |                  |
|--|---|------------------|
| "Online - Offline und dazwischen"<br>Interview, p.68 Andrea Dilzer,<br>Caspar Sessler, Romas<br>Stukenberg | <a href="#">VIER 09 – Virtuell</a> (de) | Feb 2010         |
| "Artist renders 'egosurfing' as fine<br>art with QR codes" by Michael<br>Conroy                            | <a href="#">Wired UK</a> (en)           | 13 November 2009 |

Interview by Deborah Causton p.66	magazine Salzinsel	#5, 2009
" 'World of Warcraft' exhibit may raise some brows" by Chris Caesar	<a href="#">The Orange County Register (en)</a>	July 9, 2009
"Take the Tweets Out There" Interview with Piem Wirtz & Arie Altena	<a href="#">v2_ Institute for unstable Media</a>	2009
"Firefox Art?" Domenico Quaranta,	<a href="#">Flash Art, Edizione Italiano, (it)</a>	n°274 Feb/March 2009
"Komponierte Wirklichkeiten" by Arnulf Marzluf	<a href="#">Weserkurier, Bremen (de)</a>	2008
Interview by David Haubeck	Magazine <a href="#">resident</a>	#12, 2008
"Surfen wie in China" by Sebastian Kaiser, veröffentlicht am	<a href="#">Stuttgarter Zeitung (de)</a>	04.11.2008
"17. Videokunst Förderpreis Bremen" by Ingo Clauss, p.12	<a href="#">Punkt, Kunst im Nordwesten, Kunsthalle, Bremen (de)</a>	Dec 2008
"Chinesische Zensurerfahrung" by Ben Schwan	die Tageszeitung <a href="#">taz (de)</a>	31.10.2008
"Map" p.64 Asli Serbest, Mona Mahall	<a href="#">Junkjet No2</a> "The speculative architecture"	#2 Nov. 2008
"Are you social?" T-Shirt p.87	" <a href="#">Design</a> " Taiwan (cn)	#143 Oct / Nov 2008
"The material pixel coming" by Lucia Ayala	<a href="#">elniuton (es/eng) p.43</a>	#08 2008
"Aram Bartholl:'Eres Humano?' " p. 32-35 by Geraldine	<a href="#">Sputnik 2</a> Mexico (es)	#100 july 2008
"Réseaux sociaux et pratiques soniques Réseaux sociaux" Dominique Moulon	<a href="#">IMAGES magazine (fr)</a>	n° 30 p.85 2008
"The Social In Question: Review of Futuresonic 08" by Michelle Kasprzak	<a href="#">Rhizome</a> (eng)	June 5th 2008
"Federleichte Metropolen" by Peter Glaser	Gaggenau new spaces 03 (de)	2008
"El arte como simulación electrónica - try again" by ABEL GRAU	<a href="#">El Pais</a> (es)	10.4.2008
"Escaping the Progress Trap" "Map" Video and Text by Andrea Groover	<a href="#">Art Lies</a> (eng)	#57 2008

"Ars Electronica au revoir vie privee" Dominique Moulon	<a href="#">IMAGES magazine (fr)</a>	n°25 p.91 2007
"Second Life in der Fußgängerzone" Ars Electronica 07 by jok/dpa	<a href="#">Focus Online (de)</a>	5.9.2007
"Ars Electronica: Second-City in Linz" Ars Electronica 07 via Tagesspiegel	<a href="#">Zeit Online (de)</a>	5.9.2007
"Second-City in Linz" Ars Electronica 07 by Miriam Bandar	<a href="#">Tagesspiegel (de)</a>	5.9.2007
"Second Life als Kunstprojekt" Ars Electronica 07 (dpa)	<a href="#">Werbern &amp; Verkaufen (de)</a>	30.8.2007
"Zwischen den Welten" Ars Electronica 07 by Karl Fluch	<a href="#">Der Standard (at)</a>	24.8.2007
"Second Life in der Realität" Ars Electronica 07 (dpa)	<a href="#">Donaukurier (de)</a>	24.8.2007
Interview on Computer games object series by Alexander Vasnev	<a href="#">Gamenavigator (ru)</a>	07/2007
"Tipps" Aram Bartholl - www.datenform.de by (cv)	<a href="#">Baunetzwoche (de)</a>	#31 2007
"Inventori di Mondi paralleli" Transmediale07 "Random Screen" by Leonora Sartori	<a href="#">Magazine D, Repubblica (it)</a>	31.4.07
"Zweite Kunstwelt" , Second Life, "Tree" by Jacek Slaski	<a href="#">Tip Campus (de)</a>	04/2007
"Content Unfinished" Transmediale07 on Second Life panel by Matthias Böttger	<a href="#">Bauwelt (de)</a>	03/2007
"Das Prinzip des Unvollendeten" Transmediale07 , "Random Screen" by Werner Bloch	<a href="#">Süddeutsche Zeitung (de)</a>	#29 2/07
"Was der Arm hören könnte" Transmediale07 , "Random Screen" by Elke Buhr	<a href="#">Frankfurter Rundschau (de)</a>	6.2.2007
"Rituale der Medienkunst" Transmediale07 , "Random Screen" by Harald Fricke	<a href="#">Taz (de)</a>	1.2.2007
Interview by Jonah Brucker-Cohen	<a href="#">Aminima</a> originally on <a href="#">Gizmodo (eng)</a>	#19 2006
"Flickering screen sculpture" Random Screen do-it-yourself	<a href="#">CRAFT (eng)</a>	#1 2006

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"Random Screen"	<a href="#">MAKE</a> (eng)	#7 2006
Article about "Papier Pixel"	<a href="#">Sceen</a> (de)	#02 2006
Article about "Speed"	MAX (de)	10 / 2006
"Linz: Computer-Philosophie mit dem Hammer" on Ars Electronica 06 "Silver Cell" mentioned by Thomas Kramar	<a href="#">Die Presse</a> (at)	2.9.2006
Interview: "A silent, ironic criticism" by Domenico Quaranta	<a href="#">Turbulence</a> (eng)	9/2007
Interview: "Aram Bartholl Sees in FPS Mode" by Jonah Bucker-Cohen	<a href="#">Gizmodo</a> (eng)	9/2006
Interview: "Games Scenes" by Matteo Bittanti	<a href="#">Videoludica</a> (eng)	10/2006
Article on "Silver Cell" by Alessandro Ludovico	<a href="#">Neural</a> (eng)	#23 2005
"Demokratie durch Design" 1st price Browserday competition "Daten am Ort"	<a href="#">Tagesspiegel</a> (de)	7.12.2001
"Wenn der Gullideckel piepst" 1st price Browserday competition "Daten am Ort" by Verena Dauerer	<a href="#">TAZ</a> (de)	6.12.2001
"Drahtlos vernetzt" 1st price Browserday competition "Daten am Ort" by cg	<a href="#">Page</a> (de)	02 / 2001
"Jeder Browst Jeden" 1st price Browserday competition "Daten am Ort" by wicked	<a href="#">Datenschleuder</a> (de)	#76 2001

TV  
(selection)

Interview, "Follow me!" re:publica 2008	<a href="#">3Sat Neues</a>	13.4.2008
Interview: "1H" presentation by Phillip Senkbeil <a href="#">Giga</a>	<a href="#">Giga Digital TV</a>	29.2.2008
Interview by Johnny Häusler ( <a href="#">Spreeblick.de</a> )	<a href="#">"Video cast 04" 01blog.de</a> (WebTV, de)	15.2.2008

Interview: "Second City" Ars Electronica 07 by Barbara Rett	"Sommerzeit" ORF (de)	3.9.2007
Interview: "Net.culture.space - Second Life tour" Museumsquartier Wien	Puls TV (de)	10.8.2007
<a href="#">"WoW" on Rocketboom</a>	<a href="#">Rocketboom</a> (Web, eng)	5/2007
Interview: "Second Life" by Anna Bilger	<a href="#">RBB "Stilbruch"(de)</a>	29.3.07
Interview: "Second Life" by Jörg Oberwittler	<a href="#">RBB "zipp" (de)</a>	26.2.07
Interview: "Transmediale"	TVB (de)	2/2007
Interview, "Kunst im eSports"	<a href="#">Giga Games (de)</a>	10/2006
Interview während der Ars Elektronika 2006	<a href="#">ARTE (de)</a>	9/2006
"First Person Shooter" Web TV	<a href="#">Ehrensinf</a> (WebTV, de)	8/2006

Radio  
(selection)

Interview on "Backtrack" about "Follow Me" at re:publica	<a href="#">Fritz Radio</a>	5.4.2008
Interviewi, KulturWelt, "Ars Electronica 07-Good-bye Privacy" by Ania Mauruschat	Bayern2 (de)	6.9.2007
Interview: "Second City Marienstr. Linz" Ars Electronica 2007	FM4 (de)	6.9.2007
Interview: "Architekturforum" by Thomas Moser	Fro (de)	10.08.07
Interview: "Random Screen" at Transmediale by Ingo Wachendorfer	Radio 1 (de)	30.1.2007
Interview: "Pixel werfen keine Schatten" by Martin Becker	<a href="#">WDR 3 (de)</a>	01/2006