

Publikationen

Texte

- "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

Bücher (Auswahl)

- "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. 621 Borko 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

Kataloge (Auswahl)

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

Presse

Zeitungen/ Zeitschriften (Auswahl)

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| "Online - Offline und dazwischen" Interview, p.68 Andrea Dilzer,
Caspar Sessler, Romas
Stukenberg | VIER 09 – Virtuell (de) | Feb 2010 |
| "Artist renders 'egosurfing' as fine
art with QR codes" by Michael
Conroy | Wired UK (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	The Orange County Register (en)	July 9, 2009
"Take the Tweets Out There" Interview with Piem Wirtz & Arie Altena	v2_Institute for unstable Media	2009
"Firefox Art?" Domenico Quaranta,	Flash Art, Edizione Italiano, (it)	n°274 Feb/March 2009
"Komponierte Wirklichkeiten" by Arnulf Marzluf	Weserkurier, Bremen (de)	2008
Interview by David Haubeck	Magazine resident	#12, 2008
"Surfen wie in China" by Sebastian Kaiser, veröffentlicht am	Stuttgarter Zeitung (de)	04.11.2008
"17. Videokunst Förderpreis Bremen" by Ingo Clauss, p.12	Punkt, Kunst im Nordwesten, Kunsthalle, Bremen (de)	Dec 2008
"Chinesische Zensurerfahrung" by Ben Schwan	die Tageszeitung taz (de)	31.10.2008
"Map" p.64 Asli Serbest, Mona Mahall	Junkjet No2 "The speculative architecture"	#2 Nov. 2008
"Are you social?" T-Shirt p.87	" Design " Taiwan (cn)	#143 Oct / Nov 2008
"The material pixel coming" by Lucia Ayala	elniuton (es/eng) p.43	#08 2008
"Aram Bartholl:'Eres Humano?' " p.32-35 by Geraldine	Sputnik 2 Mexico (es)	#100 July 2008
"Réseaux sociaux et pratiques soniques Réseaux sociaux" Dominique Moulon	IMAGES magazine (fr)	n° 30 p.85 2008
"The Social In Question: Review of Futuresonic 08" by Michelle Kasprzak	Rhizome (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	El Pais (es)	10.4.2008
"Escaping the Progress Trap" "Map" Video and Text by Andrea Groover	Art Lies (eng)	#57 2008
"Ars Electronica au revoir vie privée" Dominique Moulon	IMAGES magazine (fr)	n°25 p.91 2007

"Second Life in der Fußgängerzone" Ars Electronica 07 by jok/dpa	Focus Online (de)	5.9.2007
"Ars Electronica: Second-City in Linz" Ars Electronica 07 via Tagesspiegel	Zeit Online (de)	5.9.2007
"Second-City in Linz" Ars Electronica 07 by Miriam Bandar	Tagesspiegel (de)	5.9.2007
"Second Life als Kunstprojekt" Ars Electronica 07 (dpa)	Werbern & Verkaufen (de)	30.8.2007
"Zwischen den Welten" Ars Electronica 07 by Karl Fluch	Der Standard (at)	24.8.2007
"Second Life in der Realität" Ars Electronica 07 (dpa)	Donaukurier (de)	24.8.2007
Interview on Computer games object series by Alexander Vasnev	Gamenavigator (ru)	07/2007
"Tipps" Aram Bartholl - www.datenform.de by (cv)	Baunetzwoche (de)	#31 2007
"Inventori di Mondi paralleli" Transmediale07 "Random Screen" by Leonora Sartori	Magazine D, Republica (it)	31.4.07
"Zweite Kunstwelt" , Second Life, "Tree" by Jacek Slaski	Tip Campus (de)	04/2007
"Content Unfinished" Transmediale07 on Second Life panel by Matthias Böttger	Bauwelt (de)	03/2007
"Das Prinzip des Unvollendeten" Transmediale07 , "Random Screen" by Werner Bloch	Süddeutsche Zeitung (de)	#29 2/07
"Was der Arm hören könnte" Transmediale07 , "Random Screen" by Elke Buhr	Frankfurter Rundschau (de)	6.2.2007
"Rituale der Medienkunst" Transmediale07 , "Random Screen" by Harald Fricke	Taz (de)	1.2.2007
Interview by Jonah Brucker-Cohen	Aminima originally on Gizmodo (eng)	#19 2006
"Flickering screen sculpture" Random Screen do-it-yourself manual p.150	CRAFT (eng)	#1 2006
"Random Screen"	MAKE (eng)	#7 2006

Article about "Papier Pixel"	Sceen (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	Die Presse (at)	2.9.2006
Interview: "A silent, ironic criticism" by Domenico Quaranta	Turbulence (eng)	9/2007
Interview: "Aram Bartholl Sees in FPS Mode" by Jonah Bucker-Cohen	Gizmodo (eng)	9/2006
Interview: "Games Scenes" by Matteo Bittanti	Videoludica (eng)	10/2006
Article on "Silver Cell" by Alessandro Ludovico	Neural (eng)	#23 2005
"Demokratie durch Design" 1st price Browserday competition "Daten am Ort"	Tagesspiegel (de)	7.12.2001
"Wenn der Gullideckel piepst" 1st price Browserday competition "Daten am Ort" by Verena Dauerer	TAZ (de)	6.12.2001
"Drahtlos vernetzt" 1st price Browserday competition "Daten am Ort" by cg	Page (de)	02 / 2001
"Jeder Browst Jeden" 1st price Browserday competition "Daten am Ort" by wicked	Datenschleuder (de)	#76 2001

TV
(Auswahl)

Interview, "Follow me!" re:publica 2008	3Sat Neues	13.4.2008
Interview: "1H" presentation by Phillip Senkbeil Giga	Giga Digital TV	29.2.2008
Interview by Johnny Häusler (Spreeblick.de)	"Video cast 04" 01blog.de (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
"WoW" on Rocketboom	Rocketboom (Web, eng)	5/2007
Interview: "Second Life" by Anna Bilger	RBB "Stilbruch"(de)	29.3.07
Interview: "Second Life" by Jörg Oberwittler	RBB "zipp" (de)	26.2.07
Interview: "Transmediale"	TVB (de)	2/2007
Interview, "Kunst im eSports"	Giga Games (de)	10/2006
Interview während der Ars Elektronika 2006	ARTE (de)	9/2006
"First Person Shooter" Web TV	Ehrensensf (WebTV, de)	8/2006

Radio
(Auswahl)

Interview on "Backtrack" about "Follow Me" at re:publica	Fritz Radio	5.4.2008
Interview, 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	WDR 3 (de)	01/2006