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Artistic Productions & Research Projects

- [ReARDC](#), edited publication by servus.at, 2024
- Challenging Workflows (2022), research-workshop-discussion-guided-process about digital tools and how we (could) use them.
- [A Nourishing Network](#), online publication and experiment on distribution, with servus.at, Alice Strete & Manetta Berends from Varia.Zone (editor-designers), Various Authors, 2020-21. Project website: <https://a-nourishing-network.radical-openness.org/>
- [Mythos von Theuth](#) (2017-2023), the one and only board game about media theory and media philosophy. Developed and produced with Eva & Fips & qujOchÖ.
- [In Summer Nights...](#) (2017), sonic circuits, sound crickets, in collaboration with Veronika Krenn.
- [Ursuppe](#) (2013-2018), sound performance based on analog synthesizer and organic matter. Started in collaboration with Alberto Boem.
- [OHP](#) (2014-2016), architectural investigations through lights from prepared overhead projectors. Realized with Clemens Bauder

Participations, collaborations

- Bloodproof of life, 2023
- [True Blue News](#) (2017), performance about an utopia news station by Sam Bunn, produced with Sebastian Six and many many contributors. Performed at salzamt Linz

Tests, experiments, quick, older things

- oh raclette, 2025
- #42,
- [art for robots](#), audioguide for BESTOFF 2017, Linz, 2017
- [Atlas of Waves](#), 2016
- [Tischrechner](#), 2015
- [Like most everything else, it's because of television](#) 2015
- [Memory Wheel](#), 2014
- [T.A.S.K., The Analog Social Kit](#), (2013), an exhibition interface inspired by social network platforms

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