

**THE NEW
EXPLORERS
GUIDE**
TO DUTCH
DIGITAL
CULTURE

Medialabs,
Game companies
& Festivals in the
Netherlands

62



DISCO
FEST

Marnix de Nijs, *Exploded views 2.0*, 2011. Photograph: Boudewijn Bollmann, courtesy STRP.





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TO DUTCH
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INTRODUCTION

TO THE GUIDE

In today's world, creativity knows no borders. People are mobile and visit other cultures to find local expertise, new angles and ways of enriching creative processes. In this perspective, many people keep a keen eye on Dutch digital creativity. A variety of factors contribute to the wealth of digital creativity the Netherlands have to offer. The country is both densely populated and one of the most wired countries in the world. Early public access to the internet attracted a critical mass a large number of enthusiasts who started to experiment with the possibilities of the net. The early public access to the internet and the concern for the public domain are clear advantages even today. A solid and sustainable digital infrastructure is in place and the digital landscape is characterised by the large amount of rather small but sustainable media-organisations with both a very flexible attitude and a wide-reaching research agenda.

This guide offers a clear overview of the major players in the field of digital art and culture in the Netherlands. It combines three existing lists into one concise index, with the goal of making them more accessible. With over 150 organisations, ranging from artists' communities to triple-A gaming studios, this guide offers an excellent starting point for making new connections. Any of these organisations can become your possible gateway into our vibrant digital culture.

CONSIDER
THIS BOOK
AS AN
INVITATION
TO CONNECT

For some of you, this might be unexplored terrain, so let us dive deeper.

First, the media labs are the studios and research laboratories of our contemporary society. These are spaces where artists, digital specialists, scientists and theoreticians, 'geeks' and media producers work side by side to reflect and create the latest tech-

nological developments. Their main aim is to achieve sustainable social and artistic innovation. In this way, these spaces make a considerable contribution to the growth of the creative industries, and to the renewal of society in general.

Gaming companies take the emerging digital creativity to another level. They mix technical, design-related and expressive possibilities into new forms that reach wide audiences. In the past decade, this field has grown rapidly, and now includes various well-known international players that punch far above their weight. For this guide, we selected, together with the Dutch Game Garden and Control Magazine, 20 independent (art focused) game companies from a total of approximately 330 Dutch gaming companies.

The Dutch festivals, finally, have increasingly become areas where a wider audience is or can be confronted with these cutting-edge expressive explorations and the larger questions they pose. The media festivals have become the new museums, presenting and preserving media works and offering education on the subject, while also delighting the wider audience with the possibilities of computation in novel ways. The festivals increasingly demand accessible, robust and fun works, in this way challenging creatives to scale up their work.

THESE ORGANISATIONS ARE NOT SIMPLY ON A QUEST TO FIND NEW FORMS OF TECHNOLOGY

These organisations are not simply on a quest to find new forms of technology. In an unorthodox manner, they set out to provide surprising insight, conceive projects and study networks that arise in the world around us. They highlight important themes related to technological innovation such as: the challenges posed by privacy and copyright, the debate on creating and archiving art in a digital society, or the search for new working models and the emergence of new funding methods such as crowd funding.

For the past 15 years, Virtueel Platform, the Dutch Institute for digital culture, has observed how digital innovators, artists and other creatives have carved out a successful space for themselves in our cultural landscape. This landscape is in a constant state of emergence

and recording its advances in research and publications should be approached with urgency.

As of 2013, Virtueel Platform will transform into a new organisation and continue its research as part of "The New Institute", with activities in the fields of architecture, design, games and e-culture. In this context, we will maintain our role as a guide in the digital culture in the Netherlands. Not just a guide but also a hub for exchange, for nurturing curiosity and dialogue. Consider this an invitation to visit us and getting in touch with the Dutch field of festivals, media labs, hacker spaces, fab labs and game companies. With this guide, they are all but an email away.

Floor van Spaendonck, Director of Virtueel Platform

Virtueel Platform is the Dutch institute for Digital Culture, its role is to stimulate and strengthen cultural innovation in the Netherlands by sharing knowledge about digital culture and increasing its visibility and scope.

With this publication we aim to offer an excellent starting point for international professionals for making new connections in The Netherlands and to encourage exchange with dutch artists and, labs and companies. This index includes more than 100 media-labs, 20 indepent game companies and over 30 media- and gamefestivals.



**NEW
EXPLORERS
GUIDE TO DUTCH
DIGITAL CULTURE**

CHAPTER ①

MEDIALABS

**(where computers are taken
to new places)**



MEDIALAB

SINCE 2002

KEYWORDS

EVENTS

ART

POETRY

NATURE

EARLY ADOPTERS

SOCIAL MEDIA

USERS

EARLY ADAPTORS

CREATIVES

CULTURE LOVERS

LOGO



ARCHIPEL MEDIALAB



**Tweet Me Something Pretty Television for everyone:
download that beautiful app for free!**

Archipel Medialab initiates meetings that take place in a virtual model of the island Ameland, on the edge of the Wadden Sea World Heritage. The underlying idea is to revive the history of Ameland as a free state. Image makers, lyricists and musicians work together on joint productions, incorporating elements taken from reality mixed into digital 3D worlds. The aim is to forge creative relationships in which the physical realities of wind, tide and time are placed into new adventurous contexts with online music and visual culture. Participants log in via Twitter or Facebook to attend performances or projects. The co-creation sessions are documented and published through the TMSPTV application for iPad. The physical presentations in the cultural history museum Sorgdrager during the annual Ameland Art Month are attended by approximately 6000 visitors and supported by local cable operator Kabel Noord.

Examples of successful projects include the Digital Salons with OOKOI and various Video Suites for ScopeArt; Haglet is Happy, the adventures of a virtual sailor, Be Quiet Eyes on the dominance of visual stimuli and Postcards from Ameland.

ADDRESS

BURENLAAN 1
9161 AJ HOLLUM

WWW

WWW.ARCHIPEL.NU
FACEBOOK.COM/HAGLET
TWITTER.COM/ARCHIPEL

E-MAIL

TIMO@ARCHIPEL.NU





MEDIALAB

SINCE 2008

BALTAN LABORATORIES



KEYWORDS

KNOWLEDGE

NETWORK

ART, OPEN INNOVATION

LAB OF THE FUTURE

COLLABORATION

USERS

ARTISTS

DESIGNERS

STUDENTS

CULTURAL INSTITUTIONS

LOGO



From a blueprint for a lab of the future to a lab for a blueprint of the future

Baltan Laboratories is located in the Van Abbe Museum in Eindhoven. Baltan is an important initiator of art and technology-based projects and research in the South of the Netherlands.

Baltan supports creatives at an early stage in their creative process, facilitates new connections between them and its own network, and makes these processes transparent. Learning and experimentation form an integral part of Baltan's activities. Baltan aims to promote the integration between the cultural, industrial and educational sectors by acting as a driving agent. Baltan maintains a large network of international partners in the fields of the arts, science, education and business. Baltan conducts theoretical research into the Lab model through discussions with colleagues and the wider public (The Future of the Lab expert meeting).

Baltan participates in 'Techno-Ecologies, Other Approaches to Cultural, Social and Ecological Sustainability', a collaborative project implemented by RIXC (Latvia) with project partners ARS LONGA (FR), the Finnish Academy of Fine Arts and the Finnish Society of Bioart, Liepaja University / Art Research Lab (Latvia), Napon (Russia), and the Vilnius Academy of Arts / Nida Art Colony (LT)

Baltan Laboratories also shares an international residency programme with the Eyebeam Art + Technology Center in New York City. This collaborative residency is organized around the theme of 'Cultural Economies'.

ADDRESS

POSTBUS 4042
5604 EA EINDHOVEN

WWW

WWW.BALTANLABORATORIES.ORG

E-MAIL

INFO@BALTANLABORATORIES.ORG





MEDIALAB

SINCE 2007

BLENDER



Building a free and open 3D computer graphics environment for creative users and studios

KEYWORDS

- OPEN SOURCE
- 3D SOFTWARE
- CREATIVE INDUSTRY
- ANIMATION
- FILM
- GAMES
- USERS
- CREATIVE INDUSTRY
- CREATIVE PEOPLE
- FILM MAKERS
- DESIGNERS

Logo



Blender Foundation is an independent foundation that takes care of the facilities and the project coordination of the free and open source 3D creation software Blender. This program has hundreds of thousands of users, of which many hundreds actively contribute as programmers, writers or webdevelopers.

In close collaboration with the Foundation, a studio facility was set up in Amsterdam - the Blender Institute. This branch is mainly concerned with the realization of "open 3D projects"; projects created with open source computer graphics software and published as open content (Creative Commons). In addition, the space can be used for workshops and trainings. Every Blender Institute project is initiated on the Internet through a big crowd-funding campaign, set up to raise the necessary funds. A team of 3D experts is then flown into Amsterdam to work on the film for periods ranging from 6 to 9 months. Every project invariably leads to the further improvement of the Blender software.

Since 2005, a game and a number of short films (including Big Bug Bunny and Sintel) have been realised. Blender's short films, released under an open and free license, are accepted by the industry worldwide as a reference standard in HD (High Definition) and 4K (digital film resolution) film technology. In addition to its annual international conference, Blender also hosts a global network of Blender programmers on blendernetwork.org.

ADDRESS

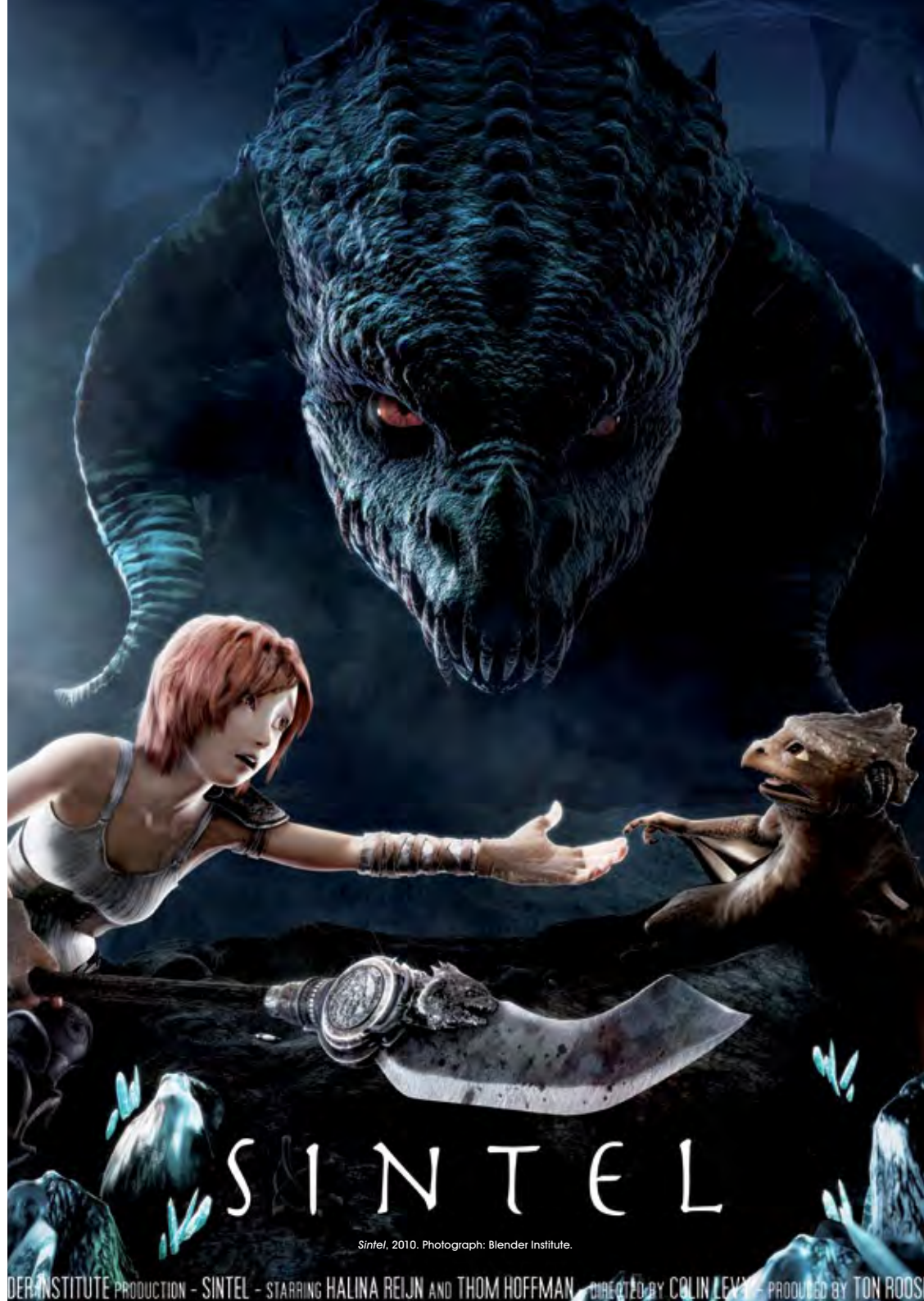
ENTREPOTDOK 57A
1018 AD AMSTERDAM

WWW

WWW.BLENDER.ORG

E-MAIL

INSTITUTE@BLENDER.ORG



Sintel, 2010. Photograph: Blender Institute.



MEDIALAB

SINCE 2008

BORN DIGITAL



Electronic art assembly specialized in video mapping, motion graphics and audio visualization

KEYWORDS

LIVE PERFORMANCE

PROJECTION MAPPING

VISUALISATION

FESTIVALS

PRODUCTION

TALENT

USERS

CULTURE PROFESSIONALS

TALENT

Logo

. born digital

Born Digital is located in Utrecht, but is especially active as an online collective and is dedicated to the promotion of new media art within a national and international network. Born Digital focuses on electronic art forms such as video mapping, motion graphics and audio visualization. Special attention is given to the role of ambient media in the production of stage performances, installations, its own audio-visual net label, the FREEMOTE festival and other creative events. Born Digital wants to create a space for the development of electronic art and knowledge exchange. Open source practices and 'collaborative creation' play an important role in this context.

Born Digital presents and makes accessible an international network at the FREEMOTE festival, a five-day festival that was held for the first time in 2011; an international gathering of digital artists, VJs and other makers. Also see p.136.

Born Digital is a member of AVnode, an International Network of Live Audio Visuals Events, and has, as a new media art collective, made contributions in recent years to several international audio-visual festivals like the Robot Festival (Bologna), B-Seite (Mannheim), VJ-fest (Istanbul), A-M-B-E-R (Istanbul), Visual Berlin (Berlin), LPM (Rome) and Tech Fest (Mumbai) where Born Digital presented a stage performance together with NOTA BENE from Istanbul. This partnership examines how knowledge and expertise in the field of creation and organisation can be mutually shared and strengthened.

ADDRESS

GRAVE VAN SOLMSSTRAAT 2

3500 AG UTRECHT

WWW

WWW.BORNDIGITAL.NU

WWW.FACEBOOK.COM/BORNDIGITAL

TWITTER.COM/STGBORNDIGITAL

E-MAIL

CONTACT@BORNDIGITAL.NU



Sebastiaan ter Burg & Elektro Moon & Aldo Hoeben, Creative Commons-caravan & Projection Mapping,

Photograph: Yke van der Knaap, 2011, courtesy Freemote Festival, Born Digital.



MEDIALAB

SINCE 2007

KEYWORDS

EXPOSITIONS

WORKSHOPS

LECTURES

ART

MOBILE

GAMING

USERS

ARTISTS

LOVERS OF INNOVATIVE

ART FORMS

BUSINESS

CURATORS

LOGO



DIGITALE WERKPLAATS DEN BOSCH



Mobile-social-interactive-cross-over

The Digitale Werkplaats (Digital Workshop) is an organisation for arts, new media and innovation, located in 's Hertogenbosch. The centre initiates exhibitions and workshops and supports the development of art projects with technical guidance and practical advice.

The focus lies on current developments in new media art, including Augmented Reality, Playful Arts (including Artgames) and the integration of digital manifestations in the physical world.

In 2012, the Digitale Werkplaats set up an exhibition for RICOH, who used the large-scale event as a means to explore how new, innovative technologies and information flows can influence business strategies. The Digitale Werkplaats selected artworks to connect people and encourage communication.

The Digitale Werkplaats has initiated international projects such as Nerdlab and the Bosch Art Game. The latter is an international travelling art, science & technology festival, see page 167.

The Digitale Werkplaats is part of the Centrum voor Beeldende Kunst 's-Hertogenbosch (Centre for Visual Arts).

ADDRESS

BOSCHDIJKSTRAAT 104
5211 VD DEN BOSCH

WWW

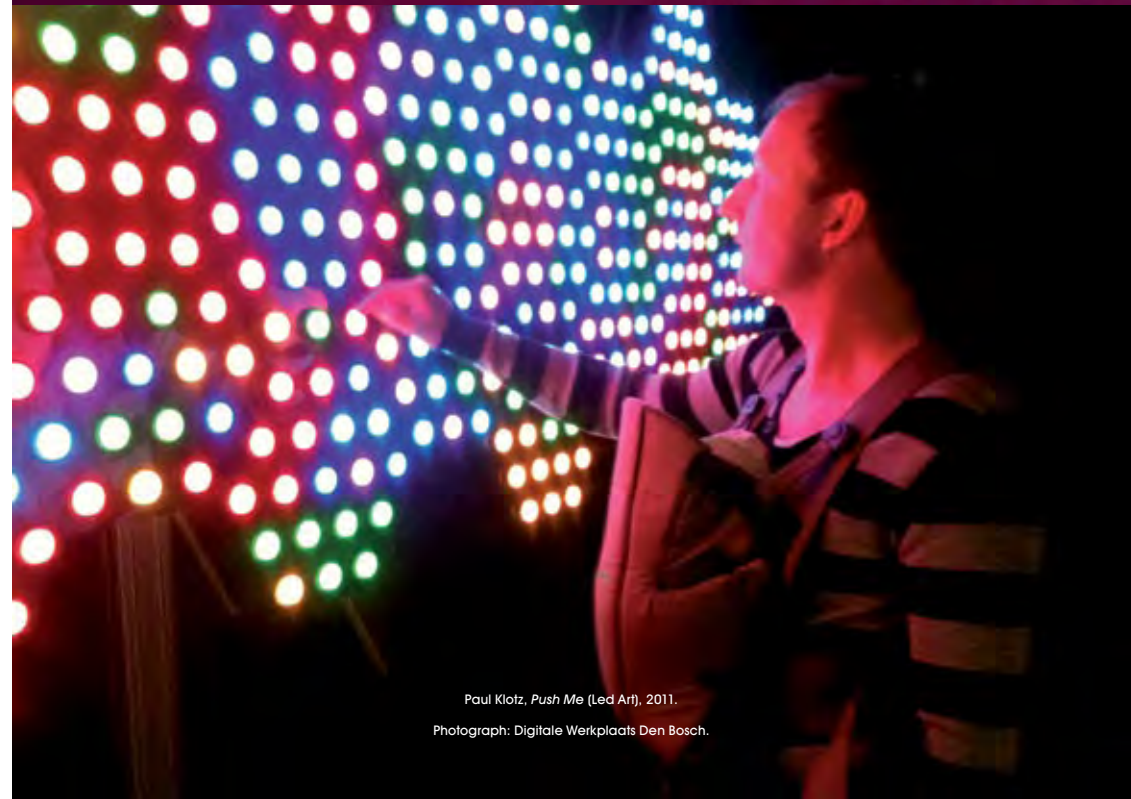
WWW.DWS-HERTOGENBOSCH.NL

E-MAIL

DIGITALEWERKPLAATS@
CBKS-HERTOGENBOSCH.NL



Jonas Vorwerk & Yoren Schrieven, *Pixels*.
Photograph: Digitale Werkplaats Den Bosch.



Paul Klotz, *Push Me (Led Art)*, 2011.
Photograph: Digitale Werkplaats Den Bosch.



MEDIALAB

SINCE 2007

DROPSTUFF.NL



Urban Screen Network for the Digital and Interactive Arts

DROPSTUFF.nl is a 'museum without walls', a unique digital cultural infrastructure of interconnected public screens. DROPSTUFF.nl broadcasts an interactive artistic programme of media artworks and artistic games without advertising. The urban screens are located on central squares and stations in The Hague, Eindhoven, Amersfoort, Breda, Utrecht and Schiphol Airport where a large and diverse audience passes by on a daily basis.

Visitors can individually control and play the artworks and games through actual physical movement or via a smartphone (via www.dropstuff.nl). All the screens and the website are interconnected. Real interaction is possible through a synchronous broadcast on the smartphone, challenging passengers into participating and playing games with other visitors at the DROPSTUFF-screens. DROPSTUFF.nl also has a mobile screen, which is set up, in an international context, along the highlights of the cultural calendar, in this way substantively connecting visitors to the fixed network in The Netherlands.

DROPSTUFF.nl has organised, for three consecutive times since 2005, an officially recognized and independent section of the Venice Biennale, the oldest and most prestigious art world platform. In 2013, DROPSTUFF.nl aims to present Dutch media arts to a global audience again, this time by connecting people in Amsterdam and Venice through Microsoft KINECT.

KEYWORDS

- ART
- PUBLIC SPHERE
- NETWORK
- VISUAL ART
- GAMES

USERS

- GENERAL AUDIENCE,
- ARTIST & DESIGNERS,
- MUSEUMS, CULTURAL
- INSTITUTES AND
- FESTIVALS

LOGO



Urban Screen Network for the Digital and Interactive Arts

ADDRESS

DAMRAK 68-I/II
1012 LM AMSTERDAM

WWW

WWW.DROPSTUFF.NL

E-MAIL

INFO@DROPSTUFF.NL



DROPSTUFF.nl at Venice Biennial. Photograph: DROPSTUFF.nl.



MEDIALAB

SINCE 2010

KEYWORDS

- EVENTS
- EDUCATION
- VISUAL CULTURE
- ACTUALITY
- SOCIETY
- SCIENCE

USERS

- CULTURE
- EDUCATION
- COMMERCE
- FANS

LOGO



GRONINGER FORUM MEDIALAB



The media lab of the audience experience

The ForumMedialab is part of the Groninger Forum and establishes links between new (digital, interactive) media and cultural, social and commercial disciplines. It regularly organizes media events and projects for young and old, for amateurs and professionals, in Groningen and beyond. In this way, it makes new media accessible and relevant to a wide audience.

The ForumMedialab is continuously and actively seeking surprising crossovers between themes, target groups or approaches and develops multidisciplinary collaboration projects. The Medialab supports almost all of the programming of the Groninger Forum – in which the image acts as a key element – and initiates activities for third parties.

As a production house, the ForumMedialab has ample experience and expertise in the field of visual content, trailers, media design, and interactive installations. In addition, the lab maintains an extensive network and supports new third-party initiatives.

Every quarter, it organises the ForumMediaClub, an inspiration and networking evening centred around the latest developments in the fields of clips, applications, games, media, marketing and science, among others. It is a high-profile event with presentations by artists, scientists and developers.

ADDRESS

HEREPLEIN 73
9711 GD GRONINGEN

WWW

WWW.GRONINGERFORUM.NL
FACEBOOK.COM/GRONINGERFORUM
TWITTER.COM/GRONINGERFORUM
YOUTUBE.COM/GRONINGERFORUM

E-MAIL

MEDIALAB@GRONINGERFORUM.NL





MEDIALAB

SINCE 2010

HACK42



"Ubi Posterum Fit Hodie." Where the future is made today

The Hack42 Foundation in Arnhem has as its mission to facilitate the conjunction of creativity, technology and art through a hacker space platform. Fun and knowledge sharing are key elements. Hack42 offers three lab spaces for electronics, coding and fabrication: the soldering lab, the make lab and the workshop.

Hack42 also organizes presentations and workshops aimed at sharing knowledge on technical (often IT-related) issues. In addition to the three major labs, there are a number of other areas such as a large lounge, a gaming lab, a library, a computer museum, a course room, a hardware store and a lecture hall where anyone can organize lectures. The latest idea is the plan to expand the kitchen to include a bio-lab where biological experiments can be performed.

Hack42 developed the Twitter Telex. In this project, the Siemens T-1000 Fernschreiber Telex is connected to the Internet, making it possible to publish tweets in a 'retro' way. Hack42 also published a guide on how to build this installation, so it can be made by anyone.

KEYWORDS

HACKING

BOUTIQUE SOUP

GUESTS CREATIVITY

PARTICIPANTS

TECHNIQUE

ART

USERS

PARTICIPANTS

GUESTS

LOGO



ADDRESS

KONINGSWEG 23A

GEBOUW KKN6

6816 TD ARNHEM

WWW

WWW.HACK42.NL

TWITTER.COM/HACK42

E-MAIL

INFO@HACK42.NL





MEDIALAB

SINCE 1992

KEYWORDS

ART

THEORY

PRODUCTION

VISUALISATION

GENERATIVE ART

SOFTWARE

USERS

ARTISTS

PROFESSIONALS

LOGO



INSTITUTE OF ARTIFICIAL ART AMSTERDAM



**Independent organisation consisting of machines,
computers, algorithms and human persons**

The Institute of Artificial Art Amsterdam is an independent organisation that brings together machines, computers, algorithms and individuals. The institute, led by computer voice Huge Harry, performs fundamental research into mechanical and algorithmic methods for the production of music and visual art. The Artificial Design department takes an algorithmic approach to architecture, applied art and graphic design. The Art History department works on the theory development of mechanical and algorithmic art, and their respective art historical and philosophical contexts. The results are presented through lectures and magazine articles, and on the separate website Radicalart.info.

The Artificial Design department implements "grammars" for the automatic generation of style sheets (corporate design) and DXF specifications of 3D objects (of use) and buildings. Other assignments can be discussed.

An important IAAA spin-off is the "Radical Art" website. The site collects information on techniques and theories in the field of algorithmic art, but also on their respective art historical and philosophical backgrounds: the radical art movements of the sixties and the "end of art".

ADDRESS

KEIZERSGRACHT 333

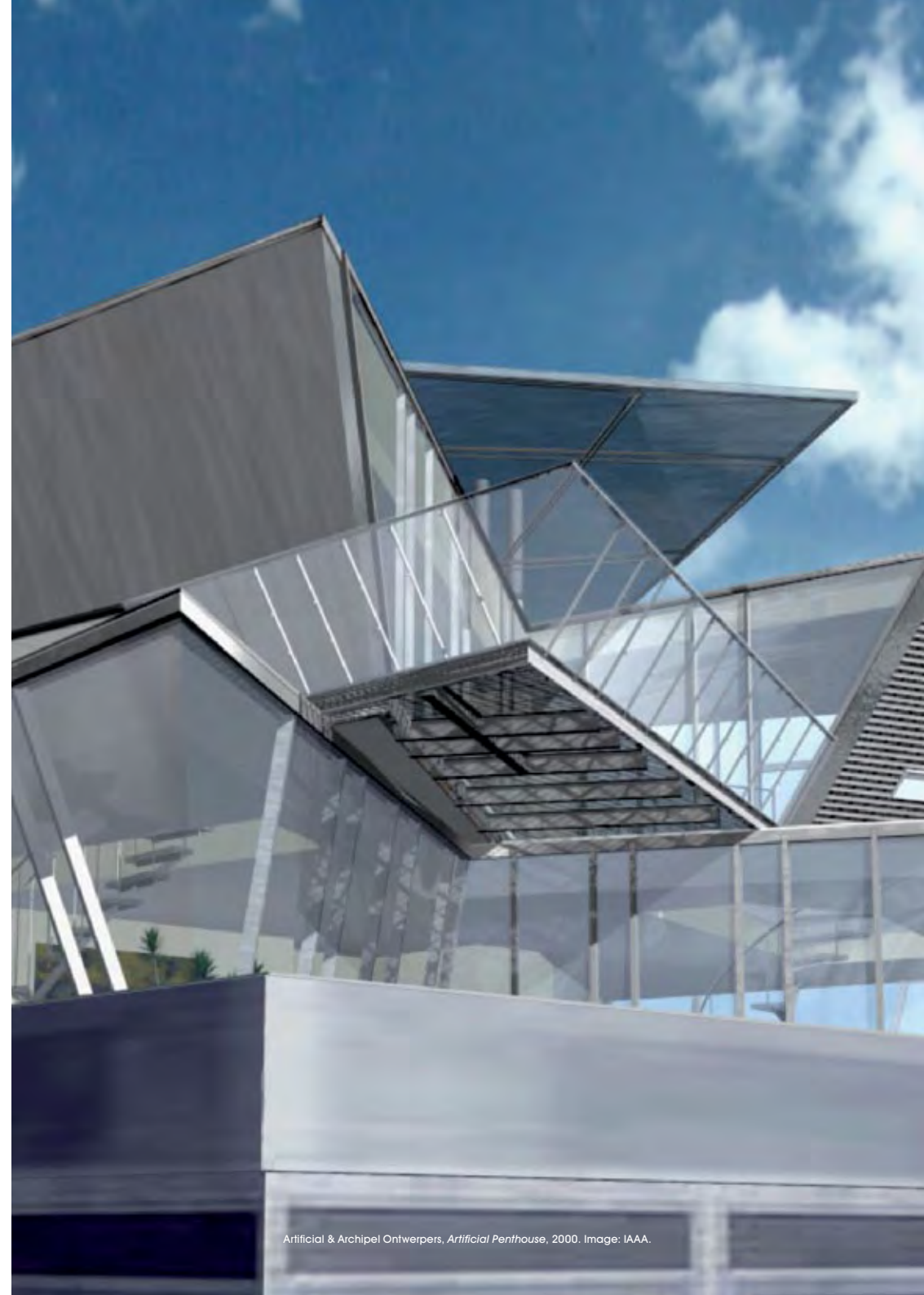
1016 EG AMSTERDAM

WWW

WWW.IAAA.NL

E-MAIL

SCHA@IAAA.NL



Artificial & Archipel Ontwerpers, Artificial Penthouse, 2000. Image: IAAA.



MEDIALAB

SINCE 2012

LI-MA



Previously part of NIMk (Netherlands Institute for Media Art)

LI-MA will take over a number of key functions of the Dutch Media Art Institute (NIMk), which will be terminated by the end of 2012. In particular, matters such as collection, distribution, conservation and R&D will be given a new platform at LI-MA. LI-MA aims to actively support, promote and encourage connections between art and technology.

LI-MA aims to do this through the collection, displaying, dissemination and preservation of these art forms and the exploration of future possibilities and conditions that can be implemented in this context. LI-MA, in this way, makes an important contribution to the sustained and continued presentation, preservation and dissemination of our contemporary heritage (both analogue and digital), and the development of knowledge and networks these objectives require. LI-MA will be housed at NASA (New Art Space Amsterdam), which hosts an intensive programme that includes visual arts, music, live art and film, combined with symposiums, debates, exhibitions, workshops and events.

LI-MA will, as a distributor of the former NIMk, be present at many international venues and festivals, and participate in the following international networks: GAMA (Gateway to Media Art Archives), Dinamo (Distribution Network of Artists' Moving Image Organisations) and INCCA (International Network for the Conservation of Contemporary Art).

KEYWORDS

- ART
- TECHNOLOGY
- PRESERVATION
- RESEARCH
- PRODUCTION
- PRESENTATION

USERS

- HERITAGE INSTITUTIONS
- PROFESSIONALS
- ARTISTS
- STUDENTS

ADDRESS

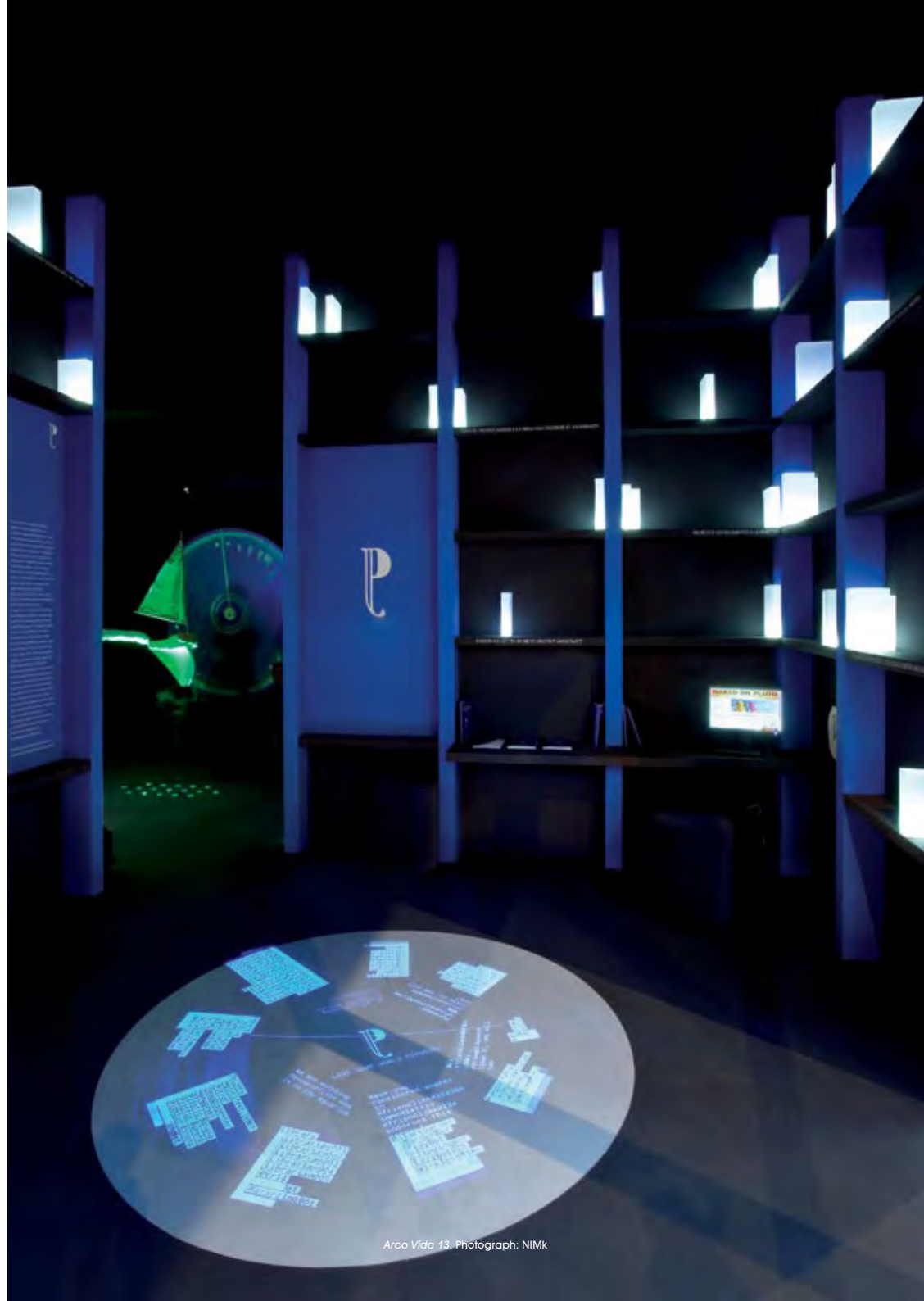
ARIE BIEMONDSTRAAT 105 - 113
1054 PD AMSTERDAM

WWW

WWW.NIMK.NL

E-MAIL

INFO@NIMK.NL





MEDIALAB

SINCE 1995

KEYWORDS

RESEARCH

LAB

EVENTS

OPEN DATA

INTERNET OF THINGS

PROTOTYPING

USERS

ARTISTS

COMPANIES

GOVERNMENT

LOGO



MAD EMERGENT ART CENTER



Transdisciplinary Development of Social, Cultural & Disruptive Innovation

The MAD Emergent Art Centre in Eindhoven initiates and facilitates projects, artworks, theory development, education/training and awareness at the intersection of art, science and technology. These ambitions are given shape in the MADlab, MADnet and MADpub areas which respectively focus on research, development and distribution.

It is MAD's objective to use art and creativity as catalysts to facilitate personal fulfilment and development, stimulate innovative and responsible sustainable developments, and increase media awareness and participation of young and old. The lab provides advice, research, production and editorial guidance. The lab performs interdisciplinary research for innovative projects. The MADlab initiated the Platform Open Data Eindhoven and organized a symposium in 2011 and a conference in 2012 to introduce the creative industry as a viable partner in the development of open data applications.

MADlab is a member of the International Network Upgrade! which focuses on meetings centred around art, technology and culture. Madlab also participates in The Open Knowledge Foundation. MADlab organizes a number of international activities such as UpStage / We have a situation (www.wehaveasituation.net/), a series of live, trans-border, online-offline participatory performances in collaboration with APO-33 (France), Furtherfield (UK) and Schaumbad (Austria).

AIR is the Artist In Residence program for Dutch and foreign artists. The collaboration with research institutes, high tech businesses and institutes creates an interesting environment for talented artists.

ADDRESS

VESTDIJK 280 SCHELLENSFABRIEK
5611CZ EINDHOVEN

WWW

WWW.MADLAB.NL
WWW.OPENEINDHOVEN.NL

E-MAIL

INFO@MADLAB.NL



MADlab interior. Photograph: MADlab.



MEDIALAB

SINCE 1987

KEYWORDS

COMMUNITY

NEW MEDIA

ART

CULTURE

USERS

ARTISTS

GENERAL AUDIENCE

PROFESSIONALS

ART LOVERS

LOGO

Mediamatic

MEDIAMATIC



Art, society and new technologies in Amsterdam

The Mediamatic foundation is a cultural institution in Amsterdam with a worldwide network. Mediamatic researches and questions cultural developments that trigger both new technologies and technologies that stimulate cultural developments. Mediamatic organizes exhibitions, workshops, presentations and other activities at the crossroads of society, art and technological innovation. In many of their experimental projects, the organisation works together with an international array of artists and partners. The organisation contributes to the development of biotechnologies and art. Since Mediamatic systematically links its projects to topical societal issues - from Arabic design to transgenderism, from seals to expired food, and from mushrooms to gaming -, the organisation is able to continuously attract new visitors. Sister organisation Mediamatic Lab develops websites and new media applications for clients.

Mediamatic gained national acclaim with the El Hema project, but has developed a dozen other high-profile projects like Over Datum Eetclub (expired food diner), RFID-applications (awarded a SpinAward), aquaponics design, and Kom je Ook events on new ways of working in the fields of art and heritage.

One of the international projects is Visible Data, a project worked out in collaboration with Open Design Studio, MOMeline, Napon, and STGU. It takes as its subject cultural policy, and the opaque manner in which information on the financing of culture is provided, stored, and distributed. Graphic designers from Slovakia, Serbia, The Netherlands, Hungary, Poland and the Czech Republic have, through data visualization, independently attempted to make this information understandable and meaningful. Another international project is Noord; in the summer of 2010, 22 artists worked and lived together in Amsterdam-North to research the district and create the first Arabic travel guide of the Netherlands.

ADDRESS

VIJZELSTRAAT 72 SUITE 3.10

1017 HL AMSTERDAM

WWW

WWW.MEDIAMATIC.NET

TWITTER.COM/MEDIAMATIC

FACEBOOK.COM/STICHTING.MEDIAMATIC

E-MAIL

INFO@MEDIAMATIC.NET



Mediamatic, El Hema, 2007-2008. Photograph: Mediamatic.



Mediamatic Bank, Sur Place, 2010. Photograph: Mediamatic.



MEDIALAB

SINCE 2004

NP3



No Parking to the 3rd power

NP3 is a multidisciplinary media combination from Groningen that explores the boundaries of experimental contemporary art. A platform for young-minded visual explorers, with a focus on quality and innovation in the alternative field: an orientational aid, a sounding board and a source of inspiration for anyone interested in contemporary cultural tendencies. NP3 is a laboratory searching for cross-overs with businesses, knowledge and educational institutions in fields such as innovation, sustainability and (multimedia) art.

As an OPEN_SHARING_NODE_ NP3 creates space for new interactions, by embracing innovation and current developments and transferring them into innovative concepts. NP3 has three physical locations in the centre of Groningen, each with its own distinctive architecture and function: NP3.nu + NP3.tmp + NP3.npeg.

The semi-permanent location NP3.tmp gives media combinatorators the opportunity to experiment with the inside and outside areas of the building, but also with green (construction) materials, renewable energy, temporary mobile architecture, technical product development and new media.

Since 2012, NP3 provides a residency place for (inter)national artists in an open and dynamic work, experience, and presentation environment, in cooperation with Trans Artists Amsterdam and Pépinières européennes pour jeunes artistes Paris, among others.

KEYWORDS

- MEDIACOMBINATION
- CREATIVERESIDENCE
- ULTRARESEARCH
- PROTOCONSULTANCY
- EARLY ADOPTERS
- ALLOPENPROTODATA-
- MEDIACOMBINATIONS

USERS

- PROFESSIONALS
- CULTURE LOVERS
- EARLY ADOPTERS
- YOUNGSTERS

LOGO



ADDRESS

NP3.NU
HOFSTRAAT 21
9712 JA GRONINGEN

WWW

WWW.NP3.NU
TWITTER.COM/NPDRIE
FACEBOOK.COM/NPDRIE

E-MAIL

HIER@NP3.NU



NP3.tmp. Photograph: Ruud Ploeg, courtesy NP3.



MEDIALAB

SINCE 2009

KEYWORDS

OPEN DATA

DESIGN

SOCIETY

CODE

POLITICS

PARTICIPATION

USERS

HACKERS

JOURNALISTS

DESIGNERS

STUDENTS

Logo



OPEN STATE FOUNDATION



Opening everything up, piece by piece

Open State Foundation is a conglomerate that brings together organisations such as Hack de Overheid (Hack the Government) and the Nieuwe Stemmen (New Voices) around activities in the field of democracy, transparency and participation. The Open State Foundation has in recent years initiated many projects and competitions to put open data on the map in the Netherlands, including Apps for Amsterdam, Apps for Noord-Holland and Apps voor Nederland, among others. In the future, Open State Foundation aims to explore how data openness can best be safeguarded and its value made accessible to everyone.

In the field of democracy, the Open State Foundation actively collaborates in several international projects that focus on openness, journalism, and making politics more understandable. Examples are Politwoops (an index of politicians' deleted tweets), Open Culture Data (a network of cultural institutions that have made their data accessible), Hack die Regierung (Hack the Government spin-off in Germany), Open Spending (an insight into government spending data), Apps for Europe (a Europe-wide app competition) and Code Camping Amsterdam. a day on open data, art and creation with international speakers, an art festival and a party.

Aside from these projects, the organisation is committed to safeguarding the access to the open internet for all. With the Chokepoint Project, Open State Foundation International monitors government interventions on the Internet. In addition, the organisation's thematic networks explore a number of subthemes in the fields of culture, education, care, development and finance.

ADDRESS

TOLHUISWEG 2
1031 CL AMSTERDAM

WWW

WWW.OPENSTATE.EU
TWITTER.COM/OPENSTATEFND

E-MAIL

INFO@OPENSTATE.EU



Hack de Overheid (Hack the Government), Photograph: Sebastiaan Ter Burg



MEDIALAB

SINCE 2008

KEYWORDS

ART

SCIENCE

PUBLIC SPACE

CULTURE LOVERS

GENERAL PUBLIC

USERS

PROFESSIONALS

CULTURE LOVERS

GENERAL PUBLIC

LOGO



PAVLOV E-LAB



It was a large room full of people, all kinds. They all arrived at the same building at more or less the same time. And they were all asking themselves the same question: "What is behind that curtain?"

Pavlov E-Lab in Groningen has been bringing scientists and artists together in thematic creative projects since 2008. Under the name Open Mind, they work closely together for several months to realise a public performance in (semi-) public space. It is aimed at the exploration of a theme that is of interest to both parties, but that is usually only examined within their own discipline. The goal is to let scientists and artists become acquainted with each other's concepts and research methods, and apply them in a new context. This provides new images, narratives and perspectives.

Working in multidisciplinary teams also provides participants with a different perspective on their own field. Further, connections are established between different scientific fields. The impetus for Open Mind was the idea of a "University Without Walls", aimed at introducing knowledge and inspiration in everyday life. This is why the public presentation always takes place in (semi-) public space, making it accessible to a wide audience.

In the past four years, Pavlov has produced various editions of Open Mind with inspiring processes and results. One example is a movie trilogy by theoretical physicist Elisabetta Pallante and filmmaker Sophie Clements in which the volatile behaviour of elementary particles is made visible by means of time-lapse cinematography and slow motion.

In the coming years, Pavlov will continue to focus on developing an art and philosophy lab for children of primary school age. They will be challenged to philosophize through images and dialogue. In the lab, Socratic dialogue will be combined with the making of short films in a dedicated media lab.

ADDRESS

BOTERDIEP 117-6
9712 BR GRONINGEN

WWW

WWW.PAVLOV.NL

E-MAIL

NATHALIE@PAVLOV.NL



Open mind: Time what makes us tick? Photograph: Roelof Bos & Pieter van Dijken, courtesy Pavlov E-lab.



MEDIALAB

SINCE 1995

KEYWORDS

ART

DIY

MUSIC

EXPERIMENTAL

POPCULTURE

ACTIVISM

USERS

SHELL

ABN AMRO

DAIMLER-BENZ

WWF

Logo



PLANETART



Planetary Lucid Alien Noise Eaters Trash Autonomous Robot Telepaths

PLANETART is an arts organisation that initiates (public) projects, events and festivals at the interface of art, technology, mass media and popular culture. One of its platforms is PLANETART Medialab/Artspace in Enschede, which focuses on the research and production of art and technology. Contemporary social themes always form the starting point of the programme. The results of the Medialab are presented at, among others, the GOGBOT festival, the Twente Biennale, the Kunstvlaai, and the Transmediale. The workshops and research projects take place at various locations such as the University of Twente and the Free University of Amsterdam. In addition, PLANETART also organizes other temporary projects such as PLANETART in the Volkskrant building in Amsterdam.

Since 2004, PLANETART has been organising the annual GOGBOT festival: an adventurous four-day festival for experimentation, art, music and technology, with internationally renowned names and young talent, in ten different locations throughout the city of Enschede. In 2011, the festival was rewarded the National Innovation Award, as the most innovative festival in the Netherlands.

PLANETART is a member of Bruce Sterling's university of immersive terror. They present yearly events and performances, screenings, collaborations, lectures and symposia such as ISEA, Cellsbuton Indonesia, the Transmediale in Berlin, International Filmfestival Moscow 2010 and 2012, World Expo 2010, Conflux New York 2010, Japan Media Arts Festival 2011 and Techfest 2012.

ADDRESS

NOORDERHAGEN 11

7511 EJ ENSCHEDE

WWW

WWW.PLANETART.NL

TWITTER.COM/GOGBOT

FACEBOOK.COM/PLANETARTAMSTERDAM

FLICKR.COM/PLANETART

E-MAIL

PLANETART@PLANET.NL



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Studio Roosegaarde, Liquid space, 2010. Photograph: GOGBOT Festival PlanetArt.



MEDIALAB

SINCE 2008

KEYWORDS

COLLABORATION

TECHNOLOGY

3D PRINTING

PARTICIPATION

FABLAB

DIY

USERS

SHELL

ABN AMRO

DAIMLER-BENZ

WWF

Logo



PROTOSPACE



Make your vision come to life

ProtoSpace is a low-threshold workshop that allows entrepreneurs, designers, artists, inventors and students to literally make their own ideas or concepts tangible. The lab includes modern, digitally controlled equipment that translates a design from a computer file into a 2D or 3D model in one or more colours. The lab can be used – in all privacy – for a quick "printout" of a model or the more detailed elaboration of a prototype.

Regular workshops are organized that are fully in line with the ProtoSpace programme, ranging from a basic FabLab that can be attended by anyone, to more advanced projects such as building a 3D printer, and themed sessions with specialists from various disciplines.

Working with digitally controlled machines ties into the curriculum of a great variety of study courses. The castles project is a tangible example. Primary learners get to explore no longer existing castles, brought back to life in 3D. This lets young children get acquainted with the technology of the future. ProtoSpace also makes itself available as a knowledge centre in the field of rapid prototyping and 3D printing.

In specific cases, ProtoSpace collaborates with foreign partners. A recent example is a collaborative project initiated in the field of bio printing. ProtoSpace is a member of the worldwide FabLab Community.

ADDRESS

NIJVERHEIDSWEG 16B

3534 AM UTRECHT

WWW

WWW.PROTOSPACE.NL

WWW.FACEBOOK.COM/PROTOSPACE

WWW.TWITTER.COM/PROTOSPACE.NL

E-MAIL

INFO@PROTOSPACE.NL





MEDIALAB

SINCE 2010

SETUP



**Technology is not interesting when it's new,
but when it's everywhere**

KEYWORDS

- EVENTS
- PLATFORM
- CONSULTANCY
- PARTICIPATION
- OPENNESS
- ART

USERS

- PROFESSIONALS
- INSTITUTIONS
- EARLY ADOPTERS
- CULTURE LOVERS

Logo



SETUP is a young media lab that organises events in which our increasingly digital culture is explored. Through singular workshops, meet-ups, presentations and exhibits we stimulate professional makers to critically reflect upon their practice, and invite a wider audience to become makers too. We believe that making and learning can improve the public understanding of what technology is about, in this way enabling people to steer our evolving digital culture in directions in which European values can find new forms of expression.

Events organised by us are diverse and often explore how a wider audience can be reached. We have organised sold-out viewings of data visualisations in cinemas, we have looked at the stars through iPads, we have created self-portraits from Facebook data, handed out edible tracking cookies (that really tracked people's locations), and much more. Results are shared in an open source manner.

Many of these events are later explored through "SETUP Business", our commercial branch: we repeat them for customers, or turn them into educational programmes. Often, expertise is offered through our wide network of creators. Take for example our Gamestforms, in which we help companies and governments to critically develop concepts around gaming.

We also host events for various other (international) organisations that explore digital culture, such as the Quantified Self movement, Girl Geek Dinner, Bring Your Own Beamer, HackersNL, and many others.

ADDRESS

NEUDE 5
3512 AD UTRECHT

WWW

WWW.SETUP.NL
TWITTER.COM/SETUPUTRECHT
FACEBOOK.COM/SETUPUTRECHT
SETUP.NL/OPENSOURCE

E-MAIL

INFO@SETUP.NL





MEDIALAB

SINCE 2009

KEYWORDS

EVENTS

COMMUNITY

URBAN RENEWAL

INNOVATION

IDEOLOGY

USERS

PROFESSIONALS

EARLY ADOPTERS

LOGO



SOCIALBETA



Ideas are the new coal! E-culture as a tool for transition

The Social Beta Foundation in Heerlen presents, develops and shares knowledge on the cutting edge of new media, technology and the city. It examines the impact of e-culture and the thinking it engenders in terms of the specific economy, culture and society-related context of Heerlen and the Meuse-Rhine Euroregion (Eutropolis). The transition from industrial cities to smart cities is seen as a particular challenge. Social Beta takes a critical look at the concept of the smart city in this context, and would rather propose the concept of the wise city. A city that is inclusive in terms of technology, economy and culture.

Social Beta is a network organisation that presents itself through the media festival Social Beta (formerly i_beta/event) in which conferences and workshops are linked to a broad cultural programme of exhibitions, installations, films and music. The city is both the subject and the festival venue. Another initiative to which Social Beta contributes is TEDxEutropolis, a TEDx event that discusses the international network city Eutropolis. The organisation increasingly develops itself into a laboratory environment, in which (research) projects are initiated. Social Beta is regularly hired for specific tasks that involve its particular expertise in areas such as media, the city or the creative industry. One example here is the inter-regional innovation project Creative Drive.

The international position of Heerlen makes that almost all of the organisation's activities are related to and/or developed with international partners from Belgium and Germany. Aside from collaborating with international neighbours we also maintain contacts with other post-industrial cities and regions such as, for instance, Detroit and Manchester.

ADDRESS

PANCRATIUSTRAAT 30

6411 KC HEERLEN

WWW

WWW.SOCIALBETAFOUNDATION.TUMBLR.COM

E-MAIL

INFO@SOCIALBETA.EU





MEDIALAB

SINCE 1969

KEYWORDS

MUSIC

LAB

GUESTHOUSE

PROFESSIONALS

LIVE PERFORMANCE

EDUCATION

USERS

PROFESSIONALS

FANS

COMPANIES

SCHOOLS

LOGO



STEIM



A network lab for technology and live performance

STEIM - Studio for Electro-Instrumental Music - is an international network lab for technology and live performance. Since 1969, STEIM has been experimenting with new tools and interfaces for musicians and other artists. The emphasis is always on live performance, yet the focus is much broader than music or theatre alone. Any artistic process without "undo" option can be a potential research topic for STEIM. STEIM sets out to explore technological applications that link art making to the physical mastery of, for instance, fingers and lips, traditionally associated with the playing of musical instruments.

STEIM supports artists in residence such as musicians and performers, but also multimedia and intervention artists, in the development of new technologies, interfaces and tools. These are then presented to a receptive and interested audience.

STEIM works closely with artists and scientists from all over the world who conduct their own research. STEIM offers an extensive program of workshops and seminars for professionals and enthusiasts alike. Much of the knowledge developed by STEIM is used in other sectors, such as healthcare and education. Instruments for music therapists are for instance developed in this way. People with mental disabilities can make music with easy-to-use instruments. STEIM's Hardware Lab developed the Juggling Sound Balls: Electronic juggling balls that make a sound when caught become an electronic instrument that can be played through physical movements. Virtual Platform gave the project a Best Practice nomination.

A Master's Degree programme has been set up at STEIM since 2011. The two-year Master 'Instruments and Interfaces' is offered in conjunction with the Royal Conservatory of The Hague.

ADDRESS

ACHTERGRACHT 19
1017 WL AMSTERDAM

WWW

WWW.STEIM.ORG
TWITTER.COM/STEIMAMSTERDAM
FACEBOOK.COM/STEIM.AMSTERDAM

E-MAIL

KNOCK@STEIM.NL



Tom Johnson, *Three notes for three jugglers*, 2011. Photograph: Frank Balde, courtesy STEIM.



MEDIALAB

SINCE 2000

KEYWORDS

FILM

TRANSMEDIA

ANIMATION

STORYTELLING

GAMES

USERS

CULTURAL PROFESSIONALS

ART & CULTURE LOVERS

CULTURAL INSTITUTIONS

COMPANIES

LOGO



SUBMARINE CHANNEL



Free your screen

Submarine Channel is an international public Internet channel that develops, presents and provides context for transmedia productions, animated series and games. The studios are located in Amsterdam and Los Angeles. Submarine Channel has developed an expertise in the field of innovative cross- and transmedia productions and explores how traditional and interactive methods of storytelling can be combined. Submarine Channel works with directors who seek out the boundaries of visual culture, including renowned artists such as Peter Greenaway and Tommy Pallotta, as well as young, emerging talent.

Submarine Channel is connected with the production company Submarine BV. Submarine provides services in the areas of game development and production, film titles & TV leaders, animation & motion graphics and interactive concept development and design. Submarine has established itself as an innovative company, mixing traditional and interactive storytelling, all with an international focus. For the blockbuster movie Mission: Impossible Ghost Protocol SubLA, for example, the Los Angeles based Submarine studio, created an interactive online experience entitled Who is Cobalt.

Other recent productions include documentaries such as Ouwehoeren, I Wanna be Boss, Jungle Rudy, the animated series Kika & Bob and the online game Qi. The transmedia project Collapsus - Energy Risk Conspiracy has put Submarine Channel on the international map as a laboratory for the development of transmedia content. The project won several international awards and was nominated for an Emmy for Best Digital Fiction and a Webbie in the category Best Interactive Storytelling.

ADDRESS

RAPENBURGERSTRAAT 109

1011 VL AMSTERDAM

WWW

WWW.SUBMARINECHANNEL.COM

TWITTER.COM/SUBMARINECHANNEL

FACEBOOK.COM/SUBMARINECHANNEL

E-MAIL

INFO@SUBMARINE.NL



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Julian Hanshaw, *The Art of Pho*, 2012. Still from graphic novel: Submarine Channel.



Collapsus.com, 2010. Still: Submarine Channel.



MEDIALAB

SINCE 2007

TETEM KUNSTRUIMTE



KEYWORDS

ART

SOCIETY

TECHNOLOGY

INTERACTIVE INSTALLATIONS

DEVELOPMENT

USERS

ART & CULTURE LOVERS

INSTITUTIONS

ARTISTS

YOUNGSTERS

LOGO



TETEM kunstruimte (art space) connects art and society

TETEM art space is located in Roombeek, the cultural district of Enschede and is housed in the monumental Tetem 1. This is a former blanket factory that was recently transformed into a space for contemporary art. TETEM art space is a meeting place and venue for visual art in which art projects are created, analysed and presented. Lab events, workshops, do-tanks, competitions and research are used to investigate how art and culture, technology and innovation give meaning to their environment.

TETEM media lab is an initiative of TETEM art space and is known for its exhibition programme that often involves collaborations with leading national and international artists. TETEM media lab acts as an intermediary and seeks cooperation with cultural, public and private sectors. TETEM's production programme takes on assignments from the private, non-profit and public sectors which are realised through collaboration with a large network of artists.

The 'User Generated Art' project investigated the role of exhibition visitors and artists in the production and exhibition of artworks. The audience also played a unique and important role in the creation of artwork by Theodore Watson, Kyle McDonald, Navid Nuur, Kimchi and Chips, Hieke Pars, Tomohiko Hayashi, Kensuke Sembo & Tomohiko Koyama, Daniel Maalman & Jaap Mutter.

TETEM works together with Artist Residencies Enschede (ARE). Exhibitions of international guest artists at ARE form a part of its permanent programming. Every year, three guest artists complete their working and living period with an exhibition held in the TETEM art space.

ADDRESS

STROINKSBLEEKWEG 16

7523 ZL ENSCHEDE

WWW

WWW.TETEM.NL

TWITTER.COM/TETEMKUNST

FACEBOOK.COM/TETEMKUNSTRUIMTE

E-MAIL

TETEM@TETEM.NL



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Kimchi & Chips, User Generated Art, 2011. Photograph: Roy Ensink, courtesy TETEM Kunstruimte.



MEDIALAB

SINCE 2007

THE PATCHING ZONE



KEYWORDS

SOCIAL INNOVATION

ART&TECHNOLOGY

TRANSDISCIPLINARY

COLLABORATION

EDUCATION

GAME

USERS

YOUNGSTERS

CULTURAL ORGANISATIONS

COMPANIES

LOCAL COUNCILS

LOGO



Transdisciplinary media lab

The Patching Zone is a Rotterdam-based laboratory that brings together Masters, PhD and postgraduate students and professionals. Under the guidance of experts, people from different disciplines work together on assignments that involve the creative use of high-tech materials, digital media and information technology.

The Patching Zone uses the 'process patching approach'. This approach was developed by founder Anne Nigten, and consists in combining knowledge, experience and methods from different disciplines, including the knowledge developed in the V2_Lab, which is further expanded. The Patching Zone is a practice-oriented organisation. It operates on the basis of assignments from involved organisations, local and national politics and businesses. The knowledge gained is shared through events, seminars, workshops and (both online and offline) publications.

In 2010 and 2011, The Patching Zone realised the Digital Art Lab project, commissioned by the Centrum voor Kunst en Cultuur (CKC) (Center for Arts and Culture) in Zoetermeer. The Digital Art Lab is a large-scale innovation project in which training, business innovation and educational innovation play a central role.

ADDRESS

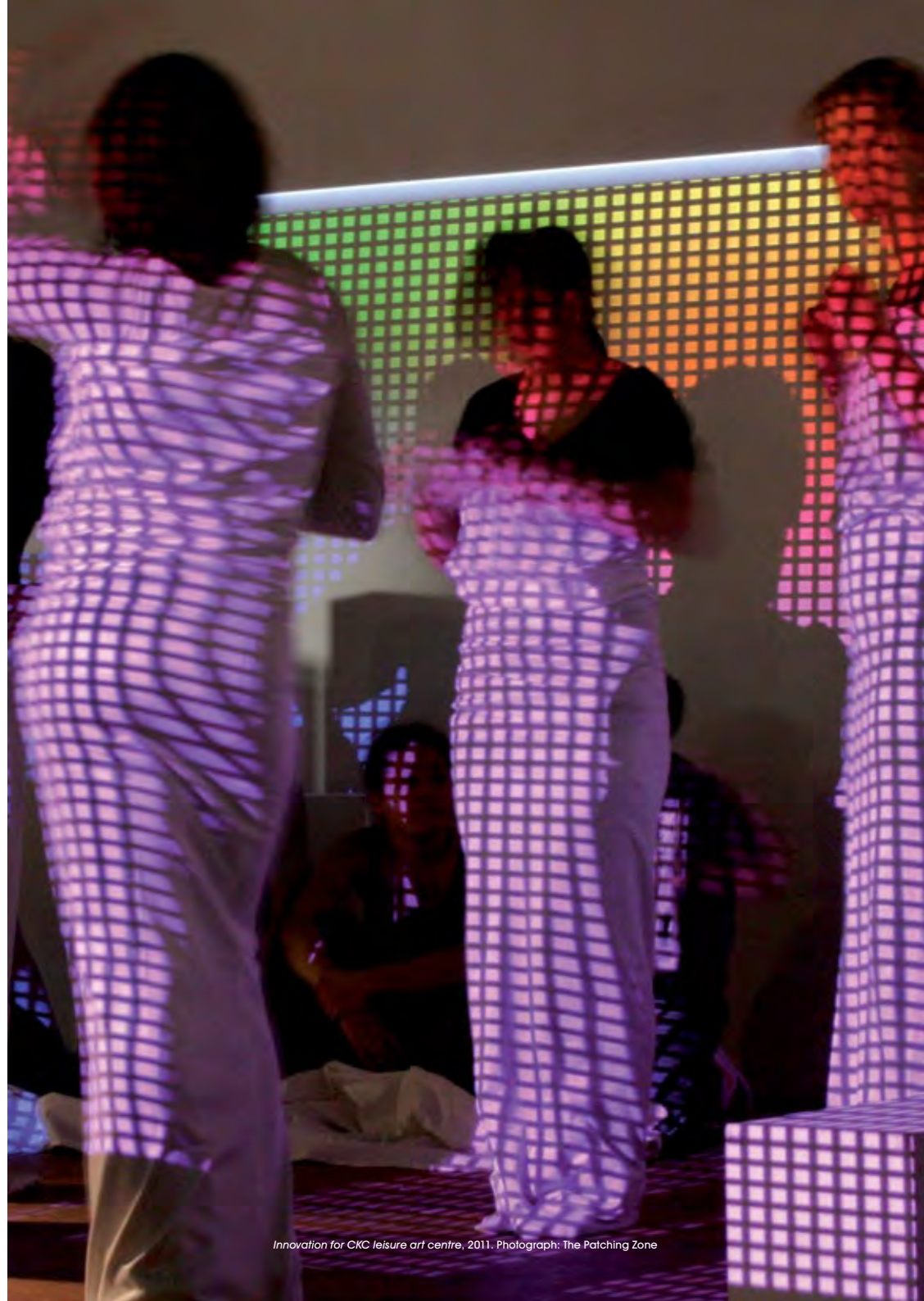
POSTBUS 29088
EENDRACHTSSTRAAT 10
3001 GB ROTTERDAM

WWW

WWW.PATCHINGZONE.NET

E-MAIL

INFO@PATCHINGZONE.NET





MEDIALAB

SINCE 1981

KEYWORDS

ART

RESIDENCY

RESEARCH & DEVELOPMENT

WEARABLE TECHNOLOGY

AUGMENTED REALITY

ECOLOGY

USERS

PROFESSIONALS

ARTISTS

STUDENTS

RESEARCHERS

LOGO



V2_ INSTITUTE FOR THE UNSTABLE MEDIA



Instability as the essence of digital media

V2_ is an internationally operating interdisciplinary centre for art and technology, based in Rotterdam. Since the early 80s, V2_ has been involved in the presentation, production, publishing and archiving of art created with new technologies. For V2_, the essence of digital media lies in its instability. This contributes to the constantly changing nature of the socio-cultural, political and economic order in society. The organisation provides a platform where artists, scientists, software and hardware developers can collaborate on the realisation of projects. The V2_Lab provides technical support and generates technological solutions for art. Special attention is paid to aRtistic research & Development (aRt&D).

Through an artist-in-residence programme, the Open Lab sessions and multiple short residencies during the Summer Sessions, V2_ provides assistance to international artists and designers who want to get started with new technology. V2_ regularly collaborates with EyeBeam (New York), Interaccess (Toronto), FACT (UK), TEKS (NO), Taiwan National Art Museum (TW), NABI (KR), Parsons, The New School for Design (New York) and other labs and media institutions around the world. V2_ is often involved in productions at international festivals, such as Ars Electronica (Linz), Transmediale (Berlin) or Meta.Morf (Trondheim).

V2_ maintains good contacts in China and collaborates with the National Art Museum China (NAMOC) on the Media Art China Triennial and has an exchange programme with the Tsinghua Art & Science Media Laboratory, TASML of the Tsinghua University in Beijing. Similar agreements have been made with institutions from Taiwan, Canada and the USA.

ADDRESS

EENDRACHTSSTRAAT 10

3012 XL ROTTERDAM

WWW

WWW.V2_.NL

TWITTER.COM/V2UNSTABLE

FACEBOOK.COM/V2UNSTABLE

E-MAIL

V2@V2_.NL



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Entrance NAMOC, Synthetic Times - Media Art China, NOX/Spuybrouck and Edwin van der Heide, Photograph: V2_



MEDIALAB
SINCE 1994

WAAG SOCIETY



KEYWORDS

- RESEARCH
- INCUBATION
- EVENTS
- OPEN ANYTHING
- USERS AS DESIGNERS
- EDUCATION

USERS

- GOVERNMENT
- NON-PROFIT
- BUSINESS
- SCIENCE

LOGO



waag society

Institute for Art, Science and Technology

Waag Society is an institute for art, science and technology, based in Amsterdam. Since 1994, the foundation has developed into an international platform for creative research, experimentation and innovation. Waag Society explores emerging technologies and focuses on art and culture as key elements in the design of social applications. In addition, the institute organizes a public programme with current, accessible events through which knowledge is shared with a wider audience. Waag Society has been instrumental in the establishment of, among others, PICNIC, Culture Grid, 7Scenes and the annual Designers and Artists for Genomics Award.

Waag Society helps businesses, government institutions and organisations to innovate and specializes in the development of new products and services. The institute operates according to the method of creative research, an approach in which applications are developed in collaboration with users, designers, artists and scientists. Through this method, new insights and solutions to current (social) issues are sought together with the partners involved.

Waag Society participates in various international networks including Dialogue Café, Social Innovation Exchange, the European Network of Living Labs and CineGrid. In addition, Waag Society is intensively involved in many international projects and activities, including the European projects City SDK, Commons 4 Europe and Apps for Europe (Open Data), FabLab Yogyakarta, the Fab Academy and the Open Design Contest (Open Design) Express to Connect (care) and Fair Phone. Waag Society is regularly open to residencies for international artists and scientists.

ADDRESS

PIET HEINKADE 181A
1019 HC AMSTERDAM

WWW

WWW.WAAG.ORG
TWITTER.COM/WAAG
FACEBOOK.COM/WAAGSOCIETY

E-MAIL

SOCIETY@WAAG.ORG



Draw Sound. Photograph: Waag Society.



MEDIALAB

SINCE 2007

KEYWORDS

- ART
- EVENTS
- RESIDENCY
- HACKING
- EXPERIMENT
- DIY

USERS

- CREATIVES
- HACKERS

LOGO



WORM / MODDR_



Avant creative-industrial complex

moddr_ is a Rotterdam-based media/hacker/co-working space and DIY/FOSS/OSHW fab lab for art geeks, part of WORM: Institute for Avantgardistic Recreation.

Since its founding in 2007 the space hosts and promotes young local and international talent with a focus on the artistic modification ('modding') of contemporary and emerging technology. moddr_ represents a critical attitude in our 'new' media landscape that is expressed through the spawning and development of artistic projects, workshop series, lectures, exhibitions and of course great parties.

In addition to having a local orientation, Moddr_ strongly focuses on an international audience. Moddr_ has received global acclaim for projects like the Web2.0 Suicide Machine, exhibited internationally in art galleries and large media festivals. Moddr_ is part of several international partnerships and associated research networks. The 'Libre Graphics Research Unit (LGRU)' for example, is a collaboration with Constant (Brussels), Medialab Prado (Madrid) and Piksel (Bergen).

WORM is a Rotterdam-based artist collective, a venue and workspace for music, film and new media. Born under the stars of punk, dada, fluxus, situationism and futurism, WORM has grown to a tenacious organisation that combines the 'Do-it-Yourself' mentality of its ancestors with ultra-pragmatism and good book-keeping. WORM produces film, radio, concerts, performances, web-projects, installations, an array of tactile media and a 24/7 web station. WORM focuses on OpenSource, re-cycled material, Superuse, seriousness and fun.

ADDRESS

BOOMGAARDSSTRAAT 71
3012 XA ROTTERDAM

WWW

WWW.MODDR.NET
WWW.WORM.ORG
WWW.SUICIDEMACHINE.ORG
WWW.OPENORG.NL

E-MAIL

LAB@MODDR.NET



Moddr_ workshop. Photograph: Moddr_



MEDIALAB

SINCE 2002

z25.ORG



Inspire developers, empower artists

The z25.org foundation is a national development institute for new media that produces new media art and examines the underlying creative processes. z25.org aims to stimulate both the content and the artistic quality of new media projects developed in a cultural or artistic context. The organisation initiates autonomous projects, such as Retyping Dante, and realises collaborative projects. Another example is Bilderraus, a video mapping project that was part of the project "VJ op de Dom" (VJ at the Dom),

in which images were projected on the Dom Tower in Utrecht. This is how z25.org, through its various projects, examines how art disciplines and the public space can be enriched with new media. Other project examples include the Cosmo V Experience and Airport Park Schiphol. z25.org is one of the initiators of the Utrecht media lab SETUP. z25.org provides both technical and conceptual assistance to artists and companies in the context of the execution of interactive installations, performances and other new media projects.

z25.org is part of the international networks of Blender, Openbeacon and Openframeworks. They work together with international partners on development and research, as in for example the Media and Performance LAB (MAPLAB). In addition, z25.org also collaborates with NABA.

KEYWORDS

MIXED REALITY

ART

CULTURE

PUBLIC SPACE

CREATIVE CODING

GAMING

USERS

YOUNGSTERS

CULTURAL ORGANISATIONS

COMPANIES

LOCAL COUNCILS

Logo



ADDRESS

CONCORDIASTRAAT 67A

3551 EM UTRECHT

WWW

WWW.Z25.ORG

TWITTER.COM/Z25ORG

FACEBOOK.COM/STICHTINGZ25.ORG

E-MAIL

INFO@Z25.ORG



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EDUCATION LABS



MEDIA LAB

These are media labs set up by, or closely connected with, educational institutions. Reflection goes hand in hand with experiment and theory with practical education. In these labs, students learn to work together in an interdisciplinary manner, and often work with (media) artists or clients from the business sector.

AR LAB

THE HAGUE

The Augmented Reality (AR) Lab conducts artistic and scientific research on augmented reality. It aims to gain better understanding of the merging of the physical and visual world and to stimulate its further development. The researchers of the parties involved share their knowledge and research so as to stimulate progress through cooperation. The AR Lab has designed installations for the Van Gogh Museum. These installations use iPads to reveal what 'secrets' are hidden beneath the surface of certain paintings. This project took place in the frame of the research project 'Hergebruik van doeken' (Reuse of canvases) of the Van Gogh Museum.

<http://www.arlab.nl>

info@arlab.nl

ART & TECHNOLOGY LAB

BREDA

This lab (AKV|St. Joost Breda) is dedicated to research into modern communication, with a focus on information and play. Current events are seen as important sources of input for the educational system.

<http://www.attlab.nl/>

info.akvstjoost@avans.nl

CROSSLAB WDKA

ROTTERDAM

The WdKA CrossLab (Willem de Kooning Academie) is a laboratory and knowledge centre that provides technological media education that focuses on research into multimedia, technology and digital 'tools'.

<http://crosslabevents.wdka.nl/>

A.van.Meer@hro.nl

CROSSMEDIALAB

UTRECHT

In the Crossmedialab (Hogeschool Utrecht), research is conducted into cross-media developments and applications, focusing on the domains of media, cultural heritage and education.

<http://crossmedialab.nl/>

hello@crossmedialab.nl

DIGITAL METHODS INITIATIVE

AMSTERDAM

The Digital Methods Initiative (University of Amsterdam) develops tools and methods for social and cultural internet research.

<https://www.digitalmethods.net/>

info@digitalmethods.net



AR Lab, Van Gogh studio practice: Canvases re-used, 2011-2012. Photograph: René Gerritsen, courtesy AR Lab.



Rob Mostert & The Blue Noise, Performance LAB, 2011. Photograph: MAPLAB.



FONTYS FUTUREMEDIALAB

EINDHOVEN

The Fontys FutureMediaLab (Eindhoven) is an interdisciplinary institute for media and innovation. Multidisciplinary teams of students and teachers explore media projects together.

<http://www.fontys.nl/futuremedialab/>

lectoraatmedia@fontys.nl

ID STUDIOLAB

DELFT

IDStudiolab is a design research community of the Faculty of Industrial Design Engineering of the Delft University. The work is experience-oriented and design-driven.

INSTITUTE OF NETWORK CULTURES

AMSTERDAM

The Institute of Network Cultures analyses and shapes the terrain of network cultures from the inside. No innocent bystander, it actively contributes to the field through events, publications and online dialogue.

<http://networkcultures.org>

info@networkcultures.org

HEIMO LAB

MAASTRICHT

The Heimo Lab (Jan van Eyck Academie) is a continuation of the old Jan van Eyck academy workshop. It collaborates with the FabLab and is equipped with 3D printers and laser cutters, among others tools.

<http://www.janvaneyck.nl/tagged/labs>

info@janvaneyck.nl

HKU CREATIVE DESIGN STUDIOS

HILVERSUM

In the Design studios, teams of students and professionals create usable solutions for a wide range of social challenges. The combination of a strong research focus and real clients form powerful learning opportunities.

<http://www.hku.nl>

HVA MEDIALAB

AMSTERDAM

The MediaLAB of the Amsterdam University of Applied Sciences is a creative, interdisciplinary workplace where excellent students collaborate on innovative, interactive media applications, realised on behalf of the industry, the creative sector and educational institutions.

<http://medialab.hva.nl/>

g.gootjes@hva.nl

MAPLAB

UTRECHT

The Media & Performance LAB (MAPLAB) is an initiative of the Lectorate Theatrical Creation Processes in cooperation with the Theatre Faculty of the Utrecht School of the Arts (HKU). The MAPLAB combines theatre with interdisciplinary creative processes and mixed reality technology. Not the product but rather the process is seen as a key element and aspects such as interdisciplinarity, interaction, working in context and commitment are investigated. This study should be related to, reflect upon and be applicable to (creative) practice. Medialab z25.org is one of the partners of MAPLAB.

<http://www.maplab.nl>

joris.weijdom@theater.hku.nl

OPENLIGHT

EINDHOVEN

OPENLIGHT is the creative lab of the Intelligent Lighting Institute at the Technical Institute Eindhoven. OPENLIGHT creates explorative and experiential propositions to open up the field of lighting.

<http://www.openlight.nl/>

UVA ERFGOEDLAB

AMSTERDAM

The UvA ErfgoedLab (University of Amsterdam) investigates and conducts experiments in the field of heritage, science and the public, with a focus on the presentation of heritage.

<http://www.uvaerfgoedlab.nl/>

j.l.bolten@uva.nl

WERNER MANTZ LAB

MAASTRICHT

The Werner Mantz Lab (Jan van Eyck Academy) focuses on time-based art: photography, film, video, sound art and computer art.

<http://wernermantz.wordpress.com/>

info@janvaneyck.nl

BUSINESS SERVICES



MEDIA LAB

Much digital-cultural research takes place in a commercial context, in companies. Some of these companies present themselves as labs: they experiment, seek new forms, share the results, or are connected to society in other ways.

EURO PER MINUTE DESIGN

Euro per Minute Design is a business concept that lets people 3D-print any design they like, and pay per minute. For example: a simple bracelet takes 6 minutes, and a vase takes 23.

www.rooiejoris.nl

info@rooiejoris.nl

FABRIQUE

DELFT

Fabrique is a multidisciplinary design bureau that investigates new ways of crossmedial working for its customers.

<http://www.fabrique.nl>

info@fabrique.nl

FOURCELABS

UTRECHT

Fourcelabs designs innovative game systems that blur the boundary between the virtual and physical; playful installations at the intersection of pervasive games and experimental physical interface design.

<http://www.fourcelabs.com>

contact@fourcelabs.com

FREEDOMLAB

AMSTERDAM

FreedomLab investigates social changes associated with the role of technology in society and vice versa. It advises organisations on how to develop creative strategies that tie in to these developments.

<http://www.freedomlab.org/>

lab@freedomlab.org

JORIS LAARMAN LAB

AMSTERDAM

This lab is an experimental playground set up to study and shape the future. It tinkers with craftsmen, scientists and engineers on the many new possibilities of upcoming technology.

<http://www.jorislaarman.com/>

info@jorislaarman.com

LUSTLAB

THE HAGUE

LUSTlab researches, generates hypotheses, and makes unstable media stable. LUSTlab believes that the future of digital media lies in the design of its use. In other words, make the impractical practical, bring Internet back to its basis and bridge the gap between digital and physical. LUSTlab sees design as the most beautiful, imaginative and comforting science to understand man – from the molecular origin to the immense possibilities of the future. The lab was created by design studio LUST and continues to use both the resources and experiences of the studio.

<http://www.lustlab.net>

info@lustlab.net

MOTHERSHIP

ROTTERDAM

Mothership is a company that produces works of art for clients (business to business) and artists. Mothership builds bridges between the art world and the business community.

<http://www.monobanda.nl/>

info@monobanda.nl

PHILIPS DESIGN

EINDHOVEN

Philips Design investigates the relationship between the physical and the virtual world of experience and the future of the urban environment. In this way, meaningful solutions to the needs of people are explored.

<http://www.design.philips.com/>

info.design@philips.com

SNIJLAB

ROTTERDAM

Snijlab brings together design knowledge, manufacturing techniques and materials to realise automated digital designs. Snijlab provides an online laser cutting service where clients can get their own designs cut.

<http://www.snijlab.nl/>

info@snijlab.nl

STUDIO ROOSEGAARDE

WADDINXVEEN

Studio Roosegaarde is a laboratory for interactive art, fashion and architecture. Together with his team of artists and engineers, artist and architect Daan Roosegaarde develops interactive installations that show the dynamic relationship between space, man and technology. The designs of Studio Roosegaarde respond to sound and movement. Visitors become an active part of the installations which they affect in a direct manner. Perception and interaction are central to the design. Previous works have been exhibited at the Tate Modern London and the National Museum in Tokyo. Roose-gaarde has also developed public, interactive designs, including for the cities of Rotterdam, Eindhoven and Stockholm. Studio Roosegaarde recently opened its second studio in Shanghai.

<http://www.studioroosegaarde.net>

mail@studioroosegaarde.net

TELLART

AMSTERDAM

Tellart creates web-connected objects and environments that shape human experience. Recently they have collaborated with Google on the creation of the Chrome Web Lab.

<http://tellart.com/>



COMMUNITIES & COLLECTIVES



Not all media labs have a physical location or a fixed organisational form. In the Netherlands, there are numerous communities, collectives, associations and other networks in which people effectively operate together. Often they organize themselves through websites like meetup.com or skillshare.com. In this selection, we present communities that clearly operate within the boundaries of e-culture.

HELLO SAVANTS

AMSTERDAM

Hello, Savants! is a fellowship of creative people with unique disabilities and unexpected talents.

<http://hellosavants.com/>

contact@hellosavants.com

IMG_SRC

UTRECHT

IMG_SRC is an artists' collective, a gallery and an inspiration lab that questions visions of technology.

<http://imgsrc-collective.org/>

jpaaijmans@yahoo.com

LIVING LAB LEIDEN

LEIDEN

The Living Lab foundation is a network that aims to stimulate collaboration and realise new ideas by establishing contacts between entrepreneurs.

<http://openlivinglabs.eu>

<http://www.livinglab.nl/>

henk.uittenbogaard@livinglab.nl

META

AMSTERDAM

META, Making Electronic Thingies in Amsterdam, is a self-help study group for makers of electronics and digital media with a physical component. As an open community, META is a place for sharing specialist knowledge and discussing the creative use of technology in general. Members of META come from various disciplines such as art, web development, software, audio, interaction and product design, but they all are "makers". The goal is to use and enlarge the shared knowledge. To this end, physical meetings are organised in which members discuss their projects.

<http://www.makingelectronicthingiesinamsterdam.nl/>

Main/HomePage

OPEN DATA ENSCHEDE

ENSCHEDÉ

Open Data Enschede is committed to stimulating the accessibility and use of public government data.

<http://opendataenschede.nl/>

opendata053@gmail.com



OPEN TOKO AMERSFOORT

AMERSFOORT

Open Toko is a knowledge exchange network located in Amersfoort. The network organizes workshops on art and technology.

<http://www.opentoko.org/>

info@opentoko.org

OPTOFONICA

AMSTERDAM

The Optofonica Foundation investigates and develops creative practices based on scientific research with a focus on photonics, acoustics and quantum electrodynamics.

<http://www.optofonica.com/>

lab@optofonica.com

ROTTERDAM OPEN DATA

ROTTERDAM

Rotterdam Open Data is an initiative of the Hogeschool Rotterdam and forms part of Stadslab 7. The lab has been developed together with Rotterdam-based companies in the creative industries and the municipality of Rotterdam, and aims to make information on and for the city of Rotterdam transparent. The information ("open data") provided by government and municipalities is aimed at stimulating innovation and creativity in Rotterdam by encouraging the participation of students, citizens and businesses. The lab provides space for experimentation and creates opportunities in terms of linking education and research to the city.

<http://www.rotterdamopendata.org/>

<http://wiki.okfn.org/Chapter/Netherlands>

info@rotterdamopendata.org

SENSEMAKERS

AMSTERDAM

Sensemakers discuss urban infrastructure, smart grid, open hardware, quantified self, open data, environmental monitoring and more. Anything that will put a networked computer where none have gone before.

<http://www.meetup.com/sensemakersams/>

SOUNDLINGS

AMSTERDAM

Soundlings is a growing circle of international creatives working with sound. Among them you can find: researchers, educators, engineers, producers, software developers, composers, performers, designers and artists.

<http://www.soundlings.com/>

info@soundlings.com

THE CLOUD COLLECTIVE

ROTTERDAM

The Cloud Collective is an international network of professionals in the field of architecture and spatial design that explores open organisation and innovative collaboration.

<http://www.thecloudcollective.org>

info@thecloudcollective.org

THE FORCE OF FREEDOM

ROTTERDAM

The Force Of Freedom is a Rotterdam based collective founded by Micha Prinsen and Roel Roscam Abbing in 2009. In their work they react critically but playfully to new emerging technologies and developments on the internet.

<http://www.the-force-of-freedom.com/>

inquiries@the-force-of-freedom.com

WERC

GRONINGEN

Werc Groningen is a new media art collective that explores the interface between VJ culture and interactive installations.

<http://vimeo.com/werc>

eksterlimoen@gmail.com

ZESBAANS

UTRECHT

Zesbaans is a new media collective from Utrecht that explores the possibilities of interactivity and technology.

<http://www.zesbaans.nl/>

post@zesbaans.nl

FABLABS



MEDIA LAB

A FabLab (Fabrication Laboratory) is a workshop with a number of standardized, digitally controlled machines such as a 3D scanner and printer and laser and vinyl cutters. A FabLab makes it possible for artists, product designers, small businesses as well as individuals to build a prototype of a product. The concept was created by MIT professor Neil Gershenfeld and has led to a worldwide network of FabLabs. FabLabs are based on the principles of openness: workshop-users are expected to share the gained knowledge so as to promote active knowledge sharing between FabLabs. In the Netherlands, the concept is well represented with FabLabs in diverse locations.

CAB FABLAB

THE HAGUE

The CabFabLab is a publicly accessible hi-tech workshop set up in the Caballero Factory in The Hague, where visitors can rent a workspace. The lab contains several modern machines with which almost anything can be created. The lab can in this way be used to develop innovative prototypes, architectural models, small series, custom products and other interesting experiments. CabFabLab is the combination of the words CabFab and FabLab.

<http://cabfablab.nl/>

info@cabfablab.nl

DE FACTORIJ

EINDHOVEN

<http://www.fablab-eindhoven.nl/>

info@de-factorij.nl

FABLAB ALMERE

ALMERE

<http://www.windesheimflevoland.nl/VR/beganegronde/Paginas/fablab.aspx>

info@windesheimflevoland.nl

FABLAB AMERSFOORT

AMERSFOORT

<http://www.fablabamersfoort.nl/>

info@fablabamersfoort.nl

FABLAB AMSTERDAM

AMSTERDAM

<http://fablab.waag.org/>

fablab@waag.org

FABLAB ARNHEM

ARNHEM

<http://www.fablabarnhem.nl/>

doreen.toimeijer@han.nl

FABLAB BERGEN OP ZOOM

BERGEN OP ZOOM

<http://www.markiezaat.nl/techniekboulevard/fablab-bergen-op-zoom.aspx>

markiezaat@rocwb.nl

FABLAB EMMEN

EMMEN

<http://www.stenden.com/nl/locaties-stenden-hogeschool/stenden-locatie-emmen/techniek-opleidingen/Pages/technische-innovatie-FabLab.aspx>

emmen@stenden.com



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FABLAB ENSCHEDE

ENSCHEDÉ

<http://www.fablabenschede.nl/>

info@fablabenschede.nl

FABLAB GRONINGEN

GRONINGEN

<http://www.fablabgroningen.nl/>

info@fablabgroningen.nl

FABLAB NOORD BRABANT

DEN BOSCH

<http://sundaymorning.ekwc.nl/#>

info@ekwc.nl

FABLAB TEXEL

DEN BURG

<http://texel.fablab.nl/>

frank@fablab.nl

FABLAB TRUCK

WEESP & MOBILE

FabLab Truck is a mobile FabLab that travels to schools and art and technology festivals. The idea is to let people get acquainted with the FabLab concept and show what is possible with digitally controlled machines such as the laser cutter, vinyl cutter and 3D printer. In the FabLab Truck, anyone can set to work and experiment at will. It is also possible to use (part of) the equipment to set up a temporary FabLab in a school or at a festival.

<http://www.fablabtruck.nl/>

info@fablabtruck.nl

FABLAB ZUID LIMBURG

MAASTRICHT

<http://www.fablabzuidlimburg.nl/>

info@fablabzuidlimburg.nl

FREEFORMFAB

EINDHOVEN

<http://fablab eindhoven.nl/>

info@freeformtam.nl

PROTOSPACE (ALSO SEE P.42)

UTRECHT

<http://www.protospace.nl>

info@protospace.nl

MINI FABLAB

UTRECHT

The Mini Fablab explores how little money is needed to start a fablab. It is also involved in the creation of the LAOS open source lasercutter.

<http://www.minifablab.nl/>

bart@minifablab.nl

STADSLAB 7

ROTTERDAM

<http://bit.ly/Sensorlab>



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HACKER SPACES



MEDIA LAB

Hacker Spaces are work and/or meeting places where technically and creatively motivated individuals come together. They form a base for the development and sharing of advanced technological knowledge, and are marked by a spirit of openness and a "do-it-yourself" mentality. Hacker Spaces are usually socially engaged and point out problems and weaknesses in technological infrastructures and ideology.

ACKSPACE

HEERLEN

<https://www.ackspace.nl>

info@ackspace.nl

BITLAIR

AMERSFOORT

<https://bitlair.nl/>

algemeen@list.bitlair.nl

FRACK

LEEWARDEN

<http://www.frack.nl>

bestuur@frack.nl

HACK42 (ALSO SEE P.24)

ARNHEM

<http://www.hack42.nl>

info@hack42.nl

MADLAB (ALSO SEE P.30)

EINDHOVEN

<http://www.madlab.nl/>

info@madlab.nl

MOENENSPACE

NIJMEGEN

<http://www.moenenspace.nl>

NURDSpace

WAGENINGEN

http://nurdSPACE.nl/Main_Page

nurds@nurdSPACE.nl

PUSCII

UTRECHT

<http://www.puscii.nl/home.html/>

diybikfest@puscii.nl

RANDOMDATA

UTRECHT

<http://www.randomdata.nl/>

info@randomdata.nl

REVELATION SPACE

DEN HAAG

Revelation Space is a meeting and project space in The Hague for researchers and hobbyists involved in technology, science, art and culture. Revelation Space provides a venue for workshops and presentations, as well as lectures on electronics, software and engineering. These are organized by members and participants, or upon the general public's initiative, often motivated by a personal desire to share. In addition, Revelation Space has a workshop with tools and materials made available to the public. The space functions as a social place for gathering, meeting people and exchanging ideas and knowledge.

<https://revspace.nl/>

info@revspace.nl



SK1LLZ

ALMERE

<http://sk1llz.nl>

info@sk1llz.nl

SLUG

AMSTERDAM

<http://slug.squat.net/>

slug@lists.riseup.net

TECHNOLOGIA INCOGNITA

AMSTERDAM

<http://www.techinc.nl/>

member@techinc.nl

TKKRLAB

ENSCHDEDE

Tkkrlab (Tukkerlab) consists of a lounge, an electronics workshop and a small mechanical workshop. Knowledge exchange workshops are organised and lectures are given on topics such as the Arduino and open source software such as Linux. Tkkrlab is open every Tuesday night. Everyone is welcome.

<http://www.tkkrlab.nl>

info@tkkrlab.nl





Digital Playground, Workshop MediaWisdom. Photograph: Digital Playground.



Cinekid, Puppet Parade, 2011. Photograph: Cinekid Medialab.

YOUTH LABS



MEDIA LAB

These are media labs that focus specifically on (the experiential world of) children. These youth labs bring media literacy principles into practice: educational programs that help children create media for themselves, understand the constructed nature of the media landscape, or play with new forms of self-expression.

CINEKID MEDIALAB

AMSTERDAM

The MediaLab is the digital playground of the Cinekid festival and an international meeting ground. The 1200 m² experimental garden consists of more than 40 interactive installations, games, performances and workshops at the intersection of new media and image culture and provides an inspiring and challenging environment where kids can tinker, play, wonder and discover. Cinekid Medialab collaborates with several international partners such as: Power to the Pixel (UK), Tiff Kids International Film Festival (CA), Children's Media Conference (UK), Lifelong Kindergarten group at MIT Media Lab (US), Ars Electronica U19 Create your World (AUS), Design-io (US/NL), Copenhagen Bombay (DEN) and LiveViewStudio (SER). (Also see p.126)

<http://www.cinekid.nl>

info@cinekid.nl

CKC DIGITAL ART LAB

ZOETERMEER

In the Digital Art Lab, CKC makes the connection between digital creativity and existing courses in dance, theatre, music and visual arts.

<http://www.facebook.com/DigitalArtLabCKC>

info@digitalartlab.nl

DIGITAL PLAYGROUND

ROTTERDAM

Digital Playground is a centre for practical media education aimed at encouraging the development of media literacy among young people. For youths to develop a critical attitude toward media, it is important that they gain an understanding of how media is created. This belief is the starting point from which Digital Playground develops workshops and lessons series in which young people can find out how a media product is developed and what ideas underlie it. Aside from workshops and lessons series in schools for young people from 12 to 19 years old, there are also courses for teachers that centre around the question of how new media can be implemented in education.

<http://www.digitalplayground.nl>

info@digitalplayground.nl

GEOFORT

HERWIJNEN

GeoFort is an educational playground located on a fort in the Nieuwe Hollandse Waterlinie (New Dutch Waterfront) focused on cartography and navigation.

<http://www.geofort.nl>

info@geofort.nl



LAB-A-LIKES



The Netherlands can boast a rich diversity of media labs. Yet boundaries are not always clear. This list includes organisations that are definitely experimental in how they work, and show many lab-like features.

AFFECT LAB

AMSTERDAM

Affect Lab investigates the expression of emotions in the digital world.

<http://affectlab.org/>

natalie@effectlab.org

CULTUURFABRIEK

AMSTERDAM

Cultuurfabriek is a communication and production agency that develops and sets up meetings and platforms in the frame of creation and innovation.

<http://www.cultuurfabriek.nl/>

info@cultuurfabriek.nl

FOAM LAB

AMSTERDAM

Foam Lab is a group of creative young people selected by Foam to develop experimental projects and cultural events aimed at audiences aged 18 – 28.

<http://lab.foam.org/>

info@foam.org

OPEN COÖP

AMSTERDAM

The Open Coöp is a physical and public place in Amsterdam where people from different disciplines such as engineering, art and design are brought together to exchange knowledge.

<http://www.opencooperatie.nl/>

contact@opencooperatie.nl

PERMANENT BETA

AMERSFOORT

Permanent Beta is a network organisation that brings together geeks and companies to explore social issues.

<http://www.permanentbeta.nl/>

info@permanentbeta.nl

PIPS:LAB

AMSTERDAM

PIPS:lab is a group of five artists from different disciplines that develops theatrical performances and multi-media interactive installations.

<http://www.pipslab.org/>

pr@pipslab.nl

REGIOHACK

ENSCHDEDE

Regiohack explores the possibilities of data journalism. Using public data and online resources, it tries to gain new insights into a variety of social themes.

<http://www.regiohack.nl/>

mail@regiohack.nl

SPULLENMANNEN

AMERSFOORT

The Spullenmannen create visual theatre and theatrical images from a shared love for old stuff.

<http://www.spullenmannen.nl/>

info@spullenmannen.nl

TODAYSART LAB

THE HAGUE

TodaysArt LAB is a platform and international network dedicated to art, creativity and digital culture. They work together with knowledge, media and cultural institutes, academies, artists and designers.

<http://todaysart.nl/portal/ta-lab.php>

olof@todaysart.nl

VURB

AMSTERDAM

VURB is a research organisation that focuses on policy and design of urban network technology. VURB investigates how people use social media, sensor networks and other new urban technology. In this way, VURB aims to gain insight in the implications of these developments with respect to how we understand, build and inhabit cities.

<http://www.vurb.eu/>

juha@vurb.eu

WATCH THAT SOUND

ROTTERDAM

Watch That Sound is a Rotterdam-based organisation that deals with the relationship between image, music and sound.

<http://www.watchthatsound.nl/>

info@watchthatsound.nl



NEW
EXPLORERS
GUIDE TO DUTCH
DIGITAL CULTURE

CHAPTER ②

GAME
COMPANIES

(all work and ~~no~~ all play)



GAME COMPANY

SINCE 2006

KEYWORDS

INSTALLATIONS

EXPERIMENTAL

COLLABORATION

SERIOUS

USERS

GAMERS

COMPANIES

EVENTS

LOGO



BLEWSCREEN



Games need to be fun, even when the subject is serious

BlewScreen is an independent game studio from Tilburg. Their games can be experienced online and at events and exhibitions. Games created by BlewScreen will pop out of your screen and give you the illusion that you can actually touch the environments. According to BlewScreen, games need to be fun, even when their subject is serious.

As an independent game developer, BlewScreen focusses on game design, concepts and production. Some games can be played by using the body, other games can't be touched at all. BlewScreen create their own games and work for other companies as well.

BlewScreen created a great game called Retro, in which the player starts as a one-pixel avatar and collect pixels instead of points throughout the game. This game was part of the Media-matic exhibition Arcade. Another game they created is Synergy, a multiplayer game installation for three to seven players who are made to work together as one. With their game Flock, the studio was nominated for a LiveWIRE Young Business Award 2009.

ADDRESS

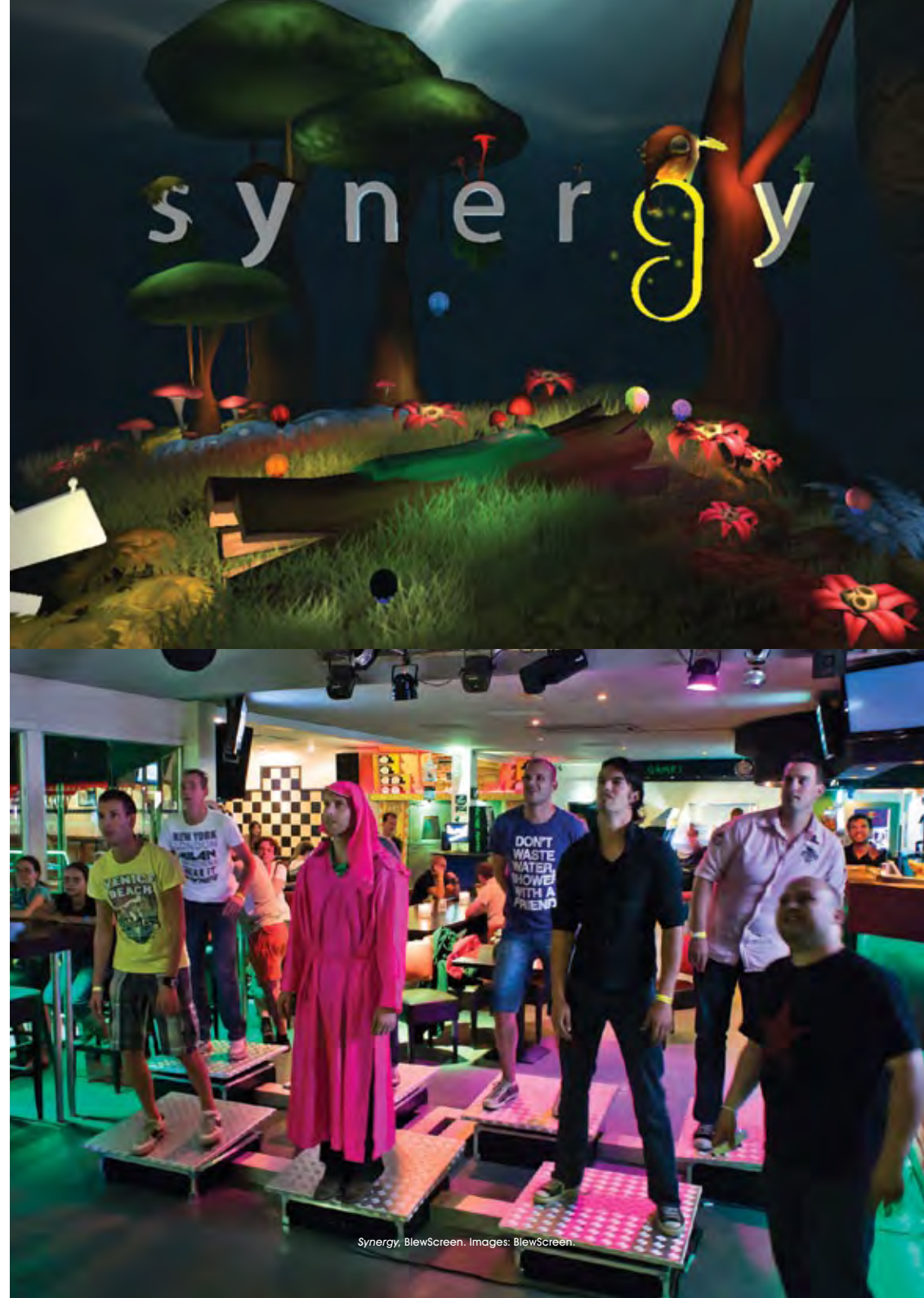
ST. JOSEPHSTRAAT 133
5017 GG TILBURG

WWW

WWW.BLEWSCREEN.COM

E-MAIL

INFO@BLEWSCREEN.COM



Synergy, BlewScreen. Images: BlewScreen.



GAME COMPANY

SINCE 2002

KEYWORDS

DEVELOPMENT

MOBILE

CONSOLE

USERS

GAME DEVELOPERS

GAMERS

LOGO



CODEGLUE



Developer of casually connected games

Codeglue is a Dutch game developer and publisher of casually connected games for the latest generation of consoles and mobile platforms. The studio develops games for Xbox 360, PS3, PSP, Wii, DS, Apple iPhone and iPad and creates original in-house developed games that focus on fun, playability and social connectivity.

The Rotterdam based company is also one of the leading publishers and developers for PlayStation Home, Sony's virtual 3D social gaming network on Playstation 3. Codeglue has worked on a variety of games including Rocket Riot, Worms World Party and MonkeyBall Minigolf. Codeglue works together with the Dutch gaming companies Sparweed on ibb and obb, and Two Tribes on Toki Tori for smartphones.

ADDRESS

SCHIEKADE 189-6A
3013 BR ROTTERDAM

WWW

WWW.CODEGLUE.COM

E-MAIL

INFO@CODEGLUE.COM



Rocket Riot, CodeGlue. Photograph: Else Kramer, courtesy CodeGlue.



FOURCELABS



Pioneers of play

KEYWORDS

- INSTALLATIONS
- EXPERIMENTAL
- TANGIBLE

USERS

- FESTIVALS
- EVENTS

LOGO



Fourcelabs is a group of passionate designers that merges gaming structures, playful elements and cool technologies to create high quality experiences. The studio is known for developing remarkable experiences in playful environments.

Fourcelabs specialises in games that are played on location. Chick'n'Run is a spectacular live game with adult size spring riders. It is perfectly suited for festivals and events such as Cinekid and Lowlands. In the game, up to three players compete with one another by riding the spring riders as fast as they can. The objective: leave all your opponents behind and be the first to complete the virtual race-track.

The collaborative game Friends is the collective pet of the residents of City Campus Max in Utrecht. Together, the inhabitants of this building take care of the silly bunch of creatures. By walking over coloured floor tiles, the care-takers shoot food towards their friends.



ADDRESS

NEUDE 5
3512 AD UTRECHT

WWW

WWW.FOURCELABS.COM

E-MAIL

CONTACT@FOURCELABS.COM





GAME OVEN



Challenges the boundaries of interactivity and gameplay

Game Oven is a new Dutch game studio based in Utrecht, founded by game designer Adriaan de Jongh and game developer Bojan Endrovski. Game Oven is determined to challenge the boundaries of interactivity and gameplay.

They released their first game Fingle in 2012. Fingle is a cooperative two-player iPad game that recreates the excitement of mutual touch on a multi-touch device. Two players drag up to five buttons of one colour onto their matching targets; these movements make it impossible for them to avoid contact, creating intimate moments with intertwined hands. The game was nominated for an Independent Games Festival Nuovo Award and received a honourable mention for Best Mobile Game.

As of March 2012, Game Oven has its studio in the Dutch Game Garden in Utrecht, the heart of the independent Dutch game developers scene. They have started work on new projects which are yet to be announced.

KEYWORDS

DEVELOPMENT

MOBILE

TOUCH

SOCIAL

USERS

GAMERS

LOGO



ADDRESS

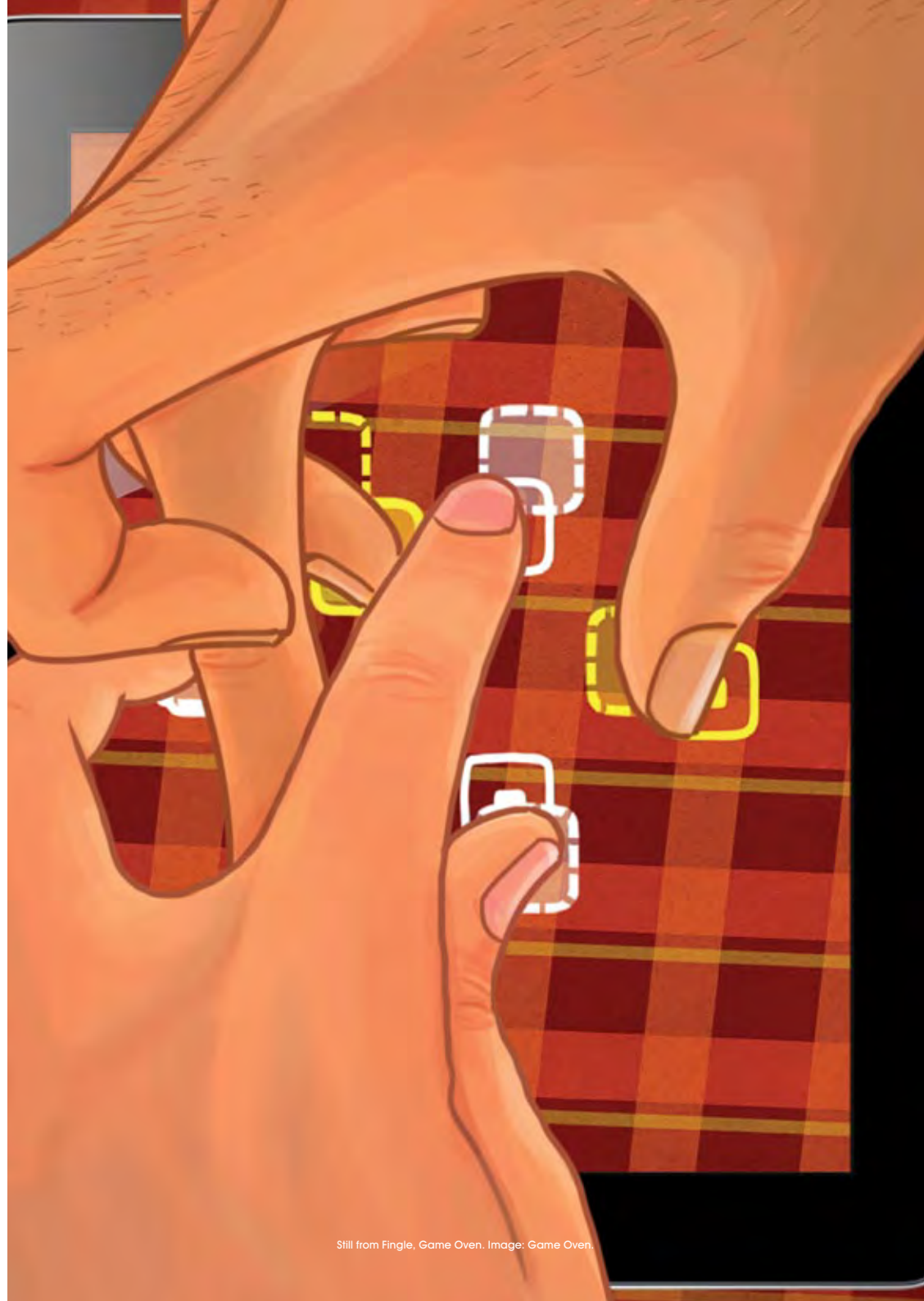
NEUDE 5
3512 AD UTRECHT

WWW

WWW.GAMEOVENSTUDIOS.COM

E-MAIL

INFO@GAMEOVENSTUDIOS.COM





GRENDEL GAMES

KEYWORDS

DEVELOPMENT

SERIOUS

CONSOLES

USERS

GAMERS

COMPANIES

LOGO



Seriously entertaining

Grendel Games is a development studio dedicated to the creation of both entertainment-oriented and serious games. All their games create innovative, immersive experiences. In only ten short years, Grendel Games has grown into a ten-person company. The studio's philosophy is that both entertainment and serious games should be 'seriously entertaining'.

Grendel Games creates games in many genres, for a wide variety of audiences and hardware platforms, ranging from game consoles like Nintendo Wii to mobile phones and Mac and PC environments. Target audiences range from hardcore retro gamers to cognitively impaired children and professional surgeons. The games should all be original in some way. A particular visual style, some never-before-seen control scheme or the translation of clinical training into gameplay elements can all set a game apart.

Diamond Dan is Grendel Games's latest casual arcade 3D platform game for PC and Mac. Grendel Games created serious games for clients such as LIMIS (Virtual Endosuite) and the Military Rehabilitation Centre in the Netherlands.

ADDRESS

BLOKHUISPLEIN 40
8911 LJ LEEUWARDEN

WWW

WWW.GRENDEL-GAMES.COM

E-MAIL

INFO@GRENDEL-GAMES.COM





GUERRILLA GAMES



GAME COMPANY

SINCE 2003

KEYWORDS

DEVELOPMENT

TRIPLE A

ENTERTAINMENT

USERS

GAMERS

LOGO



One of Europe's leading game developers

Guerrilla is a growing development studio with an established reputation as one of Europe's leading game developers. Founded in 2000 as the result of a merger between three smaller studios, Guerrilla presently employs over 160 developers from 25 different nationalities. The company is located in the cultural and historical centre of Amsterdam in the Netherlands.

After the successful release of the original Killzone, Guerrilla was acquired by Sony Computer Entertainment in 2005. It went on to create the critically acclaimed handheld spin-off, Killzone: Liberation, as well as the award-winning sequel, Killzone 2. The studio released Killzone 3 in February of 2011, and is currently in the process of developing a second IP.

Killzone is the biggest thing in game development and perhaps even in overall entertainment created in the Netherlands. The combined episodes of this Sony exclusive title have sold millions of copies worldwide. Killzone is a pivotal instrument in Sony's push of new technologies like Stereoscopic 3D-gaming and the PlayStation Move.

ADDRESS

HERENGRACHT 601
1017 CE AMSTERDAM

WWW

WWW.GUERRILLA-GAMES.COM

E-MAIL

INFO@GUERRILLA-GAMES.COM





HUBBUB



We design new games for social change

Hubbub was founded by Kars Alfrink, an interaction designer who saw a need for the creation of an environment where the use of game design as an applied design discipline could be explored through the very process of making. Kars works with a large and varied group of creative professionals from his network, chosen according to the project at hand. In this way, Hubbub can work in a technology-agnostic fashion and take on a diverse range of projects while staying true to its core ideas.

The things Hubbub makes are usually considered to be games, toys or playgrounds. Hubbub helps organisations bridge the gap between, on the one hand, their wants and needs and their target audience, and the realisation of a product or service on the other.

Examples of games by Hubbub are Koppelkiek, a social photo game that was played in 2009 in the Hoograven area of Utrecht, and Beestenbende, a game that lets families look through the eyes of scientists at the cabinet of curiosities of the University Museum Utrecht.

KEYWORDS

- DESIGN
- URBAN
- SERIOUS

USERS

- CULTURAL ORGANISATIONS
- COMPANIES
- MUNICIPALITIES



ADDRESS

NEUDE 5
3512 AD UTRECHT

WWW

WWW.WHATSTHEHUBBUB.NL

E-MAIL

INFO@WHATSTHEHUBBUB.NL



Beestenbende, Hubbub. Photograph: Hubbub.



GAME COMPANY

SINCE 1997

KEYWORDS

- DEVELOPMENT
- INSTALLATIONS
- INTERACTIVE COMMUNICATION
- WEB & APPS
- SERIOUS

USERS

- COMPANIES
- GOVERNMENT
- CULTURAL ORGANISATIONS
- MUSEUMS

LOGO



IJSFONTEIN



Playful solutions, serious communication

IJsfontein is a specialist in interactive communication and media productions. Among the clients of the Amsterdam based company are broadcasting companies, museums, (consumer) brands and non-governmental organisations. Many of IJsfontein's media creations are geared toward children as main users, such as their BAFTA-winning game 'Master of the Elements', 'Game Studio' (for the popular children's program Het Klokhuis on NPS) and the innovative 'Blue World', which was created for Postbank/ING.

Aside from being the only Dutch game studio ever to win a BAFTA, IJsfontein has won numerous other awards and nominations, both nationally (Spin Award, Cinekid New Media Award) and internationally (Prix Jeunesse, Japan Prize).

IJsfontein has a staff of thirty people, a creative group of concept directors, designers, programmers and marketers. The games, interactive exhibits and innovative web-tools are used, played and enjoyed in Holland and abroad.

ADDRESS

HAARLEMMERWEG 4
1014 BE AMSTERDAM

WWW

WWW.IJSFONTEIN.COM

E-MAIL

INFO@IJSFONTEIN.NL





LITTLE CHICKEN GAME COMPANY



KEYWORDS

DEVELOPMENT

TRANSMEDIA

SERIOUS

USERS

COMPANIES

LOGO



We create games for serious audiences, in which fun and gameplay are key

Little Chicken develops and publishes serious games, branded games and entertainment games. In the last ten years, the company has developed over 100 game projects. Little Chicken closely collaborates with publishers to offer games directly to the consumer. The parties Little Chicken collaborates with are not necessarily game publishers, but come from a variety of sectors such as the newspaper, television, and toy industry.

Little Chicken developed the online role playing game (RPG) Raveleijn in close collaboration with Efteling. With over forty quests and an exceptionally long duration of play, it is one of the largest free online games ever launched in the Netherlands. The game fits in with the larger story world of Raveleijn which consists of books, a television series, and a game. The company has also created games for Pritt, Apenheul Zoo and Aquafresh.

ADDRESS

WETERINGSCHANS 86
1017 XS AMSTERDAM

WWW

WWW.LITTLECHICKEN.NL

E-MAIL

INFO@LITTLECHICKEN.NL





GAME COMPANY

SINCE 2001

KEYWORDS

DEVELOPMENT

INSTALLATIONS

VISUALISATIONS

USERS

COMPANIES

CULTURAL ORGANISATIONS

MUSEUMS

LOGO



MONKEYBIZNIZ



Solid research, strong game design, appealing visuals and a good sense of humour

Monkeybizniz is a Utrecht based game company specialised in applied game design and visualisations. Monkeybizniz creates appealing, entertaining games that share information, knowledge and insights in a playful manner. The foundation for the studio's games is solid research, strong game design, appealing visuals and a good sense of humour.

Monkeybizniz has worked with companies such as IJsfontein, Fortis, Utrecht University, Prorail and Artsen zonder Grenzen. For Tinker, the studio created the game Power Matcher. This game raises players' awareness on the subject of new technologies and power usage. Monkeybizniz also designed and made the software for a multi-touch installation at the NEMO Science Center in Amsterdam.

ADDRESS

NEUDE 5

3512 AD UTRECHT

WWW

WWW.MONKEYBIZNIZ.COM

E-MAIL

INFO@MONKEYBIZNIZ.COM



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Shills from *Tijdripper*, Monkeybizniz. Images: Monkeybizniz.

MONOBANDA



We want to make you play

Monobanda is an idea factory. The studio brings audiences unexpected, interactive and accessible concepts. Monobanda designs interactive experiences for surprising locations. These experiences are very diverse, yet they all have something important in common as well. They all represent the mission of Monobanda: We want to make you play!

KEYWORDS

URBAN
TRANSMEDIA
INSTALLATIONS
TANGIBLE

USERS

FESTIVALS
EVENTS



For Monobanda, play means accessibility, open communication, freedom, clarity and creativity. These are important aspects in the daily life and activities of the five creative individuals that make up Monobanda. All of them share a professional background in both art and technology. Together, they bring exciting experiences to museums, festivals, companies, exhibitions and other locations and try to establish a strong connection between the visitors, the location and the message.

Projects by Monobanda are known for their accessibility. They make sure that a complex message will be brought to audiences in a light-hearted way. Monobanda works with large commercial institutions, small companies, artists and freelancers from a variety of backgrounds.

Some examples of Monobanda's work are the DIY DJ, an interactive music installation for multiple people that allows players to combine samples and create their own music with cassette tapes, and Mimicry, a game that takes place on two locations at the same time, played simultaneously on screen and in a sandpit.

ADDRESS

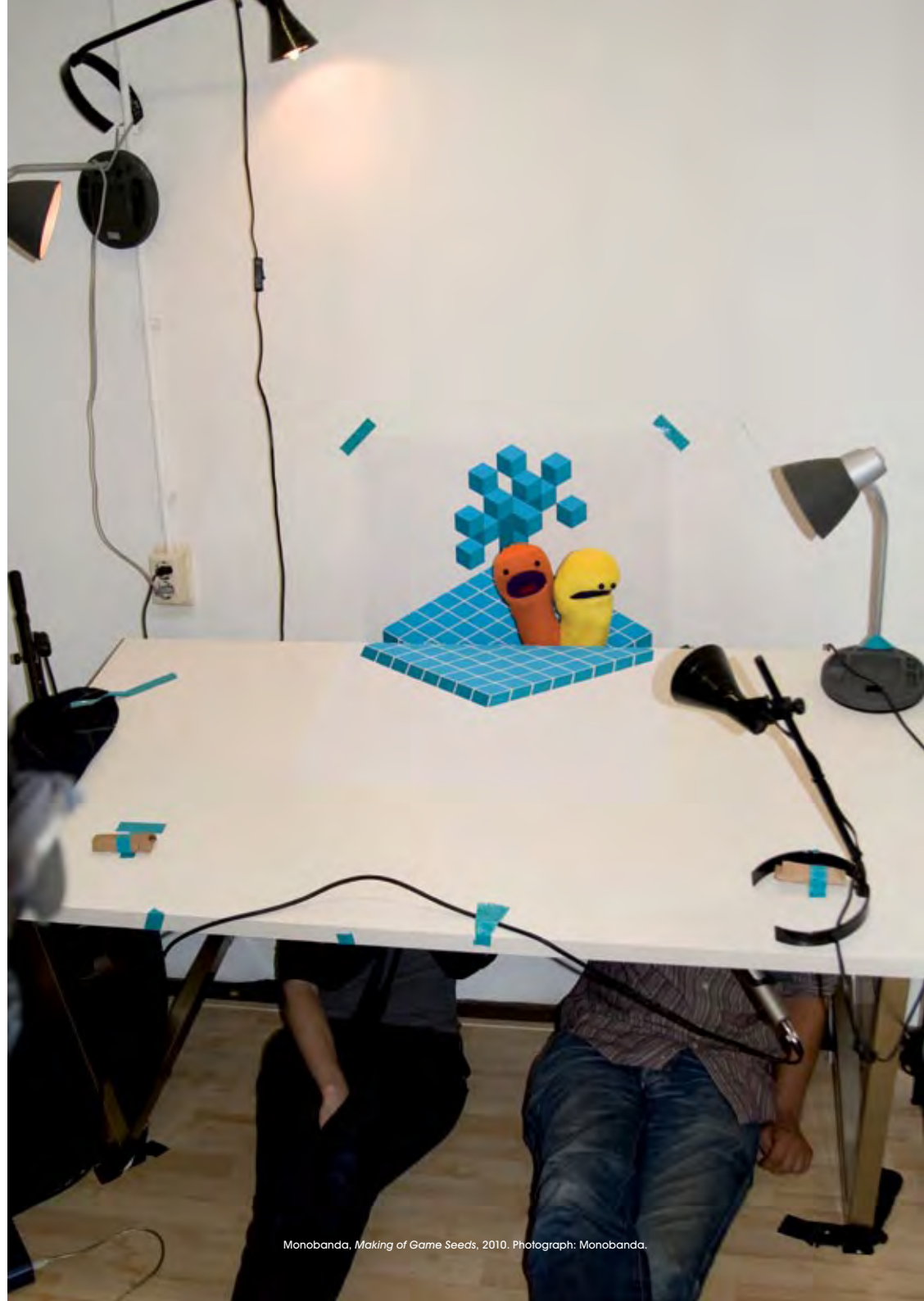
NEUDE 5
3512 AD UTRECHT

WWW

WWW.MONOBANDA.NL

E-MAIL

INFO@MONOBANDA.NL





RANJ SERIOUS GAMES



KEYWORDS

DEVELOPMENT

SERIOUS

HEALTH

USERS

COMPANIES

LOGO



Serious Gaming: the ancient learning method of the future

Ranj Serious Games is a creative studio specialised in the design and the realisation of serious games. Ranj helps people develop themselves in more effective, efficient and engaging ways, through serious games. For Ranj, the essence of serious games is creating experiences in which players are challenged to solve real world problems. In the game they can experiment, which makes it possible for them to build knowledge and acquire skills and makes them aware of their behaviour in that situation. This makes them better able to take on these challenges in reality.

In 2010, Ranj developed Houthoff Buruma the Game in cooperation with Houthoff Buruma, one of the largest law firms in the Netherlands. The game is considered to be the first game to be used in the area of business services. In this game, designed for recruitment purposes, law graduates are challenged to display their skills in the area of corporate acquisitions. Other companies and partners Ranj has worked with are the Royal Netherlands Airforce, Erasmus MC, Heineken, TNO and KPN.



ADDRESS

LLOYDSTRAAT 21M
3024 EA ROTTERDAM

WWW

WWW.RANJ.COM

E-MAIL

INFO@RANJ.NL



RONIMO GAMES



KEYWORDS

DEVELOPMENT

CONSOLES

MOBILE

USERS

GAMERS

LOGO



Entertainment games for download platforms

Ronimo Games was founded in 2007 by seven enthusiastic game developers. They released their first commercial game, Swords & Soldiers, worldwide on WiiWare in May 2009 and later on Playstation Network, PC, Mac, iPad, iPhone, and iPod Touch, and experienced an incredibly positive response from media and gamers from around the globe.

The studio has grown and now consists of a team of twelve highly motivated game developers who want to bring you awesome game experiences. In 2012, Ronimo Games released the side scrolling multiplayer online battle game Awesomenauts for Playstation Network, Xbox Live Arcade and Steam. Like Sword & Soldiers, the game features 80's cartoon graphics and platforming action. Initially only available for download from XBLA and PSN, but now also playable on PC and Mac through Steam.

One of the studio's game developers is Joost van Dongen. He created Proun, a strange racing game in a world of geometric objects and large coloured surfaces. The art used in the game is based on the work of the artist El Lissitzky.

ADDRESS

NEUDE 5
3512 AD UTRECHT

WWW

WWW.RONIMO-GAMES.COM

E-MAIL

JASPER@RONIMO-GAMES.COM





SPARPWEED



We want to make games that are authentic

Sparpweed is a collaboration of game developers Richard Boeser and Roland IJzermans. Their first game *ibb and obb* is currently in development and will launch on Playstation Network in 2013. *ibb and obb* is a cooperative puzzle-platformer with a gravity twist, produced by Sparpweed.

The gameplay of *ibb and obb* is all about a world with two directions of gravity, but even more about the interaction between the actual players. All the elements in the game are designed for two, from the way puzzles are solved to how enemies are handled. For example, when one player takes out an enemy, the other tries to be ready on the other side of the split screen to fetch the reward.

KEYWORDS

PUZZLE

USERS

GAMERS

LOGO



ADDRESS

STADHUISPLEIN 15
3012 AR ROTTERDAM

WWW

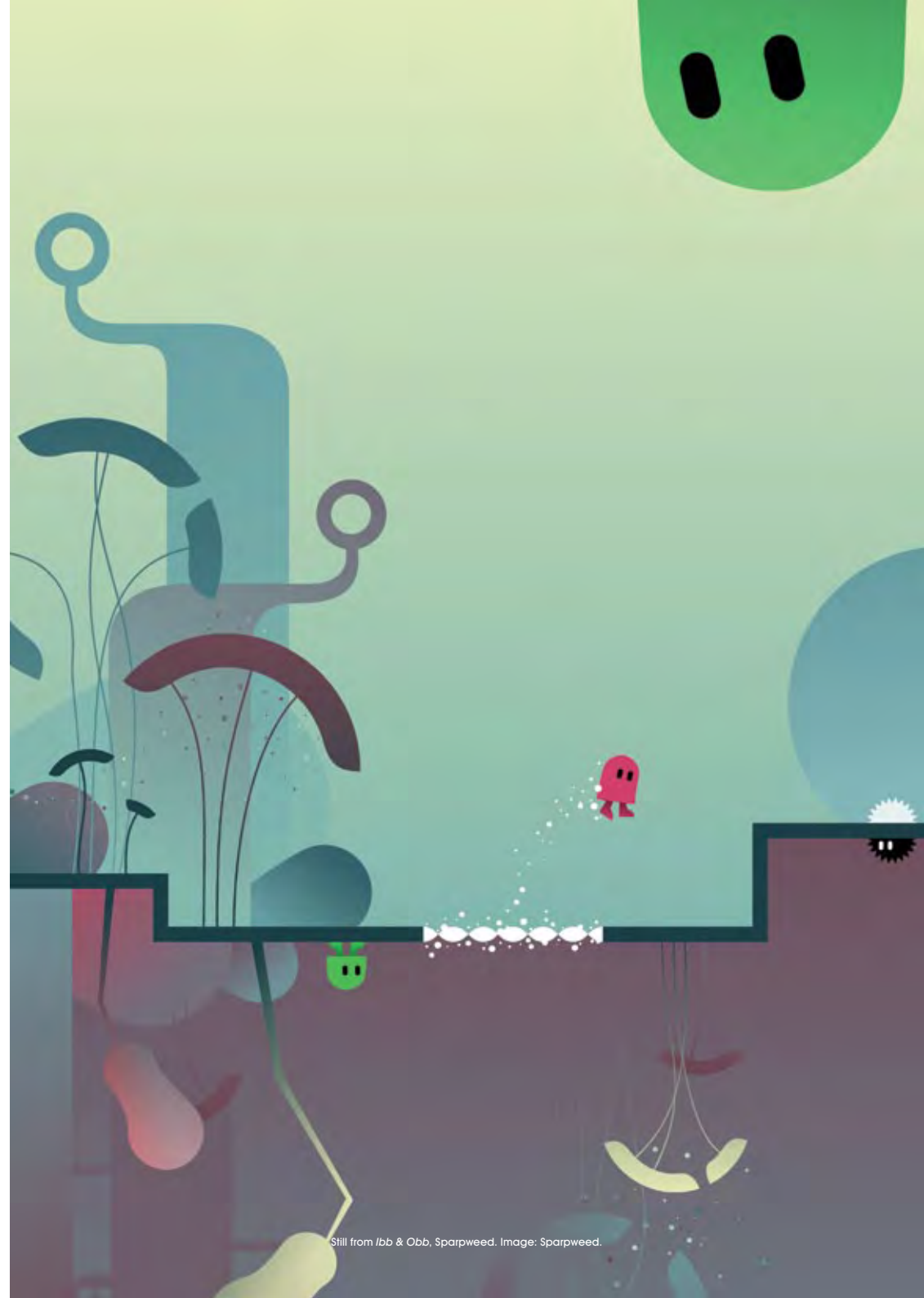
WWW.SPARPWEED.COM

E-MAIL

RICHARD@SPARPWEED.COM



110



Still from *Ibb & Obb*, Sparpweed. Image: Sparpweed.



SPIL GAMES



Unite the world in play

Fueled by their passion for the online world and a belief that the Internet would revolutionise the way people were gaming, entrepreneurs Peter Driessen and Bennie Eeffink acquired their first game site, spelletjes.nl, in 2004. What differentiated them from other gaming companies was their vision of instant-play free online games on a global network of targeted social-gaming platforms. Over the next few years, they expanded their portfolio of offerings, building gaming platforms for three target demographics in 15 languages, and opening new offices in China, Germany, and the UK.

At its core, Spil Games is a games publisher, scouting for the best content from the world of online game developers to entertain the 180 million monthly visitors of its platform. But not all players are alike, and Spil recognises this by selecting content tailored to the different interests of its three types of gamers: Girls, Teens, and Family. Spil Games invests a lot of energy in staying up-to-date with the interests of these diverse audiences, keeping its finger on the pulse of consumer wants by developing its own content as well, through its three in-house game studios.

KEYWORDS

DEVELOPMENT

ONLINE

YOUTH

CASUAL

USERS

CASUAL GAMERS

LOGO



ADDRESS

ARENDSRAAT 23
1223 RE HILVERSUM

WWW

WWW.SPILGAMES.COM

E-MAIL

INFO@SPILGAMES.COM



Sara's Cooking Class, Spil Games. Photograph: Virtueel Platform.



TRIUMPH STUDIOS



KEYWORDS

DEVELOPMENT
ENTERTAINMENT
CONSOLES

USERS

GAMERS

LOGO



Creators of Overlord and Age of Wonders

Founded in 1997, Triumph Studios is an independent video game and technology development company based in Delft, The Netherlands. Triumph Studios' sense of innovation and focus brings together the team's creativity and its own game engine to forge captivating and unique game experiences.

Triumph Studios are the original creators of the critically acclaimed Overlord and Age of Wonders series. Overlord has seen sequels on many different platforms such as Nintendo Wii, XBOX360, PS3 and Nintendo DS. For Overlord, the studio won the Best Surprise of E3 Award by Gamespot and received a 91% score and an Editor's Choice Award from US game magazine PC Gamer.

ADDRESS

PHOENIXSTRAAT 66
2611 AM DELFT

WWW

WWW.TRIUMPHSTUDIOS.COM

E-MAIL

TRIUMPH@TRIUMPHSTUDIOS.COM





GAME COMPANY

SINCE 2000

KEYWORDS

DEVELOPMENT

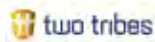
MOBILE

ENTERTAINMENT

USERS

GAMERS

LOGO



TWO TRIBES



Digital happiness

Two Tribes aims to create high quality games with a strong focus on playability and presentation. For Two Tribes, originality is of key importance. This ambition can be experienced in products like Toki Tori, Three Tribes and ReWind. Two Tribes has proven the company can handle famous franchises with care as well, with a high quality rendition of Worms for Nintendo DS as well as spin-off titles like Monkeyball Minigolf and Spongebob for mobile phones.

Over the years, Two Tribes has created games for a wide range of handheld devices, such as Nintendo DS, Game Boy Advance, Nokia N-Gage, PocketPC and countless mobile phones. After the release of consoles such as the Nintendo Wii and the rise of the popular Xbox Live Arcade environment, Two Tribes has entered the field of home-console development as well. These platforms allow for smaller games, with strong concepts and high playability, which are entirely in line with the studio's own design philosophy.

Eleven years after its initial release on the Game Boy Color, the company's mascot Toki Tori is ready for a proper sequel. In those eleven years he has puzzled his way through games on almost every conceivable platform, selling over a million copies. Toki Tori 2 will be released in 2012.

ADDRESS

ARNHEMSEWEG 6
3817 CH AMERSFOORT

WWW

WWW.TWOTRIBES.COM

E-MAIL

OFFICE@TWOTRIBES.COM



Still from Toki Tori, Two Tribes. Image: Two Tribes.



GAME COMPANY

SINCE 2005

KEYWORDS

DEVELOPMENT

CONSOLE

ENTERTAINMENT

USERS

GAMERS

LOGO



VANGUARD GAMES



Combining the best of online and high-end console gaming

Vanguard's mission is to create new types of online games by combining the best elements of online gaming with the hallmarks of high-end console gaming. The studio is located in the heart of Amsterdam, and has an international team of game designers, programmers and artists dedicated to creating innovative and ambitious new game experiences.

Gatling Gears, the studio's first game, is a nonstop action, twin-stick top-down shooter developed for PSN, XBLA and PC. The game is part of a larger world called Mistbound, where resources are scarce and different factions fight for their existence. The game is published by Electronic Arts.

ADDRESS

DAMRAK 70
1012 LM AMSTERDAM

WWW

WWW.VANGUARDGAMES.NET

E-MAIL

INFO@VANGUARDGAMES.NET



Still from *Gatling Gears*, Vanguard Games. Image: Vanguard.



VLAMBEER



Bringing back arcade games since 1774

Vlambeer is a Dutch independent game studio founded in 2010 by Rami Ismail and Jan Willem Nijman and is one of the best-known indie studios in The Netherlands. The two-man team debuted with the free online game Radical Fishing. From there they just took off and created modern classics like Super Crate Box and Serious Sam: The Random Encounter.

Super Crate Box is Vlambeer's most famous game. It is fast-paced and filled with action; a small, simple, freeware game about collecting crates. Available for both PC and Mac, the game won several 'Best game 2010' prizes and was nominated for an 'Excellence in Design' award at the 2011 Independent Games Festival.

KEYWORDS

- DESIGN
- INDIE
- RETRO
- ENTERTAINMENT

USERS

- GAMERS

LOGO



ADDRESS

NEUDE 5
3512 AD UTRECHT

WWW

WWW.VLAMBEER.COM

E-MAIL

INFO@VLAMBEER.COM



120



WEIRDBEARD



We specialises in gaming, e-learning, social, web and mobile experiences

KEYWORDS

- DEVELOPMENT
- SERIOUS
- EDUCATION
- MOBILE

USERS

- CASUAL GAMERS
- COMPANIES

LOGO



WeirdBeard develops games, e-learning applications and social media experiences for web and mobile environments. The studio believes that games and their principles are a great way to create a long lasting positive experience, either in itself or connected to a product or brand.

Weirdbeard takes on projects with a passionate and professional attitude, whether for their own productions from beginning to end, or for a partner that needs assistance with a specific part of a project. Weirdbear's goal is to create rich products that excel in their field. Clients include Disney (Phinaes and Ferb), Electronic Arts and Warner Brothers Kids (Batman).

ADDRESS

RIJNSTRAAT 154-III
1079 HR AMSTERDAM

WWW

WWW.WEIRDBEARD.NL

E-MAIL

INFO@WEIRDBEARD.NL



NEW
EXPLORERS
GUIDE TO DUTCH
DIGITAL CULTURE

CHAPTER ③

MEDIA
FESTIVALS

(celebrating the digital)

Matthew Biederman, *Event Horizon* (2012), *Sonic Acts* 2012.

Photograph: Matthew Biederman / *Sonic Acts*.



MEDIAFESTIVAL

SINCE 1987

KEYWORDS

YOUTH

FILM

TELEVISION

NEW MEDIA

LAB & EDUCATION

TARGET AUDIENCE

YOUTHS, AGES 4 TO 16,
AND PROFESSIONALS

VISITORS

55.000 IN 2011

WHEN

ANNUAL FESTIVAL
HELD IN OCTOBER

LOCATION

AMSTERDAM AND 32 CITIES
ACROSS THE NETHERLAND

LOGO



CINEKID



Mediafestival for children and professionals

Cinekid is the world's largest Film-, Television- and new media festival for children. Every year, more than 50.000 children are given the opportunity to view feature films, children's documentaries, short films, animations and visit the MediaLab, an exhibition space with games and interactive installations.

Cinekid is a strong advocate for quality in media for children and a showcase for new developments in this field. It gives all children the opportunity to participate actively in this new media world that has such a big impact on their social, intellectual and emotional development. Cinekid's future aim is to empower children and to nourish them with fine, creative and cutting edge media content.

During the festival, Cinekid presents a professionals programme which includes a conference and a cross-media market.

Good plans can be presented to be presented to potential co-financiers, producers and funds. Interested co-financiers can request accreditation. Cinekid has become well-known among professionals for its annual update of innovative work in the MediaLab, and its conference with specialized seminars.

Cinekid is a pioneer in terms of broad media programming (film, TV and new media), which is important considering the fact that increasingly more and more stories are developed and presented on multiple platforms.

ADDRESS

KLEINE GARTMANPLANTSOEN 21
1017 RP AMSTERDAM

WWW

WWW.CINEKID.NL

EMAIL

INFO@CINEKID.NL



Cinekid MediaLab, 2011. Photograph: Paulien Dresscher / Cinekid.



MEDIAFESTIVAL

SINCE 1987

FORMAT

- ART
- INSTABLE MEDIA
- SOCIETY
- ELECTRONICS
- CONFERENCE

TARGET AUDIENCE

- WIDE AUDIENCE
- PROFESSIONALS CULTURAL
- INVESTORS IN BUSINESS AND
- EDUCATION (UNIVERSITIES)

VISITORS

AROUND 10.000

WHEN

- BIANNUAL FESTIVAL
- HELD IN THE SPRING

LOCATION

ROTTERDAM

LOGO



DEAF FESTIVAL



Forum for young creative talent and techno-culture professionals

The Dutch Electronic Art Festival is a biennial festival with a focus on art, technology and society. The eighth edition of the festival took place in 2007 and was followed by a short pause, but kicked off again in 2012, with DEAF 2012 | The Power of Things.

DEAF was initiated by the V2_ Institute for the Unstable Media in Rotterdam. DEAF is an international platform for art, technology and society that opens discussions in a context of modern, technological culture. DEAF is an interdisciplinary festival for a wide audience that also includes professionals, cultural investors and educational institutions. The festival considers art as the propelling force for cultural renewal, and this leads to a programme in which best practices and speculative visions on a society under pressure are combined.

Recently, DEAF has curated a programme at the international festival of Au Milieu du Monde in Nantes.

ADDRESS

EENDRACHTSSTRAAT 10
3012 XL ROTTERDAM

WWW

WWW.DEAF.NL

EMAIL

INFO@DEAF.NL





MEDIAFESTIVAL

SINCE 2006

DISCOVERY FESTIVAL



FORMAT

SCIENCE

MUSIC

EXPERIMENT

ART

DANCE

NIGHTLIFE

TARGET AUDIENCE

YOUNG PEOPLE INTERESTED

IN EXPERIMENTS AND NEW

THINGS

VISITORS

4500 IN 2012

WHEN

ANNUAL FESTIVAL

HELD IN SEPTEMBER

LOCATION

AMSTERDAM

ROTTERDAM

EINDHOVEN

LOGO

DISCOVERY
FESTIVAL

Science + art + music + experiment = nightlife

Discovery Festival started out as a small group of friends and has grown to become a vast network of young scientists, artists and like-minded people who are interested in and excited by new things, and who are keen to share this excitement with others. Discovery started out in 2006 as a 'night out with food for thought' where new science, new art and new music were brought side by side to entertain the audience.

In 2012, Discovery Festival has, for the first time, expanded to a one-night festival held simultaneously in three Dutch cities. In the next few years, the Festival aims to steadily expand its successful concept to other locations within The Netherlands, but also abroad: talks are underway in Cheltenham (UK) and New York (US).

ADDRESS

OOSTENBURGER-
MIDDENSTRAAT 212
1018 LL AMSTERDAM

WWW

WWW.DISCOVERYFESTIVAL.NL

EMAIL

INFO@DISCOVERYFESTIVAL.NL



130



Discovery Festival. Photograph: Theo Visser, courtesy Discovery Festival & STRP.



MEDIAFESTIVAL

SINCE 2009

E-PULSE



A festival on the artistic and creative use of new media

The E-Pulse Festival is a new media art festival organised by the Noisivision foundation in Breda. The E-Pulse Festival focuses on artistic expression and the creative use of new media. It offers young, starting new media artists and visual designers a platform for their projects and experiments. The E-Pulse Festival includes an exhibition of interactive design, AV performances, cross-media experiments, VJ battles and lots of music. In 2012, E-Pulse initiated, in collaboration with Veejays.com, an annual international VJ battle; surely the highlight of the festival. "We want people to experience new media art and visual culture".

FORMAT

EXHIBITION

AUDIOVISUAL PERFORMANCES

DIGITAL ART

ARTIST TALKS

WORKSHOPS

TARGET AUDIENCE

YOUNG PEOPLE

VISITORS

3.000

WHEN

ANNUAL FESTIVAL

HELD IN AUTUMN

LOCATION

BREDA (AND EXHIBITIONS

IN EINDHOVEN AND

DEN BOSCH)

LOGO



ADDRESS

HOGE STEENWEG 59

4817 MR BREDA

WWW

WWW.E-PULSEFESTIVAL.NL

EMAIL

INFO@E-PULSEFESTIVAL.NL





MEDIAFESTIVAL

SINCE 2010

FIBER



Audio-visual network festival

FIBER is a young Dutch organisation that organizes the audio-visual network festival FIBER. The first two editions were held in January 2011 and March 2012 at the renowned club and cultural venue TrouwAmsterdam.

Through the festival, participation in events and exhibitions, a podcast series, and the online platform FIBER Space, the organisation manages to create bridges between up-and-coming audio-visual artists, designers, electronic musicians, their audience, the scene and the market.

FIBER also organizes exhibitions and events at other venues (such as, for example, the Media Art Institute), in this way creating open and interactive spaces that allow people to discuss and question current developments in digital culture. It has proven to be a wonderful way of unlocking the sometimes complex world of audio-visual art to newcomers.

In the past, FIBER has collaborated with artists from Mexico (Josué Ibañez, HotPixel), Ukraine (V4W.ENKO), Belgium (Jean-Michel Verbeeck), Spain (Luca Basille), Germany (onformative) and Turkey (Nota Bene).

FORMAT

AUDIOVISUAL ART

DIGITAL ART

DESIGN

ELECTRONIC MUSIC

PLATFORM

TARGET AUDIENCE

HYBRID DIGITAL ARTISTS

DESIGNERS & MUSICIANS

VISITORS

1.000

WHEN

PREVIOUSLY HELD IN

JANUARY 2011 AND

MARCH 2012

LOCATION

TROUWAMSTERDAM AND

EXHIBITIONS AT VARIOUS

LOCATIONS

LOGO



ADDRESS

JACOB VAN WASSENAAR

OBDAMSTRAAT 20-3

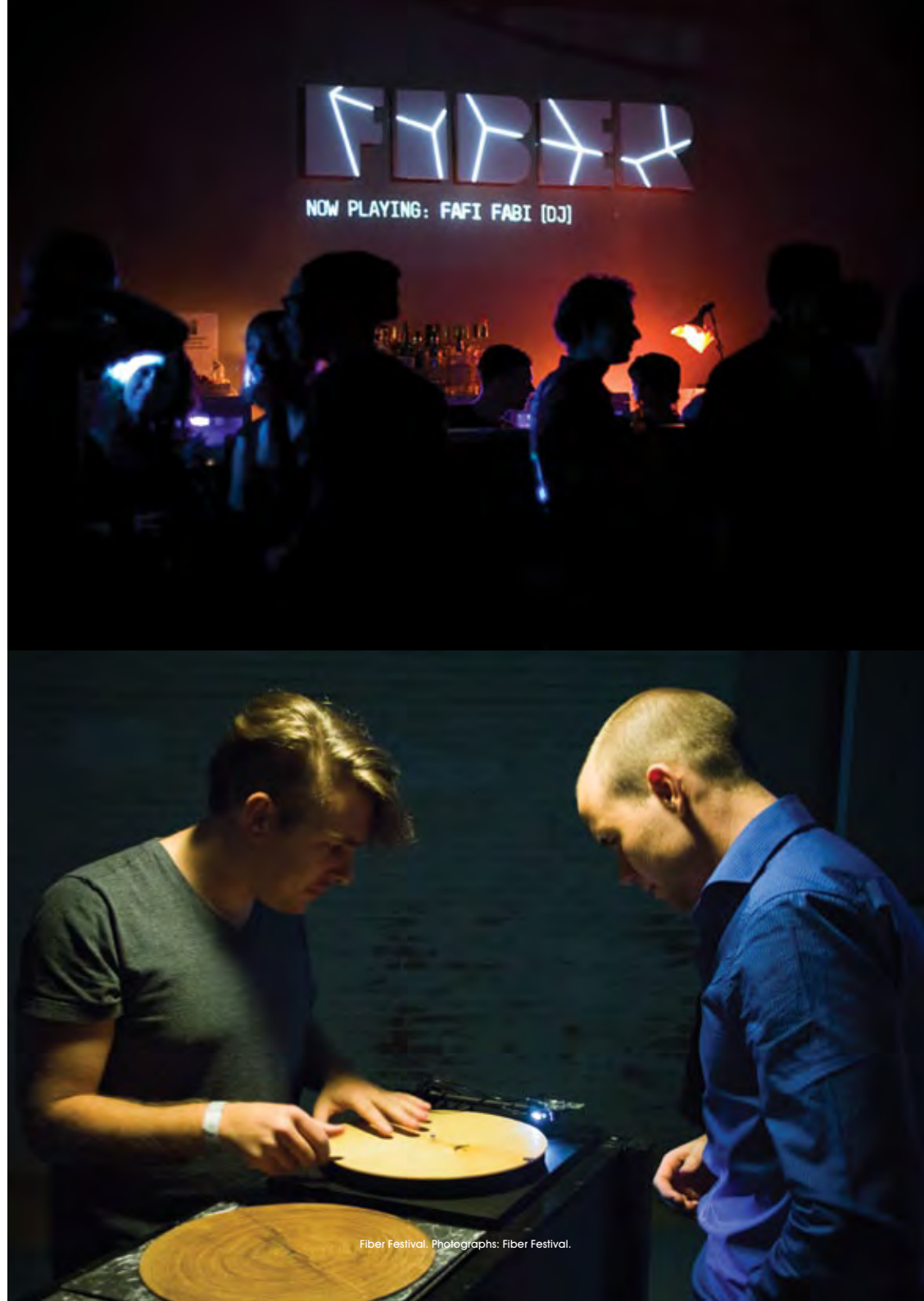
1057 JR AMSTERDAM

WWW

WWW.FIBER-SPACE.NL

EMAIL

INFO@FIBERFESTIVAL.NL





MEDIAFESTIVAL

SINCE 2010

FREEMOTE



New Media artists gathering

FREEMOTE is a gathering of electronic artists and a stage for creative and interested parties in Utrecht. The creation and co-creation of a subject is what this (inter)national festival is all about. Born Digital, the foundation which organises FREEMOTE, has organized an edition in 2010 and again in 2012. Born Digital brought together a group of (inter)national new media artists to present their work to a young and diverse audience. FREEMOTE is the follow up of earlier events such as 'Utrecht meets Berlin' (2009) and the Multimedia Lounge (2008).

FREEMOTE sees opportunities for an international new media gathering event that distinguishes itself through an express emphasis on co-creation. FREEMOTE strives to bring together artists of various disciplines and levels.

Born Digital is a member of the AVnode network. AVnode is an international network of artists and professionals who organise festivals and/or are working in the field of audio-visual live performances. Its main goal is to link up with local players, active on a European level in the field of research and development in video art and audio/video live performances. AVnode aims to develop into a cultural umbrella association that brings together groups of professionals and organizers of audio/visual art festivals from all over Europe.

- FORMAT**
- CO-CREATION
- INSTALLATIONS
- LECTURES
- AV PERFORMANCES
- EXHIBITIONS
- MASTER CLASSES

- TARGET AUDIENCE**
- ELECTRONIC AND
- CREATIVE ARTISTS

- VISITORS**
- 4000

- WHEN**
- PROBABLY 2013

- LOCATION**
- UTRECHT

LOGO

freemote

ADDRESS

BORN DIGITAL
GRAVE VAN SOLMSSTRAAT 2
3500 AG UTRECHT

WWW

WWW.FREEMOTE.NL
WWW.BORNDIGITAL.NU

EMAIL

CONTACT@BORNDIGITAL.NU





MEDIAFESTIVAL

SINCE 2006

GLOW LIGHT ART FESTIVAL



FORMAT

LIGHT ART

ARCHITECTURE

DESIGN

PROJECTION

AV PERFORMANCES

INSTALLATIONS

TARGET AUDIENCE

GENERAL AUDIENCE

VISITORS

366.000 IN 2011

WHEN

YEARLY EVENT

HELD IN NOVEMBER

LOCATION

EINDHOVEN

LOGO



Lighting up the entire city centre of Eindhoven

The origin of the festival goes back to 2006, when Eindhoven was looking for a way to put itself in the spotlight in a distinguished manner, mainly – and literally - through the use of light. GLOW became an event that was entirely in line with Eindhoven's image of a creative, design-oriented and technological city. In time, the festival has grown into a dynamic event of international allure that attracts, year after year, an increasing number of visitors, both local and foreign. In 2011 GLOW welcomed over 360.000 visitors.

During the GLOW festival, works from artists, designers and architects are shown in the public space in the centre of Eindhoven and the Strijp-S area. Projections, video, computers, sensors, animation; GLOW shows that the possibilities of light art are endless. To ensure the quality of the festival, the curatorial team selects the artists on the basis of artistic originality and innovative use of lighting applications and technologies. Dutch artists such as Geert Mul, Edwin van der Heiden and many other local and foreign artists have presented their installations at GLOW.

GLOW closely works together with other light festivals held in cities such as Ghent, Lyon and Jerusalem.

ADDRESS

C/O EINDHOVEN365

BEGIJNHOF 4-6

POSTBUS 411

5600 AK EINDHOVEN

WWW

WWW.GLOWEINDHOVEN.NL

EMAIL

INFO@GLOWEINDHOVEN.NL



VollaersZwart, Tunnel of Love, Glow 2011. Photograph: Glow.

Giny Vos, Cinema Today, Glow 2011. Photograph: Glow.



MEDIAFESTIVAL

SINCE 2004

GOGBOT



“Wanna Shock your Senses? Go GOGBOT! Singularity is near, resistance is futile...”

FORMAT

EXPO

CONCERT

ONLINE ART AND MUSIC

TECHNOLOGY

WORKSHOP

INSTALLATIONS

TARGET AUDIENCE

WIDE AUDIENCE LOVERS OF
EXPERIMENTAL ART MUSIC AND
TECHNOLOGY IN RELATION TO
CURRENT SOCIAL ISSUES

VISITORS

AROUND 15.000 VISITORS
AND AROUND 200
PARTICIPANTS

WHEN

ANNUAL CITY FESTIVAL
HELD IN SEPTEMBER

LOCATION

ENSCHEDÉ

LOGO



GOGBOT is an art, music and technology experience, held right in the centre of Enschede, that presents a new controversial theme every year. The festival is organised by PLANETART. Concerts, art installations, live interactive online art, performances, international and national art and young talent, with a focus on experiment and innovation. GOGBOT lasts 3 days and nights and welcomes overnight visitors at its city campsite. Last year, GOGBOT won the innovation award for most innovative festival in the Netherlands.

Every year, GOGBOT focuses on a controversial topic that responds to developments in the news. Themes of previous years were Mediapolis, Steampunk, Atompunk and Technological Singularity. Remarkably enough, the festival always seems to address one or more issues that create controversy.

The festival works closely with international and national innovative art, education, and science-oriented institutions.

"For a healthy dose of sensory overload you can't go wrong with GOGBOT, the annual explosion of audio-visual multimedia terror. From digital art to electronic music at its craziest, the four-day festival of arts organisation PLANETART incites an electro-exodus to the far east of the Netherlands, with international guests from Berlin, Belarus, Budapest and more. Go GOGBOT!" - Subbacultcha!

ADDRESS

PLANETART
NOORDERHAGEN 11
7511 EJ ENSCHEDÉ

WWW

WWW.GOGBOT.NL

EMAIL

CONTACT@GOGBOT.NL





MEDIAFESTIVAL

SINCE 1988

FORMAT

TALKS

WORKSHOPS

CONCERTS

SCREENINGS

EXHIBITIONS (ON- & OFFLINE)

VIDEO ART

TARGET AUDIENCE

NATIONAL AND

INTERNATIONAL AUDIENCE

VISITORS

AROUND 5.000

WHEN

ANNUAL FESTIVAL

HELD IN AUTUMN

LOCATION

UTRECHT

LOGO



IMPAKT



Impakt, Critical Media Culture

The annually held Impakt Festival is an international new media festival with international artists, speakers, critics and other thinkers. The festival attracts both a national and an international audience.

In 1988, Impakt started as a festival for experimental art. After the first successful edition Impakt has grown to become an international stage for renewal and critical analysis, starting with a current theme which changes every year. The 23rd edition of the festival took place in 2012 at several locations in the city of Utrecht.

Impakt also has two digital stages for art on the internet: Impakt online (a web gallery) and the Impakt channel. Impakt has its own production house and a residency programme called Impakt works. The Impakt Works are project based residencies for media artists to develop an (interactive) installation, a performance or a video, as the end result. Applicants should be prepared to execute and complete their proposed project within the two-month duration of the residency

Impakt regularly presents work that Impakt Works resident artists staying abroad have produced during their residency, including at locations such as Loop Festival in Barcelona, Media Forum in Russia and the Split Film Festival in Croatia.

Impakt is part of the International Network EMAN (European Media Art Network) and the EMARE programme (European Media Artists in Residence Exchange). Impakt also collaborates with LabMIS, the residency program of the Museu da Imagem e do Som - museum of image and sound - in São Paulo, Brazil.

ADDRESS

PO BOX 735
3500 AS UTRECHT

WWW

WWW.IMPAKT.NL

EMAIL

INFO@IMPAKT.NL



Impakt Festival. Photograph: Impakt.



MEDIAFESTIVAL

SINCE 2005

INCUBATE



Home of cutting-edge culture, with music, art, theatre, film and debate

FORMAT

INDIE MUSIC

VISUAL ARTS

THEATRE

FILM

TARGET AUDIENCE

NATIONAL AND

INTERNATIONAL AUDIENCE

VISITORS

15.000 VISITORS IN 2012

WHEN

ANNUAL FESTIVAL

HELD IN SEPTEMBER

LOCATION

TILBURG

LOGO



Incubate is the annual celebration of cutting-edge (indie) culture that takes place in over 20 locations around Tilburg, including in churches, theatres, farms and clubs. The festival brings a broad offer of indie culture with music, debate, theatre, film and visual arts. More than 200 cultural pioneers present themselves to an international audience in an intimate setting: black metal and free jazz, refreshing art and inspiring debate go hand in hand. The conference invites leading thinkers on a variety of subjects to engage in a dialogue with the active festival audience.

The festival started in 2005 as a two-day festival with 47 artists. Three years later, it had grown into an eight-day festival with more than 200 artists. In 2012, Incubate presented over 300 artists to 15.000 people, not counting the exhibitions in public spaces. The unique mix of independent music, visual art, debate, theatre and film has not only grown in size, but also in the variety of disciplines.

One of Incubate's unique features is its open and participatory character. The festival site, for example, is set up like a wiki, allowing visitors to customize and add information about artists; other possibilities for co-creation are explored as well and the active participation of the public is encouraged in view of making this festival even more exciting.

ADDRESS

PO BOX 327
5000 AH TILBURG

WWW

WWW.INCUBATE.ORG

EMAIL

INFO@INCUBATE.ORG





MEDIAFESTIVAL

SINCE 2007

FORMAT

- PROJECTIONS
- EXHIBITIONS
- WORKSHOPS
- PUBLIC SPACE

TARGET AUDIENCE

- YOUTH
- ADULTS
- ART LOVERS

VISITORS

9.000 IN 2012

WHEN

ANNUAL FESTIVAL HELD
IN THE LAST WEEKEND
OF SEPTEMBER

LOCATION

ALMELO

LOGO



MEDIA ART FLOW FESTIVAL (MAFF)



Accessing the media art flow

The Media Art Flow Festival focuses on the regional, national and international promotion of media arts. The third edition of the festival took place in 2009, which was the first year the festival presented media art in the public space. For MAFF, entering the public domain meant taking a step towards a larger audience. Workshops for students were adjusted to the MAFF theme as well, and numerous families participated in a media art route through the city.

From 2011 onward there has been an increased focus on public outreach; at MAFF there are no seminars held in backstreet spaces, but right on the streets, driven by the committed efforts of our super guides who take visitors to the limits of imagination. MAFF also focuses on projections in the public space, light art and Augmented Reality. In 2012, the combination of AR and city projection was particularly successful; during MAFF the application was aptly called REAL AR.

MAFF cooperates with the Osnabruck-based European Media Art Festival (EMAF), and invites an artist from their video selection every year. Other projects arise from this cooperation; in 2011, for example, the two festivals joined forces and built a temporary digital garden called the Media Art Garden.

ADDRESS

STICHTING NIEUWE
TWENTSE KUNST
GOVERT FLINCKSTRAAT 24
7606 AJ ALMELO

WWW

WWW.MAFFESTIVAL.EU

EMAIL

MAFFESTIVAL@HOME.NL



Sije Kingma. Photograph: Media Art Flow Festival.



MEDIAFESTIVAL

SINCE 2011

ODDSTREAM



Festival for all odds

Oddstream started out in Nijmegen in 2007 as an international exchange programme for the creation of multimedia productions and has since 2011 grown into a full-fledged art producing festival. Oddstream aims to showcase a mix of interesting methods of participation, communication, media, art and culture in an accessible way. The festival is located in the centre of the city and presents, aside from its main exhibition, several works that are freely accessible in the public space.

Prior to the festival, (international) artists come together to create art installations in the yearly Oddstream Lab, which are then shown at the festival. This stage also includes preparatory workshops for students. Although Oddstream is not part of any formal international network, international collaboration does lie at the core of its activities and the festival has developed a widespread network throughout Europe.



Oddstream Festival. Photograph: Oddstream.



Oddstream 2011, Karim Shalaby.

FORMAT

ARTIST-IN-RESIDENCY

WORKSHOPS

INSTALLATIONS

EXHIBITIONS

PERFORMANCES

VISUAL ART

TARGET AUDIENCE

ART LOVERS

YOUTH

VISITORS

3.800 AT THE FIRST

EDITION IN 2011

WHEN

ANNUAL FESTIVAL

HELD IN OCTOBER

LOCATION

NIJMEGEN

LOGO



ADDRESS

RIDDERSTRAAT 23

PO BOX 578

6500 AN NIJMEGEN

WWW

WWW.ODDSTREAM.ORG

EMAIL

INFO@ODDSTREAM.ORG





MEDIA FESTIVAL

SINCE 2006

FORMAT

CONGRESS

WORKSHOPS

PANEL DISCUSSION

BOOT CAMPS

HACKATHONS

TARGET AUDIENCE

CREATIVE THINKERS AND

DOERS WITH A DIVERSE

BACKGROUND

VISITORS

MORE THAN 5.000

WHEN

ANNUAL FESTIVAL

HELD IN SEPTEMBER

LOCATION

AMSTERDAM

LOGO



PICNIC



Blurring the lines between creativity, science, technology and business

PICNIC is a European platform for innovation and creativity. It addresses the mega trends of our time and explores how to creatively apply technology in order to meet business, social and environmental challenges.

The PICNIC Festival is the platform's annual flagship event, dedicated to blurring the lines between creativity, science, technology and business and exploring new solutions in the spirit of co-creation. Key themes reflect changes in our personal lives, our society, economy and environment. Cutting-edge content with far-reaching applications.

Lectures are only a small part of the PICNIC Festival experience. Competitions, challenges, social games, matchmaking, labs and workshops transform visitors into active participants who are encouraged to get involved and meet new people. Networking and surprise events keep things interesting. Speakers guide students. Designers meet business developers. Hackers collaborate with artists. The combinations are endless.

PICNIC also organizes events outside of the Netherlands, such as the PICNIC Salons and PICNIC Innovation Mash Ups. The events aim to connect the local creative community with the international PICNIC network, like for example the PICNIC Salon New York (2009) and the PICNIC Salon Dortmund (2010).

ADDRESS

C/O PAKHUIS DE ZWIJGER

PIET HEINKADE 181 A

1019 HC AMSTERDAM

WWW

WWW.PICNICNETWORK.ORG

EMAIL

INFO@PICNICNETWORK.ORG



Portable 3D printer, Euro per minute design at PICNIC. Photograph: Maurice Mikkers. Also see page 69.



MEDIAFESTIVAL

SINCE 2007

PLAYGROUNDS FESTIVAL



FORMAT

WORKSHOPS

FILM

ANIMATION

GRAPHIC AND

CHARACTER DESIGN

ARTIST TALKS

PERFORMANCES

TARGET AUDIENCE

PROFESSIONALS

ARTISTS

VISITORS

MORE THAN 3500

WHEN

ANNUAL FESTIVAL

HELD IN NOVEMBER

LOCATION

TILBURG & AMSTERDAM

LOGO



Playgrounds Visual Arts Festival is a platform for digital audio-visual design in Tilburg. The programme brings together a selection of graphic designers, animators, character designers, game developers and other digital artists. The festival presents innovative animations and films with supporting artist's talks and Q & A's with the makers on their work.

Due to its increasing success, the Playgrounds Foundation is expanding its activities with one day in Amsterdam, prior to the festival in Tilburg. The goal of this day is to inspire an audience of various creative people in the field of motion design.

ADDRESS

WILLEMIJSTRAAT 49
5038 BD TILBURG

WWW

WWW.PLAYGROUNDSFESTIVAL.NL

EMAIL

INFO@PLAYGROUNDFFESTIVAL.NL



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MEDIAFESTIVAL

SINCE 1994

SONIC ACTS



A mind-dazzling, ear-dizzying experience

Sonic Acts is a festival that brings together, questions, researches and presents current and historical developments in arts, technology, music and science. Every edition has its own theme. Sonic Acts is internationally renowned as a festival for contemporary and avant-garde art with an emphasis on aesthetics, presenting new developments in a historical and technological context. Since 2011, Sonic Acts has curated the annual Kontraste Festival in Krems (Austria).

Sonic Acts is a biannual 4-day festival that takes place in spring, with most festival activities held at the end of February and a longer running exhibition. In the build-up to the festival, various residencies, master classes and lectures are organised.

FORMAT

- CONFERENCE
- LIVE PERFORMANCES
- FILM
- EXHIBITION
- EXPERT MEETINGS
- ARTISTS IN RESIDENCIES

TARGET AUDIENCE

- PROFESSIONALS, ARTISTS,
- ART LOVERS

VISITORS

5.000 VISITORS IN 2012

WHEN

- BIANNUAL 4-DAY FESTIVAL
- HELD IN SPRING

LOCATION

AMSTERDAM

LOGO



ADDRESS

PARADISO
WETERINGSCHANS 6-8
1017 SG AMSTERDAM

WWW

WWW.SONICACTS.COM

EMAIL

INFO@SONICACTS.COM





MEDIAFESTIVAL

SINCE 2005

FORMAT

NIGHTLIFE

AVANT-GARDE

ROCK

ELECTRONIC MUSIC

CONCERT

TARGET AUDIENCE

PARTY PEOPLE

ART LOVERS

VISITORS

AROUND 3.000

WHEN

ANNUAL FESTIVAL

HELD IN DECEMBER

LOCATION

THE HAGUE

LOGO



STATE X - NEW FORMS



X-plore, x-plain, x-pect: what are new developments, where do they come from and where will they lead us?

State-X-New Forms started out as a collaboration between HPC (The Hague Pop Centre) and the venue 'Paard van Troje' in The Hague, and is a two-day festival for avant-garde rock, cutting edge electronics and 'nu-art'. State-X - New Forms is mainly focused on music but also presents visual art performances. The festival incorporates an exhibition with visual art performances, light projections, video art and art installations.

ADDRESS

C/O PAARD VAN TROJE

PO BOX 10430

2501 HK DEN HAAG

WWW

WWW.STATE-XNEWFORMS.NL

EMAIL

INFO@STATE-XNEWFORMS.NL





MEDIA FESTIVAL

SINCE 2006

STRP



STRP Festival is one of the largest art, music & technology festivals in Europe

FORMAT

- MUSIC
- TECHNOLOGY
- ART
- EUROPEAN
- MULTIDISCIPLINARY
- CONCERT

TARGET AUDIENCE

- INQUISITIVE PEOPLE WITH AN INTEREST IN CREATIVE TECHNOLOGICAL INNOVATIONS

VISITORS

31.000 IN 2011

WHEN

- BIENNIAL FESTIVAL
- HELD IN MARCH

LOCATION

EINDHOVEN

LOGO



STRP presents a blend of interactive art, music, film, live cinema, performances, symposiums, dance, gaming and robotics in the Klokgebouw in Eindhoven (NL). The festival wants a wide audience to experience how existing and new technologies deeply affect our culture and our daily lives. STRP does not distinguish between high and low culture.

The festival links masterpieces from the international media art circuit to projects of young game designers and experimental live cinema artists to sold-out audiences with successful bands and DJs.

STRP has collaborated with many international organisations and artists in the past, such as Ars Elektronica, OneDotZero, Japan Media Arts Festival, Nemo en Elektra, FILE etc.

Aside from the Biennial, STRP develops a year programme called STRP meets... which consists of residencies, workshops, symposia and events worked out in collaboration with other organisations such as Cinekid, Discovery, Dutch Technology Week, Glow and Playgrounds.

ADDRESS

POSTBUS 272
5600 AG EINDHOVEN

WWW

WWW.STRP.NL

EMAIL

INFO@STRP.NL



Marnix de Nijs, *Exploded views 2.0*, 2011.

Photograph: Boudewijn Bollmann, courtesy STRP.



MEDIAFESTIVAL

SINCE 2005

TODAYS ART



International Festival Beyond Art

TodaysArt is an annual festival founded in 2005 that presents and co-produces contemporary visual and performing arts. It uses and transforms the city's infrastructure and creates temporary spaces to produce events in unusual settings, such as main squares, public buildings, museums, concert halls, clubs and theatres. Among these are the city's most well-known venues and cultural institutes, along with often overlooked and undervalued public spaces, buildings and initiatives; places that become actively involved in shaping the character of the city. This goes hand in hand with a number of social themes that are addressed by the festival, which results in a unique, multi-layered, self-innovating festival that dares to raise and address urgent issues.

In addition to the festival, TodaysArt presents festivals, events, co-productions and programs throughout the year and all over the world.

TodaysArt is a co-founding member of the International Cities of Advanced Sound and related arts (ICAS) network.

FORMAT

PUBLIC SPACE

URBAN

ART

TECHNOLOGY

PERFORMING ART

VISUAL ART

TARGET AUDIENCE

GENERAL AUDIENCE

ART LOVERS

VISITORS

AROUND 18.600

WHEN

ANNUAL FESTIVAL

HELD IN SEPTEMBER

LOCATION

THE HAGUE

LOGO



ADDRESS

WEIMARSTRAAT 1E
2562 GM THE HAGUE

WWW

WWW.TODAYSART.ORG

EMAIL

INFO@TODAYSART.NL



160



Hiroaki Umeda. Photograph: Maurice Mikkers.



MEDIAFESTIVAL

SINCE 2010

FORMAT

EXHIBITION,
CONFERENCE
INTERDISCIPLINARY
ART
DESIGN
RESEARCH

TARGET AUDIENCE

PROFESSIONALS,
ART- AND SCIENCELOVERS

VISITORS

AROUND 7500+

WHEN

ANNUAL FESTIVAL,
HELD IN SEPTEMBER

LOCATION

AMSTERDAM

LOGO

**TRANS —
NATURAL**

TRANSNATURAL



Balancing nature & technology

Transnatural is about technology and nature. The core of the festival is a four week event that brings an interdisciplinary mix of art, design, and works by interesting companies, along with additional design and research projects by universities. The conference reflects on the themes and works in the exhibition. The exhibition is a four week programme and includes small scale performances and music.

The festival focuses on the traditional opposition between technology and nature and the ways this opposition can be transcended. Transnatural rejects the old, reactionary idea of nature and embraces a new form in which nature and technology are regarded as equal.

The Transnatural festival has already completed 3 editions and uses the Science Center NEMO as its main place of activity.

ADDRESS

POSTBUS 14697
1001 LD AMSTERDAM

WWW

WWW.TRANSNATURAL.NL

EMAIL

INFO@TRANSNATURAL.ORG



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Julius Pop, *Bif.Tall*. Photograph: Transnatural.



MEDIAFESTIVAL

SINCE 2006

FORMAT

- MULTIDISCIPLINARY
- MODERN (MEDIA) ART
- PERFORMANCES
- MUSIC
- FILM
- THEATRE

TARGET AUDIENCE

- GENERAL AUDIENCE
- ART LOVERS

VISITORS

7.500

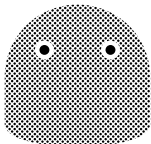
WHEN

- ANNUAL FESTIVAL
- IN MAY

LOCATION

DORDRECHT

LOGO



urban explorers festival
conceren, exposities, animatieavond
17 t/m 19 juni, dordrecht
www.urbanexplorersfestival.nl

UE

URBAN EXPLORERS



Crossing disciplines, presenting the new

Urban Explorers is a multidisciplinary festival that probes the boundaries of the possible and the impossible and explores unbeaten paths at full throttle. Urban Explorers started in 2006 and offers an exclusive three-day mix of unexpected and unique performances, film viewings, dance, theatre, pop music, (media) art and expeditions. The old city centre of Dordrecht turns out to be the perfect setting for a weekend full of exploration.



ADDRESS

POSTBUS 475
3300 AL DORDRECHT

WWW

WWW.URBANEXPLORERSFESTIVAL.NL

EMAIL

URBANEXPLORERS@
DORDRECHT.NL



MEDIA ART-ORIENTED FESTIVALS



MEDIAFESTIVAL

5 DAYS OFF / 5 DAYS ON

AMSTERDAM

5 Days On is the art program of the electronic music festival 5 Days Off that seeks interaction and experimentation between electronic music and the arts.

www.5daysoff.nl

OVER HET IJ FESTIVAL

AMSTERDAM

Over het IJ festival is a theatre festival that takes its inspiration from its setting in the north of Amsterdam, with room for experiments in digital media.

www.overhetij.nl

REWIRE

THE HAGUE

Rewire is an annual festival with contemporary music and visual arts as its central focus. New media art is one of the main elements in the festival, and includes music, exhibitions and lectures.

www.rewirefestival.nl

HOLLAND FESTIVAL

AMSTERDAM

Holland festival has been the largest international performance art festival in the Netherlands since 1947. Although the festival does not present a specific media programme, many shows include new media in their performances.

www.hollandfestival.nl

LOWLANDS

BIDDINGHUIZEN

Lowlands is an annual music festival with a wide range of large-scale interactive media art installations, including screens by Dropstuff.

www.lowlands.nl

INTO THE GREAT WIDE OPEN

VLIELAND

Into the Great Wide Open is a music festival with an additional programming of film and art, offering an eclectic mix of art installations presented throughout the festival, which takes place on the island of Vlieland.

www.intothegreatwideopen.nl

NOVEMBER MUSIC

'S HERTOGENBOSCH

November music is a music festival with a broad programme of contemporary music. The festival is mainly about composed and improvised music, but also includes electronic music.

www.novembermusic.net

NERDLAB

BREDA-DEN BOSCH-EINDHOVEN

Nerdlab is an annually travelling festival that focuses on art, science and technology. Central in their exhibitions are topical themes like Alternate Realities, Robotica, High Tech Theatre and Artgames.

www.nerdlab.nl

INTERNATIONAAL FILM FESTIVAL

ROTTERDAM (IFFR)

ROTTERDAM

The festival is a platform for contemporary cinema, emerging and established talent in the film industry and film-related art. The IFFR pays special attention to new media through programme strands such as Cinema Reloaded.

www.filmfestivalrotterdam.com

NETHERLANDS FILM FESTIVAL

UTRECHT

The Netherlands Film Festival is the festival for all Dutch film productions, ranging from documentaries to feature films. The festival focuses on new media in their programme 'Beeldenstorm', which includes cinema in all its shapes and forms.

www.filmfestival.nl

OFF CENTRE

AMSTERDAM

Electronic music Off Centre with a focus on to decor, film, installations and musical background.

www.off-centre.nl

**NEW
EXPLORERS
GUIDE TO DUTCH
DIGITAL CULTURE**





GAME FESTIVAL

SINCE 2005

FORMAT

BUSINESS

CAREER

PROFESSIONAL

TARGET AUDIENCE

INTERNATIONAL

AUDIENCE OF

GAME INDUSTRY

PROFESSIONALS

VISITORS

1500 IN 2012

WHEN

ANNUALLY IN APRIL

LOCATION

UTRECHT

LOGO



FESTIVAL OF GAMES



Europe's most effective business event for the digital games industry

The Festival of Games is a business event for everyone working in the games industry in Europe, who wants to make profit with digital games. It consists of three main events; Festival of Games for Executives, Festival of Games for Talent and the Creative Spirit Game Conference. Festival of Games attracts front-runners in business, strategy, marketing, finance, game art, design, technology and development. Focused on boardroom knowledge and dealmaking, the Festival of Games is a platform for executives and entrepreneurs.

The conference at the Festival of Games is famous for its line up, with industry experts such as David Perry, Toru Iwatani (Pac-Man), Ian Livingstone, Masaya Matsuura (Parappa da Rapper) and Kellee Santiago (former President of ThatGameCompany). Speakers at the conference help to develop the games industry by sharing their latest experiences and insights. Other events during the festival are a Pitch & Match, a Career Fair and a Career Conference.

The Festival of Games was first organised in 2005, when various groups in the Utrecht area combined their powers to unite the Dutch games industry. With the support of national and local governments the NLGD foundation was established in 2006 with the objective to stimulate the development of the Dutch games industry. After 2007, the focus of the festival shifted towards an international audience and the Festival of Games was officially born. In 2012 the Festival of Games showed an attendance of over 1.500 (unique) business professionals.

ADDRESS

POSTBUS 835
3500 AV UTRECHT

WWW

WWW.FESTIVALOFGAMES.NL

E-MAIL

INFO@NLGD.NL



Festival of Games. Photograph: courtesy Festival of Games.



GAME FESTIVAL

SINCE 2008

FORMAT

AWARDS

MARKETPLACE

NETWORKING

FAIR

TARGET AUDIENCE

GAME PROFESSIONAL

AND ENTHOUSIASTS

VISITORS

1000

WHEN

ANNUALLY IN

NOVEMBER

LOCATION

AMERSFOORT

LOGO



GAME IN THE CITY



Game technology in education, healthcare and business

Game in the City is an event about gaming and the application of game technology in education, healthcare and business. Games can be used for many different purposes because of the development of new interfaces and new ways of communication and cooperation. Every year inspiring international speakers present their work and ideas at Game in the City.

At Game in the City you can also participate in the Trade Fair, an opportunity to bring your company or product to the attention of conference visitors and participants. In addition, there are guided VIP tours of the various stands with entrepreneurs and interested parties from outside the game industry.

Game in the City hosts the annual Control Industry Dinner, during which the prestigious Dutch Game Awards are presented. There are fourteen categories such as the recently added Guts & Glory Game Award and Best Animation Award.

Game in the City and the Dutch Game Awards are initiatives of Amersfoort Creatieve Stad, together with partners including the Dutch Games Association, NLGD, Dutch Game Garden, Innovator, Control Magazine.

ADDRESS

RIJTUIGENLOODS
PIET MONDRIAANPLEIN 61
3812 GZ AMERSFOORT

WWW

WWW.GAMEINTHECITY.NL

E-MAIL

INFO@GAMEINTHECITY.NL



Game in the City. Photograph: courtesy Game in the City.



GAME FESTIVAL

SINCE 2010

FORMAT

SHOWCASES

PLAYABLE

ROADSHOW

FAIR

TARGET AUDIENCE

TALENT

GAMERS

GENERAL AUDIENCE

INVESTORS

PUBLISHERS

VISITORS

800

WHEN

ONCE A YEAR

+ 3 TIMES A YEAR

ON THE ROAD

LOCATION

VENUES CHANGE

LOGO



INDIGO



Playable Exhibition

INDIGO is a playable game event organised by the Dutch Game Garden, Holland's largest incubator for young game companies. INDIGO presents the best Dutch independent games to both professional audiences and the wider public. The games, which are installed on specially designed old-school arcade cabinets, can all be played for free. In addition, the audience is able to talk to the games' creators as well. In this way, INDIGO acts as a stage for up-and-coming designers who lack sufficient means to fund their own promotional campaigns, aside from being a 'testing ground' where developers can gather valuable feedback.

INDIGO is unique in that it is both an art exhibit that seeks out new talent as well as a marketplace where developers can show their work to potential publishers and investors.

INDIGO is an annual festival. At particular moments, like for instance during the Festival of Games or Game in the City, a selection of INDIGO games is presented as 'INDIGO on the Road', the traveling pop-up equivalent of the festival. Makers who want to show their work at INDIGO can contact Dutch Game Garden.

ADDRESS

NEUDE 5
3512 AD UTRECHT

WWW

WWW.DUTCHGAMEGARDEN.NL/INDIGO

E-MAIL

INFO@DUTCHGAMEGARDEN.NL



INDIGO. Photograph: courtesy INDIGO / Dutch Game Garden.

OTHER GAME EVENTS



GAME FESTIVAL

CONTROL GAMELAB

AMSTERDAM

Control Gamelab is a bi-monthly live talkshow on game development. Hosted by industry magazine Control, it's a lively 2-hour event that covers everything from inspiration to business and from art to coding.

www.control-online.nl

redactie@control-online.nl

FIRSTLOOK

UTRECHT

In order to give consumers the opportunity to actually play the upcoming games of the Christmas season well in advance, Firstlook provides them with a two-day event in Utrecht in which gamers can just do that.

www.firstlookevent.nl

info@firstlookevent.nl

GAMES FOR HEALTH EUROPE

AMSTERDAM

Building on the successful editions in Boston (USA), Games for Health Europe in Amsterdam is going into its second year. With hundreds of attendees from Europe, USA and Asia participating in presentations, experience state of the art demonstrations and share knowledge.

www.gamesforhealthEurope.org

info@GamesforHealthEurope.org

GLOBAL GAME JAM NL

AMSTERDAM

The Dutch edition of this global event, organised by the Dutch Game Garden and others, has one of the largest numbers of participants of any territory. With five locations and a national finale the GGJ is popular among developers and students alike.

<http://globalgamejam.nl>

contact@dutchgamegarden.nl

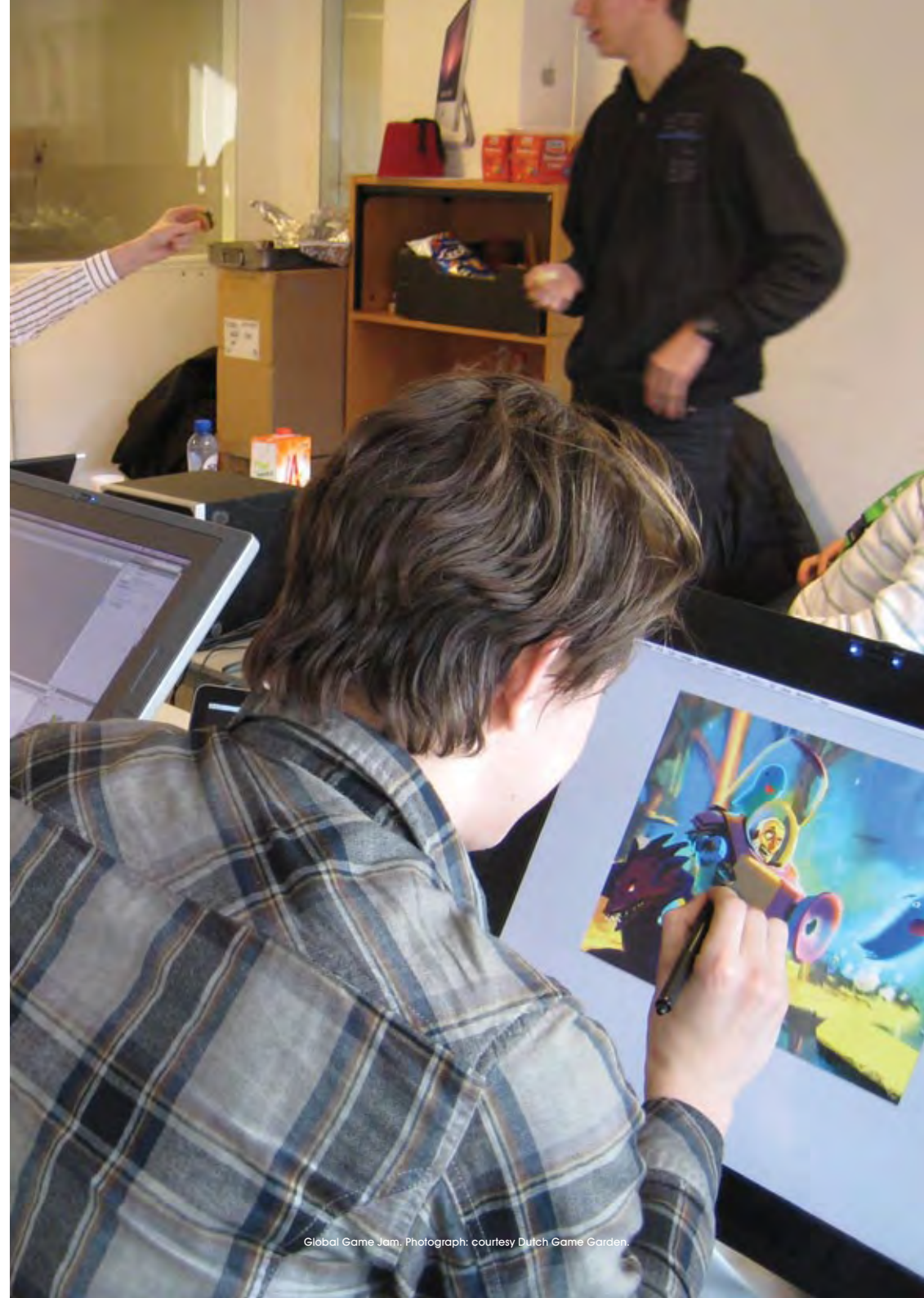
GOT GAME CONFERENCE

AMSTERDAM

This conference is a new symposium with speakers from companies such as Crytek and Epic, combined with a slew of national developers.

www.ggconf.com

info@gotgameconference.com



Global Game Jam, Photograph: courtesy Dutch Game Garden.



NEW
EXPLORERS
GUIDE TO DUTCH
DIGITAL CULTURE

CHAPTER ④

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**(bird's-eye view of the what & where
of media labs, game companies and
mediafestivals)**

GUIDE INSTITUTIONS

These organisations can help you connect to supporting Dutch digital culture institutions. This can help you find artists, funding, residencies and other support and connections you may need. Overwhelmed? Contact us and we will gladly help you further.

INTERNATIONAL CULTURAL SUPPORT

There are a number of Dutch organisations that support the creation of international relations in the cultural field. The Dutch Centre for International Cultural Cooperation (temporary title, see sica.nl) is a good place to start. Another center is the Laboratory of the European Cultural Foundation (LabforCulture.org). [Res Artis](http://ResArtis.org) (resartis.org) or the Dutch Creative Residency Network can help you find artistic residencies (dcrnetwork.nl). In 2013 Virtueel Platform will merge with two other institutions to form The New Institute. There we will be able to help you further as well (hetnieuwinstituut.nl).

BUSINESS DEVELOPMENT

If you want to develop business, have a look at the European Creative Business Network (ecbnetwork.eu). The Dutch network organisation [Immovator](http://Immovator.nl) can provide access to a large pool of creative businesses (immovator.nl). The Creative Cities Amsterdam Area organisation helps creative businesses meet and exchange (ccaa.nl), and they can help you find various organisations that support business development at the city level.

INTERNATIONALLY ORIENTED CULTURAL FUNDING

If you are looking for funding for arts projects across borders, there are a wide variety of specialised funds. Don't be fooled by the name: from 2012 and on new media innovation and experiments will be supported by the SFA, the Creative Industries Fund (architectuurfonds.nl). The Mondriaan Fund is there for visual arts (mondriaanfonds.nl). The Mediafund is the Dutch fund for trans-media and broadcast innovation (mediafonds.nl). Two members of the Dutch royal family have in the past also initiated relevant cultural funds: the Prins Bernhard Culture fund (prinsbernhardcultuurfonds.nl) and the Prins Claus fund (princeclausfund.org), which often support art projects with an international scope. The European Culture Foundation (culturalfoundation.eu) is another good place to have a look.

KNOWLEDGE EXCHANGE

The Netherlands hosts a diverse field of research institutes. The Institute of Network Cultures is a hub for critical academic discourse (networkcultures.org). Both the Rathenau Institute (rathenau.nl) and Kennisland (kennisland.nl) bridge academics and policy. The STT Netherlands Study Centre for Technology Trends shares visions of the future with companies (stt.nl). The TNO is a nation-wide research organisation that researches and develops new technologies (tno.nl).

EDUCATION

If you're looking to link to educational institutes (and their labs mentioned in this booklet are not what you're looking for), try contacting with ELIA, the European League of Institutes of the Arts (elia-artschools.org), or Cultuur Netwerk (cultuurnetwerk.nl). We ourselves are also well equipped to help you further here.

ASSOCIATIONS

Many creative organisations have formed their own associations. For example, the Platform Internet Bureaus in the Netherlands can connect you to large Dutch internet PR companies (pibn.nl). The HXX Foundation supports the Dutch hackerspaces (hxxfoundation.nl). The Dutch Game Association connects gaming companies (dutchgamesassociation.nl). There are many other (semi-)formal meetups and mailing lists that we can recommend to you.

HERITAGE

Museums and similar heritage organisations are linked together through many organisations. Good startingpoints are the Museum Association (museumvereniging.nl) and the National Museums Society (derijksmusea.nl). Digital heritage questions are explored by the National Coalition Digital Durability (ncdd.nl). SBMK is the organisation wherein the Dutch Contemporary art collections and museums collaborate on research and practical solutions for conservation issues related to media-art and born digital art. DEN is the Dutch organisation for knowledge and help on the digitalisation of heritage.



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FOR HIRE



These organisations can be contracted for assignments.

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EDITORS

Michel Langendijk and Tijmen Schep

COPY-EDITING AND IMAGE EDITING

Twan Eikelenboom and Stefan Schoorl

TRANSLATION NL - UK

Michael Meert / Art.English

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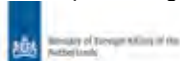
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For questions pertaining to this guide please e-mail: michel@virtueelplatform.nl and m.langendijk@thenewinstitute.nl

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This publication invites all international stakeholders to connect to over 150 Dutch institutions that jointly form the core of Dutch digital culture. These media labs, cultural organisations, game companies and festivals explore the creative potential of new technologies, and pose important questions on the role of technology in the arts, digital culture and society at large.

The New Explorers Guide to Dutch Digital Culture combines data on Dutch game companies contributed by the Dutch Game Garden, with two mapping studies by Virtueel Platform on medialabs and festivals that were originally published in the Dutch language. This new publication presents a broad range of digital creativity and innovation available in the Netherlands, thus facilitating the forging of new international relations and cross-border collaborations.

Virtueel Platform is the Dutch knowledge institute for Digital Culture. Virtueel Platform stimulates and strengthens cultural innovation in the Netherlands by sharing knowledge on digital culture and increasing its visibility and scope.

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