

Andreas Kratky

University of Southern California
School of Cinematic Arts
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Languages: German (native), English (excellent), French (excellent)

Programming languages: Java, Javascript, C#, Action Script, Lingo, Processing, Arduino

Specialization

Media Art and Interactive Installations
Databases as poetic and expressive means
Interface Design and Human Computer Interaction

Education

- 2006 – 2013 Ph.D. at the University of Paris 1, Pantheon Sorbonne, in Art and Sciences of Art, advisor Anne Marie Duguet (Doctor of Arts, Sciences of Art, and Aesthetic)
- 1999 – 2000 Master of fine arts in media arts at the University of Fine Arts, Berlin. Institute for Time-based Media (Meisterschüler, equivalent MFA)
- 1996 – 1999 Bachelor of Arts in Philosophy, Humboldt University, Berlin (Cand. Phil., equivalent BA)
- 1996 Studies at the College of Fine Arts, Paris (École Nationale Supérieure des Beaux Arts, ENSBA), Paris
Studios of Christian Boltanski and Ken Lum
- 1992 – 1998 Bachelor and Master of Arts in Fine Arts and Visual Communication, department of Fine Arts in the studio of Katharina Sieverding (FB1) and department of Visual Communication in the studio of Joachim Sauter (FB4) at the University of Fine Arts, Berlin (Diplom Designer, equivalent BA and MA)

Professional Experience

- Since 2011 Assistant Professor, Interactive Media Division (IMD) of the School of Cinematic Arts, University of Southern California
- 2010 – 2012 Director of the Media Arts and Practice PhD Program (iMAP) of the School of Cinematic Arts, University of Southern California
- 2008 – 2011 Visiting Assistant Professor, Interactive Media Division (IMD) of the School of Cinematic Arts, University of Southern California
- 2006 – 2007 Adjunct Professor in the Design | Media Arts department of the University of California Los Angeles (UCLA)
- 2005 – 2008 Visiting Scholar and Adjunct Professor, Interactive Media Division (IMD) of the School of Cinematic Arts, University of Southern California (USC)
- 2004 – 2005 Visiting Scholar and Researcher at the Annenberg Center for Communication, University of Southern California (USC)
- 2002 – 2004 Director of the Multimedia Studio of the Center for Art and Media (ZKM) in Karlsruhe, Germany
- 2002 – 2003 Lecturer at the Institute for Operating and Dialogue Systems of the Department for Computer Science at University Karlsruhe Friedericiana
- 1999 – 2002 Researcher and Artist in Residence in the Center for Art and Media (ZKM) in Karlsruhe
- 1999 – 2002 Interface Designer and Consultant at Xfrog Software, Karlsruhe, Germany
- 1999 – 2000 Researcher and Interface Designer at Subotnic Software in Berlin
- 1997 Designer at Montparnasse Multimédia in Paris
- Since 1995 Artist and independent designer
- 1993 – 1995 Editor, Designer and Producer of artist books and concrete poetry books at the publishing house Rainer Verlag in Berlin
- 1990 – 1993 Co-founder of the K&K studio for experimental printing in Berlin

Funded Research

- 2014 – 2016 PI in the project “LibViz” in collaboration with USC Libraries, funded by the Dean’s Challenge Grant of USC Libraries. Amount funded 16,000 US dollar; participants Andreas Kratky, Michaela Ullmann, Virginia Kuhn, Susan Luftschein
- 2013 Participant in the “Emergent Cities Group” with USC Schools of Fine Arts, Architecture and Cinematic Arts; funded by the USC Collaboration Fund
- 2011 Participant in the project “Interactive Architecture” with USC Schools of Architecture, Engineering, Cinematic Arts and Neuroscience; funded by James H. Zumberge Multi-School Interdisciplinary Research Grant
- 2007 – 2010 PI in the project “Venture to the Interior” in collaboration with the Natural History Museum, Berlin; funded by the Federal Cultural Fund, Germany. Amount funded 245,000 Euro; participants: Andreas Kratky, Hanns Zischler
- 2006 – 2007 Participant in the project Movie-Tagger, USC Interactive Media Division; partially funded by Related Content Database (RCDb)
Participants: Michael Naimark, Steve Anderson, Assistant Professor, Perry Hoberman, Andreas Kratky, Erik Loyer, Maya Churi
- 2005 – 2006 Co-PI in project “Title TK” at the research initiative “anarchives” in collaboration with the University of Paris 1, Pantheon Sorbonne, Paris; funded by ARCADI grant, Agence Culturelle d’Île de France, and Institut National de l’Audiovisuel (INA), France
Amount funded: 12,000 Euro; participants: Anne-Marie Duguet, Thierry Kuntzel, Andreas Kratky
- 2005 Participant in the project “Night Journey” at the Interactive Media Division (IMD) of the School of Cinematic Arts; funded by the National Endowment for the Arts (NEA)
Participants: Bill Viola, USC SCA Game Innovation Lab (function: concept artist)
- 2005 PI in the project “Vorstoß ins Innere” in collaboration with the Natural History Museum, Berlin; funded by a Development Grant of Federal Cultural Fund, Germany. Amount funded: 20,000 Euros; participants: Andreas Kratky, Hanns Zischler
- 2004 Co-PI in the project “Aus Humboldts Dunkelkammern” in collaboration with the Humboldt University, Berlin; funded by the Filmförderung Baden Württemberg. Amount funded: 9,800 Euros; participants: Jochen Brüning, Hanns Zischler, Andreas Kratky
- 2004 Participant in the project “Three Winters in the Sun – Einstein in California” at the research initiative “Labyrinth Project” of the Annenberg Center for Communication, University of Southern California (USC);

- funded by the Skirball Cultural Center. Participants: USC The Labyrinth Project
- 2003 – 2004 Co-PI in the project “The Imaginary Twentieth Century”; funded by the Center for Art and Media (ZKM), Germany. Amount funded: 16,000 Euros. Participants: Norman Klein, Margo Bistis, Andreas Kratky
- 2002 – 2003 PI for the project “Virtual Ecosystems” at the Institute for Operating and Dialogue Systems of the computer science department of the University of Karlsruhe (Friedericiana); funded by the EXIST-SEED Grant from the Federal Ministry of Science and Education (BMBF), Germany. Amount funded: 60,000 Euro; participants: Andreas Kratky, Jan Walter Schliep, Tim Dapper
- 2001 – 2002 Participant in the project “The Jew of Malta” in collaboration with the Center for Art and Media (ZKM) and Büro Staubach, Germany; funded by the Opernbiennale München, Germany. Participants: Extended Stage Group (8 members)
- 2000 Participant in the project eEscape in the ESPRIT program of the European Community (ESPRIT 25377, 1997-2000). Concept development and design for the projects “Physical eEscape” and “Abstract eEscape”; funded by the European Union ESPRIT Grant. Participants: The Swedisch InSTITUTE for Computer Science (SICS), Center for Art and Media (ZKM), University of Lancaster, UK, University of Manchester, UK

Grants and Scholarships

- 2015-2016 Development grant for the production of the “LibViz” project, a multi-modal search for heterogeneous object collections (USC Dean’s Challenge Grant)
- 2006 – 2010 Research grant for the production of an interactive project about the collections of the Humboldt University from the Federal Foundation for Culture of Germany (Kulturstiftung des Bundes)
- 2005 Development Grant (Entwicklungsförderung) for the development of an interactive project about the collections of the Humboldt University from the Federal Foundation for Culture of Germany (Kulturstiftung des Bundes)
- 2004 – 2005 Research grant for the production of the interactive project “The Imaginary Twentieth Century” from the Center for Art and Media (ZKM), Germany
- 2004 Grant from the Filmförderung Baden Württemberg for the production of the interactive project “Aus Humboldts Dunkelkammern”

- 2003 Artist Residency at the Baltic Centre for Contemporary Art in Newcastle upon Tyne, UK
- 2000 One Year Artist Residency at the Center for Art and Media (ZKM), Karlsruhe
- 1999 One Year Artist Residency at the Center for Art and Media (ZKM), Karlsruhe
- 1995 Scholarship in the ERASMUS program of the European Union

Awards

- 2015 Nominated for the Science and Technology Oscar of the Academy of Motion Picture Arts and Sciences. Group award to the development team of the Xfrog software for the modeling of plant and foliage systems.
- 2012 Sony Technology Award, annual award to faculty for teaching with technology
- 2008 Most Sublime Experience award for the art game "The Night Journey", of the festival Indiecade, Los Angeles. Group award to Bill Viola and the USC Game Innovation Lab
- 2004 Special award for the DVD-Rom "Bleeding Through – Layers of Los Angeles" of the Split Film Festival in Split, Croatia. Award to Lev Manovich and Andreas Kratky
- 2004 Image Award nomination for the DVD-Rom "Bleeding Through – Layers of Los Angeles" of the festival "transmediale" in Berlin. Award to Norman Klein, Rosemary Comella, Andreas Kratky
- 2004 Honorable mention for the interactive opera "The Jew of Malta" of the Prix Ars Electronica in Linz. Award to the Extended Stage Group
- 2003 Honorable mention for the "Soft Cinema" installation of the festival "transmediale" in Berlin. Award to Lev Manovich, Andreas Kratky
- 2001 Europrix award for the DVD-Rom "That's Kyogen" of the Europrix contest. Award to Volker Kuchelmeister, Andreas Kratky, Chris Ziegler
- 2001 Silver medal for the DVD-Rom "That's Kyogen" of the Interactive Design Review of the ID-Magazine. Award to Volker Kuchelmeister, Andreas Kratky, Chris Ziegler

Exhibitions

Title TK, interactive installation; project with Thierry Kuntzel, Anne-Marie Duguet

- 2015 Exhibition “Vidéo et Après”, Centre George Pompidou, Paris, France
 Exhibition Galerie MFC Michèle Didier, Paris France
 Exhibition Bibliothèque National de France, Site François Mitterrand,
 Paris, France
 Exhibition Bibliothèque Kandinsky, Musée d’Art Moderne, Paris, France
- 2007 Exhibition “Vidéo et Après”, Centre George Pompidou, Paris, France
- 2006 Exhibition “Title TK”, Galerie Nationale Jeu de Paume, Paris, France

Form 1-10, interactive installation; project with Dwyer Kilcollin

- 2014 Reilly Gallery, Providence College, Providence RI, USA

Panoramic Timemachine, interactive installation; project with Perry Hoberman

- 2013 Event “Future of the Industry,” USC SCI, Los Angeles, USA

Time Windows, interactive installation

- 2013 Festival “Science of Fiction”, 5D Institute, Los Angeles, USA

Theatrum Naturae et Artis, interactive book installation

- 2010 Exhibition “Klasse, Ordnung, Art” at Natural History Museum, Berlin,
 Germany

Vorstoss ins Innere / Venture to the Interior, interactive installation; project with Hanns
 Zischler, Juri Hwang

- 2013 Exhibition “Digital Auras –Database Poetics,” Institut Géographique,
 Paris, France
- 2011 Museum für Naturkunde, Berlin, Germany
 8th Annual Los Angeles 3D Movie Festival, Los Angeles, USA
- 2010 A+D Gallery, Columbia College Chicago, Chicago, USA

- Co-Design Lab, University of Southern California, Los Angeles, USA
- 2009 Exhibition "Vorstoss ins Inneres," Einstein Forum Potsdam, Germany
- The Night Journey*, art game; project with Bill Viola, USC Game Innovation Lab
- 2012 Nikolaj Contemporary Art Center, Copenhagen, Denmark
- 2011 Museum of the Moving Image, New York, USA
- 2010 Anderson Ranch Arts Center, Aspen CO, USA
- 2009-2010 Exhibition "Space Invaders" at FACT, Liverpool, UK
- 2009 Festival IndieCade, "The International Festival of Independent Games," Bellevue, Washington DC, USA
- 2008 Festival Internacional ZEMOS98 at Gestión Creativo Cultural, Barcelona, Spain
- 2007 SIGGRAPH Art Show: Global Eyes, San Diego, USA
- IndieCade at Game City, Nottingham, UK
- Festival IndieCade at E3 for All Expo, Santa Monica CA, USA
- The Imaginary Twentieth Century*, interactive installation; project with Norman Klein, Margo Bistis
- 2013 Exhibition "Digital Auras – Database Poetics," Institut Géographique, Paris, France
- 2010 Exhibition "The Future of the Future", DOX Centre for Contemporary Art, Prague, Czech Republic
- 2009 Exhibition "Imagining Media", Center for Art and Media ZKM, Karlsruhe, Germany. Part of a curated museum show
- Exhibition "Uncharted: User Frames in Media Art", Santral Istanbul, Istanbul, Turkey
- Exhibition "The Imaginary Twentieth Century", CENTRO, Mexico City, Mexico
- Exhibition "The Future Imaginary," Ben Maltz Gallery, Otis College of Design, Los Angeles, USA
- 2008 Exhibition "The Imaginary Twentieth Century", Orange Lounge, Orange County Museum of Art

- Exhibition “The Imaginary Twentieth Century”, Showkonstfack, Stockholm, Sweden
- Conference “3rd International Design and Cinema Conference,” Tütün Deposu, Istanbul, Turkey
- Exhibition “The Imaginary Twentieth Century”, Laboratorio Arte Alameda and CENTRO, Mexico City
- 2008 Exhibition “The Experience and Use of Wonder”, University of Michigan, Ann Arbor MI, USA
- 2007 REDCAT: Roy and Edna Disney | CalArts Theatre, Walt Disney Concert Hall, Los Angeles, USA
- 2007 – 2009 Exhibition “YOU_ser – The Century of the Consumer”, Center for Art and Media (ZKM), Karlsruhe, Germany
- 2005 Mountain Gallery, Chinatown, Los Angeles, USA
- Three Winters in the Sun – Einstein in California*, interactive installation; project with USC Labyrinth Project
- 2004 – 2005 Exhibition “Einstein in California” at the Skirball Cultural Center, Los Angeles, USA. Part of a curated museum show
- Soft Cinema*, algorithmic cinema installation; project with Lev Manovich
- 2007 “Soft Cinema: Navigating the Database”, Experimental Art Foundation, Adelaide, Australia
- “Post-Cinema”, RMIT Project Space Gallery, Melbourne, Australia
- “Outside the Box”, Cornerhouse, Manchester, UK
- 2006 “Shanghai Biennale”, Shanghai, China
- “Database Imaginary”, The Liane and Danny Taran Gallery of the Saidye Bronfman Centre for the Arts, Montreal, Canada
- “Outside the Box.” The University of Akron's Emily Davis Gallery, Akron OH, USA
- “Artificial Nature”, Sydney University of Technology Gallery, Sydney, Australia
- “Sonar 2007 Festival”, Barcelona, Spain

- 2005 "Soft Cinema: Navigating the Database", Chelsea Art Museum, New York, USA
- CallT2, University of California San Diego (UCSD), San Diego CA, USA
- "Database Imaginary", Dunlop Art Gallery, Regina, Saskatchewan, Canada
- "Soft Cinema: Navigating the Database", The National Academy of Art, Sofia, Bulgaria
- "Database Imaginary", Blackwood Gallery, University of Toronto at Mississauga, Canada
- "Identity Factories." [artphoto] image.festival [v.01], MLR Galleries. Bucharest, Romania
- "RE: MODERN: On the Renaissance of Modernism in Contemporary Art" Künstlerhaus, Vienna, Austria
- 2004 AIM V, Armory Center for the Arts, Pasadena, USA
- "Evolving Perception." University of Southern California (USC), Institute for Genetic Medicine (IGM) Art Gallery, Los Angeles, USA
- Festival "SENEF" (Seoul Net and Film Festival), Seoul, Korea
- "Festival International de la Imagen" (International Festival of the Image), Manizales, Colombia
- "blip" Art and Science Forum, Brighton, UK
- "Database Imaginary", Walter Phillips Gallery, Banff, Canada
- 2003 "Future Cinema", ICC (NTT InterCommunication Center), Tokyo, Japan
- "backup_festival", Weimar, Germany
- "H2PTM Exhibition and Conference", University of Paris 8, Paris, France
- "Soft Cinema: Navigating the Database", Baltic Centre for Contemporary Art, Gateshead, UK
- "8th International Film Festival Split", Split, Croatia
- "Mediartspace" (Web-exhibition)
- "Future Cinema", Kiasma Museum of Contemporary Art, Helsinki, Finland
- "A Perfect Magazine," London, UK

- “Williamsburg Bridges Asia”, Christine Wang Fine Art, Brooklyn, USA
- Exhibition “Media Architecture”, Riga, Lituania
- Festival “European Media Festival Osnabrück,” Osnabrück, Germany
- Exhibition ”Streaming Cinema 3.0”, Philadelphia, USA
- Festival “DEAF03 - Data Knitting”, Rotterdam, Netherlands
- Festival “transmediale 03”, Berlin, Germany
- Festival “Video Biennial”, The Digital Art Lab, Holon, Israel
- 2002 Exhibition “*Adventures in Digital Cinema*”, ICA, London, UK
- Exhibition “*Future Cinema*”, Center for Art and Media ZKM, Karlsruhe, Germany
- Festival “e-magic v.0.1”, Thessaloniki, Greece
- Bleeding Through – Layers of Los Angeles 1920-1984*, interactive installation; project with Norman Klein and Rosemary Comella
- 2011 International Symposium for Electronic Arts ISEA 2011 in Istanbul, Turkey
- 2009 Exhibition “Imagining Media”, Center for Art and Media ZKM, Karlsruhe, Germany
- Conference “Visible Evidence,” Los Angeles, USA
- LACDA – Los Angeles Center for Digital Art, juried competition, Aug 13 to 15, 2009. Los Angeles, USA
- 2006 Museum of Contemporary Art, Seoul, Korea
- 2004 Festival “transmediale 04”, Berlin, Germany
- “9th International Film Festival Split” Split, Croatia
- “Medial Arts Festival”, Friesland, Netherlands
- REDCAT: Roy and Edna Disney | CalArts Theatre, Walt Disney Concert Hall, Los Angeles
- “Thailand New Media Art Festival 2004”, Bangkok, Thailand
- “European Media Arts Festival”, Osnabrück, Germany

- Exhibition “Mapping the Unfindable” at the Beall Center for Art + Technology, Irvine CA, USA
- Festival “APPENDIKS VIII: Empty Cinemas – Open Narratives”, Copenhagen, Denmark
- 2003 Festival “Ars Electronica”, Linz, Austria
- 4th Annual Silverlake Film-Festival, Los Angeles, USA
- Exhibition “Future Cinema”, Kiasma Museum of Contemporary Art, Helsinki, Finland
- Exhibition “New Cities New Media” International Conference and Media Exhibit, USC School of Architecture, Los Angeles, USA
- 2002 Exhibition “Future Cinema”, Center for Art and Media ZKM, Karlsruhe, Germany. Part of curated museum show
- 2001 Exhibition “Los Angeles & Berlin”; UCLA, Los Angeles
- Placeworld*, interactive installation; project with eScape group (Jeffrey Shaw, Steve Pettifer, Andy Crabtree, Tom Rodden, Andreas Kratky, Gideon May, Andreas Schiff, John Mariani)
- 2000 Conference “Building Tomorrow Today” at European Network for Intelligent Information Interfaces (i3), Jönköping, Sweden. Part of a curated conference exhibition
- Festival “Doors of Perception” Amsterdam, Netherlands. Part of a curated festival program
- Visions – Good News for Drivers*, performance with interactive costume projection
- 2003 BMW AG, Munich, Germany. Part of a commissioned special event
- Web of Life*, global interactive networked installation; project with Jeffrey Shaw, Michael Gleich, Lawrence Wallen, Bernd Lintermann, Torsten Belschner
- 2009 Exhibition “Imagining Media”, Center for Art and Media ZKM, Karlsruhe, Germany. Part of a curated museum show
- 2004 Exhibition at Australian Centre for the Moving Image (ACMI), Melbourne, Australia
- Exhibition at the Queensland University of Technology (QUT), Brisbane, Australia

- 2003 Festival “DEAF03 - Data Knitting”, Rotterdam, Netherlands
- Exhibition at CESAR Center for Advanced European Studies and Research, Bonn, Germany
- Exhibition “MIND(21)HOUSE” at the Slovak University of Technology, Bratislava, Slovakia
- Since 2002 Media Museum at the Center for Art and Media (ZKM), Karlsruhe, Germany; permanent installation of the central hub of “Web of Life”
- 2002 Exhibition at NTT InterCommunication Center (ICC), Tokyo, Japan
- International Symposium for Electronic Arts ISEA 2002 in Nagoya, Japan
- Exhibition “Multimedia Art Asia Pacific (MAAP)” at Millenium Monument, Beijing, China
- Exhibition at “*World Summit on Sustainable Development*” at Environment Center of IUCN, Johannesburg, South Africa
- Exhibition “EMOÇÃO ART.FICIAL” at Instituto Itaú Cultural, San Paolo, Brazil
- Exhibition “Earth 2.0” at the Stuttgart Fair Ground, Stuttgart, Germany
- Exhibition at Aventis Headquarters, Strasbourg, France
- Festival “New Media Culture Week” at Multimedia Institute MI2 Zagreb, Croatia
- Exhibition “Das Netz. Sinn und Sinnlichkeit vernetzter Systeme” at Museum of Communication, Frankfurt M., Germany
- Festival “Intermedium 2 Media Art Festival”, Karlsruhe, Germany
- The Jew of Malta*, interactive opera; project with the Extended Stage Group (André Werner, Rüdiger Bohn, Stefan Herheim, Jan A. Schroeder, Nils Krüger, Bernd Lintermann, Joachim Sauter, André Bernhardt, Bernd Lintermann, Axel Schmidt, Andreas Kratky)
- 2009 Exhibition “Imagining Media”, Center for Art and Media ZKM, Karlsruhe, Germany. Part of curated museum show
- History Lounge Human Nature, Ars Electronica Festival, Linz, Austria
- 2003 Exhibition “Pixelspaces 2003 – Sensory Environments – Immaterial Interfaces”, Ars Electronica Futurelab, Linz, Austria
- 2002 Festival “8. München Opernbiennale”, Munich, Germany

Mondophrenetic, interactive installation; project with Herman Asselberghs, Els Opsomer, and Rony Vissers

- 2002 Festival “Foto Biennial”, Rotterdam, Netherlands
- 2001 Exhibition “mondophrenetic”, Dortmund, Germany
 Exhibition “mondophrenetic”, Kunstverein Karlsruhe, Germany
- 2000 Exhibition “mondophrenetic”, Museum Dhont-Dhaenens, Deurle, Belgium
 Exhibition “mondophrenetic”, “Bruxelles 2000”, Brussels, Belgium
 Exhibition “mondophrenetic”, Hasselt, Belgium
 Exhibition “mondophrenetic”, “European Cultural Capital” Santiago de Compostella, Spain

Polymono-log, interactive web-art project

- 1999 Exhibition “net-condition” Center for Art and Medias (ZKM), Karlsruhe, Germany. Part of curated museum show

Berliner – tonale Protraits, interactive audio-visual installation

- 1998 Exhibition “Berliner – tonale Portraits”, Prater, Berlin, Germany.
 Single show
- 1997 Exhibition series “Log-in”, Pavillon am Rosa Luxemburg Platz, Berlin, Germany. Single show

Postcards for the Capital, installation in urban space

- 1997 Partial acquisition through German Historic Museum (Deutsches Historisches Museum, DHM)
- 1996-1997 Various locations across Berlin, Germany

The citizens of Sigmaringen, real-time data visualization in public space

- 1996 Festival “Ars Digitalis”, Berlin, Germany

Observations, installation

- 1995 Galerie Gauche, Ecole Nationale Supérieure des Beaux Arts Paris, France

Teaching

- Since 2005 **University of Southern California,**
 Interactive Media and Games Division (IMGD), School for Cinematic Arts
 “Database Cinema” (CTIN 499)
 “Experiments in Interactivity” (CTIN 534)
 “Interactive Cinema” (CTIN 501)
- Media Arts + Practice (MA+P), School of Cinematic Arts
 “Languages of New Media” (IML 101)
 “Honors in Multimedia Scholarship, Thesis Project 1” (IML 440)
 “Honors in Multimedia Scholarship, Thesis Project 2” (IML 444)
 “Information Visualization” (IML 422)
 “Digital Studio 2” (IML 103)
- Interdivisional Media Arts and Practice PhD Program (iMAP), School of Cinematic Arts
 “Practice of Media Arts” (CNTV 602)
- 2006-2007 **University of California Los Angeles (UCLA),**
 Design Media Arts Department
 “Media Art History” (DESMA 101)
 “Game Design” (DESMA 157)
- 2005 **California Institute of the Arts (CalArts),**
 Center for Integrated Media
 Supervision and critique of student work
- 2005 **Art Center College for Design,**
 Program for Graduate Media Design
 Thesis supervision of students
- 2002 – 2003 **University of Karlsruhe Friedericiana,**
 Institute for Operating and Dialogue Systems of the Department for Computer Science
 Lectures on Interface Design

Publications

Media Publications (DVDs / Books):

Andreas Kratky, Juri Hwang. *Vorstoss ins Innere / Venture to the Interior: Ein Cine-Interactive*. Berlin, Alpheus Verlag, 2010: 2 DVDs and book

Thierry Kuntzel, Andreas Kratky, Anne-Marie Duguet. *Title TK*. Paris, Édition anarchiv/Les Presses du Réel, 2006: DVD and book

Lev Manovich, Andreas Kratky *Soft Cinema – Navigating the Database*. Cambridge, MA, MIT Press, 2005: DVD and book

Kristy H.A. Kang, Marsha Kinder, Andreas Kratky. *Three Winters in the Sun: Einstein in California*. Los Angeles, USC Annenberg Center for Communication, 2005: DVD and book

Rosemary Comella, Norman Klein, Andreas Kratky. *Bleeding Through – Layers of Los Angeles 1920 – 1986*. Ostfildern, Germany, Hatje Cantz, 2003: DVD and book

Mansaku Nomura, Mansai Nomura, Volker Kuchelmeister, Andreas Kratky, Yvonne Mohr, Christian Ziegler: *Mansaku & Mansai – That's Kyogen. Anthology of Mansaku's Favorite Kyogen*. Tokyo, Kadokawa, 2001: 1 DVD Rom and 4 DVD Video

Peer reviewed journals (single-authored):

Andreas Kratky. "The Museum Imagination: A Reflection on the Status of the Object in Digital Culture." In: B. Cope *The International Journal of the Arts in Society*, Vol. 6. Champaign IL, Common Ground Publishing, 2012: 105-116

Andreas Kratky. "Embodied Virtual Objects." In: *International Journal of Computer Information Systems and Industrial Management Applications*, Volume 4, Machine Intelligence Research Labs Publications, 2012: 309-316

Peer reviewed journals (co-authored):

Andreas Kratky, Virginia Kuhn, Jon Olav Eikenes: "Coping with the big data dump: Towards a framework for enhanced information representation." In: *First Monday*, Volume 20, Number 6. 1 June 2015

Peer reviewed journals (co-authored with students):

Andreas Kratky, Daphne Ho. "Excavating Immigrant History and Identity Through Object-oriented Storytelling." In: *The International Journal of New Media and the Arts*. Champaign IL, Common Ground Publishing. 2013

Co-edited books:

Francisco V. Cipolla Fiacarra, Kim Veltman, Kaoru Sumi, Andreas Kratky. *Strategies for a Creative Future with Computer Science, quality Design and Communicability*. Bergamo, Italy, Blue Herons Edition, 2014

Francisco V. Cipolla Fiacarra, Kim Veltman, Chih-Fang Huang, Wen-Yuan Jen, Andreas Kratky. *Scientific Computing, Communicability and*

Cultural Heritage: Future Trends in Software and Interaction Design.
Bergamo, Italy, Blue Herons Edition, 2013

Francisco V. Cipolla Ficarra, Kim Veltman, Andreas Kratky (eds.)
*Communicability, Computer Graphics and Innovative Design for
Interactive Systems (CCGIDIS 2011), Lecture Notes in Computer Science
LNCS 7545*; Berlin, Heidelberg, New York, Springer, 2012.

F. Ficarra, A. Kratky, K. Veltmann, E. Nicol (eds.) *New Horizons in
Creative Open Software, Multimedia, Human Factors and Software
Engineering*, Bergamo, Italy, Blue Herons Edition, 2012

F. Ficarra, A. Kratky, M. Pérez Jiménez, C. de Castro Lozano, E. Nicol
(eds.) *Advances in Dynamic and Static Media for Interactive Systems:
Communicability, Computer Science and Design.* Bergamo, Italy, Blue
Herons Edition, 2011

F. Ficarra, A. Kratky, K. Veltmann, E. Nicol (eds.) *Computational
Informatics, Social Factors and New Information Technologies:
Hypermedia Perspectives and Avant-Garde Experiences in the Era of
Communicability Expansion.* Bergamo, Italy, Blue Herons Edition, 2011

F. Ficarra, E. Nicol, A. Kratky (eds.) *Advances in New Technologies,
Interactive Interfaces and Communicability. International Conference
ADNTIIC 2010, Lecture Notes in Computer Science LNCS 6616.* Berlin,
Heidelberg, New York, Springer, 2011

A. Kratky, H. Zischler (eds.) *Vorstoß ins Innere.* Berlin, Alpheus Verlag,
2010

F. Ficarra, C. Castro Lozano, E. Nicol, A. Kratky (eds.) *Human Computer
Interaction, Tourism and Cultural Heritage: First International Workshop,
HCITOCH 2010, LNCS 6529.* Berlin, Heidelberg, New York, Springer,
2010

Associate-edited journals:

Bill Cope et al. (eds.) *The International Journal of the Arts in Society*, Vol.
6. Champaign IL, Common Ground Publishing, 2012

Peer reviewed proceedings (single-authored):

Andreas Kratky. "Metaphor and Storytelling in Interface Design for Virtual
Reality." In: *Universal Access in Human-Computer Interaction. Interaction
Techniques and Environments.* Lecture Notes in Computer Science
LNCS, Vol. 9738, Berlin, Heidelberg, New York, Springer, 2016, pp. 287-
300

Andreas Kratky. "Transparent Touch - Interacting with a Multi-layered Touch-sensitive Display System." In: *Universal Access in Human-Computer Interaction*. Lecture Notes in Computer Science LNCS, Vol. 9176, Berlin, Heidelberg, New York, Springer, 2015, pp. 114-126

Andreas Kratky. "Personal Touch – A Viewing-Angle-Compensated Multi-Layer Touch Display." In: *Communicability, Computer Graphics and Innovative Designs for Interactive Systems*. Bergamo, Blue Herons, 2015. CD-ROM

Andreas Kratky. "Thinking with Our Hands - Theoretical Foundations of Multimodal Interfaces in Concept-Forming." In: *Proceedings of Human-Computer Interaction, Tourism and Cultural Heritage*. Bergamo, Blue Herons, 2014. CD-ROM

Andreas Kratky. "Time-Windows - Reconnecting the Window-Metaphor of the GUI to Real Space." In: *Advanced Research and Trends in New Technologies, Software, Human-Computer Interaction and Communicability*. Hershey PA, IGI Global, 2014. pp. 30-42

Andreas Kratky. "Playing Nature – A Short History of Our Mediated Relationship to Nature." In: F. Cipolla Ficarra et.al. (eds.) *Proceedings of the Second International Workshop on Human-Computer Interaction, Tourism and Cultural Heritage (HCITOCH 2011), Lecture Notes in Computer Science LNCS 7546*. Berlin, Heidelberg, New York, Springer, 2012: 89-98

Andreas Kratky. "The Birth of Memory from the Spirit of the Machine." In: *Proceedings of the 17th International Symposium on Electronic Art (ISEA 2011)*, 2012: online

Andreas Kratky. "Gesture-based User Interfaces for Public Spaces." In: C. Stephanidis (ed.) *Universal Access in HCI, Part II, HCII 2011, Lecture Notes in Computer Science LNCS 6766*. Berlin, Heidelberg, New York, Springer, 2011: 564–572

Andreas Kratky. "Re-Viewing 3D – Implications of the Latest Developments in Stereoscopic Display Technology for a New Iteration of 3D Interfaces in Consumer Devices." In: F. Cipolla Ficarra, F., C. Castro Lozano, E. Nicol, A. Kratky (eds.) *Advances in New Technologies, Interactive Interfaces, and Communicability, Lecture Notes in Computer Science LNCS 6616*. Berlin, Heidelberg, New York, Springer, 2011: 112-120

Andreas Kratky. "Re-Thinking Reading in the Context of a new Wave of Electronic Reading Devices." In: F. Cipolla Ficarra, C. Castro Lozano, E. Nicol, A. Kratky (eds.) *Human Computer Interaction, Tourism and Cultural Heritage: First International Workshop, HCITOCH 2010, Lecture Notes in Computer Science LNCS 6529*. Berlin, Heidelberg, New York, Springer, 2011: 1-11

Andreas Kratky. "Embodied Virtual Objects." In: Katherine Blashki (ed.): *Proceedings of the IADIS International Conferences Interfaces and Human Computer Interaction 2010 and Games and Entertainment Technologies 2010*; Lisbon, Portugal, IADIS Press, 2010

Andreas Kratky "Mixed Realities." In: J.A. Jacko (ed.) *Human-Computer Interaction, Part III, HCII 2009, Lecture Notes in Computer Science LNCS 5612*. Berlin, Heidelberg, New York, Springer, 2009: 440–445

Peer reviewed proceedings (co-authored):

Andreas Kratky, Juri Hwang. "Museum Machine – or a Database Approach to the Representation of Space." In: *Proceedings of the 17th International Symposium on Electronic Art (ISEA 2011)*, 2012: online

Francisco V. Cipolla Ficarra, Andreas Kratky. "Security of the Automatic Information On-Line." In: F.V. Cipolla-Ficarra et al. (eds.) *ADNTIIC 2011, Lecture Notes in Computer Science LNCS 7547*, Berlin, Heidelberg, New York, Springer, 2012: 151–164

Francisco V. Cipolla Ficarra, Valeria M. Ficarra, Andreas Kratky. "Computer Graphics for Students of the Factual Sciences." In: F. Cipolla Ficarra et. Al. (eds.) *Communicability, Computer Graphics and Innovative Design for Interactive Systems Lecture Notes in Computer Science LNCS 7545*. Berlin, Heidelberg, New York, Springer, 2012: 79-93

Peer reviewed proceedings (co-authored with students):

Andreas Kratky, Tiffany Chen*. "Touching Buildings – A Tangible Interface for Architecture Visualization." In: C. Stephanidis, M. Antona (Eds.) *UAHCI/HCII 2013, Part I, Lecture Notes in Computer Science LNCS 8009*. Berlin, Heidelberg, New York, Springer, 2013: 313–322

Non-peer reviewed proceedings:

Andreas Kratky. "The Architectural Touch: Gestural Approaches to Library Search. LibViz - A Research Framework for Object Representation and Search in Heterogeneous Object Collections." In: *Digital Initiatives 2015*. San Diego, CA, Copley Library, 2015: online

Chapters (single-authored):

Andreas Kratky. "Realistic Nature Simulation as a Popular Entertainment Topic." In: K. Veltmann, J. Alma, F. Cipolla Ficarra (eds.) *New Horizons in Creative Open Software, Multimedia, Human Factors and Software Engineering*. Bergamo, Italy, Blue Herons Edition, 2012: 91-113

Andreas Kratky. "Allegorical Interfaces: A Literary Approach to Interface Design for Digital Reading." In: F. Ficarra, A. Kratky et al. *Advances in Dynamic and Static Media for Interactive Systems: Communicability,*

Computer Science and Design, Bergamo, Italy, Blue Herons Edition, 2010: 79-87

Andreas Kratky. "The Imaginary Twentieth Century – Re-constructing Imagination." In: F. Cipolla Ficarra (ed.) *Quality and Communicability for Interactive Hypermedia Systems: Concepts and Practices for Design*. Hershey PA, IGI Global, 2010: 195-203

Andreas Kratky. "Como navegar escuendo / How to Navigate Forgetting (translated)." In: K. Maciel (ed.) *Transcinemas*. Rio de Janeiro, Contra Capa Livraria, 2009: 377-383

Andreas Kratky. "Soft Cinema – Database for Simultaneous Cinema." In: J. Shaw, P. Weibel (eds.) *Future Cinema: The Cinematic Imaginary After Film*. Cambridge, MA, MIT Press, 2003: 360-361

Andreas Kratky. "Structure and User Interface of Placeworld." In: T. Rodden, J. Mariani (eds.) *The Electronic Landscape In Practice*. Lancaster, UK, Lancaster University, 2000: 47-61

Chapters (co-authored):

Andreas Kratky, Juri Hwang: "Konservierte Zeit." In: U. Moritz, A. Pufelska, H. Zischler (eds.) *Vorstoss ins Innere*. Berlin, Alpheus Verlag, 2010: 111-119

Andreas Kratky, Juri Hwang: "Venture to the Interior – Virtual Object Lessons." In: F. Cipolla Ficarra (ed.) *Quality and Communicability for Interactive Hypermedia Systems: Concepts and Practices for Design*. Hershey PA, IGI Global, 2010: 19-35

Chapters (co-authored with students):

Andreas Kratky, Daphne Ho*. "Story Objects: An Interactive Installation to Excavate Immigrant History and Identity through Evocative Everyday Objects." In: F. Cipolla-Ficarra et al.(eds.): *Advanced Research and Trends in New Technologies, Software, Human-Computer Interaction, and Communicability*. Hershey PA, IGI Global, 2013: 377-387

Lectures and Invited Talks (Selection)

- 2016 Presentation “Metaphor and Storytelling in Interface Design for Virtual Reality” at HCI International 2016, Toronto, Canada
- 2015 Presentation “Le regard tactile” at ESAD, Valence, France
- Presentation “La mise a jour d’un logiciel artistique,” Centre Pompidou, Paris France
- Presentation “Title TK et l’œuvre de Thierry Kuntzel” Centre Pompidou, Paris France
- 2014 Presentation “Thinking with Our Hands – Theoretical Foundations of Multimodal Interfaces in Concept-Forming” at HCITOCH 2014: Fourth International Workshop on Human-Computer Interaction, Tourism and Cultural Heritage, San Marino, Republic of San Marino
- Presentation “Personal Geographies – Closeness however distant as it may be” at Conference on the Image, Chicago, USA
- 2013 Presentation “Time-Windows – Reconnecting the Window-Metaphor of the GUI to Real Space” at HCITOCH 2013: Fourth International Workshop on Human-Computer Interaction, Tourism and Cultural Heritage, Rome, Italy
- Presentation “Les auras numériques” at LAM, University of Paris 1, Panthéon-Sorbonne, Paris, France
- Lecture “Storytelling and Cinematic Techniques for Placemaking” for Steelcase Inc.
- Lecture “Emergent Cities – Approaching Los Angeles” for the USC Research group on Emergent Cities
- Presentation “Excavating Immigrant History and Identity Through Object-oriented Storytelling” at The Arts in Society, Budapest, Hungary
- Presentation “Touching Buildings – A Tangible Interface for Architecture Visualization” at HCI International 2013, Las Vegas, USA
- Presentation “Time-Windows – Reconnecting the Window-Metaphor of the GUI to Real Space” at HCITOCH 2013 : Fourth International Workshop on Human-Computer Interaction, Tourism and Cultural Heritage, Rome, Italy
- Presentation “Personal Geographies – Closeness however distant as it may be” at Conference on the Image, Chicago, USA
- Presentation “Visual Arts and Film in Berlin” at the opening of the USC Max Kade Institute

- 2012 Presentation “Story Objects – An Interactive Installation to Excavate Immigrant History and Identity Through Evocative Everyday Objects” at the Third International Workshop for Human-Computer Interaction, Tourism and Cultural Heritage (HCITOCH 2012): Strategies for a Creative Future with Computer Science, Quality Design and Communicability, Venice, Italy
- 2011 Presentation “Gesture-based User Interfaces for Public Spaces” at the 14th International Conference on Human Computer Interaction (HCI 2011), Orlando, Florida USA
- Presentation “Playing Nature – A Short History of Our Mediated Relationship to Nature” at the Second International Workshop on Human-Computer Interaction, Tourism and Cultural Heritage (HCITOCH 2011), Córdoba, Argentina
- Presentation “Museum Machine – or a Database Approach to the Representation of Space” at the 17th International Symposium on Electronic Art (ISEA 2011), Istanbul, Turkey
- Presentation “The Birth of Memory from the Spirit of the Machine” at the 17th International Symposium on Electronic Art (ISEA 2011), Istanbul, Turkey
- Presentation of “Building HiStories” at the Interactive Architecture Research Group with USC Schools of Architecture, Engineering, Cinematic Arts and Neuroscience
- 2010 Presentation “Embodied Virtual Objects” at the IADIS International Conferences Interfaces and Human Computer Interaction 2010 and Games and Entertainment Technologies 2010, Freiburg, Germany
- Presentation “Re-Thinking Reading in the Context of a new Wave of Electronic Reading Devices” at the conference Human Computer Interaction, Tourism and Cultural Heritage: First International Workshop, HCITOCH 2010, Brescello, Italy
- Presentation “Re-Viewing 3D – Implications of the Latest Developments in Stereoscopic Display Technology for a New Iteration of 3D Interfaces in Consumer Devices” at the conference “Advances in New Technologies, Interactive Interfaces and Communicability, First International Conference, ADNTIIC 2010”, Huerta Grande, Córdoba, Argentina
- Artist Talk at the Visual Arts Department of City University Hong Kong, China
- Artist Talk at the “Digital Studies Symposium” for USC Institute of Multimedia Literacy

- 2009 Presentation “Interface Design Strategies” at Fachhochschule Potsdam, Potsdam, Germany
- Presentation “Vorstoss ins Innere” at Einstein Forum Potsdam, Potsdam, Germany
- Speaker at Virtual Human Symposium in the Institute for Creative Technology, Marina Del Rey, CA, USA
- Presentation "Mixed Realities" at International Conference on Human Computer Interaction HCI 2009 International, San Diego, CA, USA
- Speaker at Webfest 2009, University of Southern California, Los Angeles, CA, USA
- 2008 Presentation “Reconstructing Imagination” at ACM International Conference on Multimedia 2008, Vancouver, Canada
- Presentation “The Imaginary Twentieth Century” at Orange Lounge, Orange County Museum of Art, Costa Mesa, CA, USA
- Presentation “The Imaginary Twentieth Century” at Université Paris 1, Panthéon-Sorbonne, Paris, France
- 2007 Presentation “The Imaginary Twentieth Century” at REDCAT, “President’s Night”, Los Angeles, CA, USA
- Presentation “The Imaginary Twentieth Century” at UCLA Arts and Activism Lecture Series, Los Angeles, CA, USA
- Presentation “Title TK” at the Centre George Pompidou, Paris, France
- Lecture on Interface Design at the Interactive Media Division, USC, Los Angeles, USA
- 2006 Presentation “Between Cinematic Immersion and Interactive Exploration” at Design Media Arts Department University of California Los Angeles (UCLA), Los Angeles, CA, USA
- Presentation “Database Art / Narrative at the Third Annual Seminar in Experimental Critical Theory (S.E.C.T. III), University of California Humanities Research Institute, Irvine, CA, USA
- Presentation “Soft Cinema - A Case Study in Algorithmic Cinema” at UC DARNet Conference UCLA, Los Angeles, CA, USA
- Presentation “Database Cinema” at Film Independent, Los Angeles, CA, USA
- Presentation “Seeing the Future of the Past” at USC Transformations 2: The Perception of Perception. Los Angeles, CA, USA

- Presentation "Title TK" at Galerie Nationale Jeu de Paume, Paris, France
- Presentation "Interacting with Plants - Interface Concepts of the Xfrog Modeling Software" at Digital Landscape Architecture (DLA) Conference *Trends in Knowledge-based Landscape Modeling* at Bauhaus Dessau, Anhalt University of Applied Sciences, Germany
- 2005 Artist Talk Mountain Gallery, Los Angeles, USA
- Presentation "Database Art" at Interactive Media Division, University of Southern California, Los Angeles, CA, USA
- 2004 Artist Talk transmediale 04, Berlin, Germany
- Artist Talk at Goethe Institute, Los Angeles
- Presentation "What is Interactivity" at Division of Animation and Digital Arts at University of Southern California, Los Angeles, CA, USA
- Artist Talk at California Institute of the Arts, Valencia, CA, USA
- Artist Talk at Art Center College for Design, Pasadena, CA, USA
- Artist Talk at Interactive Media Division, University of Southern California, USA
- 2003 Presentation "Metadating Soft Cinema" at DEAF03, Rotterdam, Netherlands
- Artist Talk University of the Arts, Berlin, Germany
- Artist Talk Split Film Festival, Split, Croatia
- Presentation "Organic Modeling with Xfrog" at Landscape Modeling Conference, Anhalt University of Applied Sciences, Dessau, Germany
- Presentation "eEscape Placeworld" at European Network for Intelligent Information Interfaces (i3), Jönköping, Sweden
- 2002 Presentation "Interface Design Strategies" at Department for Computer Science, University of Karlsruhe, Friedericihana, Germany
- Artist Talk University of the Arts, Berlin, Germany
- Artist Talk Hochschule für Film und Fernsehen HFF, Babelsberg, Germany
- 2001 Artist Talk Center for Art and Media (ZKM), Karlsruhe, Germany
- 2000 Presentation "eEscape" at the Doors of Perception Conference, Amsterdam, Netherlands