

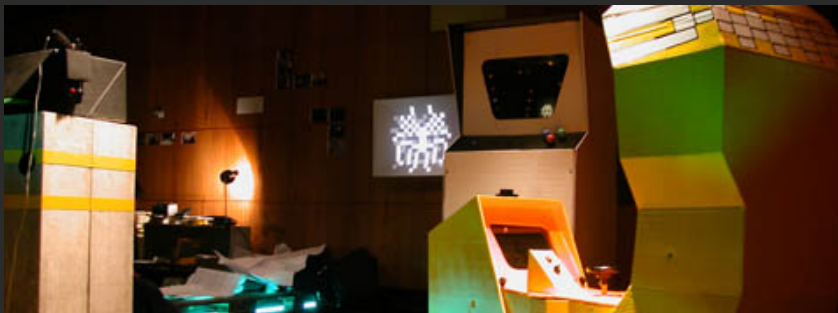
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MOBILESKINO // PROJEKTE // INSTALLATIONEN // GAME ARCADE

03.-06.06.2010 // S8 1a MOSTRA DE CINEMA PERIFERICO, A Coruna, Spain
 09.-11.01.2009 // CCCB CENTRE CULTURAL CONTEMPORANNIA, Barcelona, Spain
 30.-31.01.2008 // IFFR INT. FILM FESTIVAL, Rotterdam, Netherlands
 23.-30.06.2007 // LOST VEGAS, DOCK 18, Zürich
 03.-11.03.2007 // SCHMALFILMELEKTRONISCHE GESAMTSCHAU, Ausstellungsraum Klingental, Basel
 16.-20.03.2006 // VIPER, Int. Media- and Filmfestival, Basel
 26.-28.01.2006 // 7.DRESDENER SCHMALFILMTAGEN, Motorenhalle, Dresden
 20.07.2005 // SWISS ART AWARDS 2005, ART Basel
 02.-14.09.2003 // WERKBEITRÄGE03, Kunstcredit Basel-Stadt, Kunsthaus Basel-Land
 25.-27.09.2003 // SWAMP - INTERACTIVE WELLNESS PARK, Dachkantine Toni-Areal, Zürich
 24.10.2003 // OLDSCHOOL GAMING EVENT, Kraftfeld Winterthur
 08.11.2003 // THINKQUEST, Multimedia-/Software-Messe, Zürich.

GAME ARCADE

INTERAKTIVE SUPER8-SLOTS > 8MM-FILMLOOPS, DIAPROJEKTOREN, KARTON, ELEKTRONIK



D:

In Anlehnung an die mobilen Kinematographen der Erfinder der Kinotechnik baut MOBILESKINO Automaten, welche Medienjahrmärkte, Festivals und Ausstellungen bereisen. Die Maschinen sind Video- und Computergames nachempfunden. Über eine Tastatur, eine Pistole oder einen Joy-Stick kann der Spieler mit den Filmen interagieren.

E: Description of project:

The Game Arcade of mobiles kino consists of four SPIELAUTOMATEN in original size, which reproduce interactive game surfaces known from the digital world with the help of solely analogue and/or mechanical projectors. The inside of the machines consists of mechanically altered 8mm-film- and slide projectors. The game surfaces are created on 8mm-film and projected as film-loops. The interaction or navigation through the game happens mechanically or by buttons and switches. The synchronisation of players, image and sound happens by light sensors, which are integrated in the surface of the game. There are speakers which play a soundtrack and alarm sounds while playing.



SLOT-MACHINE, THE 8-BOX, PIXELBLASTER (MITTE), RACER

D:

Die ARCADE besteht aus vier Maschinen; dem RACER, der SLOT-MACHINE, dem PIXELBLASTER und der 8-BOX. Im kommenden Jahr planen wir eine Ausstellung der gesamten GAME ARCADE.

E:

PIXEL SLOT MACHINE:

The player has to harmonize a set of symbols in a pre-set time.

RACER:

The machine depicts a moving street environment through which the player must safely drive with a car.

SHOOT THE MONSTER:

The aim of the game is to eliminate some malicious characters by burning images out of a filmstrip.

PIXELBLASTER:

Hero of the Game is a little robot who has to escape bullets that are falling down. By choosing a game the player can define the way in which the bullets are falling down the light-screen.

8MM-FILME/ANIMATION/GRAFIK MOBILESKINO ELEKTRONIK MOBILESKINO SCHNITT, SOUND: MOBILESKINO

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