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## Editors / Writers

Here are the editors:

### **Peter Cornwell**

Peter Cornwell has worked with computer image generation in both art and commercial applications. After studying painting, he switched to electronics and computer science and worked on early computer graphics for television with The Moving Picture Company and on computer aided design and robotic manufacturing systems as manager of European research and development for Texas Instruments. Later he formed Division, Inc., a virtual reality (VR)

company in California, which developed commercial 3D visualisation products for architecture, pharmaceutical and aerospace companies and became a public company. He worked on virtual environment training systems for spaceflight with NASA and Silicon Graphics Inc. where he developed Virtual Design Environment which was installed widely by major design and engineering corporations.

More recently he has been professor of both Computing Science and Media Art, teaching at institutions such as Imperial College, London, the Royal Academy of Arts and the University of Applied Arts, Vienna. He has been director of the Institute for Visual Media, ZKM, Germany and is currently director of media research company BLIP. He has exhibited in major spaces such as the RA and ICA, London; Kiasma, Helsinki; ICC, Tokyo in the U.S. and ZKM, Germany. He is a member of artist group Flunk.

<http://www.blipcreative.com>

## Andreas Rumpfhuber

Andreas Rumpfhüber is an architect who lives and works in Copenhagen and Vienna. He is research fellow at the Center for Design Research in the Royal Academy of Fine Arts Copenhagen, School of Architecture. He studied at the TU Graz and at the Bartlett School of Architecture in the UK. His research residencies include the School of Architecture, Southern Californian Institute for Architecture, US and Academy for art and design Enschede, NL. From 2000 to 2004 he worked at the TU Vienna and at the Academy of Fine arts, Vienna. His publications and exhibitions are concerned with his main area of research - architectures of the „Enterprising Self“ and media constructions in architecture. He is a board member ÖGFA

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

## Oliver Schürer

Oliver Schürer is professor and researcher at TU Vienna, faculty of architectural theory in the School of Architectural science. He is an architectural analytic, curator and independent author and editor with numerous national and international publications focussing on digital technology and economy in the context of architecture.

His books 'Beyond the Machine' and 'architektur:consulting' were published by Birkhäuser. Originally trained as a carpenter, Schürer studied architecture at the TU Vienna, and graduated in 1999 specialising on the concepts of space and time in the work of Gilles Deleuze. In 2005 he received a doctorate with a thesis about the evolution of the automation of buildings/architecture and functional concepts with regards to contemporary research on perception and technical systems.

<http://www.a-theory.tuwien.ac.at/>

## Mirjam Struppek

Profile: Mirjam Struppek works as urbanist, researcher and consultant in Berlin. She has lectured and published essays with a special focus on the livability of urban space, public sphere and its transformation and acquisition through new media. Since 2002 she is developing the online-information-platform interactionfield about the relation of interaction, new media and public space. In this context she organises the monthly lecture and discussion evening „Urban Media Salon“. Currently she works on her concept of "Urban Screens" after developing the first international conference Urban Screens 05 about "the potential of outdoor screens for urban society". In 2003 she worked as Assistant in a gallery for still and motion pictures in Berlin. She is holding a degree with distinction in Urban- and Environmental Planning from University of Kaiserslautern and

spent in 1999 two research semester at the Graduate School of Environmental Studies at Nagoya University, Japan.

[www.interactionfield.de](http://www.interactionfield.de)

[www.urbanscreens.org](http://www.urbanscreens.org)

## Gernot Tscherteu

Gernot Tscherteu studied political science at the University of Vienna. He wrote his dissertation about the influence of digital media on the development and communication of knowledge at the Institute for Scientific Research and Theory with supervisor Prof. Helga Nowotny and Prof. Ulrike Felt. Since 1991 he has worked as a software interface designer and interactivity researcher for internet systems. He has managed several industrial collaboration projects at the Austrian Academy of Science, the Academy of Applied Arts, EDVG, Sysis AG, ZKM Karlsruhe, MQ Wien, Caritas Austria and Belleville CH and made numerous publications. In 1999 he founded the architectural and design practice planhaus in collaboration with DI Claudia Pöllabauer.

Between 2002 and 2005 he worked as coordinator for the LED project „Leuchtathletik“ at the University of Applied Arts, Vienna Co-organiser of [Media Architecture Conference 2007](#), manager of research consortium [mediafacade.net](#), a group comprising design consultancies and major architectural and manufacturing companies and research institutions, which aims to develop standardised state-of-the-art technology for media facades.

<http://www.realitylab.at/>

<http://www.mediafacade.net>

## Wolfgang Leeb

Wolfgang Leeb is an architect and architectural photographer, working at planhaus and realitylab since 2002.

<http://www.realitylab.at/>

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

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