

AXEL STOCKBURGER - CV

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Axel Stockburger works as an Associate Professor in the Department for Art and Digital Media at the Academy for Fine Arts, Vienna. He graduated from the University of Applied Arts in 1999 where he was part of the Master Course for Visual Media Art headed by Prof. Peter Weibel. Between 2000 and 2006 he lived in London, where he received a PhD following a scholarship awarded by the University of the Arts London. During this period he was part of the media art group D-Fuse. He lives in Vienna and works as Associate Professor at the Academy of Fine Arts, Vienna. He is a member of the artist association Seession.

He was awarded the bmu:kk residency in Chengdu, China in 2010. Between 2010 and 2012 he was part of the artistic research project "Troubling Research: Performing Knowledge in the Arts" which was funded by the WWTF, Austria. His works are part of various collections and editions (Artothek des Bundes, Austria, Ursula Blickle Video Archive, Edition Medienturm Graz, Collection Jim & Mary Barr, New Zealand, Video Edition Austria – Release 02, The Video Dictionary – (curated by Manuel Saiz), Austrian Video Selection Belef 2004, Austrian Abstracts 99).

EXHIBITIONS/SCREENINGS/PERFORMANCES

- 2017 "Attention! Promised Place – Contesting Common Grounds", Fluca, Plovdiv
"Canned Laughter", Titanik, Turku
"INTRA_COS, Vila Itororo, Sao Paulo
"Them or Us", Galeria Municipal do Porto at Jardins do Palácio de Cristal, Porto
"Tracing Information Society—a Timeline", ZhdK Connecting Space, Hong Kong
"Klassenfahrt", Athens Bienial, Athens
"Welt Kompakt? – Out of Brazil", frei_raum 21, Museumsquartier, Vienna
"Tracing Information Society—a Timeline New Paradigms", ngbk, Berlin
- 2016 "Libidinal Economies 2", Mumok Cinema, Vienna
"Gutes, Böses Geld", Staatliche Kunsthalle, Baden-Baden
"Technopolitics Timeline, MAK, Vienna
"Identity", Bank Austria Kunstforum, Vienna
- 2015 "Parallaxe 10", memphis, Linz
"Creating Common Good", Kunsthaus Wien, Vienna
"Appendix", Georgi Stranski City Hospital, Pleven
"Libidinal Economies: Art in the Age of Bull Markets", UAG, Irvine
"4 works, 3 artists", Rib, Rotterdam
"Social Glitch", Kunstraum Niederösterreich, Wien
"Yolo" Godsbanen, Aarhus
"12. Havanna Biennial, Havana
"Smells Like Teen Spirit", Fotogalerie Wien, Vienna
- 2014 "Quantitative Easing (for the street)", Kunstplatz am Graben, Vienna
"Prousts Fragebogen", Elektrohaus, Hamburg

- 2013 "Glitch", Kunstraum Innsbruck
 "DaDaDa Academy: Stockburger/Penker/Faust", Centralna Postaja, Maribor
 "Screening Room: Vienna", Temorary Gallery, Cologne
 "J Comme Jeu", Gaite Lyrique, Paris
 "World eater Saprophyt", Saprophyt, Vienna
- 2012 "Rencontres Internationales Paris", Palais de Tokyo, Paris
 "Left & Right", Hong Studio, Beijing
 "Games People Play: Round 2", CCANW, Exeter
- 2011 "Troubling Research: Performing Knowledge in the Arts", xhibit, Academy of Fine Arts, Vienna
 "Nothing in the World but Youth", Turner Contemporary, Kent
 "Jingshenfenxi", organhaus art space, Chongqing
- 2010 "Jingshenfenxi", 1000 Plateaux Gallery, Chengdu
 "Vienna Calling", Screening, Leo Kuelbs Collection, Berlin
 "DaDaDa Academy", Corridor Gallery, Plovdiv
 "Videorama", Museum der Moderne, Salzburg
 Galerie Henze & Ketterer, Wichtrach/Bern
 Para/Site Art Space, Hong Kong
 "TALK TALK - Das Interview als künstlerische Praxis", Galerie 5020, Salzburg
- 2009 "World eater", Galerie Winiarczyk, Vienna
 "Videorama", Kunsthalle Wien, Vienna
 "Summer Reading", Invisible-Exports Gallery, New York
 "TALK TALK - Das Interview als künstlerische Praxis", Hochschule für Grafik und Buchkunst, Leipzig, Kunstverein Medienturm Graz
 "After the End/Faux Raccords", Rencontres Internationales 09, Paris/Madrid/Berlin
 Tabacalera, Madrid
 "Austrian Film & Videoart", ritesinstitute, CCA, Tel Aviv
- 2008 "Multiplexed", E:vent Gallery, London
 "It's all in the Game", AVECOM, Arnhem
 "Games", Kunsthalle Project Space, Vienna
 "Homo Ludens Ludens", Laboral Centre for Art & Creative Industries, Gijon
 "Real Life", Portman Gallery, London
 "Abstracts of Syn", arge Kunst, Galleria Museo, Bolzano
- 2007 "Zero Gamer", HTTP Gallery, London
 "La Noche En Bianco", Video Dictionary Screening, Matadero, Madrid
 "Images" curated by SPIKE magazine, Bauernmarkt 1, Vienna
 "Play Safe-Battlefields In The Playground", Project Art Center, Dublin
 "Fresh Trips", medienkunst.tirol, Innsbruck, Austria
 "Driven", Fieldgate Gallery, London
 "Rencontres Internationales" Madrid, Film Festival, Spain
 "Gameworld", Laboral Centre for Art & Creative Industries, Gijon
 "Video As Urban Condition" Lentos Museum, Linz, Austria
 "Videoabend", ILSA Projection, Motorenhalle, Dresden
 "Reboot, Works from the Jim and Mary Barr Collection", Christchurch Gallery, Christchurch
- 2006 "Rencontres Internationales Paris/Berlin" Film Festival, Paris
 "Facts and Fiction", RCM Museum, Nanjing, China
 "Grounded", E:vent Gallery, London

- "Gaming Realities", Mediaterra Festival, Athens, Greece
 "Centrefold", ZOO Art Fair, London
 "Reboot, Works from the Jim and Mary Barr Collection", Dunedin Public Art Gallery
 "V.I.V.A. Festival", de Stad als Theater, Zwolle, NL
 "Marte e Aqui" Rua Simpatia 256, Sao Paulo, Brazil
 Live Performance with Mark Schreiber at Simultan 02 Festival, Timisoara
 "Brilliant City", Starkwhite, Auckland
 "Video Dictionary", Image Forum Festival, Tokyo
- 2005 "You are my torture/ i am your chamber", V-art Festival, Sardinia
 "Video Dictionary", Impakt Festival, Utrecht, NL
 "Fresh Trips", Kunstraum Innsbruck, Innsbruck
 "The London Connection", Galerie Lisi Hämmerle, Bregenz, Austria
 "Vanishing Point", Starkwhite, Auckland, NZ
 "What Sound Does A Color Make?", (with D-Fuse), iCI, Eyebeam, New York
 "1+1=1 Cannibalism in Popular Music", performance with N.I.C.J.O.B.
 for "Lebt Und Arbeitet In Wien", Kunsthalle, Vienna
 "Play It Again", Gallery 5020, Salzburg
 "Now's The Time", Kunsthaus Graz, Graz
 "Save The Day" (curator) Gallery Kunstbuero, Vienna
 "Spielraum", Gallery Praxis, Vienna
 "Shanghai Surprise"(D-Fuse), Lothringer Dreizehn, Munich
- 2004 "re:Visited", Medienturm, Graz
 Performance, D-Fuse vs. SiCut DB, Machina, Moscow
 "Austrian Video Selection", Belef, Belgrade
 "Light Turned Down", Guggenheim Museum Bilbao (Performance D-Fuse)
 "Video as Urban Condition", POOL, Austrian Cultural Forum, London
 "Brilliant City", Film Production, Residency, British Council Artist Link Program, Shanghai
- 2003 "25hours", The Video Art Foundation, Barcelona
 D-Fuse "D-Tonate DVD" published by NowonDVD Japan
 "D-Tonate", OnedotZero festival, ICA, London
 "K-Remix", Fibla and D-Fuse, Sal de los Flores, Barcelona
 "Abstraction Now", Kuenstlerhaus, Vienna
- 2002 Scanner and D-Fuse, Jam Tokyo-London, British Council Japan, Tokyo
 "Wire-D-Fuse", Saatchi Gallery, Tokyo
 Performance D-Fuse vs. Burnt Friedmann, OnedotZero Festival, ICA, London
 Production of DVD's „D-FUSE vs. NONPLACE”, and “D-Fuse Retrospective - GASBOOK”
- 2001 "Media Connection", Pallazzo del Èsposizione, Rome, Triennale di Milano, Milan
 "Life goes on", IGBildende Kunst, Vienna
 "Most Wanted", Secession, Vienna
 Screening "Endeka", Filmfestival Diagonale, Graz
- 2000 "D-Fuse Art Space", WIRE-Magazine, London
 "PDA-PGP-PSX", Galerie ARC, Vienna
 "we accept", Kiasma, Electronic Media Festival, Helsinki
 „world information.org“, Bruxelles
- 1999 "Austrian Abstracts", Diagonale, Graz
 "Among Others 3", Kunsthalle Exnergasse, Vienna
 "Synworld / playworld: hyperspace", Museumsquartier, Vienna

- “PSX-Stations”, Art Music & Environment, Vienna
- “minimal 1”, Kunstbüro, Vienna
- “Copy & Paste / Drag&Drop”, Projectspace Kunstraum Innsbruck
- “Artforum Berlin”, Berlin
- “Hotel Utopia”, Film und Videofestival, Vienna
- “Homestories”, Filmcasino, Vienna
- 1998 “Through–Video”, Brasilica, Vienna
- “Cracks & Numbers”, Kunstbüro, Vienna
- “o-o-o-o”, Kunstraum Büchsenhausen, Innsbruck
- “Junge Szene 98”, Secession, Vienna
- “Sincerely Yours”, Sofia Municipal Gallery, Sofia, TED Gallery, Varna
- “Global Media”, (STROBE, TV magazine, shown at ORF, 3SAT), Steirischer Herbst, Graz

PUBLICATIONS

Stockburger A., (ed.) (2014) “Blockbuster”, Monography, Revolver Publishing, Berlin.

Stockburger A.,(2014) “Cosplay: Embodied Knowledge” in: Carola Dertnig, Diederich Diederichsen, Tom Holert, et al. (Eds.) Troubling Research – Performing Knowledge in the Arts, Sternberg Press, Berlin.

Stockburger A., (2013) “Mysteres dans le Brouillard” in: ed.: Müller J. (2013) “1-5”/ Katalog,, self published, Vienna.

Stockburger A., (2011) "Three Elements" in: ed.: Gansterer N. (2011) "Drawing a Hypothesis", Springer Verlag, Vienna, New York.

Stockburger A., (2010) " Klang-Bild-Relationen in games" in: eds.: Daniels, D. Naumann S. "See This Sound - Audiovisuology1", Verlag der Buchhandlung Walter König, Köln.

Stockburger A., (2009) "The Play of the of the Voice: The role of the voice in contemporary video and computer games" in: eds.: Neumark, N, Gibson, R., Van Leeuwen, T. (2008) "The Grain of the Voice in Digital Media and Media Art", MIT Press, Cambridge Mass.

Stockburger A., (2009) "Utopia Inside: Tracing aspects of the utopian in contemporary sonic culture in: eds.: Diederich Diederichsen, Constanze Ruhm (2009) Non-Simultaneity and Immediacy: Utopia of Sound, Academy of Fine Arts Vienna, Vienna.

Stockburger A. (2008) "An Audience of One" in: eds. Lund H., Lund C. (2008) "audio*visual", Arnoldsche Art Publishers, Frankfurt am Main.

Stockburger, A. (2007) "Playing the third place: Spatial modalities in contemporary game environments"
International Journal of Performance Arts and Digital Media Volume 3 Issue 2.

Stockburger, A. (2007) "Listen to the Iceberg: On the Impact of Sound in Digital Games" in: eds.: Borries, F.v., Böttger, M., Walz, S.P, "Space, Time, Play: Computergames, Architecture And

Urbanism: The Next Level", Birkhäuser Verlag, Basel.

Stockburger, A. (2007) "audiomaps" in: Carlyle, A. "Autumn Leaves: Sound and the Environment in Artistic Practice", Double Entendre & CRISAP, London.

Stockburger, A. (2007) "Playing at Freedom" in: Pensee Sauvage - Von Freiheit (D/E) Catalogue, Frankfurter Kunstverein, Revolver Books, Frankfurt am Main.

Stockburger, A. "From Appropriation to Approximation" in: Eds.: Mitchell G., Clarke A. (2007) "Videogames And Art", University of Chicago Press, Chicago.

COLLECTIONS/EDITIONS

Artothek des Bundes, Austria
Ursula Blickle Video Archive
Edition Medienturm Graz
Collection Jim & Mary Barr, New Zealand
Video Edition Austria – Release 02
The Video Dictionary – (curated by Manuel Saiz)
Austrian Video Selection Belef 2004
Austrian Abstracts 99

BIBLIOGRAPHY (selected)

Max Haiven, Participatory art within, against and beyond financialization: benign pessimism, tactical parasitics and the encrypted common, CULTURAL STUDIES, 2017, <https://doi.org/10.1080/09502386.2017.1363260>

Thomas Assheuer, "Die Rechnung, Bitte", Die Zeit, 26.03.2016

Catalogue: Money, Good and Evil, A Visual History of the Economy, Ed. Johan Holten, Kerber Verlag, Berlin, 2016

Artist Book: Blockbuster, Axel Stockburger, Revolver Publications, Berlin, 2014

Gerald Nestler, "Quantitative Easing (for the street)", MCD magazine, Issue 76, 2014

Catalogue: Made in China, Axel Stockburger, organhaus, Chongqing, 2011

Gerald Nestler, "Heavy Rotation System: Wie Zukunft Gegenwart schafft und Optionen sich als Kunst darstellen", Kunstforum Band 200, Januar 2010

Kunststück, Financial Times Deutschland, 08, August, 2008

Isabelle Avers, "Player: One" Amusement 2, September 2008

Catalogue: "Games", Kunsthalle Wien, Eds.: Ernst Strouhal, Mathias Fuchs, 2008

Catalogue: "Homo Ludens Ludens", Laboral, Centro de Arte y Creacion, 2008

Tim Stott, Review: Play Safe Battlefields in the Playground, Project, Dublin, Circa, No. 12, pp. 67-69, 2007

Tim Stott, Review: Play Safe Battlefields in the Playground, Project, Dublin, July - September Circa Art Magazine, No. 122 (Winter, 2007), pp. 67-69

William Mc Aloon, "Jim Barr and Mary Barr", Contemporary, Issue 80, April 2006

Kunst und Spiel II, Kunstforum Band. 176, 2005, Ed. Matthias Fuchs

Copy & Paste, Drag & Drop (with N.I.C.J.O.B.) in Sample Minds, Materials On Sampling Culture, Stefan Bidner, Thomas Feuerstein (Ed.), Verlag der Buchhandlung Walther König, 2004

Catalogue: Abstraction Now, Katalog, Künstlerhaus, Vienna, 2003
Catalogue: 25 hours, The Video Art Foundation, Manuel Saiz (Ed.), 2003
Catalogue: Media Connection, Libri Scheiwiller, Milan, 2001
Catalogue: Most Wanted, Matthias Herrmann, Armin Medosch (Texte), Secession, 2001
Catalogue & CDROM; Among Others 3, Kunsthalle Exnergasse, Daniela Swarowsky (Ed.), Triton Verlag, 2002
Review: "Quale Realta" Micol de Pas in: L'Uomo Vogue, Feb 2002
Catalogue: Moving Out. Universität für Angewandte Kunst Wien (ed.) Wien, 2001
Catalogue: Junge Szene Kinder Arbeit von 9.7. bis 30.8.1998. Vereinigung Bildender Künstler, Wiener Secession (ed.) Wien, 1998
Catalogue: a box is a box is a box, Triton-Verlag Wien, 1997
Mathias Fuchs: Axel Stockburger: der akusmatische Weg. Eikon, 21-22/1997
Krumpf, Doris: Von Zwischenwelten und Paralleluniversen In: Der Standard, Wien, 28.07.1999
Aigner, Claudia: Quer durch die Galerien. Die Fantasien der Künstler In: Wiener Zeitung, Wien, 08.01.1999
Nussbaumer, Ingo: among-others 3. Intermediale Dialoge In: springerin. Hefte für Gegenwartskunst, Wien, 1999

RESEARCH

Member of the Technopolitics research group - www.technopolitics.info

Research Project: Troubling Research – Performing Knowledge in the Arts

funded by the WWTF and based at the Academy of Fine Arts in Vienna.

Project Time: 2010-2012 / Project Leader: Tom Holert Team: Gangart (Simonetta Ferfaglia, Heinrich Pichler), Johanna Schaffer, Johannes Porsch, Stefanie Seibold, Carola Dertnig, Axel Stockburger, Diedrich Diederichsen.

2001 – 2006 PhD Research into the Modalities of Space in Video and Computer Games at the University of the Arts London, Research Scholarship London Institute.
Supervisors: Dr. Angus Carlyle (LCC), Alan Sekers (LCC), Prof. Clive Richards (Coventry University).