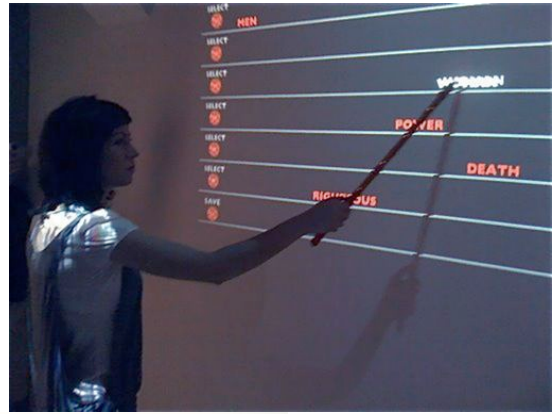
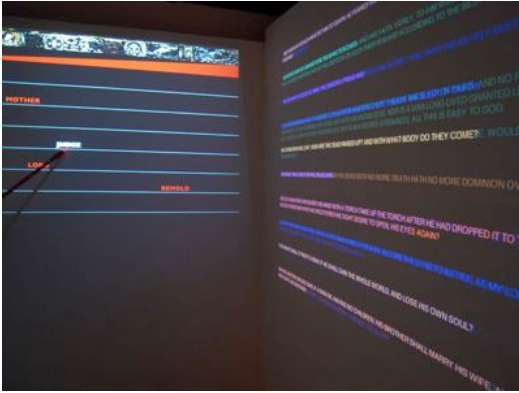


CROSSINGS

Interactive Infrared Wand & Projection Installation & Interactive HD Flat Screen Video Game

Interactive Infrared Wand & Projection Installation Version



Interactive HD Flat Screen Video Game Version

“Crossings” is an interactive video game that uses technology to explore the relative perspectives of sacred texts. We believe that most world conflicts are fueled by religious intolerance. Politicians often use religion as a theme to divide people and camouflage actual party platform issues, albeit that the philosophies reflected in the original scriptures are, at their core, not very different from each other.

Our database contains original scriptures, respectively color-coded, from the *Old Testament*, *New Testament*, *The Quran*, *Buddhist texts* & *Hindu Rig Vedas*. Participants later visit a website to view one page of their topic selections and perspectives results and learn from which religions their color-coded texts originated.

Blending several or more keyword topics will give a complex search result because every change to the positioning of words reflects a new order of the scriptures and a new order of perspectives in the virtual space.

INSTALLATION DETAILS



http://nyartprojects.com/Videos/MultiFaith_Spin.mov

A projection of a Multi-faith Cathedral, (a pastiche of architectural elements culled from various houses of worship around the globe), rotates slowly on a wall while people enter a virtual sacred space. Visitors walk on a mosaic floor projection, hearing scriptures in various languages over a sound track of voices recorded from various cultures, electronically woven to sound like musical instruments playing a score of sacred music. We may not include audio--the venue will decide.

Each change in the perspective immediately reflects a new order of scriptures similar to each other. E.g. if one chooses the word "love", you will get a list sorted by match, because there are text excerpts that have variable number of "love" in them. Blending several plus keywords will give a complex search result because every change to the positioning of words reflects a new order of the scriptures; a new order of perspectives in the virtual space. As participants exit, they press the SAVE button to retrieve a copy of their color-coded perspectives and learn from which religions their color-coded texts originated.

Crossings Interactive Art Installation

Original e-MobiLart Team2007-2009

Nina Yankowitz, USA, Artist, concept, Video projections, Installation design & Audio

Mauri Kaipainen Fin. Se. Interactive multi-perspective spatial search engine, frequency algorithm design

Peter Koger, Wien, Software interface design

Additional support team for museum installation in Greece

Barry Holden, USA, Museum Installation Coordination

Pia Tikka, Fin, Media Artist/Scientist, Consultant

Venues for Crossings Interactive Art Installation

The State Museum of Contemporary Art--Thessaloniki Biennale, Greece 2009.

Searching for God Ohio State Univ. 2010, curator Sarah Weinstock

Kunsthalle Projects Space, Wien 2009

Crossings/Interactive Installation Video Documentary

Directed by Nina Yankowitz, Production: Nina Yankowitz with Lucjan Gorczynski

Crossings Video Documentary Venues

--Leonardo Journal Electronic Supplements M.I.T. website,

--Crossings/An Interactive Installation Documentary at Vimeo and YouTube

--eMobiLart Symposium-Interactive Projects Thessaloniki Gr.2009

--eMobiLart Rondo Sztuki gallery, Katowice Poland, Crossings video 10/2009

--eMobiLart Symposium Katowice Poland, 10/2009 presenter Dimitris Charitos

--Innovation Conference Athens Greece 9/2010 Presenter Eva Kekou

Link to Installation at The Thessaloniki Biennale, State Museum of Contemp. Art-Greece

www.nyartprojects.com/CrossingsVideo/Crossings_Interactive_Installation_Documentary.mp4

Article: Crossings/An Interactive Installation Author Nina Yankowitz

M.I.T. Press, Leonardo Magazine Vol. 43, Issue No. 5, 2010

Interactive Game Presentations

--Stefanie Wuschitz, Lesley Flanigan's "Mz Baltazar's Laboratory 2010

--School Of Visual Arts, New York City 2010

--Here There Everywhere Conference Boston, Mass. 2011

Crossings Interactive Flat Screen Game Version 2012

Developed by Nina Yankowitz, Barry Holden & Peter Koger

Re: Crossings Installed at the State Museum of Contemporary Art, Thessaloniki, Greece 2009

Note from the curator: **State Museum of Contemporary Art**
Re: Thessaloniki Biennale

Dear Nina and Barry,

For what is worth, it's been probably the most popular piece of the exhibition with visitors queuing in order to play!

Thanks again for everything.

Best,
A.

Ά ννα Μυκονιά τη / Anna Mykoniati
Κρατικό Μουσείο Σύγχρονης Τέχνης / State Museum of Contemporary Art Κολοκοτρώ νη
21, 56430 Θεσσαλονί κη / Kolokotroni 21, 54630 Thessaloniki

Nina Yankowitz creates installations and is Public Art partner of Yankowitz and Holden, locating art in the public realm. She views her art as stretching commonly accepted definitions. With applications of technology or electronics, that the CloudHouse presents with a floating ultrasound cloud, or video projections, she toys with assumptions about reality Exhibited art includes: The Whitney Museum Biennial, NYC. Museum of Modern Art & archives, NYC, Katonah Art Mus. Indianapolis Mus.Of Contemp. Art, PS1, Queens, Germans Van Eck Gallery, Ronald Feldman Fine Arts, Guild Hall Art Museum, Frederieke Taylor TZ Art, Saatchi & Saatchi, New York City. Permanent works include an interactive Poetry Walk--spheres recite poetry as people, walking/sitting activate electronic sensors, Cleveland Ohio. Albright College Center, Pa., Arts for Transit subway@51st NYC, IS145 School- Dept. Cultural Affairs Queens, 2 rooftop Plazas "Garden of Games/Gardenof Scientific Ideas", Arts for transit Freehold, & Newark N.J, Seating/Santa Monica Ca. Publications include New York Times, The VillageVoice, Vogue Magazine, Art Forum, Art News, Wall Street journal. Grants include Ford Found, NEA, CAPS, Pollock-Krasner & visiting Artist American Academy in Rome.

Mauri Kaipainen is professor of Media Technology at Södertörn University (Sweden) and professor of new media at Tallinn University, Estonia. He Studied musicology and cognitive science at University of Helsinki and earned his PhD1994; Doctoral thesis constructed an abstract comp-utational model of recycling musical ideas within a complex dynamical system representing the musical environment. As professor of Applied cognitive science at the Media Lab of Univ. of Art and Design Helsinki (2000-04) he worked with a number of media projects, including narrative spaces and logics, e-participation, cultural heritage and language technology. He developed an approach of modeling interactive media concepts in terms knowledge ecologies, based on the continuous exchange of conceptual artifacts that are defined in terms of dynamically flexible, spatially defined ontologies (ontospaces). He continues to develop researching elaborating this concept allowing construction of interactively explorable multi-perspective media, suited for analysis/design of community applications for Web 2.0/enactive media involving participants via non-verbal implied behavior-based exploration re: *ontospace*.

Peter Koger a software designer in Vienna developing artistic projects and interactive installations, video projects, and performances-- ongoing production expansion of concept, direction, foto, animation material. 2000 began lecturing for visual media/digital art, University of Applied Arts Vienna. Development projects include (abstract) digitale harfe(a.remm) (1999), ringloop (c.droste) (2001) eine oesterreichische fussballoper (komad/droste/koger) (2002), territorism (r.schnell)(2002), palast des lichtet (artscreen) (2003) julia (r.reiter/koger) (2003),artscreen/afrikadorf (2003) eYeM. Cheibani Wague (wuk)(2004). Works received the Big Brother Awards, quintessenz / Rabenhof-Wien (direction, live-transmission) (2007,2008) Visuals/Design Glass Competition for Bombay-Sapphire (direction,edit) (2007,2008),Nikal temba documentation for the Aids Life Hilfsprojekte / South Africa(direction, cut, sound)(2003) and Media show for NOKIA on LifeBall.

Barry Holden Architect/partner Yankowitz and Holden--A New York based Public Art & Architectural projects collaborative. The team has created numerous public artworks across the United States. He has vast knowledge / performance in both art & architectural practice, and well versed in architectural technology programs. He was Architect in Residence at the American Academy in Rome. Lectures include: Milan Polytechnic, Milan, Italy, School of Visual Arts, NY, Fordham Univ. NY. Parsons School of Design, Pratt Institute NY, Solo exhibits include The Clocktower and Hall of Science, NY

Pia Tikka (Dr.) cinematography, graphic. Assoc.director w. Brain Research Unit, Low Temperature Lab at Helsinki University of Technology. Directed feature films include "Daughters of Yemanjá" (Brazil-Finland 1996) and "Sand Bride" (Finland 1998). Doctoral thesis Enactive Cinema Simulatorium Eisensteinense" 2008, introduced enactive cinema concept, Obsession" (2005)-awarded Möbius Prix Nordic prize of interactive storytelling, exhibited in Museum of Contemp. Art, Kiasma, Helsinki, ISEA 2006, Zero One,(San Jose, CA), Ars Nova Turku 2007, and South Carolina Art Museum (2009). Her current focus is on the psycho-physiological and emotional basis of cinema.

For information about Crossings or creative team, contact nyankowitz@gmail.com 917.575.0671
www.nyartprojects.com Yankowitz & Holden 106 Spring Street#2N U.S.A. NY New York 10012