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Exploring Creative Emergences

### Codes and Cultures of Creative Delineation

Since a couple of years the codes of creative cultures have been put into perspective pretending globalized societies and city policies. Questionable terms like creative and cultural industries (Landry 1995, Florida 2002, et. al.) are not able to subsume the complex states of art in which new innovative operations have been pushed by artistic modes of delineation. Within the framework of CODED CULTURES, a platform established 2004 by the group "5uper.net", the focus lays on ability profiles, knowledge cultures and projects of artists, researchers and producers departed from the digital realm. Working on the intersection of disciplines like Art, Science, Technology and Design, requires strong networks of cooperation between individuals, communities and projects. Beside the cultural diversities, which have been accomplished via the Festival CODED CULTURES ([www.codedcultures.net](http://www.codedcultures.net)) during the "Austria - Japan Year 2009", complementary issues are already applied trough socio-technological requirements and requests. Based on the idea of intermeditation between heterofactorial cultures of delineation, CODED CULTURES as an interactional network, festival platform and research unit. We are interested in giving an outlook to creative clusters, questioning how contemporary cultures are shaping the conditions of complex media realities and polylogic artistic strategies in the age of post local and transclassic patterns of society and culture. Artists, researchers and curators in this sense play a mayor role in developing test environments for upcoming cultural emergences in a prototypical sense. One importance is a deeper reflection on creative practices to bridge the gap between expert knowledge and educational approaches within artistic production processes. The sharing of knowledge leads to a communicational challenge and art as an idiosyncratic representation or idea can transform highly accumulated topics from fields like biotechnology, space research, games studies, informatics a.s.o.

### **Emergence of Artistic-Creative Practices**

Enabled by the rise of digital-linked network cultures, a re-organization of creative practices forced by new forms of information, attended by emerging possibilities of communication, connectivity, accessibility and interactivity, is accomplished. These shifts take heterogeneous effects on societies and foment transformations of abstraction models and delineation processes. Artistic projects dealing with these issues are on the forefront to explore ideas and invent prototypical test-runs, questioning these shifts on a level, which marks an inimitable position under the circumstances of complex media realities. Artistic developments and projects based on experimental interventions bring forward a thinking outside the box of standardized forms of cultural self-organization and self-design. In this sense ability-profiles like playfulness, problem sensibility, open-ended learning, hack-ability and error-friendly behavior gain ground in unstable, media-integrated delineation environments. These complexities enable artists to explore projects within different communities and cultures, which cannot be generalized with terms like creative industrialization. Operating in proto-mode of dynamic adaption, artistic communities develop qualifications and framesets to apply uncertain and critical perspectives on established forms of organization and representation. Within these scopes the outcomes of artistic project cultures dealing with these multi-factorial issues have to be questioned concerning their patterns of configuration, formalizing methods and assembly models. Creative practices have to be contextualized within different aspects and references of delineation to explain these combinations within the conditions of exploring creative emergences and their codes and cultures.

### **Frameset of the Presentation**

“CODED CULTURES – Exploring Creative Emergences” presents artistic-creative production mechanisms which are based on digitally linked media-cultural organizations which have actively integrated these into the delineation process of their operating level. Thereby, new options of coherence emerge within further developments related to art / culture / economics / knowledge development / idea aggregation / intermediation a.s.o. Therefore, CODED CULTURES creates a surrounding in which new ways of emerging arts, creativity, theories, projects and ideas can be explored in the field of digital media related forms of creative delineation and arts. The particular aim is to present, discuss and criticize topics which are situated on the intersection of disciplines and activities in order to enforce new potentials of artistic practices and positions. Within this frameset the presentation will give an inside look of the proceedings from the festivals in Japan and Europe. Besides the presentation at the ISEA symposium we have a section at the ISEA exhibition which has been developed in close cooperation with the “Japan Media Arts Festival!”. In total four artworks have been selected by both organizations to intensify the outcomes of the “Austria - Japan Year 2009”.