

Contact Information:

Thomas Hawranke
Rosenstraße 27
50678 Cologne
Germany

mobile: 0177 7173192

e-mail: thomas@thomashawranke.com

www.thomashawranke.com

www.paidia-institute.org

www.susigames.com

Thomas Hawranke, born 1977 in Bergisch Gladbach.

Lives and works in Cologne.

Academic Education

since 11/2013

PhD in Media Arts

Bauhaus-University Weimar, mentors are Prof. Margarete Jahrmann (ZHdK Zürich), Prof. Michael Lüthy (BUW Weimar), PD Dr. Alexander Knorr (LMU München).

Subject: *Modification and artistic research (WT)*

2004 - 2009

Diploma Audiovisual Media (graduation with honors)

Academy of Media Arts Cologne, Prof. Julia Scher, Prof. Zilvinas Lilas
Diploma Project: *The Leak* (Installation and Video)

Professional Training

1999 – 2002

Media Design (Image and Sound), IHK Cologne.

Focus: Spatial Projections and 3D Animation (Musion GmbH).

Artist Groups

2009

Paidia Institute e.V. was founded with the focus on the topics of art and science. Participation in international presentations and exhibitions, also carrying out several different workshops.

2005

Joined the artist group **susigames**. Participation in international presentations and exhibitions. Scholarship for „Artistic Research with video games“; Institute for Image Media, ZKM, Karlsruhe.

Freelance Work

2002 - 2006

Art Director at Blickfang GmbH, Cologne.

2004 - 2008

Creative Director, Blanx Animation, Cologne.

Clients: ARTE, BBDO, facts and fiction, Grey Advertising Germany, Daimler Chrysler, Deutsche Telekom, Disney Channel, Meiré & Meiré, Nickelodeon, Nike, RTL, Sony Professional, SuperRTL, Tof Intermedia, Uniplan, VOX.

2010 – 2011

Artist Assistant at Studio Thomas Scheibitz, Berlin.

Teaching

Since 10/2013

Artistic-scientific research assistant Transmedia Space, Installation, Sound.

Academy of Media Arts Cologne, Arts Department, Profs. Hörner/Antlfinger.

Since 10/2015

Guest Lecturer for Artistic Design, Institute for Human Computer Interaction (HCI), Siegen University, Prof. Wulf.

2011 – 2012

Artistic-scientific research assistant Experimental 3D and Interaction.

Academy of Media Arts Cologne, Arts Department, Prof. Zilvinas Lilas.

Since 2011

Several theoretical and practical teaching assignments at different universities including the University of Cologne (Theater- and Media Science Department), the Bauhaus-University Weimar (Spatial Media Design) and the Siegen University (Human-Computer-Interaction).

Academic Administration (KHM)

Member of: **PhD admission Committee** (since 2014), **Planning & Finances** (since 2017), **Student Admission committee** for: Postgraduate Studies in the Arts, Ex-Media & Writing Departments (2016, 2017), several work groups such as **AG Technology**, **AG Web** and **AG Qualification** (2015 – 2017).

Scholarships and Prizes

Visiting Artist, Zentrum für Kunst und Medientechnologie (ZKM), Institute of Image Media, Karlsruhe (2005 – 2009).

Scholarship „Artistic Research in Video Games “(ZKM Institute of Image Media, Karlsruhe (2005 – 2009).

1. Place: „Best Direction“ Corti Cortissimi Section, Salento Finibus Terrae International Short Film Festival, Italy (2008).

2. Place: Panoptical Principle, Chaos Computer Club (CCC), Cologne (2007).

Lectures

The Grand Ape Town, MM|VR, Burg Giebichenstein Kunsthochschule Halle, 2017.

Reenact Animals - Grand Ape Town, Reenactment & Storytelling, Institute for Theatre and Media Culture, University of Cologne, 2016.

Artistic Research in Video Games, Participative Practices in Games – Methodological Challenges, University of Cologne, 2016.

Bestialische Ornamente - Von Kill-Animationen und der Wildheit der Skripte in digitalen Weiten, Wilde Bestien. Bilder tierischer Aggression, Gewalt und Brutalität, Department for Art History, University of Hamburg (with Dr. Pablo Abend), 2016.

Artist Keynote: Artistic Research in Video Games, Playing with Worlds. Worlds of Play, a.r.t.e.s. Graduate School for the Humanities, Cologne, 2016.

Swapping als subkulturelle Intervention, Institute for Theatre and Media Culture, University of Cologne, Dr. Christiane König, 2015.

Injizieren, Vertauschen, Verweigern – Inbesitznahme von Computerspielräumen, Academy of Media Arts Cologne, 2015.

Nicht-Narratives-Erkunden, Playful Participation. Experimentelle und künstlerische Strategien der interaktiven Teilhabe, University of Cologne, 2014.

From skinpack to raising a weapon, STAGE#03 – Playing Gender, University of Cologne, 2014.

Das künstlerische Labor, Migrating Art Academies, Dislocations, Sardinia, Italy, 2014.

Kunst und Computerspiel, Next-Level-Conference, Dortmund, 2013.

Künstlerische Strategien im Computerspiel, PlayCGN, Cologne, 2013.

Künstlerisches Modifizieren im Computerspiel, Summer Institute Cologne - Techniques of Imagination - Institute for Theatre and Media Culture, University Cologne, 2013.

Re-Playable, with Paidia Institute e.V., University of Hull, 2013.

Cracks, hacks, activism - Programmatiken und Taktiken künstlerischer Intervention in Computer-Games und im Internet, Institute for Theatre and Media Culture,

University of Cologne, 2012.

Minen, künstlerische Strategien with mobilen Endgeräten, Hyperkulte09, mobiles – you are now here, Leuphana University, Lüneburg, 2010.

Spiel als Installation, Play It, Kunstklub, Staatsgalerie Stuttgart, 2009.

Image, Text, and Catalogue Contributions

Artistic Research in Video Games (2017, 2018), in: Playful Participatory Practices, Springer: Wien/New York.

Paidia Laboratory: feedback (2017), in: New Gameplay, Nam June Paik Art Center: Gyeonggi-do.

Grand Ape Town (2016), Animal Lovers, Verlag neue Gesellschaft für bildende Kunst: Berlin.

Mic Spamming (2016), in: off topic: schreien/schweigen, Verlag der Kunsthochschule für Medien: Cologne.

27. August 2015 (2016), in: off topic: schreien/schweigen, Verlag der Kunsthochschule für Medien: Cologne (with Wiebke Elzel).

Deep Hanging Out with dem vermeintlich Wilden. Tier-Mensch-Beziehungen im Computerspiel (2016), in: Tierstudien, Neofelis Verlag: Berlin (with Dr. Pablo Abend).

Paidia Laboratory: feedback (2015), Catalogue contribution in: *SCHWINDEL DER WIRKLICHKEIT – Wie die Besucher Kunst neuerfinden*, Verlag der Buchhandlung Walter König: Cologne.

Computerspielen – perspectives of play (2014), Verlag der Kunsthochschule für Medien: Cologne.

PAUSE – Computer games and cultural contingencies (2013), Verlag der Kunsthochschule für Medien: Cologne.

Killscreen (2013), in: off topic: verlieren, Verlag der Kunsthochschule für Medien: Cologne.

Feedbackmaschinen (2013), in: Re-Playable, University of Hull (unpublished), 2013.

Tracing Space (2011), Ballini Pitt & Partners: Luxembourg.

Räumliche Situation II (2011), in: Il Fiume E Le Sue Fonti, Gli Ori: Pistoia.

Minen (2010), in: Hyperkulte09, mobiles – you are now here, Leuphana University, Lüneburg.

Sensobotanics (2010), in: Code und Material: Exkursionen ins Undingliche, G. Trogemann, Springer: Wien/New York.

Räumliche Situation I (2010), in: Der ungefegte Raum, Verlag der Buchhandlung Walther König: Cologne.

Evidence (2008), in: off topic: übersetzen, Verlag der Kunsthochschule für Medien: Cologne.

Stickies World 2 (2008), in: Geomatriz Geomatriz, Barreto, Perissinotto, Sistema FIESP: Sao Paulo.

Editorship

Off-Topic: schreien/schweigen (2016), Arcioli, Butz, Elzel, Hawranke, Lingnau, Verlag der Kunsthochschule für Medien: Cologne.

Computerspielen – perspectives of play (2014), Hansen, Hawranke, Kuball, Verlag der Kunsthochschule für Medien: Cologne.

PAUSE – Computer games and cultural contingencies (2013), Hawranke, Lingnau, Verlag der Kunsthochschule für Medien: Cologne.

Curatorial Projects

I know, you know – Ein audiovisueller Dialog, Werkleitz Festival, Halle (Saale) (with Hörner/Antfinger, Schweiger, Maletzki, Purgand), 2015.

We, animals – transference, Project Space Meinblau, Berlin (with Hölck, Hörner/Antfinger), 2015.

Dislocations 2014, Contemporary Art Ruhr (C.A.R.), Essen (with Susanna Schönberg), 2014.

Computerspielen – perspectives of play, Dortmunder U, Dortmund (with Jonas Hansen), 2013.

PAUSE – Computer games and cultural contingencies, Temporary Gallery, Cologne (with Karin Lingnau), 2013.

Architekturteilchen – Modulares Bauen im digitalen Zeitalter (Special Exhibit KHM), MAKK, Museum for Applied Arts, Cologne (with Zilvinas Lilas).

Cooperation with Research Projects

DFG-Research Project Mediated Worlds: Modding and Editor-Games. Participative Practices in Mediatized Worlds, Jun. Prof. Benjamin Beil, University of Cologne (Project partner 2014 - 2016).

Concept, Curating and Production of the exhibition **Computerspielen – Cultures of Play** for the Next-Level-Conference, 50% Artistic-scientific research assistant, Academy of Media Arts Cologne (2013).

Third-Party Funding

Off-Topic: schreien/schweigen. Production of Off-Topic Magazine. Time frame: 01.02.2015 – 11.12.2016. Authorized Funding: 7821€

Computerspielen - Perspectives of Play. **Production of an exhibition for the Next Level Conference** at the Dortmunder U. Time frame: 01.09.2013 – 31.03.2014 | Exhibition 06.12.2013 – 03.01.2014. Authorized Funding: 37.516,50€.

Seed funding for concept and planning of an exhibition for the Next Level Conference 2013. **Application for 50 %** Artistic-scientific research assistant. Time frame: 01.05.2013 – 31.08.2013. Authorized Funding: 5000€.

Exhibitions (Selected)

2017

Games in the Museum (AT), MAKK – Museum for Applied Arts, Cologne.

Haustiere (AT), Deutsches Hygiene-Museum, Dresden (inquired).

VS, Pori Art Museum, Pori, Finland.

2016

Animal Lovers, nGbK, neue Gesellschaft für bildende Kunst, Berlin.

New Gameplay, Nam June Paik Art Center, Gyeonggi-do, South Korea (with Paidia Institute).

going beyond..., Kunstfenster, a.r.t.e.s. Graduate School for the Humanities, Cologne.

2015

GLOBALE: GLOBAL GAMES @ ZKM, ZKM, Karlsruhe (Paidia Institute).

we, animals – transference, Meinblau Project space, Berlin.

- Autonomous*, Share Festival, Turin (Paidia Institute).
- Circular Permutation - in between negative and positive space*, W139, Amsterdam.
- 2014 *Schwindel der Wirklichkeit*, Akademie der Künste, Berlin (Paidia Institute).
- Diagonale 45*, Pavillon du Centenaire, Luxemburg Stadt.
- Local-Non-Off-Line*, boutique, Cologne.
- 2013 *Computerspielen – perspectives of play*, Museum am Ostwall, Dortmunder U, Dortmund.
- ZKM_Gameplay*, ZKM, Karlsruhe (Paidia Institute).
- ZKM_Gameplay*, ZKM, Karlsruhe (susigames).
- 2012 *Chaos – Komplexität in Kunst und Wissenschaft*, ERES-Stiftung, Munich.
- transmediale 12*, Haus der Kulturen, Berlin.
- transmediale 12*, Computerspielmuseum, Berlin.
- RE-playable*, University of Hull, Scarborough.
- 2011 *Tracing Space (solo)*, Theatre d'Esch, Luxemburg Stadt.
- Dislocations 2012*, Noarte paese museo / officinevida, Sardinia, Italy.
- FILE GAMES RIO*, Rio de Janeiro, Brazil.
- Next Level Conference*, Cologne.
- Platine Festival*, Cologne.
- 2010 *Club Transmediale*, Berlin.
- TEMPS D'IMAGES*, Düsseldorf.
- gamescom*, PLAY 09, Cologne.
- Hyperkulte*, Lüneburg.
- 2009 *LAB30*, Augsburg.
- IIT Techfest*, Bombay, India.
- FILE 09*, Rio de Janeiro, Brazil.
- play 09*, Festival for creative Video Games, Potsdam.
- 2008 *Kunstklub*, Staatsgalerie Stuttgart.
- updaten (solo)*, brause, Düsseldorf.
- LOOP 08*, Barcelona.
- Salento Finibus Terrae*, International Short Film Festival, Prato.
- Landshuter Kurzfilmfestival*, Landshut.
- Panoptische Prinzip*, Filmhaus, Cologne.
- 2007 *YOU – ZKM*, Karlsruhe.
- WIRED - NextFest*, Los Angeles, USA.
- FILE 07*, São Paulo, Brazil.
- 18. Kinofest Lünen*, Lünen.
- 2007 *Pong Mythos*, Museum für Kommunikation, Frankfurt.
- 2005 *Big Small People Festival*, Tel Aviv, Israel.

Teaching

Graduate Courses

Pasts Presents Futures (artistic & social experiments), KHM
Ingame-Photography (photography), KHM
Raumkritik (Installation & Space), KHM
Träumende Zwischenflächen 1-3 (Human-Computer Interaction), Siegen University
Contemporary Fine Games 1-3 (Game-Studies & Game Art, Interaction), KHM
Experimentelles 3D (Interaction, 3D-Animation), KHM
Einmischen. (Artistic Research), KHM
Tiefe Topografien (Psychogeography, Interaction), KHM
Animal Ludens - Experiments in interspecies collaboration (Human-Animal Studies), KHM
Tiere, Menschen, Maschinen 1 + 2 (Human-Animal Studies), KHM
Urbane Projektions-Guerilla 1-3 (Psychogeography), KHM
Vorrichtungen zur Materialisierung von Fragen (Art & Science), KHM
Vorkehrung zur Erzeugung von unvorwegnehmbaren Ereignissen (Art & Science), KHM

Basic Courses

Installation – to enter the space 1-4, KHM
Three-dimensional design, KHM

Kolloquium

3D Animation 1-3
Arts

Workshops

Modding Ecologies, Minecraft Ecologies (Game Art, Interaction), BUW
MOD Me if You Can! Artistic Research In-Games, Participative Practices in Games – Methodological Challenges (Game Art, Interaction), University of Cologne
Unreal Euglena Workshop, DIY Biolab (Game Art, Interaction), BUW
Playing Gender, STAGE (Game Art, Interaction), University of Cologne
Migrating Art Academies: Laboratory Dislocations (Psychogeography), MIGAA