# Biography

Marieke Verbiesen (MFA, Interactive Media, The Netherlands) is an artist based in Bergen, Norway
and has worked with Electronic Art & Interactive Design since 2003.
She has created various interactive projects, blending diffrent media together to lifesize installations that
combine Cinema, Physical Spaces and Interactivity
Examples of these works are the interactive installations PolePosition, Moviestar, Camcar & Plan10
exhibited in various international festivals, artspaces, exhibitions and public spaces.

Marieke created short animated movies for Arte TV, Onedotzero and Urban Screens: Animation in Public
Space.  Early 2011 she made the musicvideo "Reloaded" for electronic musicduo Baskerville, based on early
animationtechniques from the "Neo Monster" genre.
"Reloaded" won the award for Best Musicvideo at the Norwegian Shortfilmfestival, Brooklyn Animation
Festival & SXSW in Austin Texas.

In recent years Marieke has produced several interactive works such as "Plan 10", an  interactive audiovisual
instrument features an experimental interface that puts focus on the evolution of consoles, co-developed
with the Bergen Centre for Electronic Art & the Portland Institute for Contemporary Art.

Another interactive piece that combines sculpture, robotics, animation and human motiontracking is
"Moviestar" - an interactive installation where visitors are transformed into actors in a special effects
movieset, controlling all surroundings and events by bodymovement.
Moviestar got exhibited at Todays Art Festival, European Media Art Festival, Stedelijk Museum
s-Hertogenbosch & the Museum for Moving Image in New York.

The last few years Marieke has showed works, given presentations, performances & talks at the Northwest
Filmcentre in Portland USA, Hordaland Kunstsenter in Bergen, SXSW Austin Texas, Institute for Contempo-
rary Art London, Pompidou Centre d Art Paris, KinoKino Stavanger Norway, the Dutch Institute for New
Media Art, Pixelache Helsinki, Empac New York, Monument Museum of Digital Arts Beijng, Slamdance
Festival, Westcoast Filmcentre, Portland Museum for Modern Art, Futuresonic, the BALTIC Newcastle,
Pictoplasma Berlin, Bergen Kunsthal, Haus der Kulturen Welt Berlin, Pulsewave NYC, ICA London, Click
Festival, Dataspace, SXSW Festival, Pixelache, Transmediale, Glasgow Centre for Contemporary Art,
Witte de With Rotterdam, Oberhausen New Media Art Festival, Hong Kong Arts Foundation &
Nikolaj Kunsthal Copenhagen.



http://www.mariekeverbiesen.net

# CV

Marieke Maria Verbiesen
Født: 10-07-1978 Eindhoven, Nederland

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| Standgaten 60 | Nøstegaten 108 | Org.nr.: 988885878 | Epost: marieke@marieke.nu |
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Utdanning:
1997 - 2001: BFA, Academy for Art & Design,  s-Hertogenbosch, The Netherlands
2001 - 2003: MFA, Interactive Media Environments,  Minerva, Groningen, The Netherlands

## Projects, Screenings & Exhibitions

### 2013
Live Animation Concert , Click New Media Festival, DK
Architecture of Play, Institute for Contemporary Art, London, UK
Joue le jeu, Centre d Pompidou, Paris, FR
Memoblast, Transmediale, Berlin, DE
Live Animation Concert, Bergen Kunsthall, Bergen, NO
GamePlay Festival, The Brick, New York, USA
Reloaded, Resonate, Belgrade, SB
Reloaded, Milwaukee Art Museum, Milwaukee, USA
Reloaded, The National Art Centre, Tokyo, JP
BAM, Chicago Museum for Modern Art, Chicago, USA

### 2011:
Plan10, Museum of Contemporary Craft, Portland, USA
Reloaded, Brittisch Film institute, Londen, UK
Reloaded, Prix Ars Electronica, Linz, AUS
Reloaded, Norsk Kortfilm Festival, Grimstad NO
Reloaded, BIFF, Bergen, NO
Reloaded Sao Paulo Film Festival, Sao Paolo Brasil, RB
Press Play on Tape - Cinemateket USF, NO
Reloaded -  Visuelt10, Oslo, NO
Live Animation, NATLAB, Eindhoven, NL
Harvestworks AIR - Museum for Moving Image, New York, USA
Liveanimation - Pulsewave NYC, New York,USA
GameCity, Centre for Visual Art, s-Hertogenbosch, NL

### 2009:
Big Mysteries - Urban Screens - Dumbo Artcentre, New York, USA
Big Mysteries - Urban Screens - Manchester, UK
Braingames - Pixelache, Helsinki, FI
Seoul International Short Image & Film Festival, Seoul, KOR
Selvpresentasjon -  Hordaland Kunst Senter, Bergen, NO
Moviestar - Todays Art Festival, Den Haag, NL
Onedotzero Citystates, Brittisch Film Institute, London, UK
Braingames, Festival d Amiens, Amiens, FR
Braingames, Akron Museum of Modern Art, Akron, USA
Liveconcert - Norsk Spilldag, Bergen, NO
Onedotzero Citystates, EMPAC, New York, USA
Onedotzero Citystates, SF Museum of Modern Art, San Francisco, USA

### 2007:
NSS Docu - Your Space, Van Abbe Museum, Eindhoven , NL
Breathe & Little Boy - Non Shopping Store Expo, NBF, Guangzhou, CH
Screening of works - Beta 2.0, BIT-Teatergarasjen, Bergen, NO
Extrapool Livepublication, Dinamismi Museali,  Rome, IT
Filmset - Lokaal 01, Antwerpen, BE
Filmset - Trondheim Matchmaking Festival, Trondheim, NO
Filmset - Bergen Kunsthall, Bergen, NO
Sighting of a Human - Centre for Contemporary Art, Glasgow,  UK
Black Hole -  Dorkbot, Eindhoven, NL

### 2005:
DNA Expo - DogA Oslo, NO
DNA Expo - Malmö Konsthal, Malmö, SE
DNA Expo - Galeri Edition Copenhagen DK
Resort Off Livecinema - TAG004, Den Haag, NL
C-Life - Gallerie Rogue Cookies - Maastricht, NL
C-Life - P.A.K.T. Amsterdam, NL
C-Life - Futuresonic Festival, Manchester, UK
Raw! Worm Filmwerkplaats Rotterdam, NL
Raw! Screening - Cinema Lantaren Venster Rotterdam, NL
Raw! Screening - Sonic Festival Madrid, IT

### 2012
BAM Cinema, Brooklyn Art Museum, Brooklyn, USA
Worldtronics, Haus Der Kulturel Welt, Berlin, DE
Reloaded, SXSW, Austin, TX USA
Game On, KinoKino, Sandness, NO
Space Invaders, Nikolaj Kunsthal, Copenhagen, DK
Muu for Ears, Lydgalleriet, Bergen, NO
Braingames, Empac, New York, USA
Muu for Ears, Supermarket Art Fair, Stockholm, SE
Muu for Ears, DogA, Oslo, NO
Prestna

### 2010:
Bergen Kunsthall - Presentasjon Microprosjekt, Bergen, NO
Melkweg Mediaroom Amsterdam - Moviestar, Amsterdam, NL
Selvpresentasjon, Hordaland Kunstsenter, Bergen, NO
Live Animation - Carte Blanche, Studio Bergen, NO
Moviestar - Stedelijk Museum s-Hertogenbosch, NL
CM4K, Bergen Jazz Festival- USF , Bergen, NO
Artwars, De Fabriek Eindhoven, NL
Liveanimation - ICA, London, UK
Presentation - Norsk Spilldag, Bergen, NO
Open Studio, Point B, Brooklyn, USA
Live Animation, Piksel Festival, Bergen, NO
Presentasjon av arbeider, ACAD, Alberta, CAN

### 2008
Desire Camp - Looplab, Packed, Brussel,  BE
Desire Camp - Kunstencentrum Vooruit, Gent, BE
Desire Camp - Satellite of Love, Witte de With, Rotterdam, NL
Breathe & Little Boy -  Bergen Art Festival, Bergen, NO
Play! soloshow - Galleri Blunk - Trondheim, NO
Live Animation - European Media Art Festival, Oberhausen, DE
The Third Guangzhou Trienniale, Guangzhou, China
Screening of works - AVgarden, Trondheim, NO
8 Bit Box - Art. Teleportacia, Berlin, DE
8 Bit Box - Bek, B-Open, Bergen, NO

### 2006:
Resort Off Livecinema - Beursschouwburg, Brussel, BE
Resort Off Livecinema - MU Artfoundation, Eindhoven, NL
C-Life - Artis Artspace - s-Hertogenbosch, NL
C-Life - Initiatief B93 - Enschede, NL
DoubleShot - Baltic Centre for Contemporary Art, Newcastle, UK
Black Hole - Ekko Festivalen, Bergen, NO
Black Hole - Centre for Fine Arts, Arnhem, NL
Black Hole - Galerie MAMA, Rotterdam, NL
Jump - EMAF, European Media Art Festival, Oberhausen, DE
Black Hole Screening - Bitfilm, Hamburg, DE

### 2004:
Doublelab VHT - Gallerie Sign, Groningen, NL
Doublelab VHT - EMAF Festival, Osnabruck, DE
Animatie Screening -  Toon Festival, Nieuwe Vide, Haarlem, NL
Animatie Screening -  Cinema Nova, Microbe Brussel, BE
Animatie Screening -  Theaterfestival Boulevard, Den Bosch, NL
Doublelab VHT - BIFF - Bergen Kunsthall, Bergen, NO
Doublelab VHT - Machinista Festival, Glasgow, UK
Portraits at IFFR - Rotterdam Filmfestival, Rotterdam, NL
Portraits Screening - Nieuwe Vide, Haarlem, NL
Portraits Screening - Galerie 1646, Den Haag, NL

## Organisation
2008 - 2009: Artwars - DIY Artproject series, De Fabriek, Eindhoven, NL
2006 - 2008: 8Bit Box - Live Animated 8 bit series broadcasted live on the internet, Bergen, NO
2010:  Pulsewave Europe Evening, New York, USA
2010:  Bergen Kunsthall, Microprosjekt, Bergen, NO

## Teaching & Workshops
2003: Super8 workshop Extrapool Nijmegen, NL
2004: Merz Akademie for Kunst und Medien, Stuttgart, DE
2004: Filminstallationworkshop, Teks, Trondheim, NO
2006: Filmmaking using Super8, LektroLab Londen, UK
2006-2007: Høyskolelektor Kunsthøgskolen i Bergen, NO
2008: Coordination BFA Fine Arts- Kunsthøgskolen i Bergen, NO
2009: KHIB kurs: Art & Filmmaking, Kunstøhgskolen i  Bergen, NO
2010: Animation in Physical Space, ACAD, Alberta, CAN
2011: Animation in Physical Space, Pacific Northwest College of Art, Portland, USA

## Residencies:
2003: Bergen Electronic Artcentre, Bergen, NO
2005: Filmwerkplaats - Animatiion Research, Rotterdam, NL
2006: The Baltic, Newcastle, UK
2007: Trondheim Electronic Artcentre, Trondheim, NO
2008: Looplab, Brussel, BE
2009: De DCR, Den Haag, NL
2010: Point-B, Brooklyn, USA
2011: Museum for Contemporary Craft, Portland, USA
2012: Montreal ControlLab, Montreal, CA

## Prizes:
2007: DNA Award - DogA Oslo
2008: Art.Teleportacia  - Blinking Motion Award
2011: New York Animationblock Festival - Best Musicvideo
2011: Grimstad Kortfilm Festival - Beste Musikkvideo
2012: SXSW Austin, TX - Public Choice Award - Best Short
2012: Chicago International Film Festival, Best Animation

## Publications:
De:Bug - http://www.de-bug.de
Cut Up Media Magazine - http://www.cut-up.com
Tubelight magazine for Art & Culture - http://www.tubelight.net
Readymade Magazin - http://www.readymade.com
Kånst Magasin for unge Kunst og Kultur - http://www.kaanst.dk
Billedkunst Magasin - http://www.billedkunst.no
RES Magazine - http://www.res.com
Die Gestalten Verlag - http://www.diegestalten.de
MakeZine - http://www.makezine.com
Skrien - Magazine for Cinema - http://www.skrien.nl
Aftonbladet - http://www.aftonbladet.no
Furtherfield Magazine - http://www.furtherfield.org

## Documentairy
2006: DNA Show Artists: Sandra Norrbin, Marieke Verbiesen & Kalle Runeson - Produsent: NRK/DogA Oslo
2007: VHT Behind the Screens -  Produsent: ARTE TV
2011: The making of Reloaded  - Produsent: Submarine TV
2012: (kommende) New Media Art & experimental interfaces - ARTE  TV

## Pole Position

*Interactive Installation*

Pole Position is an interactive installation where the digital and the physical world meet and compete, born from the human desire to recreate digital environments, and reshape them to our own physical world.
Users play the game with with a custommade joystick that controls a small reallife car and moving elements in the installation competing against digitally generated objects in a race against time.
The car and other mechanic objects are realtime recorded with a small camera which transports its signal to a computer that runs the game. Users see a screen where both digital and physical elements are visble and controllable in the game. They control the car and its movement & speed and play aginst the computer where the car collides and interacts with digitally generated obstacles.
"Pole Position" adds the spectators senses to the "man against machine" game experience and demonstrates digitally implemented ideas spatially, while staying true to their 2d origins.

*Part of SpaceInvaders Show at FACT Liverpool, GameCity Amsterdam & Copenhagen Kunsthal.
 Currently in Collection Centre d Pompidou, Paris, France



*Video: https://vimeo.com/30186020*

## Moviestar

*Interactive Installation*

Moviestar is an interactive installation that moulds old and new media together in order to create a reallife moving filmset.
Classic 16mm film, animation, robotics, sound and motiontracking are used to simulate a real life filmset where visitors play the mainrole.
A miniature robotic filmset forms the background for the movie, while interactive animations come are activated once a visitor enters the filmset.
In front of a greenscreen on the other side of the space, the visitors movements are tracked in realtime, both sound and image respond their movements. Projected into a world that consists of monsters, UFO´s and other slightly surreal events, visitors can controll animations, and events as well as the sounds surrounding them by by moving in front of the camera.
The installation aims to  give its visitors a glimpse of the evolution of animated film by letting them experience it by playing a centralised role in the installation.

Showed at Todays Art Festival, Melkweg Mediaroom, Stedelijk Museum & Museum for Moving Image, New York, USA



*Url: http://moviestar.mariekeverbiesen.net*
*Video: https://vimeo.com/8193884*

## 8 Bit Box

*Live Performance*

8 Bit Box is a collaborative project from between eight musicians, djs and vjs. Performing live 8 bit video & music using 8 bit tracker sound applications. Together they form an orchestra where they feed eachother sequeched beats, melodic waves, crunched video and occasionally feedback-loops. During the liveshows they provide livestreaming of video and audio via the www using the open source format Theora.

Liveperformances took place at Borealis Festival, Bergen, NO,
Kalinderu Bucharest Museum of Contemporary Art, Bangkok New Media Art Festival, RFF NewMedia Festival in Paris, France and the Version 04 Festival, Museum for Contemporary Art Chicago, USA

*Music & Video Archive: http://8bitbox.bek.no*

## Plan 10

*Interactive Installation*

Plan10 is a site specific interactive installation  made for the exhibition "Intermation" at the Portland Institute for Contemporary Art in Portland, USA.
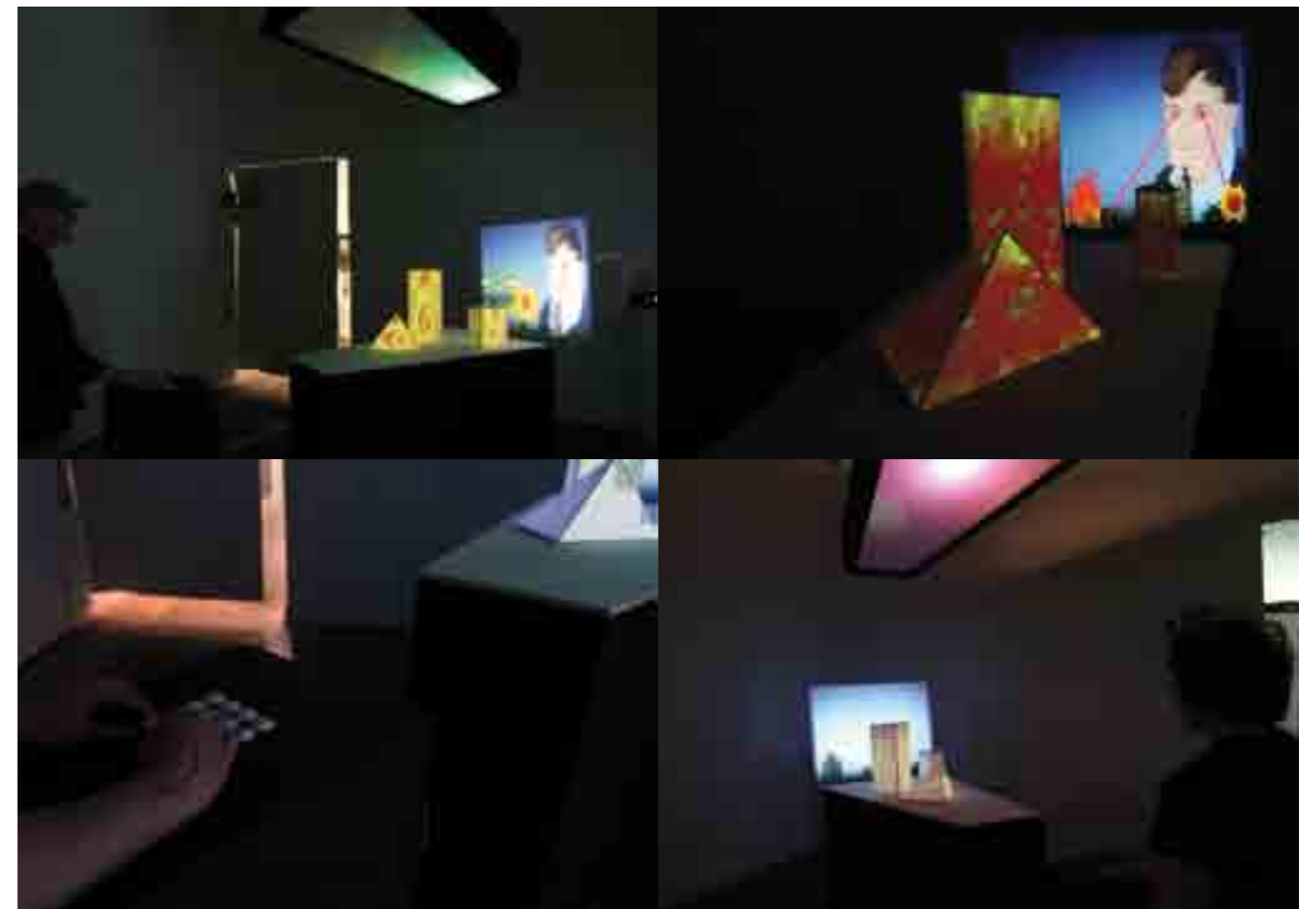
In the 1950´s the first usercontrolled machines that projected lightpatterns and sounds were introduced to the public in exhibitions. Thirty years later, gameconsoles for public spaces were made. The Arcade made in the 1980´s  is the most widely known gameconsole.
Plan10 is a usercontrolled instrument based on these machines. Comprised of an array of classic arcade game button controls, this interactive installation allows users to make compositions of light, sound and 3 dimensional projected animations.
Plan10 invites viewer interaction as though playing an instrument.

Sound, Light and Animations visualise a futuristic apocalypse based on the book "Last City of the Gods" by Norwegian Science Fiction writer Tor Åge Bringsværd.

*Permanent collection Portland Institute for Contemporary Art





*Video: http://8bitbox.bek.no*

*Video: https://vimeo.com/29302298*

## The Sound of Videohometraining

*Liveperformance*

The Sound of Videohometraining is a show based on the structure of a musical.
Existing from live animation combined with "musical intermezzo s" where the story is interrupted by a song containing singing and dancing.
Connecting the form and structure of a musical to computergames the diffrent levels of a game are interrupted by "demo s" between levels where the game is interrupted by an audiovisual intermezzo, in this intermezzo a story is introduced about characters or the gamesituation.
In the show sound, music and live action come together accompanied by selfmade instruments and machines that create live animations.

Supported by BEK & Norsk Kulturråd, Kunst & Ny Teknologi.

## Artwars

*Live Performance*

Two Player interactive installation

Artwars is an interactive installation for two users that combines physical and mechanical objects with human motion tracking.
One user can shoot objects at the other user, which in turn can move the same objects around and crash them by crushing fingers or blowing at the objects. Since one of the users is the controller and the other the defendor, he or she is part of a physical landscape defending his or her "country".  The game aims to visualise a playfull connection between what we perceive is physical and digital, and how we identify and interact with one another trough gameplay.

*http://artwars.defabriekeindhoven.nl*



*Video: http://vht.bek.no*



*Video: http://artwars.defabriekeindhoven.nl*

## Sighting of a Human

*Permanent Installation - Digitalised 16mm filmloop, projected on an LCD screen.*

"Sighting of a Human" is a sitespecific installation in Q-Park, Glasgows centralised parkinggarage. In the filmloop a human surfaces from the water and walks past the camera. The film got recorded at "Loch Ness", in the scottisch highlands, where the myth of the "Monster of Loch Ness", and its questionable filmproof play a big role in the history of the scottisch surroundings.

*Commisioned by the Centre for Contemporary Art Glasgow , Glasgow Centre Q-Park, Glasgow Scotland, UK

## Big Mysteries

*Filmprojections in Public Space- 16mm transfer to Digital Video*

Big Mysteries are two filmloops made for Urban Screens: Moving Art in Public Space. During the festival films are projected on buildings, bridges and other projectable locations in public space "Big Mysteries" is based on filmfragments from Classic Movies from 1885 where optical illusion was used to show the public "a mystery", often used for religious purposes.

Big Mysteries was projected in Public Spaces in Brooklyn New York during the Eyebeam Arts Festival.



*Video: https://vimeo.com/33135842*



*Video: https://vimeo.com/32766580*

## Tekscamcar

*Interactive Installation*

Tekscam-Car is a sitespecific interactive installation made for the Trondheim Matchmaking Festival for Art & Technology.
A small remote controlled car with a spycam mounted on top, sends its video live to a webinterface, where users at home can control the car and send it around on the festival to spy on visitors, based on George Orwells book "Big Brother" where permanent surveillance has become an enivitable part of society.

Supported by Teks & Norsk Kulturråd, Art and New Technology

## Rjukan

*Soundinstallation*

"Rjukan" is a composition, part of the compilation "Muu for Ears" that contains a wide range of material exploring sound art and experimental music from Finland and Norway.
Rjukan is a 6 minute soundpiece made on the Nintendo Gameboy using its 8bit soundchip, based on classic nordic folkmelodies from the telemark region.
Made with simple instruments and a limited range of tones, the nordic folkmelodies hailing from the 17th century show significant simularities to the tonerange generated by one of the first gameconsoles; the nintento gameboy.

*On compilation "Muu for Ears" - showed at Lydgalleriet Bergen, MUU Galleria Helsinki, Supermarket Stockholm Sweden.



*Video: http://www.teks.no*



*Audio: http://www.muu.fi*