



Mad Scientists and their Experiments

Stuttgart, April 1, 2019

The 26th Stuttgart International Festival of Animated Film (ITFS) will combine science and animation from April 30 – May 5, 2019 in the special programme “She Blinded Me with Science – Science, Games & Animation”.

Animation and computer games can play a role for depictions and mediation of natural scientific research, and can themselves become an instrument of scientific research. The special programme “She Blinded Me with Science – Science, Games & Animation” of the Stuttgart International Festival of Animated Film breaks new grounds with regards to transfer of knowledge and media culture. The curated section invites to play at the GameZone at Kunstgebäude and offers a broad film programme.

Exhibition at GameZone

How is the depiction of science in the game? The curator of the GameZone exhibition, media scientist Stephan Schwingeler, has selected twelve different games from around the world. Some show the types of the “mad scientists” who has left his marks in the pop culture as a brilliant yet unscrupulous and extremely dangerous scientist – the perfect chief villain in computer games. In other games experiments gone horrendously wrong entail terrible threatening consequences for the player.

Another focus of the curated games is on the so-called Citizen Science: How can digital games as part of experiments contribute to scientific knowledge? In “Fold it”, a community of more than 100,000 international players participate in a jigsaw puzzle in which protein models are being folded. The data is passed on to the scientists and thus contributes to understanding, for example the decryption of HI-viruses.

Kunstgebäude, Tu, May 02 – Sat, May 04, 10:30 am – 6 pm; Sun, May 05, 10:30 am – 6 pm

Film programme „She Blinded Me With Science“

Another part of the special is the short and feature film programme: The curators André Eckhardt and Dorteia Kaufmann have selected numerous short films in six programmes which show the power of animation films featuring physical processes, invisible power and complex contexts since the mid of the 19th century.

The All Seeing Eye: Wed, May 01, Metropol 3, 5 pm

Invisible Forces: Thu, May 02, Metropol 3, 3 pm

The ABC of Science: Thu, May 02, Metropol 3, 7 pm

Imaginative Apparatus: Fr, May 03. Mai, Metropol 3, 7 pm

Cells, Cells, Cells: Sat, May 04, Metropol 3, 7 pm

About ITFS

Established in 1982, ITFS has evolved into a festival that stands out among the world’s events for animated film. It presents the full and up-to-date spectrum of animated filmmaking and its intersections with visual effects, architecture, art, design, music, and games. The FMX takes place alongside the ITFS. As the largest professional conference for animation, effects, games and immersive media (Conference on Animation, Effects, Games and Immersive Media), it is organizing the Animation Production Days business platform, the only coproduction and financing market specialized in animation projects Germany. In 2018, around 100,000 visitors came to Stuttgart to see about 1,000 films on the Open Air screen and in the Festival Cinema InnenstadtKinos Stuttgart.

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