

EDDO STERN

Born 1972 in Tel Aviv, Israel
Lives and works in Los Angeles

EDUCATION

- 2000 MFA California Institute of the Arts, Valencia, CA
1997 BA University of California at Santa Cruz, Santa Cruz, CA

SOLO EXHIBITIONS

- 2008 Interaccess Electronic Media Arts Center, Toronto, Canada
2007 Postmasters Gallery, NY, NY
2006 Koa Gallery, Honolulu, Hawaii
2004 Art Gallery of Ontario, Toronto, Canada
2004 *Eddo Stern/Marina Zurkow*, The Foundation for Art & Creative Technology (FACT), Liverpool, UK
2004 *Michael Rodriguez/Eddo Stern*, G-Module gallery, Paris, France
2003 *GodsEye*, Postmasters Gallery, NY, NY
2003 The Kitchen (C-level), NY, NY
2002 Postmasters Gallery, NY, NY

SELECTED GROUP EXHIBITIONS

- 2008 *Sundance Film Festival*, Park City, Utah
Game On, Australian Centre for the Moving Image, Melbourne, Australia
Holy Fire: The Art of the Digital Age, iMAL, Center for Digital Cultures, Brussels, Belgium
History will repeat itself, Centre for Contemporary Art Ujazdowski Castle, Warsaw, Poland
Zero One Festival, San Jose, CA
Murder! Pretended, Casa Vecina, Mexico City, Mexico
"DarkGame" performance, Edith Russ-Haus fur Medienkunst, Oldenberg, Germany
2007 *History will repeat itself*, Kunstwerk, Berlin, Germany
Digital Playground, Total Museum of Contemporary Art, Seoul, Korea
Cinema Seances and Crime Scenes, British Film Institute, London, UK
Adelaide Film Festival, Adelaide, Australia
Feedback, LABoral Art Centre, Gijon, Asturias, Spain
Gameworld: Videogames on the edge of art, technology and culture, LABoral Art Centre, Gijon, Asturias, Spain
Machinima Film Festival, Australian Centre for the Moving Image, Melbourne, Australia
2006 *Gamezone Desingel Festival*, MuHKA, Antwerp, Belgium
Machinima Film Festival, Museum of the Moving Image, NY, NY
MindGames, Artprojx at Prince Charles Cinema, London, UK
GameScapes, Monza Civic Gallery, Monza, Italy
CinemaTexas Film Festival, Austin, Texas
Flaherty Film Seminar, Poughkeepsie, NY
Symmetry, MAK Center for Art & Architecture at the Schindler House, Los Angeles, CA
Artefact festival, STUK Art Center, Leuven, Belgium
2005 *Fair Use*, UCLA Hammer Museum, Los Angeles, CA
Breaking and Entering: Art and the Videogame, Pace Wildenstein Gallery, NYC, NY
Rhizome ArtBase 101, The New Museum of Contemporary Art, New York, NY
May you live in interesting times, Chapter Arts, Cardiff, UK
Games People Play, Pacific Film Archive, Berkeley, CA
Ars Electronica, Linz, Austria
On sème au Botanique (w/Wim Delvoe), Musées Royaux des Beaux-Arts de Belgique, Brussels, Belgium
Dieu que la guerre est jolie, FRAC Basse-Normandie, Caen, France
2004 *International Film Festival Rotterdam*, Rotterdam, Netherlands
VIR_USERS_MIS_USERS, Museu Reina Sofia, Madrid, Spain
Seoul Media Art Biennale, Seoul Museum of Art, Seoul, Korea
Villette Numerique, Paris, France
Reactivity: Unpredictable Past, Intercommunications Center (ICC), Tokyo, Japan
Festival Nemo, Forum des Images, Paris, France
Museo de Arte Contemporánea de Vigo (MARCO), Vigo, Spain

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- 2003 *Bang the Machine* (C-level), Yerba Buena Center for the Arts, San Francisco, CA
Poor Man's Expression, Kunsthalle Exnergasse, Vienna, Austria
Killer Instinct, The New Museum of Contemporary Art, NY, NY
Radical Entertainment, Institute of Contemporary Art (ICA), London, UK
Cine y Casi Cine, Museu Reina Sofia, Madrid, Spain, LA, CA
War Stories, The Foundation for Art & Creative Technology (FACT), Liverpool, UK
In Context, a running program, Andrea Rosen Gallery, New York, NY
TechnoSkeptic, Center for Curatorial Studies, Bard College, New York, NY
- 2002 *Videozone, International Video Biennial*, Center for Contemporary Art, Tel Aviv, Israel
 ZKM International Media Award, "The 50 Best" screening, ZKM, Karlsruhe, Germany
The Funeral Home, Marc Foxx Gallery, Los Angeles, CA
EXPLORA 2002, Kalisher Institute, Tel Aviv, Israel
TV or Not TV, LA Freewaves festival, Los Angeles, CA
Genius Loci, Southern California Institute of Architecture, SCIARC, Los Angeles, CA
- 2001 *Night Vision*, Museum Ludwig, Koln, Germany
La truth is Ailleurs, Center for l'image Contemporary, Saint-Gervais Geneva, Switzerland
Seltzer Pants, SMART Project Space, Amsterdam, Netherlands
Internationales Bochumer Videofestival, Bochum, Germany
VIII Festival Art Video de Casablanca, Casablanca, Morocco
XVI Festival Audiovisual de Vitoria Gasteiz, Centro Cultural Montehermoso, Spain
- 2000 *Art Entertainment Network*, Walker Arts Center, Minneapolis, MN
HEAVEN, Tate Gallery, Liverpool, UK / Kunsthalle Dusseldorf, Dusseldorf, Germany
Attack (Retreat), ARGOS, Brussels, Belgium
Medi@terra 2000, International Festival of Art and Technology, Athens, Greece
LA Freewaves Festival, Los Angeles, CA
Ply, Art Center College, Pasadena, CA

SELECTED BIBLIOGRAPHY

- Renou, Aymeric, "Les jeux audacieux des petits creatures", Le Parisien, July 19, 2008
- Halter, Ed, "Games without Frontiers", Moving Image Source Journal, June 2008
- Sandals, Leah, "Macho Cheese" (interview), National Post (Toronto), May 2, 2008
- Samuel, Dana. "Don't Feed the Trolls: A Cautionary Tale", exhibition brochure text for exhibit *Ogres, Halflings, Night-Elves and Chuck Norris*, Interaccess Electronic Media Arts Center, Toronto, Canada May, 2008
- De Ocampo, Pablo. "Clash of the Titans", exhibition brochure text for the exhibit *Ogres, Halflings, Night-Elves and Chuck Norris*, Interaccess Electronic Media Arts Center, Toronto, Canada, May, 2008
- Moss, Ceci. "Interview with Eddo Stern", Rhizome, April 8, 2008
- Fores, Noralil Ryan. "Innovations in Gaming: Talking with Designer Eddo Stern", Short End Magazine, Feb 11, 2008
- Horwatt, Elijah. "New Media Resistance: Machinima and the Avant-Garde", CineACTION Magazine, issue 73/74 2008
- McCrea, Chistian. "Games as Art: Playtime Over", Realtime Arts, issue 84, April-May 2008
- Halter, Ed. "The Year in Experimental Cinema", The Village Voice, Jan 2, 2008
- Handke, Sebastien. "Der Kunsttrebell: interview with Eddo Stern", EA Magazin fur Digitale Spielkultur, January 2008
- Zellen, Jody. (review), Art Papers, Jan-Feb Issue, 2008
- Bernard, Yves and Quaranta, Domenico, editors. Holy Fire. Art of the Digital Age; catalogue published for the Exhibit of the same name, April 18-30, 2008, iMAL Center for Digital Cultures and Technology, Brussels
- Bors, Chris. (review), Art Review, Issue 17, December 2007
- Quaranta, Domenico. "Game Art: Quando l'arte si fa con la Playstation", Flash Art (Italian), issue 263, April
- Chaplin, Heather. "Video Game Tests the Limits. The Limits Win.", The New York Times, Jan 28, 2007
- Stuckey, Helen. "Games in the Gallery", Gameworld Catalog, 2007, LABoral, 2007; pp. 52-53
- Galloway, Alexander R. "Unfun", Gameworld Catalog, 2007, LABoral, 2007; pp.54-55
- Bogost, Ian. Persuasive Games, The MIT Press, 2007; pp. 126-30
- Botella Diez del Corral, Anna, ed. Feedback. Art responsive to instructions, input or its environment; catalogue Published for the exhibition, LABoral Centre for Art and Creative Industries, Gijon, Spain, 2007
- Quaranta, Domenico. "Machinima By Eddo Stern", DIGIMAG, #19, Nov 06
- Beard, Thomas. (interview) Rhizome.org October 13, 2006
- Bittanti, Matteo and Quaranta, Domenico. "Gamescenes: Art in the Age of Videogames", Johan & Levi, 2006; pp. 270-2
- Halter, Ed. "Islamogaming - Looking for Videogames in the Muslim World from Computer Gaming World", Computer Gaming World Magazine, issue #266, Sept 2006

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- Smith, Roberta. "Turning Games Into a New Kind of Art", The New York Times, Jan 21, 2006
- Mather, David. "Extending Memory: Early Calculating Engines and Historical Computer Simulations", Leonardo, vol.39 no.3, 2006 pp.236-43
- Halter, Ed. "From Sun Tzu to Xbox: War and Video Games", Thunder's Mouth Press, 2006; pp. 328-9, 330-31, 332
- Blais, Joline and Ippolito, Jon, "At the Edge of Art", Thames and Hudson, 2006; pp. 61-65, 75
- Galloway, Alex. Gaming: Essays on Algorithmic Culture, U Minnesota press, 2006; pp. 31-32, 68, 118, 122
- Vine, Richard. "Game on: Media City Seoul 2004", Art in America, May, 2005
- Willis, Holly. "The Military Games People Play", LA Weekly, May 19, 2005
- Hickling, Alfred. (review), The Guardian, Jan 15, 2005
- Batt, Jim. "Can Games Ever Be Documentary?" Filter, issue 60; July 05-October 05; pp. 8-9
- Hughes, Patricia K. "breaking and entering: A USER'S GUIDE", catalogue essay for the exhibition *breaking and entering: Art and the Video Game*, Pace Wildenstein, 2005
- Hu, Chong Hyun, ed. The 3rd Seoul International Media Art Biennale, catalogue for the exhibition held at the Seoul Museum of Art, 2004
- McLaughlin, Bryne. (review), C Magazine, Dec 2004
- Taylor, Kenn. (review) Nerve Magazine (UK), Issue #4, Winter 2004
- Kwan, Vanessa. (review), Canadian Art, Winter 2004
- Temple, Kevin. (review) NOW Toronto, June 24-30, 2004
- Goddard, Peter. "Play games with your mind", reviews, Toronto Star, June 24, 2004
- Osborne, Catherine. (review) National Post (Canada), June 19, 2004
- Lebourcq, Sebastien. "L'art du Jeu", LEPOINT (France), May, 2004
- Munroe, Jim. "Pleasure Circuit", EYE Weekly, (Toronto), March 18 2004
- Wolf, Matt. "Killer Instinct" at the New Museum, review, Flash Art, March-April, Pg 62 2004
- Dodson, Sean. "Play time for grown-ups", Guardian (London), February 19 2004
- Rivoire, Annick. "Vietnam: la guerre les yeux dans les jeux," Libération (Paris), January 30 2004
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- Portis, Ben. "Present Tense: Eddo Stern", text for the exhibit at the Art Gallery of Ontario, 2004
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- Fumihiko, Sumitomo. "Reactivity: The Possibilities of Playback", text for the exhibition catalogue Reactivity: Unpredictable Past, pp. 14-15
- Hanson, Matt. The End of Celluloid: Film Futures in a Digital Age, Rotovision SA, Switzerland, 2004; pp. 136-7
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- Schwendener, Martha. (review) Critic's Picks Artforum.com, October 2003
- Stern, Steven. (review) TimeOut New York, Issue 417, Sept 25-Oct 2, 2003
- Levin, Kim. Voice Picks, The Village Voice, Sept 24-30, 2003
- Macaulay, Scott. "Restart/Reborn", Filmmaker Magazine, Fall 2003
- Kerr, Merrily. (review), Tema Celeste, issue 95, Feb 2003
- Pierce, Julianne. "Global, local, digital: Adelaide's new film fest" realttimearts.net, February 2003
- Griffin, Tim. (review), Artforum, Jan 2003
- Ludin, Diane. (interview) "Sheik Chic", www.thing.net, Nov 8, 2002
- Pham, Alex. "Clash of the Featherweights", LA Times, Sept 30, 2002
- Guzik, John Alain. "L.A. Artifacts: The evolution of an art scene". FINE Magazine, Issue 2, July 2002
- King, Jamie. "The Gamer as Refugee", University of Minnesota Design Institute Journal, June 2002
- Zeyfang, Florian. (interview), "Ich wollte den Fantasy-Horror durchbrechen", Tages Anzeiger (Zurich), Feb 4, 2002
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- Alimurung, Gendy. "Art Happens: Faster Pussy Bird, Kill, Eat!", LA Weekly Nov 16, 2001
- Schwartz, Mara. "A Case of the Chickens Coming Home to Joust", LA Times magazine, November 4, 2001
- Baker, Brian. "In the Post: or, the Work of Art in the Age of Digital Simulation", Postmodern Culture Journal; John Hopkins University Press issue #10, May 2000
- Roelandt, Els. (review), Tijd Cultuure (Brussels, Belgium), Feb 2000
- Florizoone, Jan. (review), De Standard (Brussels, Belgium), Feb 2000
- Reinke, Steve. "Attack/Retreat" brochure text for the exhibition, ARGOS, Feb 2000
- Jacobson, Karen, ed. Let's Entertain: Life's Guilty Pleasures, published on the occasion of the exhibition *Let's Entertain*, Walker Art Center, Minneapolis, 2000

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Deitz, Steve and Marketou, Jenny, editors. Open Source Lounge, a multidisciplinary project/event presented during *Neo (Techno) Logisms*, Medi@Terra, November 4-9, 2000

Levitte-Harten, Doreet. HEAVEN, Kunsthalle Dusseldorf/Tate Gallery Liverpool, Pub: Hatje Cantz 1999; pp. 214-19

Ouchi, Andrew, ed. Ply, published on the occasion of the exhibition, *Ply*, Pasadena: ArtCenter, 1999

GRANTS / AWARDS / RESIDENCIES

Edith Russ Site for Media Art Work Stipend 2007

Alpert/MacDowell Fellowship 2006

Rockefeller Foundation Media Arts Fellowship 2005

Prix Ars Electronica (C-Level) (Honorable Mention) 2005

Rhizome NetArt Commission (C-Level) 2004

Creative Capital Grant: Emerging Fields 2002

ZKM International Media Award Finalist (50 best) 2002