PERSONAL CINEMA PROJECT 2002 - 2004

THE MAKING OF BALKAN WARS: THE GAME

www.personalcinema.net

**Introduction:** 

The Making of Balkan Wars: The Game is multinational project which will include the participation of a large number of artists (around 30 or so) working with new media to express their reaction to the both past and current religious, social and political conflicts that persist in this area. The Making of Balkan Wars: The Game will

be an exhibition, a web site, a video game, a catalogue, and a CD Rom.

The idea of this project is:

- to show the sensitive view of artists, belonging to different religions themselves, mostly, but not exclusively, from the south eastern region of Europe, who through their experiences over time and within history have found the inspiration and the will to give a strong message to the world, in

order to understand the existing differences ...

- to promote a virtual, international discussion between, artist/audience, artist/critic and between the artists themselves ...

- to explore the field of new media art ...

The Christian/Muslim conflict that reoccurred over the past decade in the ex Yugoslavia became an international problem, expanding into many parts of the world. Today we exist in a global war situation where different religious extremist groups are threatening the world with terrorist acts. The Balkans has always been a field of conflict where many wars have started (some 55 counted in books on history, including the First World War). In the era of preventive wars, *The Making of Balkan Wars: The Game* is intended as a first preventive art "war", in which the character of the game offers the opportunity for serious inquiry into the matter of preventive strategy.

# **Artists participants:**

The personal cinema group has broadcast a call for participation to a large number of new media artists, of mostly southeast European provenance. Submissions are open to everyone with the deadline for proposals being April 1<sup>st</sup>, 2003. The final selection of works will be made by the project curators before June 1 <sup>st</sup>, 2003.

### The first selection of the artists:

Henry Sala – Albanian

Genti Shkurti - Albanian

Anisetto – Spanish / Belgian

Messieurs Delmotte / Belgian

Michel Jakar / Belgian

Jacques Lizene / Belgian

Reggy Timmermans / Belgian

Danica Dakic / Bosnian

Babis Kantilaptis – Greek / Belgian

Nikos Kozakis – Greek / Belgian

Ingo Dunnebier / German

M + M / German

Matthias Wagner K / German

Felice Wonnenberg / German

Joulia Strauss / Russian - German

Maya Bontzou / Greek

Daphne/Papadatos / Greek

Dimitris Dokatzis / Greek

Fotini Kariotaki / Greek

Ilias Marmaras / Greek

Vassilis Kokkas / Greek – German

Alexandros Spyropoulos / Greek

Melentie Pandilovski / Macedonian

Nicolae Comanescu / Romanian

Floe Tudor / Romanian

Mona Vatamanu / Romanian

Calin Dan - Romanian / Dutch

Vuk Cosic – Serbian / Slovenian

Tanja Ristovsi / Serbian

Andrej Tisma / Serbian

Gulsen Bal / Turkish

Cem Genser / Turkish

Genco Gulan / Turkish

Esra Ersen / Turkish

Andy Deck / USA

Stewart Ziff / UK-USA

#### **International collaborations:**

Erden Kosova (curator, writer), Ruxandra Ballaci (curator, writer), Biljana Tanurovska (curator), Violeta Simjanovska (curator), Panos Papadopoulos (producer), Konstia Vassilopoulou (writer), Maria Karamitsopoulou (anthropologist), Edi Muka (curator, writer), Florian Agalliu (curator, writer)

## **International Institution contacts:**

PAC New Media Center of Skopje

Contemporary Art Museum of Skopje

Forum for South East Art Exchanges 2002, Thessalonica – presentation of the project

November 2002

Art Box, Thessalonica

Langlois Foundation, Montreal, Canada

Zerynthia, Rome

Contemporary Art Center, Belgrade

Museum of Contemporary Art, Bucharest

Media Center, Brussels

Byzantine Museum, Athens

ZKM, Germany

**OTENET** International

Goethe Institute, Athens

\* The shows are tentatively scheduled for 5 to 8 different sites, (Thessalonica, Skopje Belgrade, Germany, Brussels, Bucharest and Athens) in the period from fall of 2003 to autumn 2004.

### **Project coordination:**

Personal Cinema: game@personalcinema.net

http://www.personalcinema.net

Tel: 010 3313978

Nina Vagic (curator, art critic): nina@tuttoarte.com

- The project will be formally presented at the special new media session at the Forum 2002 in Thessalonica.
- The formal presentation will be transmitted via the internet *Radio Arte Mobile* project supported by Zerynthia, Rome and European Community.