2004 ANNUAL
REPORT

digitale**kultur** e.V.

**31/12/2004
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**PREFACE**
In the brief history of Digitale Kultur e.V. the full scope of events can be grasped best in looking back at the past. While bringing together the material for this report it became clear to us which gaps we were able to fill with this association. Its success would not have been possible without the special support of its members. We are also pleased about the growing acceptance of the association in the demoscene and are looking forward to 2005.

membership numbers

25	27	28	29	31	33	35	36	37	38

January   Decembre
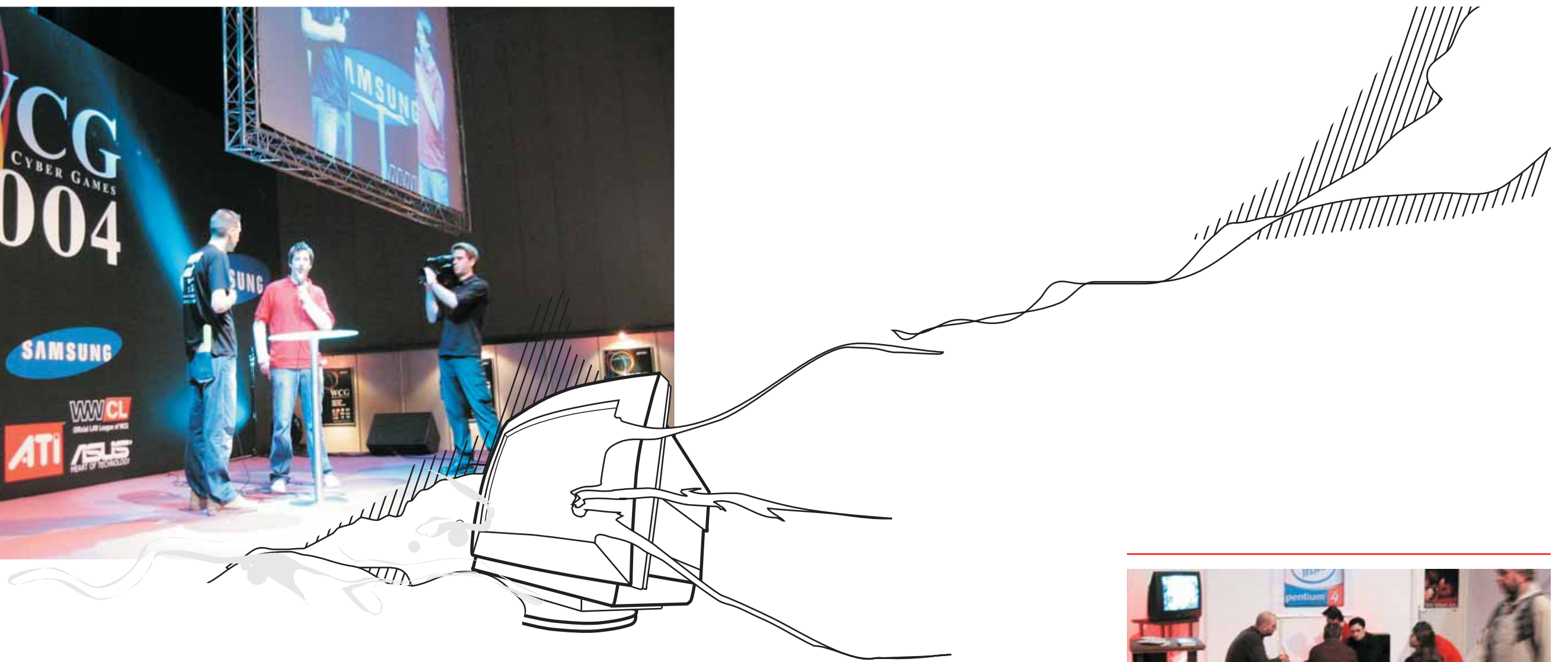
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JANUAR

Slengpung, an online archive of demoscene related photos, receives help from Digitale Kultur e.V. for buying new harddisks after a server crash.

FEBRUAR

I   The association supports the City of Cologne in their bid to become European Capital of Culture in 2010.

II "Moderne Zeiten", the weekend supplement to Kölner Stadtanzeiger (14th/15th february) publishes an article titled "Träume in Echtzeit" (Dreams in realtime) about Evoke 2003
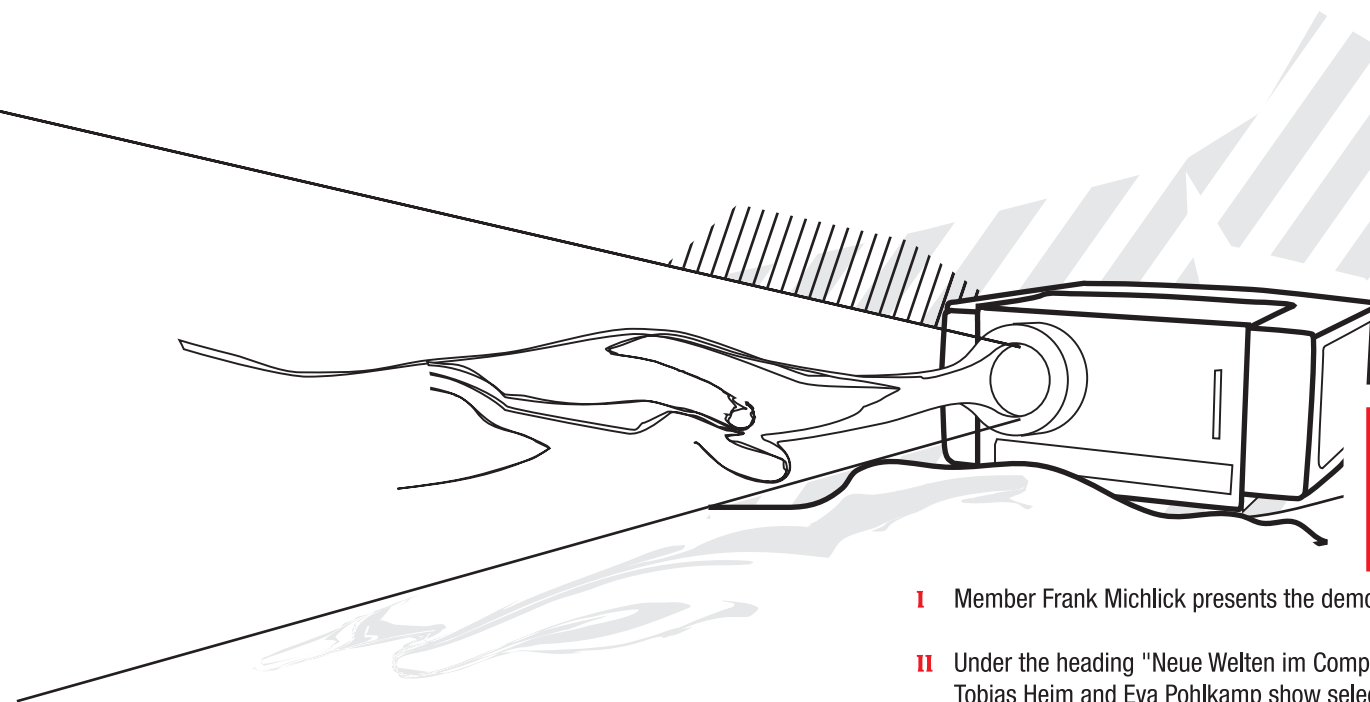
MÄRZ

I   "Computer's new realm" is the headline under which Digitale Kultur e.V. presents the demoscene with a booth at the worlds biggest IT fair CeBit in Hannover. The booth is supported by Advanced Cyber Entertainment GmbH and Intel GmbH

II At the same time the information portal "demoscene.info" is launched.

III On March 27th the first general meeting of Digitale Kultur e.V. is held at Alte Feuerwache Köln.

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JUNI ^{June}

JUNI June
Edition 08/2004 of *Neon* magazine deals with the demoscene.

MAI ^{May}

I Member Frank Michlick presents the demoscene at Digifest Toronto (Canada) on may 13th.

II Under the heading "Neue Welten im Computer" members Tobias Heim and Eva Pohlkamp show selected productions of the demoscene at Museum Wasserschloß Klaffenbach, Chemnitz. This exhibit is part of the "Virtuelles Familienfest" (Virtual Family Event) organised by Deutsches Spielzeugmuseum e.V. (German Toy Museum e.V.).
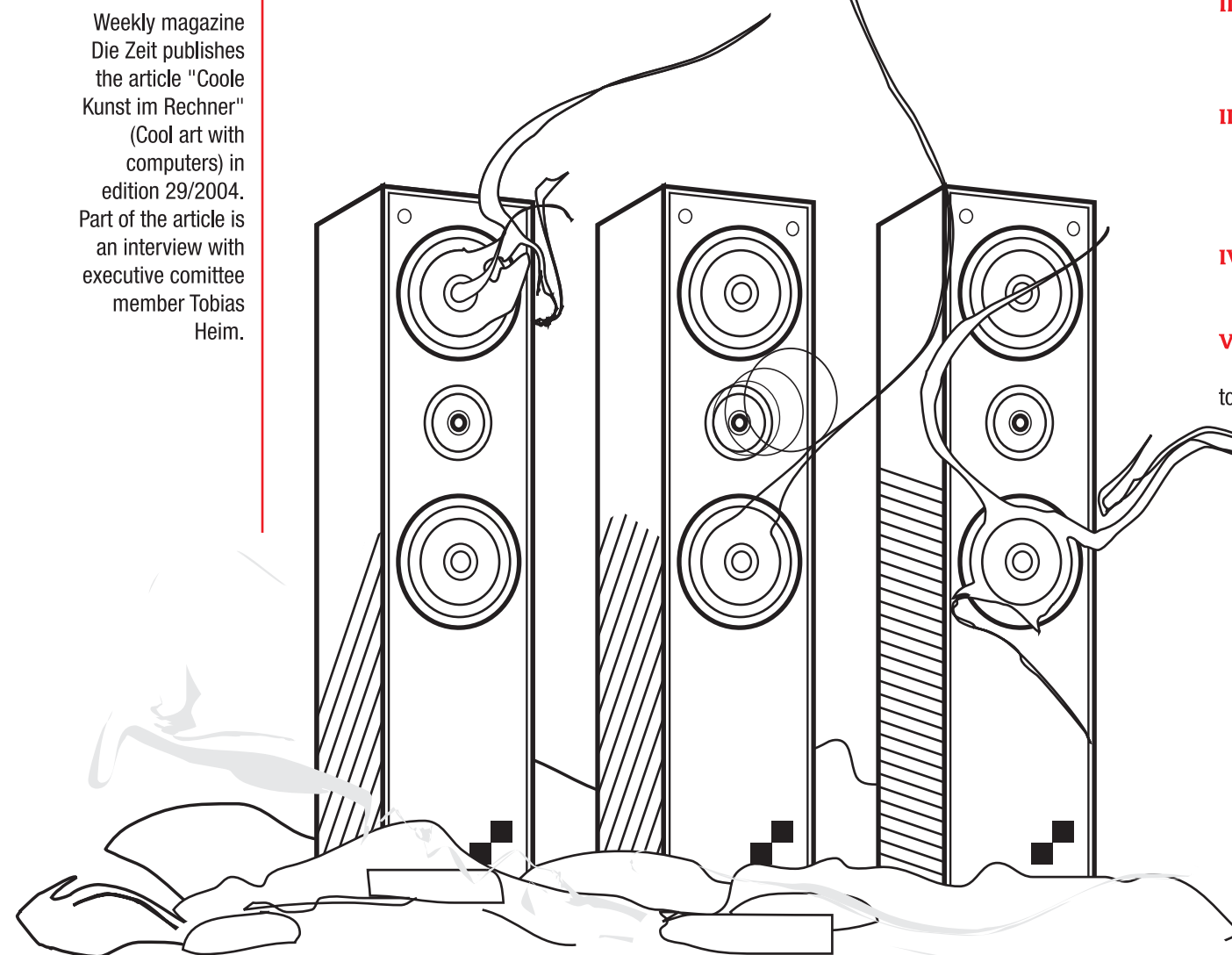
III In cooperation with Turtle Entertainment the demoscene is presented at the youth fair YOU in Essen by Digitale Kultur e.V. to 270 000 visitors. Timo Eismar is interviewed at the exhibit of the Electronic Sports League.

IV As in 2003 the associatuon was invited by Chaos Computer Club Cologne e.V. to hold a presentation as part of their "OpenChaos" series. On May 27th the best productons of Breakpoint 2004 and their creators were presented.

APRIL

I The event Breakpoint 2004 is supported by individual members of the association. ATI helps to finance the event.

II The association supports the second presentation of the Scene.org Awards at Breakpoint 2004. The best demoscene productions receive this award in several categories.

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AUGUST

I Tobias Heim gives a presentation at the panel "Technologiepark: Platform-Demo" as part of the entertainment congress Music Entertainment Media in Cologne August 13th.

II Executive comittee member Tobias Heim is invited to the 3sat tv show "Neues" on August 14th. He presents the association and the demoscene. He is supported by Fabian "Ryg" Giessen who gives an insight into the tools used by the demogroup Farbrausch.

III At the Games Convention Developer Conference Digitale Kultur e.V. presents a display dealing with "Retro Computing". Its scope ranges from classical games to up to date demoscene productions. At the following computer games fair Games Convention Digitale Kultur e.V. is giving presentations about the demoscene.

IV From August 20th to 22nd the association organizes a bustrip to visit the Swiss demoscene event Buenzli.

V August 27th to 29th see 350 visitors participate in Evoke, a demoscene event organised by Digitale Kultur e.V. As an interface to attract a new audience, Evoke Netlabel Night is created to present well known netlabels in a live situation. Like in 2003 a Newcomer Award is also presented.

JULI

July

Weekly magazine Die Zeit publishes the article "Coole Kunst im Rechner" (Cool art with computers) in edition 29/2004. Part of the article is an interview with executive comittee member Tobias Heim.

SEPTEMBER

With Vincent Rasigni from France the first non German speaking member joins the association. In the wake of this event, most communication is changed to English.

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OKTOBER

I 2nd October sees the release of an arcticle titled "Von der Raubkopie zur Kunstform" (From illegal copying to art) in german newspaper taz.

II Stefan Zelazny presents the demoscene to the audience of the festival "Steirischer Herbst – Das Festival der Neuen Kunst" held in Graz on October 16th.

III The fair Hobby & Elektronik (Stuttgart) hosts a panel entitled "Entstehung und Entwicklung der Demoszene" (Origin and development of the demoscene) moderated by Stefan Zelazny.

NOVEMBER

Digitale Kultur e.V. supports Hamburgs Bitfilm festival in the creation of a new category called "Demoshow". It is the first German film festival to include demoscene productions in their competition. In addition to the presentation of the entrys on 6th and 7th of November, short presentations on the demoscene are held by Ekkehard Brüggemann.

DEZEMBER

I The presentation "Die Kunst zu programmieren und computergenerierte Kunst" (The art of programming and computergenerated art) on December 2nd at the University of Ulm is supported by Digitale Kultur e.V. with information material.

II The association organises a trip to "tUM - the Ultimate Meeting (http://www.tum-party.org/)". 12 members and interested persons participate in the trip from Cologne to Hemsbach (near Mannheim).

III In cooperation with NetCologne, the association presents the first german mirror of "scene.org", a virtual gallery.

2005

2004

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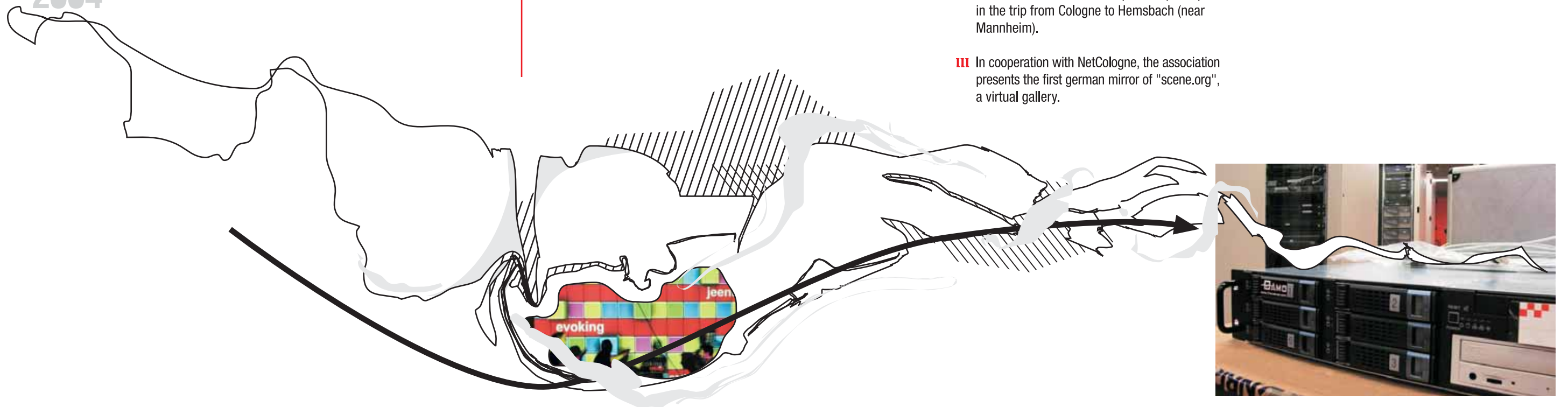
Wir would like to thank our partners for their support:

ACE GmbH, Aruba Studios, ATI Technologies Inc., Bitfilm Festival, Breakpoint, Buenzli, Chaos Computer Club Cologne e.V, de:bug, Deutsches Spielemuseum e.V., Intel GmbH, LANG Audiovision AG, Leipziger Messe GmbH, mem cologne congress, NetCologne GmbH, phlow.net, PNY Technologies Europe, Satis&Fy AG, Sensor Club, Stadt Köln Kulturamt, The International Scene Organization ry, tUM, Turtle Entertainment, Tropen Verlag