CURRICULUM VITAE

Thomas Wagensommerer

MEDIA ARTIST · LECTURER · RESEARCHER
VIENNA · THOMASWAGENSOMMERER.XYZ

PRACTICE

Works in performative and installative forms between electroacoustic music, sound art, video, sculpture, software and interactive installation, with a focus on experimental virtual and physical realities. Much of the work involves building its own instruments and tools — software that runs locally, without cloud services, and that can be handed on.

Exhibitions, performances, participation — ZKM Karlsruhe, Ars Electronica, Donaufestival, MAK Vienna, Darmstadt Summer Course, Ö1 Kunstradio, Medienkunstlabor Graz, Diagonale, Sophiensæle, Künstlerhaus Wien, Vienna Shorts, Galerie Krinzinger, Theater Nestroyhof, ImPulsTanz, Wien Modern, Wiener Konzerthaus, Tanzquartier Wien, CTM Festival, Triennale Milano, unttld contemporary, Galerie Zimmermann Kratochwill, Tulane University, Festival des Cinémas Différents de Paris, Festival de vidéomusique de Montréal, Festival AI Este, Radiokulturhaus Wien, TodaysArt, Patchlab Festival, Lunchmeat, mi*galerie, Kunstraum Walcheturm, Gare du Nord, L'Auditori, Stadtcasino Basel, Athens Digital Arts Festival, and Galerie AMU.

COLLECTIVES

co-founder	**TE-R** — with Louise Linsenbolz · te-r.org
member	**null95** — with Jorge Sanchez-Chiong

POSITIONS

since 2021	**Senior Artist**, Experimental Game Cultures — University of Applied Arts Vienna
since 2020	**Researcher** — University of Applied Arts Vienna
since 2011	**Lecturer**, Experimental Media — UAS St. Pölten
2017–2020	**Lecturer**, Theory and Practice of Media Art — TU Wien

ARTISTIC RESEARCH

2023–2026	**The Psycho-Ludic Approach** — FWF PEEK AR787 · researcher and artistic staff
2023–2024	**NEST. XenoLudic Games and Nonhuman Intelligence** — Angewandte INTRA · co-investigator
2020–2023	**Neuromatic Game Art** — FWF PEEK AR581 · researcher and artistic staff
2020–2021	**TMAP – Technology-mediated Audience Participation** — FWF WKP126 · team member
2017–2020	**Wearable Theatre** — FWF PEEK AR413 · researcher and artistic staff
2015–2018	**Breaking the Wall** — FWF PEEK AR322 · researcher and artistic staff
2014–2015	**TransCoding** — FWF PEEK AR259 · junior researcher

ARTISTIC CONTRIBUTIONS

since 2024	**ROBOPSY** — WWTF ICT23-020 · artistic contribution and tutoring
since 2024	**Ludological Investigations** — Angewandte INTRA · artistic contribution and tutoring
2022–2023	**Biological Interfaces, Ludic Cultures and Non-human Agencies** — Angewandte INTRA · artistic contribution and tutoring

EDUCATION

2013–2015	**MA** Transdisciplinary Art (TransArts) — University of Applied Arts Vienna
2010–2013	**BA** Transdisciplinary Art (TransArts) — University of Applied Arts Vienna
2009–2011	**Dipl.-Ing.** Digital Media Technologies — UAS St. Pölten
2008–2013	Philosophy — University of Vienna
2006–2009	**BSc** Media Technology — UAS St. Pölten

COMMUNITY WORK	2016–2019	**Zentrale – Raum für Prozess- und Klangkunst** — co-founder and co-artistic director, with Karl Salzmann and Paul Gründorfer. Artist-run space in Vienna for sound, sculpture and process art: exhibitions, concerts, performances and workshops, with discourse formats and an archive of sound carriers and artists' publications · zentrale.jetzt
COMMUNAL TOOLS		Open source applications developed in the practice, among them sediment (corpus-based composition, live and fx branches, Daisy firmware), ligature, sortcut, scorecut, datamosh station, scanline, framegrab, dubtrans, subtrans, TerraForge, meanland and Resonode.
PUBLICATIONS	2023	Jahrmann, M. et al. **Neuromatic Play.** University of Applied Arts Vienna. doi.org/10.57752/uaav_neuromatic-game-art_critical-play-with-neurointerfaces
	2020	Wintersberger, M., Vogt, G. et al. **Wearable Theatre – Immersive Storytelling and Theatrical VR.** XChange Reality 2020, CEUR-WS 2618, 17–22.
	2018	Kayali, F., Hödl, O., Bartmann, C., Kühn, U., Wagensommerer, T., Mateus-Berr, R. **Learnings from an Iterative Design Process for Technology-Mediated Audience Participation (TMAP) using Smartphones.** EAI Endorsed Transactions on Creative Technologies 5(14). doi 10.4108/eai.16-1-2018.153643
	2017	Kayali, F., Hödl, O. et al. **Playful Technology-Mediated Audience Participation in a Live Music Event.** CHI PLAY '17 Extended Abstracts, ACM. doi 10.1145/3130859.3131293
	2011	Frotschnig, A., Raffaseder, H. (eds.) **Forum Medientechnik – Next Generation, New Ideas.** Hülsbusch. Book chapter