

# A MAZE. / Berlin 2016

The Brain 2 – Robo Lab

## The Project



The Brain 2 – Robo Lab is a temporary creative work and exchange hub in Berlin for computer scientists, engineers, game creators, digital artists, and forward thinkers initiated and funded by the Polnisches Institut Berlin and the Institut français Deutschland in partnership with A MAZE..

In ten days, April 8 – 18, 2016, the three selected artists Jakub Koziol (Poland), Leon Denise (France) and Robin Baumgarten (Germany) are invited to work together on a breath taking installation, which will be presented playable at the A MAZE. / Berlin - 5th International Independent Videogames Festival on April 20 – 23, 2016 at Urban Spree.

The Robo Lab will be hosted at the gallery of the Institut français Berlin and will transform to a place of creation, experimenting and sharing. With our regular evening program with talks, panels and status presentations we like to open up a discourse

about our new life period with robots by including the public.



## the brain 2

Curated by Thorsten S. Wiedemann, director of A MAZE.. the curatorial guideline for the installation is to build a system of playful interaction between robots and humans. A setting that blends during playing the boundaries of artificial intelligence and human behaviour.

Links:

Twitter [#thebrain2](#) [#robolab](#)

Facebook event: [www.facebook.com/events/915432168501662](http://www.facebook.com/events/915432168501662)

Tumblr: [www.thebrainrobolab.tumblr.com](http://www.thebrainrobolab.tumblr.com)

Polish Institute Berlin: [www.polnischekultur.de](http://www.polnischekultur.de)

Institut francais Deutschland:  
[www.institutfrancais.de](http://www.institutfrancais.de)

A MAZE. / Berlin: [www.amaze-berlin.de](http://www.amaze-berlin.de)

A MAZE.: [www.a-maze.net](http://www.a-maze.net)

H&S Robots: <http://www.hs-robots.de/>

# Robo Brains



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## Leon Denise (FR)

I am an urban citizen dreaming about coding in the countryside, hugging trees and talking to cows. I make illustration, comics, games, interactive experiences and procedural visualisation. I dream about image filters and displacement effects in a land of dancing polygons.

<http://giphy.com/leondenise>

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## Jakub Koziol (PL)

Jakub Koziol is a former web designer with ADD turned independent developer by the popularity of his tiny experiment, now known as Little Alchemy. Powered by game jams, he produces extremely focused experiences and digs deep into the “feel” of his games. His last name translates to “goat” in Polish.

<http://jakubkoziol.com>

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## Robin Baumgarten (DE)

Robin Baumgarten is a German Indie based in London, UK. After researching Artificial Intelligence in Games and working on mobile titles, he’s now knee-deep involved in strange experimental hardware controllers such as Line Wobbler. He’s also a keen game jammer, wannabe nomadic and photographer.

<http://aipanic.com>