



FESTIVAL BLUE NOISE from October 10th – 14th 2018

BLUE NOISE – ARTISTIC POSITIONS AND PERSPECTIVES BETWEEN ANALOG, DIGITAL AND POST DIGITAL

"Open Systems e.V." presents for the second time the festival BLUE NOISE. Already in 2017 we presented current sound concepts between electronica, sound art, postdigitalia, field recordings, performance and machine folk, which deal with the interplay of digital possibilities and handmade art. Regional and international, well-known or previously undiscovered.

The high speed of innovation and its associated changes also requires for the art ongoing updates and location fixes. Therefore, in 2018 the festival explores the question of how technological innovations, artistic and political processes influence each other.

BLUE NOISE wants to sensitize for mergers and frictions, for conflict and consensus in the perception and raises questions about the shifting of boundaries and conventions with artistic and media resources.

In addition to Herne, Essen and Dortmund, Bochum and Gelsenkirchen will also be included as festival venues. Like last year, there is a sound art workshop in collaboration with schools. This year, young people in Gelsenkirchen and Herne are working with an artist on the subject of "Blue noise - water in the city". Through cooperation with the festival November Muziek (NL) extension begins in the European context.

BLUE NOISE will take place from 10th to 14th of October 2018 over five days in five locations and is a connecting element in the polycentric urban region of the Ruhr area. The festival strengthens the local networking of the cultural scene through cooperation and sets an important signal for a supraregional cultural policy.

In the future, we would like to extend the cooperation gradually to ten venues in the Ruhr area and expand the thematic work to include scientific expertise. The aim is to intensify the collaboration of various avant-gardes as well as cooperation with other international festivals.

Karl-Heinz Blomann & Eckart Waage