MOBILESKINO ::: GENERAL INFO

- Crew: DAVID PFLUGER, GILBERT ENGELHARD,
                                 FLORIAN OLLOZ + ROLAND SCHMIDT

- Site address: WWW.MOBILESKINO.CH
- Email: INFO@MOBILESKINO.CH
- Links: WWW.SAEURE.CH (DAVID PFLUGER)
- Tel.:   0041 / 61 683 94 71(STUDIO)
                                 0041 / 78 757 72 98 (MOBILE)
- Fax: -
- Address: MARKGRÄFLERSTRASSE 34
                                 4057 BASEL
                                 SWITZERLAND

- Biographical note of group:

The projects of the art-collective MOBILESKINO are located in the space between digital- and analogue media, professional and trash whereas institutionalized and independent art. In our research in the fields of interactive environnements, we combine mechanic and electronic technologies, building machines and installations.

MOBILESKINO is a collaboration of artists, animation-filmmakers, film-technicians and sound-designers.

The group was formed in year 2000, doing several screenings of 8mm-shorts at performance-happenings, media-festivals and in off-spaces. Later the screenings itself became more performance alike, constructing **THE LONGEST FILMLOOP EVER**, working as projection-jockeys **PJs** or doing documentary projects (**REPORTAGE 01 + 02**) when giving away 8mm-cameras.

For us, working with 8mm film is always working with new media, too. In the year 2002 the project **SAVE YOUR DIGITAL DATA** was the first that took a close look at new media. MOBILESKINO collected digital data (e-mails, DVtapes, DVDs etc.) and transferred it in its laboratory on double-8mm-film.

The machines of our **GAME ARCADE** are growing since the year 2002, rebuilding and inventing slots, video- and computer games by only using mechanic and electronic devices witch we combine with 8mm-film.

The b-movie project **GIGA BITES BACK** consists of installations, posters and movie-trailers. It follows the story of some fatal accident happening in the semi-biotic laboratories of a professor, who wants to rule the world by inventing the bio-matrix GIGA …

Our works has been mostly shown in Switzerland, coming up on media- and film-festivals like VIPER or the Short film Festival Winterthur, and entering artspaces like Kunstraum Walchenturm Zürich, Kunsthaus Basel-Land and the Swiss Art Award 2005.

In march 2007 our latest installation **HIGH NOON / MOBILESPHONE CINEMATICA** came to life! It combines 8mm-Film with old and new telephones and involves the audience into a SMS-shootout.

Screenings and Exhibitions

20**00**
VIPER 20, BASEL, 2000 // **REPORTAGE 01** FOUND FOOTAGE/8MM-FILM (30MIN.)

20**01**
BOSCHBAR, ZÜRICH, 2001 // **MULTIPLEX** INSTALLATION
PROJEKTORENFESTIVAL AACHEN/D, 2001 // **MULTIPLEX** INSTALLATION
HELLE NÄCHTE, BOTTMINGEN BL, 2001 // **THE LONGEST LOOP EVER** FOUND FOOTAGE/PERFORMANCE
VIPER 21, BASEL 2001 // **SAVE YOUR DIGITAL DATA!** INSTALLATION/16MM-FILM (15MIN.)

20**02**
INT. KURZFILMTAGE WINTERTHUR, 2003 // **THE LONGEST LOOP EVER** FOUND FOOTAGE/PERFORMANCE
KINOLINIE.6, BASEL 2002 // **KINOTRAM** SCREENING
ROTE FABRIK, ZÜRICH 2002 // **GAME ARCADE** INSTALLATION

20**03**
CONTEMP. CULTURE CONVENTION CCC, REITHALLE/BE // **ANALOG IS BACK!** 8MM PJ-ING
NT-AREAL/BASEL // **ANALOG IS BACK!** 8MM PJ-ING
KUNSTFENSTER KINO CAMERA, BASEL 2002 // **GIGA BITES BACK!** INSTALLATION
REITHALLE, BERN, 2002 // **REPORTAGE 02** FOUND FOOTAGE/8MM-FILM (3MIN.)
SWOMP – INTERACTIVE WELLNESS PARK/TONIMOLKEREI, ZÜRICH 2003 // **GAME ARCADE** INSTALLATION
KUNSTHAUS BASEL-LAND, MUTTENZ/BASEL 2003 // **GAME ARCADE** INSTALLATION

20**04**
CONTEMP. CULTURE CONVENTION CCC, REITHALLE/BE // **ANALOG IS BACK!** 8MM PJ-ING
KUNSTRAUM WALCHENTURM/ZH // **ANALOG IS BACK!** 8MM PJ-ING
DACHKANTINE/ZH // **ANALOG IS BACK!** 8MM PJ-ING
KRAFTFELD/WINTERTHUR // **ANALOG IS BACK!** 8MM PJ-ING
KINOLINIE.6, BASEL 2004 // **KINOTRAM** SCREENING
WILDWUCHS FESTIVAL/KASERNE, BASEL, 2004 // **ONLY THE DEATH MAN KNOWS** INSTALLATION

20**05**
ROHSTOFFLAGER/ZÜRICH // **ANALOG IS BACK!** 8MM PJ-ING
BEAM ON, KINO CAMERA, BASEL 2005 // **GIGA BITES BACK!** MOVIETRAILER AND TEASER (16MM)
SWISS ART AWARDS 2005, BASEL // **GAME ARCADE** INSTALLATION

20**06**
INT. SCHMALFILMTAGE DRESDEN // **GAME ARCADE** INSTALLATION
VIPER 21, BASEL // **PIXELBLASTER** INSTALLATION
VIDEOEX ZÜRICH // **GAME ARCADE** INSTALLATION
PLUG.IN, BASEL // **G.A.M.E.S.** - GAME ARCADE ENTERTAINMENT MUSIC SYSTEMS, C64 SOUND- &
VISUAL BOX, LIVE/PERFORMANCE

20**07**
INT. SCHMALFILMTAGE DRESDEN // **G.A.M.E.S.** – PERFORMANCE
AUSSTELLUNGSRAUM KLINGENTAL, BASEL // **SOLO EXHIBITION** AND **HIGH NOON** PREMIERE
CLAVEL FOUNDATION ART AWARDS 2007 // **TURNTABLE CINEMAS** INSTALLATION
DOCK18 ZÜRICH // **GAME ARCADE** INSTALLATION

20**08**
INT. SCHMALFILMTAGE DRESDEN, D // **HIGH NOON** INSTALLATION
IFFR, INT. FILM FESTIVAL ROTTERDAM, NL // **GAME ARCADE** UND **HIGH NOON** INSTALLATION
FLIMMERNACHT OFFENBURG, D // **HIGH NOON** INSTALLATION

20**09**
CCCB, CENTRE CULTURA CONTEMPORÀNIA BARCELONA, ESP // **GAME ARCADE** UND **HIGH NOON**