



Pictogram Lexicon




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International Awards

Falling Walls in Art-Science




-  Winner in 2021 (Art-Science category)
-  Falling Walls is the unique global hub connecting science, business and society. The Breakthrough of the Year Prizes are **selected by a high-ranking, interdisciplinary jury** and rewards major contribution in Life and physical sciences as well as in the Art-Science categories. This Award has been delivered to **20 Nobel Prize winners** including [Nobel Prize Winner Emmanuelle Charpentier](#), [Nobel Prize winner Esther Duflo](#). Visit [here for a complete list](#)
-  Participants are hand-curated by a *high-ranking, interdisciplinary jury*. The number of participants is not public.

ISEA 2023




-  [Laureate](#)
-  Founded in the Netherlands in 1990, ISEA International (formerly Inter-Society for the Electronic Arts) is an international non-profit organisation fostering interdisciplinary academic discourse and exchange among culturally diverse organisations and individuals working with art, science and technology.
- With 60 participating countries, ISEA has established itself as a major event on the global scene of digital creation, creative industries and cultural innovation. For its 28th edition, to be held in Paris in 2023.

- ISEA2023 expects 2,000 international creators, researchers and innovators, and more than 100,000 spectators for the artistic programme.
- For its 28th edition, the major event of the world scene of digital creation, creative industries and cultural innovation will take place in Paris in May 2023, after China, Colombia, South Africa, South Korea and Canada and Spain.
-  My work has been selected among 765 proposals from international high profile artist and may involve an exhibition [in a major French contemporary art institution such as the Centre Pompidoux](#). [Other selected artist include: Eduardo Kac, Tobias Klein, Adrien M & Claire B and others](#)

Bio Arts and Design Award



-  Winner in 2019
-  The Bio Arts and Design Award is an international competition rewarding outstanding work for Art and Science Collaboration. In the past 10 years, the Bio Arts and Design Award has established itself as the major competition in the nascent field of bio/genomic art. Previous winners include [Ani Liu](#), [Xandra van der Eijk](#), [Charlotte Jarvis](#), [Emma van der Leest](#).
-  The number of participants is not public. I might be able to get this information if needed
- [Bio Arts and Design Awards in the Press](#)

Lumen Prize




-  Finalist in 2022, 2020, 2019
-  The Lumen Prize celebrates the very best art created with technology through a global competition. Since its launch in 2012, it has awarded more than US\$100,000 in prize money and created opportunities worldwide for the artists who have been longlisted, shortlisted or won Lumen Awards.
-  Being a Finalist means that my work is in the top 5% of all applications. The number of participants is not public.

Starts Prize of the European Commission

-  Nomination 2020


-  The **STARTS Prize** is the grand prize of the European Commission that honours projects that demonstrate the successful integration of science, technology and art to contribute to social and economic innovation.
-  In 2021: 3158 submissions from 86 different countries // Only 10 Nominations


Japan Media Art Festival

-  Jury Selection 2020
-  The Japan Media Arts Festival is a comprehensive festival of Media Arts (*Media Geijutsu* in Japanese) that honours outstanding works from a diverse range of media - from animation and comics to media art and games. It is the major new media Award in Japan and across Asia Pacific. The 25th Festival received 3,537 entries from 95 countries and regions around the world, demonstrating its continuing evolution as an established annual international festival. Award-winning Works are exhibited both within Japan and abroad through various projects and events organized by The Agency for Cultural Affairs, Government of Japan which aims to develop and promote the creation of Media Arts, focusing on the new generation.
-  The 25th Festival received 3,537 entries from 95 countries and regions around the world. ~ 20 selected works in the jury selection



My Work in the Press

[Creative Application Network](#)



-  3 Articles on specific projects[[1](#),[2](#),[3](#)], [Highlight of the year 2019](#), first runner up to [Aguahoja](#)- Mediated Matter Group 😊

-  Since 2008, Creative Application Network (CAN) has been at the forefront of innovation—facilitating and driving the conversations about technology, society and critical making. It has played an important role in uncovering and contextualising noteworthy work, featured on the festival and gallery circuit or developed as academic research. [CAN is one of today's most authoritative digital art blogs](#). Notorious guest Writer includes [Casey Reas](#) (professor in the Department of Design Media Arts at UCLA and a graduate of the [MIT Media Laboratory](#) and founder of the Processing programming language)


[AI Artist](#)


-  One of the top 40 AI Artist selected by the curatorial platform. Other selected artist include [Refik Anadol](#), [Sougwen Chung](#), [Joy Buolamwini](#), [Tega Brain](#), [Memo Akten](#), [Golan Levin](#), and [Gene Kogan](#)
-  AIArtists.org showcases pioneering artists who are using Artificial Intelligence to push the boundaries of creativity and investigate the implications of AI on society, art and culture. The curatorial project co-founded by [Pete Kistler](#) (a Founding Member of Forbes Technology Council, a software designer and a machine learning inventor Founder at BrandYourself, which uses machine learning to help nearly a million people clean up, protect and improve their online reputation and privacy) and [Marnie Benney](#) Head Curator at SciArt Center, Director of North America at Lumen Art Projects.

[Neural](#)



-  4 pages on my work
-  Neural is one of the leading printed magazines dealing with new media art, electronic music and hacktivism. It was founded in 1993 by Alessandro Ludovico and Minus Habens Records label owner Ivan Iusco in Bari (Italy). Neural is distributed in Design schools around the world and serve as a reference in the field.

[Sci-Art Initiative](#)



-  Referenced in the Sci-Art Magazine

-  biannual [art exhibits](#) and monthly public [events](#) series, we aim to stimulate and cultivate the growth of connections and collaborations across disciplines on a local scale. Through our online portal, we foster science-art interactions globally via a variety of virtual programs. Such programs include a [collaborative residency](#), [micro-grant opportunities](#), [exhibitions](#), [Instagram](#) takeover, and our [community interview](#) series. Our [bimonthly magazine](#) publishes internationally on the cutting edge of science- and technology-based art, third culture conversation, and STEAM education.

[Emerging Bioart and Biodesign](#)


-  4 Pages on my work
-  A book establishing milestone advancement in the previous decade in the field of Bio-Art and Bio-Design in the content of the 10 Years anniversary of the BAD Award and Authored by [William Meyers](#). William Myers is a curator, author, and teacher based in Amsterdam. His book [Biodesign \(2012 and 2018 editions\)](#) identifies the emerging practice of integrating biological processes into design and architecture. It is published by the Museum of Modern Art (MoMA) in New York and Thames & Hudson worldwide. Current projects include: organizing a new exhibition on the life sciences at MIT Museum, helping to launch the new [Science Gallery Rotterdam](#), and serving as the Founding Director for the [Museum of 21st Century Design](#).

Deutschlandfunk Kultur

-  Podcast
-  Deutschlandfunk Kultur is a culture-oriented **German national radio station** and part of [Deutschlandradio](#). Their [website is on the top 1000 visited website in Germany](#).

[SynBioNL](#)



-  [Podcast](#)

-  SynBioNL is a Synthetic Biology association in the Netherlands. It aims at advancing the relationships between key stakeholders (academia, industry, government to general public) within the synthetic biology community at all levels of organisations, from students to politicians, from professors to public.

Arshake

-  Blog Post
-  Arshake is an Italian New Media Art media.

IEEE Computer Graphics & Applications

-  6 Pages interview
-  [IEEE](#) is the world's largest technical professional organization dedicated to advancing technology for the benefit of humanity. [The 2021 JCR study](#), released in June 2022, reveals that IEEE journals continue to maintain rankings at the top of their fields.
- IEEE has 8 of the top 10 journals in Electrical and Electronic Engineering. IEEE has 9 of the top 10 journals in Telecommunications.

Others:

- [Lightecture](#) (Luminaire design)
- [Cyberbiome](#) (bio art)
- [PublishOX](#) (Blockchain media)
- **Upcoming is an interview in Ouest France** (Ouest France is a generalist news paper. It is the [most printed daily regional paper](#) in France. [23.3 million readers, it is also the 1st in terms of international distribution of french speaking printed press](#))

Scientific / Academic achievement

IEEE Computer Graphics & Applications

- 🏆 Cover of the Journal
- 📄 [IEEE](#) is the world's largest technical professional organization dedicated to advancing technology for the benefit of humanity. [The 2021 JCR study](#), released in June 2022, reveals that IEEE journals continue to maintain rankings at the top of their fields.
- IEEE has 8 of the top 10 journals in Electrical and Electronic Engineering. IEEE has 9 of the top 10 journals in Telecommunications.

Visiting Scholar @[Mind In Vitro](#)

- 🏆 Accepted as a visiting Scholar
- 📄 A 15 Million\$ NSF founded research initiative spanning 15 Laboratories and 5 universities. The overarching goal of the scientific project is to develop biocomputers made of living neurones.

Guest Lecturer

- 🏆 I have been invited as a Guest Lecturer to present my work in prestigious Universities around the world:
 - University Paris 8 and Montpellier 3, France
 - Hong Kong University, Hong Kong
 - Parsons School of Design, The New School, New York, USA
 - University of the arts London, London, United Kingdom
 - EPSAA, Paris, France
 - St. Joost School of Art & Design, Breda, Netherlands
 - Avans University of Applied Science, Netherlands
 - Vrije Universiteit Amsterdam, October 2019

Reference in Academic Litterature

- 🏆 My work is referenced in the following academic publications:
 - [As If They Were Thinking: New Aesthetics of “Thought” in Machine Intelligence](#)
 - [The edge of life-as-we-know-it: Aesthetics of decay within artificial life and art](#)
 - [Back to the Roots: Re-Connecting Humanity and the Natural World by Merging Interactive Technology and Plants](#)
 - [Beauty: Machine Microbial Interface as Artistic Experimentation](#)
 - [Grimaldi, S. and Martin, I. \(no date\) ‘Exhibiting Service Design: designing the immaterial to communicate to a gallery audience.’, p. 25.](#)
 - [Voss, G. \(2018\). *Supra Systems*. UAL.](#)
 - [Castellanos, C. \(2022\) “Intersections of Living and Machine Agencies: Possibilities for Creative AI.” *The Language of Creative AI*. Springer International Publishing. doi:10.1007/978-3-031-10960-7_9.](#)
 - Jacobs, A. (2022) ‘Re-Imagining Nature/Culture’, p. 81.
 - [On August 17 2021, Manege was hosted a lecture by Dmitry Bulatov entitled “Art & science: the limits of modeling”.](#)
 - [Metodología orientada hacia la reflexión sobre la sostenibilidad de los sistemas humanos, a través de la co-creación de artefactos especulativos- Gaspar Guevara](#)

Reference in non-Academic Literature

- [Changing Matter Catalog](#)
 - Changing Matter is a catalogue of ideas, tools, and approaches for whole-systems transformation toward the year 2050.

[Slime Mold in Arts and Architecture](#)

- 🏆 I wrote a chapter on my work
- 📄 [Slime Mould in Arts and Architecture](#) presents a set of unique chapters written by leading artists, architects and scientists, which resulted from creative translations of the slime mould behaviour into forms and sounds, unconventional investigations and sensorial experiences and the slime

mould's ability to remove boundaries between living and artificial, solid and fluid, science and arts.

Participation in a panel or as a judge of the work of others

[Future Humanity Journey](#) - Ars Electronica

- 🏆 I have been invited as part of a 3-day panel and workshop.
- In this project, four experts from diverse backgrounds were invited to discuss the future of humanity. Their discussions range from global-scale issues to subtle daily joy, which is integrated into a short film that shows an imaginary day in 2040. The final scenario and video that present the highlights of the session will be shared at the festival. The audience is also invited for further discussion to expand on the vision of the Future Humanity Journey.
- Organised by Ars Electronica (Major European Institution for new media arts), this international panel comprised an *astronomer and space engineer who worked for NASA on the design of the International Space Station*, *writer and free speech advocate with a special focus on the Middle East and North Africa*, *researcher and artist*, *theatre and performance researcher*

Any additional materials or instances where a government, critic, expert, or anyone else has recognized your work.

[Mindspaces](#) - S+T+ARTS Residency

- 🏆 Artist in residence

-  STARTS is an initiative of the European Commission to foster alliances of science, technology, and the arts, that effectively implement a European approach to technological innovation centred on human needs and values.
-  Access to the extremely selective STARTS residencies is granted through rounds of selection by an international jury of experts. These residencies are considered state of the arts in the fields of Arts and Science. Being a STARTS artist places me at the top of my field.
- The mindspaces residency culminated in an exhibition at SonarCCCB. One of the major European Electronic culture events held in Barcelona Yearly. ([Link 1](#), [Link 2](#))

Participation in international exhibitions in prestigious institutions

- MAXXI, Rome, Italy
- Sonar +D, Barcelona, Spain
- Central Academy of Fine Art, Beijing, China
- MU Artspace, Eindhoven, Netherlands
- Kapelica, Ljubljana, Slovenia
- The Nate, Hong Kong, HKSAR
- Kraftwerk, Berlin, Germany

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- My portfolio is accessible from [my website](#)

- [Michael Sedbon - Winner BAD Award 2019](#)
- [Falling Walls – MODULATING ARTIFICIAL ECOSYSTEMS WITH PHOTOSYNTHETIC BACTERIA AND A GENERIC ALGORITHM](#)
- [Michael Sedbon - MindSpaces residency artist](#)
- [GALERIJA KAPELICA: MICHAEL SEDBON: CTRL](#)