



all locations Vitkov Zizkov TV Tower Akropolis Institut français
 all days Sun 8 May Mon 9 May Tue 10 May Wed 11 May Thu 12 May
 all events performance installation conference screening
 People that Play Do not Make Trouble! Akropolis Multimediale

Akropolis
 Mon 9 May
 21:00

Gameboyzz Orchestra Project

[PL]
 Audiovisual performance

Admission: 80 / 40 Kč

Jaroslav Kujda - leader, composer, soloist
 Pawel Janicki - producer, vj, composer, soloist
 Malgorzata Kujda - soloist, composer, photographer
 Mariusz Jura, Agnieszka Kujda, Tomasz Prockow - soloists, composers

"The reason for creating the "gameboyzz orchestra" was the total lack of any artistic initiatives and activities connected with the cult GameBoy console. The GameBoy console is an 8-bit handheld computer. Its unusually weak (archaic) technical parameters were a challenge and became the reason for creating the "gameboyzz orchestra". Our idea is the creation of a new sound space on the grounds of sounds generated live with the GameBoy Color console (performance). The first GameBoy console had its premiere on 21 April 1989. It was created by Gumppei Yokoi from Japan. Since that day the world of players has been overwhelmed by that inconspicuous grey box. Over 70 million consoles have been sold all over the world so far. The Nintendo idea was a success. The company has been a leader in the portable consoles market lately. Its prevailing position has never been shaken. Even competitive products from Atari (Lynx) or Sega (Game Gear) could not threaten GameBoy. Fine parameters and a multitude of available games constitute the unquestionable advantages of GameBoy. In 1996 the successor - GameBoy Pocket - was created. Its enclosure was smaller and a better display was built in. Yet the real revolution was still to come. At the end of 1998 an entirely new console named GameBoy Color was presented to the world. The most significant modification was its colour display. Since compatibility with previously released models was preserved, the use of games developed for older versions of the console was possible. Apart from that completely new titles have appeared which make the Color perform in a way its constructors have never dreamt of. It looks as though the GameBoy era is not over yet - continually developed software (e.g. trackers, sequencers for making music), a wide variety of appliances (GameBoy Camera, a radio, a dictaphone...), etc. It can be said that the GameBoy Color console is nowadays an expression of fashion in retro computers like ZX Spectrum, Atari or Commodore. That is also where its "cult" arises from (old cult games, the archaic sound of electronic music). We are not an orthodox group and we utilize the latest technologies along with the retro ones used by musicians associated in the MICROMUSIC society whose key word is "lowtech music for high-tech people". The employed software is written specifically for the GameBoy console [trackers, sequencers, drum machines, etc.; sounds generated live and games]. The sound is accompanied by video projections, lights, smoke, etc." Gameboyzz Orchestra Project

Bio

The first performance of Gameboyzz Orchestra Project took place at WRO 01 International Media Art Biennale in Wroclaw, Poland, on 5th of May, 2001. The author and the person responsible for the project is Jaroslav Kujda (born 1977). He graduated from School of Visual Advertising in Świdnica, he is a media artist and culture animator practicing computer graphics and performance. He composes using instrumental electronics, is one of the founders of the multimedia art formation Kunstbande SLA and one of the creators of the series Review of Audiovisual Art - Strefa.
www.gameboyzz.com



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This project is presented at the ENTERmultimediale 2 festival in cooperation with WRO, supported kindly by the International Visegrad Fund.

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