



### **Gameboyzz Orchestra Project**

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2001, Poland

Gameboyzz Orchestra Project is an experimental sound - visual project, basing on the use of GameBoy console as a music instrument. Main assumption of project's authors is to create new sound space on the base of tones generated live from console during the performance. Gameboyzz Orchestra Project, as first Polish artists, were invited to perform at Ars Electronica Festival 2002 Unplugged. 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).

### **Gameboyzz Orchestra Project**

The group has been active since 2001. Their first performance took place at WRO 01 International Media Art Biennale in Wroclaw, Poland. Gameboyzz Orchestra Project participants are: Jaroslaw Kujda – leader, Pawel Janicki – vj, producer; Mariusz Jura; Malgorzata Kujda; Agnieszka Wojciechowska; Michal Kluska.