

The Lumen Prize at EVA London 2016

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1. INTRODUCTION

The Lumen Prize is presenting a small curated show at EVA London in what we hope will be a regular collaboration with the Computer Arts Society. As the current Chair of CAS, I am very pleased that I met Carla Rapoport at one of our lectures in 2014, where we were introduced by Tim Pickup and Nicola Schauerman of Genetic Moo. I saw that Carla's work in setting up and directing the Lumen Prize was a significant step in establishing digital art as an integral element of the contemporary art world. As this was always part of the *raison d'être* for CAS, I believe it is important that our Society supports Lumen's efforts to bring digital fine art to a wider audience.

2. ABOUT LUMEN

Now in its fifth year, The Lumen Prize celebrates the very best art created digitally by artists around the world. Its goal is to celebrate the power and potential of this exciting genre through an annual competition and global tour of works selected by an eminent panel of judges.

Since 2012, Lumen has staged more than 20 shows and events in more than 10 capital cities around the world, including New York City, Shanghai, Athens, Amsterdam, Riga, Cardiff, and

London. In partnership with its academic partners, Lumen holds seminars, artist talks and symposiums at nearly all of its shows.

Lumen believes in the power of art and is honoured to be working with a range of education and art partners around the world including the UK's Computer Arts Society, New York's Creative Tech Week, NY's School of Visual Arts; London's Camberwell School of Arts MA Fine Art Digital programme, CADW, the heritage arm of the Welsh Government and Swansea University's School of Management.

Lumen is owned by Lumen Projects Ltd, a not-for-profit company registered in Wales, UK. All entry fees to the prize are allocated to the prize fund and global tour.

The Lumen Prize Exhibition celebrates the very best art created digitally by artists globally. Its goal is to focus the world's attention on this exciting genre through an annual competition and global tour of works selected by an international panel of judges.

A selection of pieces from this year's prize-winning collection will be featured that blur the lines of art, interaction, music and technology.



Figure 1: Scott Draves, Electric Sheep 2016