Introduction:

The Making of Balkan Wars: The Game is multinational project which will include the participation of a large number of artists (around 30 or so) working with new media to express their reaction to the both past and current religious, social and political conflicts that persist in this area. The Making of Balkan Wars: The Game will be an exhibition, a web site, a video game, a catalogue, and a CD Rom.

The idea of this project is:

- to show the sensitive view of artists, belonging to different religions themselves, mostly, but not exclusively, from the south eastern region of Europe, who through their experiences over time and within history have found the inspiration and the will to give a strong message to the world, in order to understand the existing differences …
- to promote a virtual, international discussion between, artist/audience, artist/critic and between the artists themselves …
- to explore the field of new media art …

The Christian-Muslim conflict that reoccurred over the past decade in the ex Yugoslavia became an international problem, expanding into many parts of the world. Today we exist in a global war situation where different religious extremist groups are threatening the world with terrorist acts. The Balkans has always been a field of conflict where many wars have started (some 55 counted in books on history, including the First World War). In the era of preventive wars, The Making of Balkan Wars: The Game is intended as a first preventive art "war", in which the character of the game offers the opportunity for serious inquiry into the matter of preventive strategy.
Artists participants:

The personal cinema group has broadcast a call for participation to a large number of new media artists, of mostly southeast European provenance. Submissions are open to everyone with the deadline for proposals being April 1st, 2003. The final selection of works will be made by the project curators before June 1st, 2003.

The first selection of the artists:

Henry Sala – Albanian
Genti Shkurti – Albanian
Anisetto – Spanish / Belgian
Messieurs Delmotte / Belgian
Michel Jakar / Belgian
Jacques Lizene / Belgian
Reggy Timmermans / Belgian
Danica Dakic / Bosnian
Babis Kantilapts – Greek / Belgian
Nikos Kozakis – Greek / Belgian
Ingo Dunnebier / German
M + M / German
Matthias Wagner K / German
Felice Wonnenberg / German
Joulia Strauss / Russian - German
Maya Bontzou / Greek
Daphne/Papadatos / Greek
Dimitris Dokatzis / Greek
Fotini Kariotaki / Greek
Ilias Marmaras / Greek
Vassilis Kokkas / Greek – German
Alexandros Spyropoulos / Greek
Melentie Pandilovski / Macedonian
Nicolae Comanescu / Romanian
Floe Tudor / Romanian
Mona Vatamanu / Romanian
Calin Dan - Romanian / Dutch
Vuk Cosic – Serbian / Slovenian
Tanja Ristovsi / Serbian
Andrej Tisma / Serbian
Gulsen Bal / Turkish
Cem Genser / Turkish
Genco Gulan / Turkish
Esra Ersen / Turkish
Andy Deck / USA
Stewart Ziff / UK-USA
**International collaborations:**
Erden Kosova (curator, writer), Ruxandra Ballaci (curator, writer), Biljana Tanurovska (curator), Violeta Simjanovska (curator), Panos Papadopoulos (producer), Konstia Vassilopoulou (writer), Maria Karamitsopoulou (anthropologist), Edi Muka (curator, writer), Florian Agalliu (curator, writer)

**International Institution contacts:**
PAC New Media Center of Skopje
Contemporary Art Museum of Skopje
Forum for South East Art Exchanges 2002, Thessalonica – presentation of the project November 2002
Art Box, Thessalonica
Langlois Foundation, Montreal, Canada
Zerynthia, Rome
Contemporary Art Center, Belgrade
Museum of Contemporary Art, Bucharest
Media Center, Brussels
Byzantine Museum, Athens
ZKM, Germany
OTENET International
Goethe Institute , Athens

* The shows are tentatively scheduled for 5 to 8 different sites, (Thessalonica, Skopje Belgrade, Germany, Brussels, Bucharest and Athens) in the period from fall of 2003 to autumn 2004.

**Project coordination:**
Personal Cinema: game@personalcinema.net
http://www.personalcinema.net
Tel: 010 3313978
Nina Vagic (curator, art critic): nina@tuttoarte.com
The project will be formally presented at the special new media session at the Forum 2002 in Thessalonica.

The formal presentation will be transmitted via the internet Radio Arte Mobile project supported by Zerynthia, Rome and European Community.