

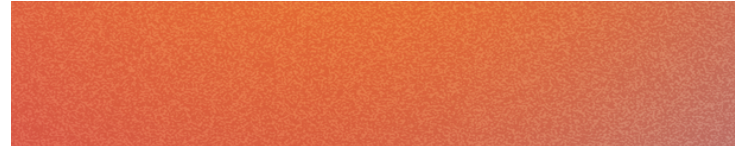
ANNEX PRESS RELEASE

10TH FEBRUARY, 2022



GEO-LLUM Version 02. Image courtesy of Samira Benini Allaout

INTERACTIVE PRODUCTIVE LANDSCAPES
HOSTED BY REGIONAL S+T+ARTS CENTERS
SNOWBALL & GLUON



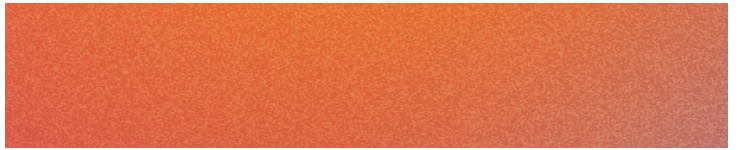
SUSKEWIET VISIONS

FILIP VAN DINGENEN



Filip Van Dingenen is a multidisciplinary artist, educator and co-founder of the Ecole Mondiale in Brussels (BE). In his process-based art practice, he uses a broad range of different methods and outputs, merging participatory strategies with social and ecological relevance in between leisure, heritage and education. *Suskewiet Visions* explores ways to learn from non-human entities inhabiting the region of South-West Flanders and start a dialogue between human and non-human perspectives. The work investigates how we might create a common language that can reterritorialise the heterotopic landscape and whether this can impact agricultural policy, biodiversity, forestation or water management. The starting point for this project is the (marginalised) regional folkloristic tradition called 'Suskewiet', which invites humans to listen to bird songs carefully, turning the dominant human voice into a silent listener. By designing several thematic 'field stations' in various South West Flanders locations – a region increasingly becoming a critical zone, Van Dingenen aspires to co-create a new shared language in navigation and orientation.

CIRCULAR FUTURES
HOSTED BY REGIONAL S+T+ARTS CENTER
ARS ELECTRONICA



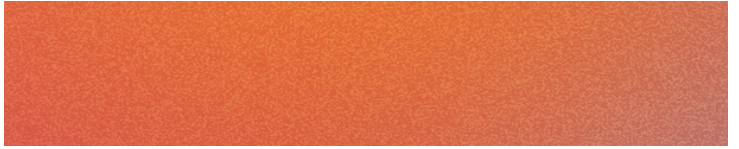
CIRCULAR RECORDS

KAT AUSTEN & FARA PELUSO



Kat Austen's artistic practice focuses on the entanglement of humans and more-than-humans in topics of environmental concern. She creates sound-centred new media installations, music performances and participatory work. Austen's practice is underpinned by extensive research and theory and driven by a motivation to explore how to build a more socially and environmentally just future. For *Circular Records*, Austen will work with Fara Peluso, an artist and designer with strong expertise in biology and biomaterials motivated to inquire into living organisms' agency and poetics, adopting speculative design methods. *Circular Records* addresses the environmental impact of new media art, particularly sound art, aiming to create a zero- or low-carbon way for listeners to acquire sound works. To replace the highly polluting and popular vinyl record, the two will test, develop and combine biomaterials to obtain the necessary material properties, concurrently developing a suitable record manufacturing method. The result will be an experimental music album (*This Land is Not Mine | Album*) that echoes the complexities of the fossil fuel extractive industries.

BIG DATA AND THE CITY
HOSTED BY REGIONAL S+T+ARTS CENTERS
SONY CSL PARIS & MAXXI



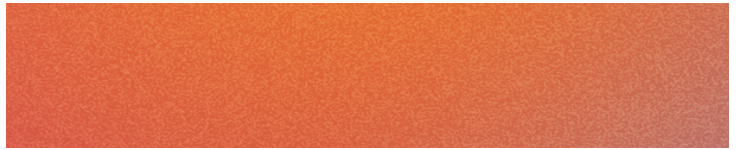
TRACE YOUR WASTE: URBAN GARBAGE MOBILITY

SUSI GUTSCHE



For the residency designed by MAXXI and Sony CSL Paris, Big Data and the City, artist Susi Gutsche will develop Trace your Waste: Urban Garbage Mobility. The project wants to observe and visualise the movements of our garbage and explore possible impacts of waste on future urban life in order to pave the way to a “resilient waste mobility”. Gutsche works with multiple media, such as video, photographic documentation, performance, casting and mould making and often experiments with unconventional materials. Collecting images and objects is one of her primary research methodologies.

RE-IMAGINING CITY NATURE
HOSTED BY REGIONAL S+T+ARTS CENTER
IN4ART



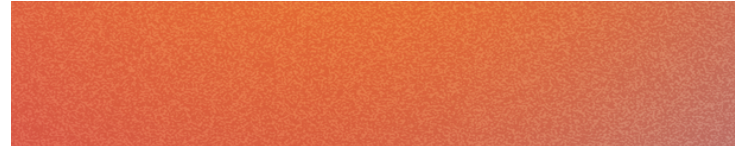
REPAIRING WITH LICHEN

PENELOPE CAIN



Penelope Cain’s way of reimagining city nature is the project titled Repairing with Lichen - an exploration of the notion of micro-rewilding in ‘the city’ from a lichen eye-view. Lichen - a self-sufficient and symbiotic community of fungus, algae and bacteria - will be used as a model for collaboration and starting point in considering how nature and interspecies communities can survive and thrive within in endangered landscapes, such as the Hague, where space is limited and ‘nature’ controlled. The project looks towards interdisciplinarity, partnerships and collaborations between species in search of a more-than-human greater good.

NEW MODES OF MOBILITY
HOSTED BY REGIONAL S+T+ARTS CENTER
STATE



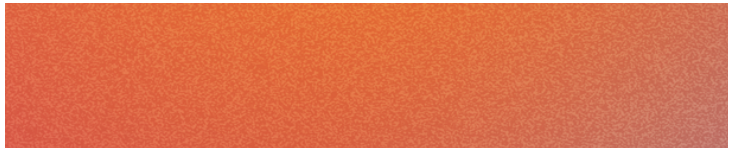
BERLIN 2037
FELIX GAEDTKE



Photo Credit: Gayatri Parameswaran

Felix Gaedtke is an artist, storyteller and creative producer currently based in Berlin. He co-founded the immersive storytelling studio NowHere Media, whose practice revolves around co-creation and ensuring the people involved in a story remain the main consideration throughout a project's production. Gaedtke will join STATE in seeking new modes of mobility with his project Berlin 2037. Berlin 2037 is a multisensory cyber-physical installation that connects a bicycle to a virtual reality headset. The experience prompts audiences to imagine ways of overcoming obstacles that might be met along the way towards a sustainable and thriving future for us all.

SMART AGRICULTURE
HOSTED BY REGIONAL S+T+ARTS CENTER
ONASSIS STEGI



PEANUT POD AND FILM SEED FESTIVAL
HYPERCOMF



Hypercomf is a multidisciplinary conceptual design artist identity, researching the relationship between nature and culture, domestication, industry, and science. Hypercomf's practice is both research and production-driven. Each subject informs a continuously developing narrative starring organic and inorganic protagonists, materialised in interdisciplinary collaborations and community engagement methods of production, space activations, multimedia artworks and sustainable design objects. In response to Onassis Stegi's call for sustainable uses of technology in agriculture, their project Peanut Pod proposes a smart IoT agriculture pod that enables a farmer to produce the situation of a Film Seed Festival, a peanut-crop-powered, open-field, eco film festival.

BLUE-GREEN-WALL

HOSTED BY REGIONAL S+T+ARTS CENTER

KERSNIKOVA

SPIDERBOT

GREGOR KRPIČ



Gregor Krpič engaged in projects with various high-tech companies such as Optomotive Ltd, Elaphe d.o.o., Extreme d.o.o. while earning his degree in Electronics from the Faculty of Electrical Engineering at the University of Ljubljana. His academic and professional background, combined with his interests in art, music and designing (audio) electronic devices, have led him to the field of intermedia art. Spiderbot, the project proposed for the residency Blue-Green-Wall, combines the efforts to better understand animals and plants in the ecosystem with precision farming, where personalisation and optimisation of food production are possible. It seeks to draw a functional connection between animals, plants and robots to allow the former to use robots according to their needs.

MICROORGANISM CITIES

HOSTED BY REGIONAL S+T+ARTS CENTER

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GEO-LLUM

SAMIRA BENINI ALLAOUAT

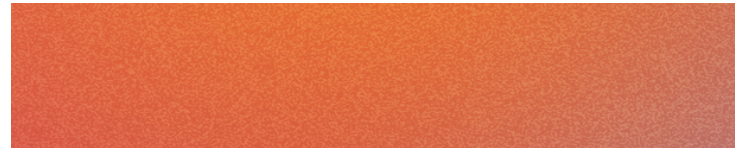


Photo courtesy of the artist



CCCB and their local experts will work with trans-disciplinary artists Samira Benini Allaouat for the residency Microorganism Cities. Samira Benini Allaouat is fascinated by old technologies and knowledge with new contemporary applications. In her work, she questions stereotypes, taken-for-granted social behaviours and systems, explores new paths of bending and blending elements, researches and tests low-tech solutions to build a more resilient future perspective. Her favourite medium remains the city. GEO-LLUM - the project proposed for this residency - reconsiders the role of public lighting in urban spaces focusing on a symbiotic relationship between the artificial and the natural world and a deeper understanding of nature as a collaborator in the city. The final work will be an autonomous and hybrid performative light sculpture that can facilitate different tasks.

PRESERVING CO-EVOLUTION
HOSTED BY REGIONAL S+T+ARTS CENTER
MEET



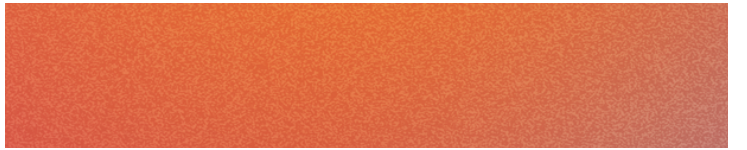
THE SENTINEL IMMUNE SELF

SISSSEL MARIE TONN



With *The Sentinel Immune Self*, Sissel Marie Tonn will explore ways of enhancing the resilience of micro and macro communities. Sissel Marie Tonn is a Danish artist based in The Hague who investigates the complex ways humans perceive, act upon and are entangled with their environments. Her work centres around moments of awareness and shifts in perception, where the boundaries between our bodies and the surrounding environment begin to blur. *The Sentinel Immune Self* is an interactive installation inspired by dynamics between human cells, microbes and external "others" such as pathogens and microplastics. It explores immunological processes within the body that challenge our culturally informed notions of 'selfhood', prompting us to rethink the binary division between self and non-self. Using the expertise of scientists specialised in microbiome metagenomics and immunology, Tonn will build algorithms and machine learning systems that model the material basis of selfhood to create an immersive interactive installation.

RE-IMAGINING CITY NATURE
HOSTED BY REGIONAL S+T+ARTS CENTER
IN4ART



URBAN DATA FOREST

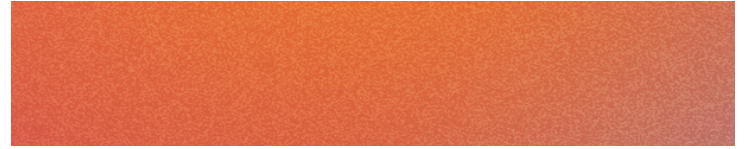
GROW YOUR OWN CLOUD



The art-science collective initiated by Cyrus Clarke (FR) and Monika Seyfried (PL), *Grow Your Own Cloud* will re-imagine city nature with *Urban Data Forest*. *Urban Data Forest* explores the materiality of data, tracing links between what is considered immaterial data and the highly material aspects of data production, particularly the enormous physical and carbon footprints of cloud data centres. The project will develop a biological cloud to offer a clean and regenerative way of archiving data while also questioning the future viability of this technology. Through a combination of technical experimentation, prototyping, collaboration with residency partners and citizen involvement, the collective will prototype a future in which sustainable data storage becomes a path to realising cleaner, greener and more prosperous cities.

FLOW OF BERLIN

HOSTED BY REGIONAL S+T+ARTS CENTER
STATE



BODIES OF WATER

STUDIO LAPATSCH | UNGER & JOHANNA SCHMEER



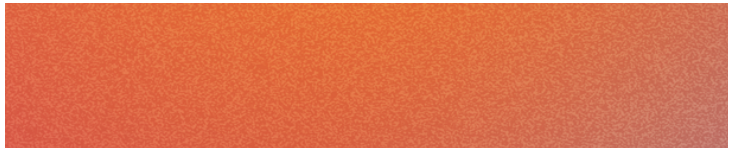
Photo Credit: Studio Lapatsch Unger

Photo Credit: Christian Schmeer

Bodies of Water is Studio Lapatsch | Unger & Johanna Schmeer's response to the challenges outlined in the residency Flow of Berlin. Studio Lapatsch | Unger is a design duo based in Berlin whose research-based work explores material cultures and cultural phenomena to reveal layers of knowledge between the past, the present and the future and critically engage with future scenarios within historical, ecological and cultural contexts. Johanna Schmeer is a Berlin-based designer, interdisciplinary researcher, and design professor at Folkwang University of the Arts. Bodies of Water will highlight the differences and complexities in water qualities and contents by connecting them to human bodies. The collective will create an experience-based participatory artwork, archiving water samples and data from Berlin-Brandenburg's water bodies and combining them into a multisensory installation.

VIRTUOUS CIRCLES

HOSTED BY REGIONAL S+T+ARTS CENTER
ONASSIS STEGI



KYKLOSOPHY

UNIT LAB



Unit Lab - the South London based creative partnership of Cindy Strobach and Mike Vanis - designs objects, installations and workshops that bridge science, art, and the natural world. Their project, Kyklosophy, is the prototype of an online platform where schools, teachers and students in Greece can share their ideas, projects, and data about the circular economy. In a pilot after-school club run by designers and scientists, students will look into renewable energies, biomaterials, waste, repair, environmental data collection, and urban nature. In collaboration with teachers and circularity experts, Unit Lab will use the outcomes of the after-school clubs to formulate lesson plans that bring sustainability into the school curriculum.

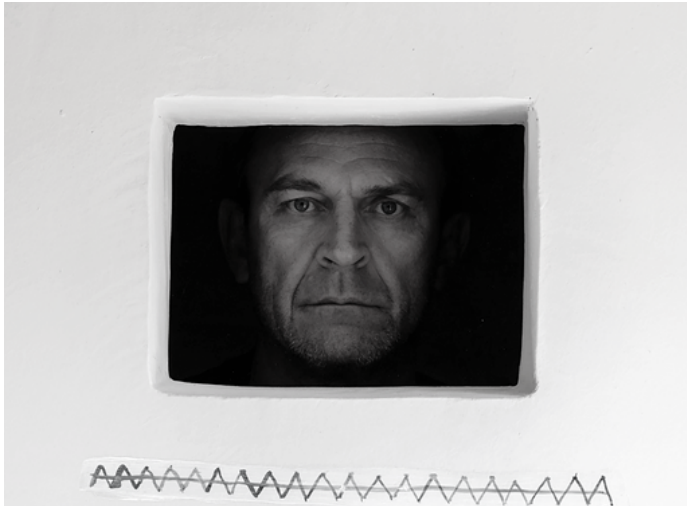
PEER-TO-PEER LEARNING

HOSTED BY REGIONAL S+T+ARTS CENTER

KERSNIKOVA

SIGMA_LEAGUE

MATJAŽ POŽLEP



A trained architect and co-founder, executive and creative director of Arxel Tribe (computer games), Komakino (production house), Propeler (production house), and Pakt Media (production house), Matjaž Požlep has been selected for the Peer-To-Peer Learning residency with his project Sigma_league. Sigma_league is a web application and a digital personal assistant powered by an artificial intelligence algorithm that enables knowledge transfer and peer-to-peer learning. It proposes an agile solution to the school systems' slow reaction and adaptation.

CHALLENGE LAB

HOSTED BY REGIONAL S+T+ARTS CENTER

KERSNIKOVA

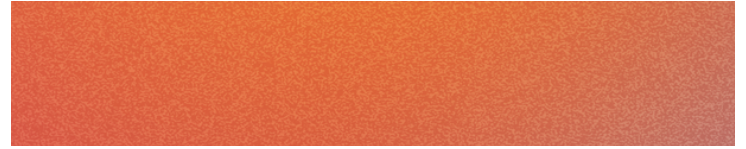
GENERATIVE STORYSCAPE

MARKO DAMIŠ



Generative Storyscape is Marko Damiš's response to the need for collaborative environments that foster radical innovation. Marko works at the intersection of creative technologies, the market, and the art helping organisations design business and communication processes, graphic interfaces, corporate identities and brands, books and exhibitions. Using his extensive experience in web and application design and development, he will develop a user interface that eases communication between people who use different professional "languages", be them creatives, scientists, researchers, engineers, entrepreneurs.

BUILT SPACES IN A NETWORKED SOCIETY
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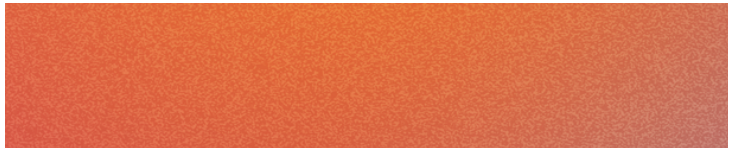
ENTANGLED LANDSCAPES

STUDIO ABOVE & BELOW



Studio Above & Below is a London-based art and technology practice founded by Daria Jelonek (GER) and Perry-James Sugden (UK). Their work combines digital art, data and generative systems to draw together unseen connections between humans, machines and the environment. Studio Above & Below aim to revive abandoned yet inspiring built landscapes in South-West Flanders. Their proposal, Entangled Landscapes, is a phone-based XR experience that enriches the regional landscape with a virtual space in which local bio inputs nourish sculptural augmented species. Using augmented reality, they invite visitors to experience the humbleness of the virtual species – inspired by local animals, including birds, fish and insects – all reacting to their changing environment. Three site-specific physical installations collect soil, water and air data to nourish the digital species, revealing local biodiversity in a new poetic way. Entangled Landscapes is part of Above & Below's series of augmented sculptures that use live data inputs, research and poetic storytelling to give nature a voice and create a more balanced relationship between nature and humans.

DECOLONISING MARS
HOSTED BY REGIONAL S+T+ARTS CENTER
ART HUB COPENHAGEN



AMATEUR LITHOPANSPERMIA

ADRIANA KNOUF



Adriana Knouf is the Founding Facilitator of the tranxxenolab, a nomadic artistic research laboratory that promotes entanglements among entities trans and xeno. She is an artist, writer, and xenologist. She engages with topics such as wet media, space art, satellites, radio transmission, non-human encounters, drone flight, queer and trans futurities, machine learning, the voice, and papermaking.

Her project Amateur Lithopanspermia is an experiment with lichen-human hybrids for space travel. Rather than making space travel amenable to the human form, Amateur Lithopanspermia proposes to merge aspects of ourselves with lichen, an organism that can deal with the ravages of space. In addition to this, the human materials used to sustain the space-travelling lichen come from those often excluded from space activities, such as women, people of colour, the differently-abled, and LGBTQ+ people.

Photo Credit: Adriana Knouf

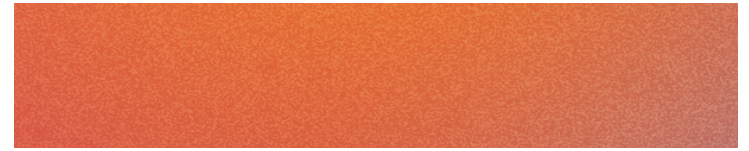
IMPROVING URBAN SUSTAINABILITY
HOSTED BY REGIONAL S+T+ARTS CENTERS
SONY CSL PARIS & MAXXI

CITIES LIVE LIKE TREES

OLGA KISSELEVA & LIU BAUER



Photo Credit: Didier Goupy



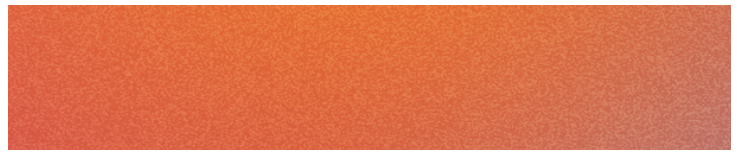
A household name in the arts & science scene, Kisseleva has had major exhibitions in Modern Art Museum (Paris), Museo Nacional Centro de Arte Reina Sofia (Madrid), Fondation Cartier for contemporary art (Paris), Centre Georges Pompidou (Paris), Guggenheim Museum (Bilbao), NCCA (Moscow). Her works are in some of the world's most important collections at Centre Pompidou, Louis Vuitton Foundation, ZKM, NY MoMA. Liu Bauer is a researcher and PhD in Theoretical physics from Humboldt University that focuses on urban and architectural projects, citizen science and open city-data. Based on the combination of citizen science and data processing algorithms, Cities Live Like Trees will map human emotions and link them with tree memories and location with the intent of shaping new spaces for city dwellers to recharge.

SUSTAININGSCAPES

HOSTED BY REGIONAL S+T+ARTS CENTER
CYENS

CYPRUS VITAL SIGNS

JOSEPH HOVADIK



Joseph Hovadik is an artist whose practice is situated at the intersection of art and technology. His work can be figurative or abstract, 2D or 3D, still or animated, mathematical or poetical. Cyprus Vital Signs wants to raise awareness about the impact of human activities, including tourism, on the island of Cyprus and make the many facets of tourism and sustainability visible by integrating inspection processes into its production, describing, transforming and modelling data generated by tourist activities. The artist will use data science techniques to collect and curate datasets and select features that best highlight the issues examined. The datasets will then be used to train artificial intelligence, machine learning and deep learning models and create variables that can be mapped into audio and visual artistic elements.

BLOCKCHAIN SOCIETY
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ART HUB COPENHAGEN

THE ART OF INDIFFERENCE

WASSIM ALSINDI & OX SALON



Wassim Alsindi & Ox Salon will interrogate the implications and externalities of proof-of-work based networks such as Bitcoin and Ethereum, probing the tensions they create between capital and ecology in our current scarcity-based global economic regime. The Ox Salon is an ongoing, non-profit experiment in collective knowledge sharing and cultural production. Since 2020, the Ox Salon has been hosting salons - small-scale, private discourse sessions - that bring together artists, researchers, theorists, and other knowledge workers to engage with a chosen discussion topic. Wassim is the founder and host of the Ox Salon. He specialises in conceptual design and the philosophy of peer-to-peer systems, writes an editorial column at the MIT Computational Law Report, and co-founded MIT's Cryptoeconomic Systems journal and conference series. The Art of Indifference consists of two parts, The Immaculate Misconception - an interactive storytelling environment inspired by pre-internet gamebooks, wherein participants take on the role of policymakers - and The Black Hole of Money - a fictional, performative literary work that satirises Bitcoin's ecocidal growth.

REPAIRING THE URBAN FABRIC
HOSTED BY REGIONAL S+T+ARTS CENTER
MEET

URBAN.CLIMATE.OASIS MILAN

MARKUS JESCHAUNIG



Markus Jeschaunig's practice deals with relations between humanity and the environment. He is inspired by the dynamics and forces of the lithosphere, hydrosphere, atmosphere and biosphere and seeks to decipher natural, social, spatial and economic systems resulting in a continuous oscillation of his work between ecology, landscape, urbanism, technology and public space and activism.

Urban.Climate.Oasis Milano is a project that uses waste heat to create a climate productive and participative prototype to grow micro-algae for scientists. Due to its significant heat emissions, the data centre building - located next to the science partner institution in Rho-Fiera, is the ideal space to use waste heat and create a new scientific and social Climate.Oasis in Milan through a combination of different technologies and disciplines.

FOR A MORE HARMONIOUS CITY
HOSTED BY REGIONAL S+T+ARTS CENTER
CCCB



A GEOLOGY OF SOUND SPACES

LUGH O'NEILL



Photo credit: Zuzana Pabisova

Lugh O'Neill is a composer and spatial sound designer whose work navigates an eerie and evocative space formed by the overlap between what is recognisably tangible and familiar and the aseptic sterility of the digital - the separation of which is continuously and progressively challenged. A Geology of Sound Spaces is a spatial sound composition and acoustic space design artwork that tells a story about cultural engagement with acoustic spaces and habitats. In collaboration with other performing artists, Lugh will create a video and 3D spatial sound that builds a narrative around different spaces selected for their acoustic qualities and cultural significance.



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