MONSTERS OF THE MACHINE EXHIBITON AT LABORAL

Artist Biographies

AOS – Art is Open Source (IT) started in 2004 as an interdisciplinary research laboratory focused on merging artistic and scientific practices to gain better understandings about the mutation of human beings and their societies with the advent of ubiquitous technologies. AOS was created by Salvatore Iaconesi (engineer, hacker, artist, designer, TED Fellow, Eisenhower Fellow, Yale World Fellow, and professor in Interaction Design at ISIA Design University in Florence) and Oriana Persico (social scientist and artist) and now includes more than 200 artists and researchers from across the world. www.artisopensource.net

Cheang Shu Lea (CN) is an artist, filmmaker, and networker. She constructs networked installations and multi-player performances in participatory impromptu mode and drafts sci-fi narratives in her film scenarios and artwork imaginations. She builds social interface with transgressive plots and open network that permits public participation. Since her relocation to Eurozone in 2000, Cheang has taken up large scale installation and networked performance and co-founded several collectives to pursue cross-disciplinary projects. *www.mauvaiscontact.info*

de Miguel Regina (ES) is an artist who acts as a critical, interdisciplinary agent in processes and confluences orientated towards the production of hybrid objects and knowledge. Some of her projects deal with strategies for the formation of desire and its visualization as a psychosocial landscape. In the same vein, she also analyses the speculative, fictional boundary contained within scientific and cultural objects. *cargocollective.com/reginademiguel*

Flanagan Mary (US). Her work explores the anxious and profound relationship between technological systems and human experience, with a focus on games, play, emotion, and deeply held unconscious biases. Her artwork ranges from game-based systems to computer viruses, embodied interfaces to interactive texts; these works have been exhibited internationally. Flanagan's approach to games and technological systems occupy both onscreen space as well as move away from the screen to push reflection on familiar relationships to play, politics, and the personal. www.*maryflanagan.com*

Gannis Carla (US) identifies as a visual storyteller. With the use of 21st century representational technologies she narrates through a digital looking glass where reflections on power, sexuality, marginalization, and agency emerge. She is fascinated by digital semiotics and the situation of identity in the blurring contexts of physical and virtual. *carlagannis.com*

Genetic Moo (UK) creates playful interactive art using open source software and a range of low-tech sensors, including webcams, microphones, and Kinect. Their work draws widely from science, particularly in the areas of evolution, mutation, and artificial life. Since 2008, they have been building a digital bestiary based on "imagined future evolutions," where human development is driven by sensual rather than cerebral influences. *www.geneticmoo.com*

Gutiérrez Fernando (ES) holds a BA in Fine Arts from the University of Salamanca and has developed most of his artistic activity from pictorial premises. His production has revolved around drawing,

which he chose to recover for its simplicity and immediacy, experimenting with different procedures and techniques that ultimately incorporate collage as a working process and animation as a visual support. *www.fernandogutierrez.es*

Hershman Leeson Lynn (US). Over the last five decades, artist and filmmaker Lynn Hershman Leeson has received international acclaim for her art and films. She is recognized for her innovative work investigating issues that are now recognized as key to the workings of society: the relationship between humans and technology, identity, surveillance, and the use of media as a tool of empowerment against censorship and political repression. *www.lynnhershman.com*

Louw Gretta (AU/DE) was born in South Africa but grew up in Australia; she received her BA in 2001 from the University of Western Australia and Honours in Psychology in 2002, subsequently living in Japan and New Zealand before moving to Germany in 2007. In 2012, she released her first book, Controlling_Connectivity: Art, Psychology, and the Internet (a limited edition artist's book about her durational online performance of the same name), followed in 2013 by Warnayaka Art Centre: Art in the Digital Desert, and in 2014 her first catalogue, Works / Arbeiten 2011–2014.

Moll Joana (ES) is an artist and a researcher. Her work critically explores the way post-capitalist narratives affect the alphabetization of machines, humans, and ecosystems. Her main research topics include Internet materiality, surveillance, online tracking, critical interfaces, and language. *www.janavirgin.com*

Parizot Cédric (FR) is a researcher in anthropology at the Institute of Research and Studies of the Arab and Muslim Worlds (CNRS/Aix Marseille University). He received his PhD, which focused on electoral processes among the Negev Bedouin (Israel), in 2001 from the École des Hautes Études en Sciences Sociales (Paris). After this, he refocused his research on mobility and bordering mechanisms in the Israeli-Palestinian spaces.

Segni Guido (IT). With a background in Hacktivism, Net Art and Video Art, Guido Segni, aka Clemente Pestelli, lives and works somewhere at the intersections between art, pop internet culture, and data hallucination. Mainly focused on the daily (ab)use of Internet, his work is characterized by minimal gestures on technology which combine conceptual approaches with a traditional hacker attitude in making things odd, useless and dysfunctional. *guidosegni.com*

Sobecka Karolina (PL) is an artist and a designer. Her recent projects focus on techno-optimism as a way of investigating the values that drive technological innovation and shape the philosophy that inscribes humans in nature. Karolina's work has been shown internationally and has received numerous awards. *www.gravitytrap.com*

Sondheim Alan (US) is a Providence-based new media artist, musician, writer, and performer concerned with issues of virtuality, and the stake that the real world has in the virtual. His current work is concerned with issues of anguish online and off. Sondheim is interested in examining the grounds of the virtual and how the body is inhabited. He performs in virtual, real, and cross-over worlds; his virtual work is known for its highly complex avatars and avatar distortions. www.alansondheim.org

Thomson & Craighead (UK) have shown extensively at galleries, film festivals, and for site-specific commissions in the UK and internationally. Much of their recent work looks at networked global communications systems and how they are changing the way we all understand the world around us.

Tiselli Eugenio (Equipo Sauti ya wakulima) (MX), 1972, is an artist and computer systems engineer with a doctorate from Plymouth University. He is currently directing the project *ojoVoz,* an open source platform for the creation of community memories. As part of *ojoVoz,* he has held extended workshops with peasant farmers in Tanzania and Mexico, in which the participants have been involved in different dynamics of collaborative writing. [www.*ojovoz.net*](http://www.ojovoz.net).