## From awareness to emancipation Artistic practices in the era of datafication

Daphne Dragona

## TRACK SLEEP. TRACK STEPS. TRACK HABITS. TRACK LIFE. TRICKS OF THE MIND.

Pass a ball.

Passerby.

Net.

Goal.

Internet. Hole.

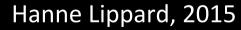
Brain half. Left, right.

Capital. Co-operate.

Carbohydrate.

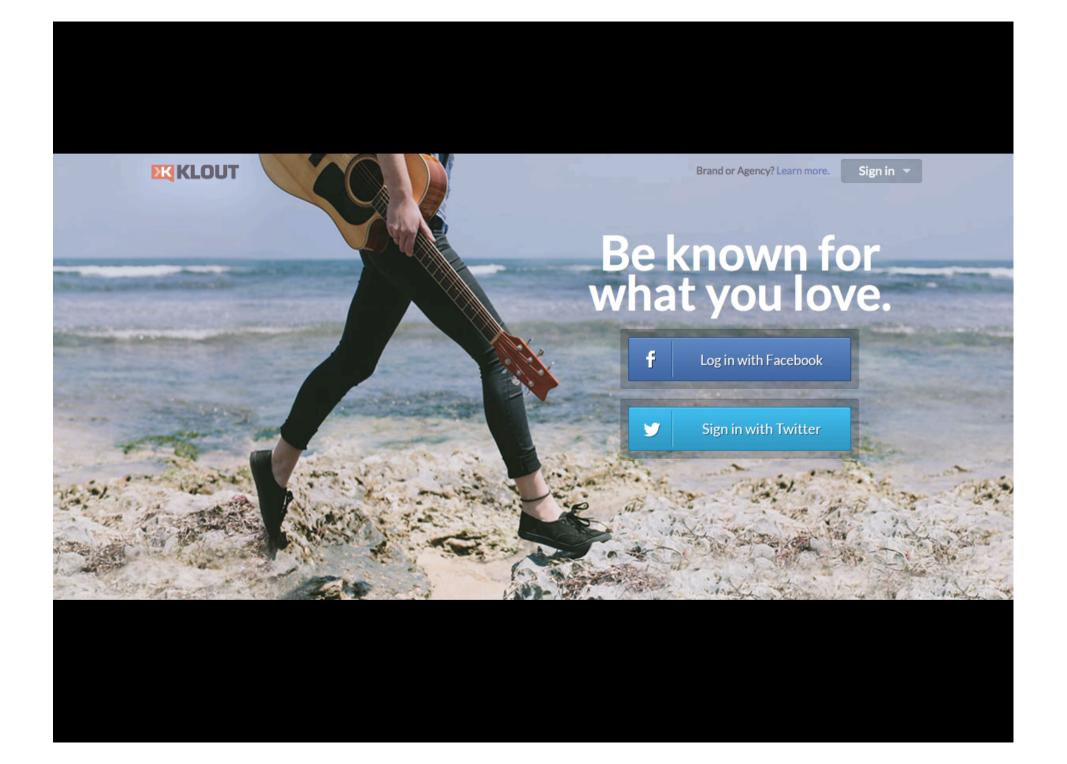
Never change a winning team.

Dare to dream.



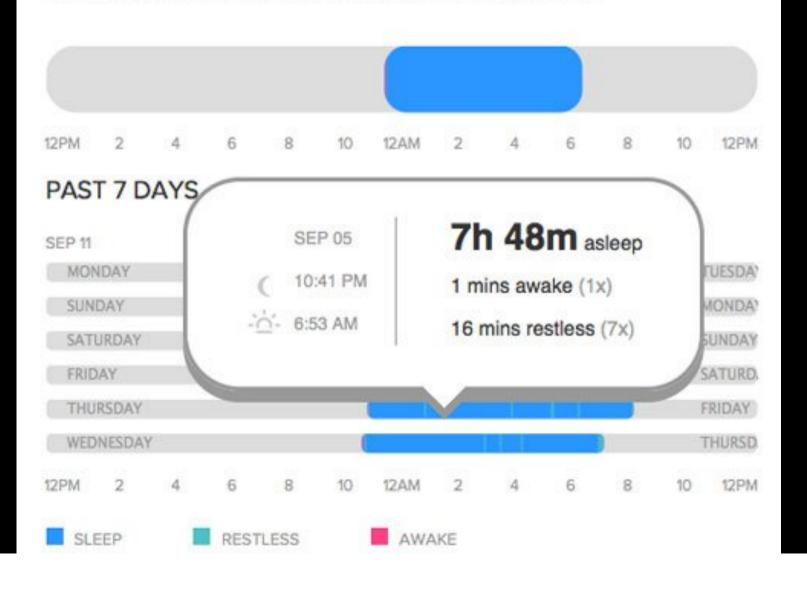


HANNE LIPPARD

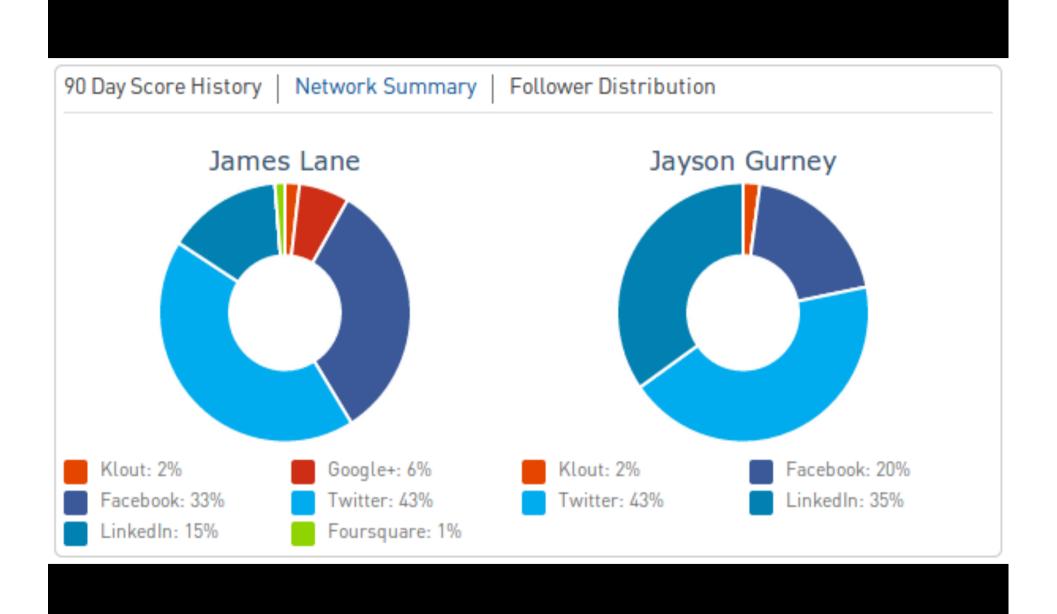


## ( Sleep LAST NIGHT 6h 39m asleep

You were awake for 0 mins (0x) and restless for 0 mins (0x)

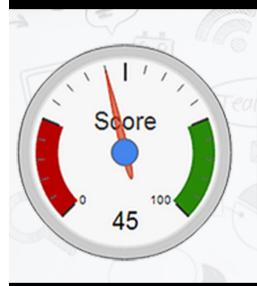






Facebook datafied relationships...; Twitter enabled the datafication of sentiment...; Linked in datafied our long past professional experiences....

Mayer Schoenberger & Cukier



M REACH

65/100 50% from last hour ACTIVITY

**~24** 

50% from last hour

M ENGAGEMENT

**450**/100

50% from last hour

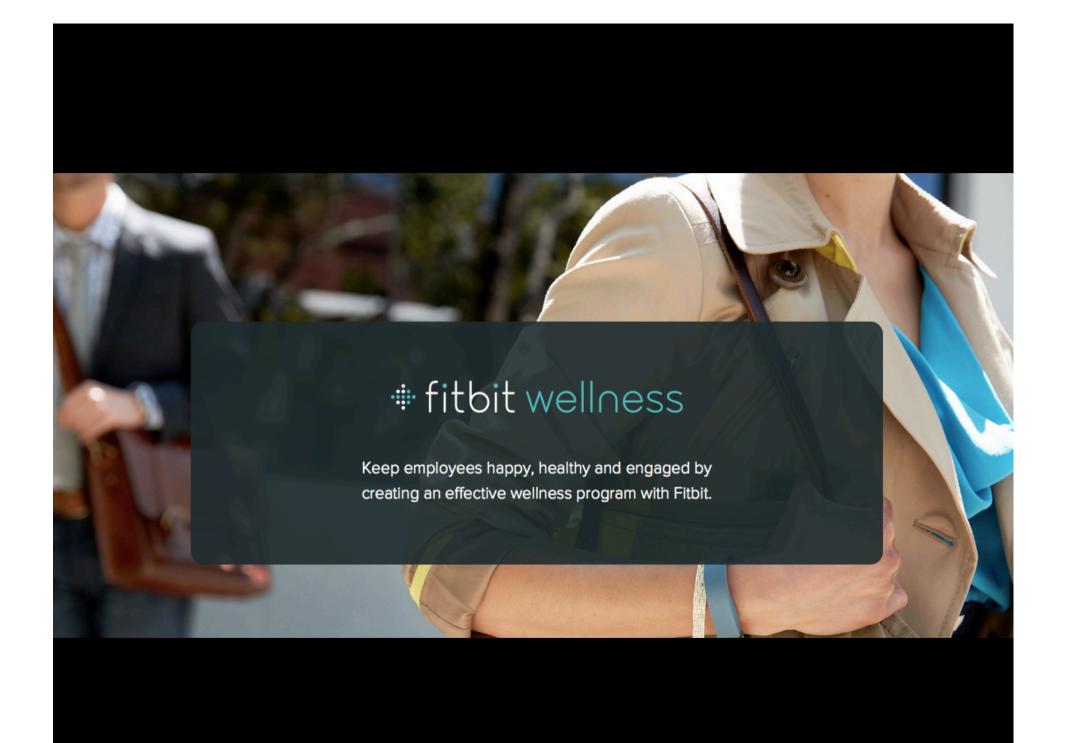
M SENTIMENT

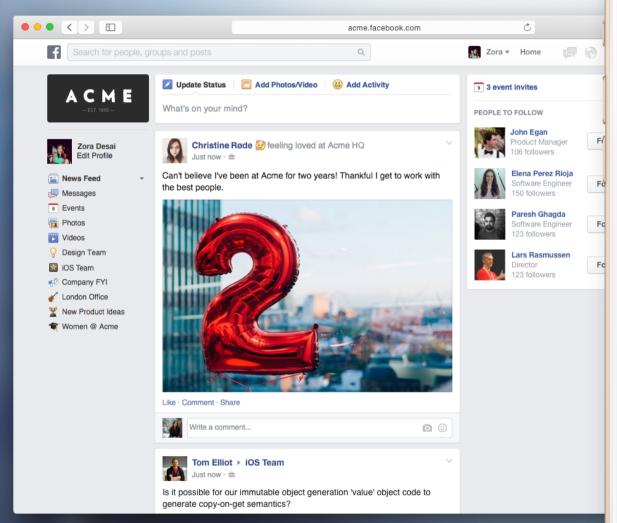
<sup>M</sup> 1 /100

50% from last hour

## Gamification We Can Do It!









"Will people's relationship to their wearable device change when they know that it can be an informant?"

Kate Crawford

"We surrender our temporal identities in order to become stylized, quantified and distributed"

**Brooke Wendt** 



## 

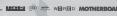
SLEEP. TRACK HABITS. 'NESS. HEIGHTS OVERS. EAVE











Choose Life. Choose a job. Choose a career. Choose a family. Choose a fucking big television, choose washing machines, cars, compact disc players and electrical tin openers. Choose good health, low cholesterol, and dental insurance. Choose fixed interest mortgage repayments. Choose a starter home. Choose your friends. Choose leisurewear and matching luggage. Choose a three-piece suite on hire purchase in a range of fucking fabrics. Choose DIY and wondering who the fuck you are on a Sunday morning. Choose sitting on that couch watching mind-numbing, spiritcrushing game shows, stuffing fucking junk food into your mouth. Choose rotting away at the end of it all, pishing your last in a miserable home, nothing more than an embarrassment to the selfish, fucked up brats you spawned to replace yourself.

## Choose your future. Choose life.

## alns

# **GAMES**





Mediaterra 2006 Gaming Realities



Gameworld 2007, LABoral, Gijon



Homo Ludens Ludens 2008, LABoral



Homo Ludens Ludens, Laboral 2008







Historias Iudicas, Aventuras Insolitas 2009

# NETWORK CULTURE

## Tag ties and affective spies

a critical approach on the social media of our times

## A tag's life

George Holsheimer, Mirjam ter Linden, Daan Odijk, Putri Sadiqah & Raoul Siepers Netherlands 2008

## **Dadameter**

Christophe Bruno France 2008 programming: Valeriu Lacatusu Production : Rencontres Internationales Paris-Berlin-Madrid- Jeu de Paume- Christophe Bruno

## Del.icio.us/ winning information

Jodi Netherlands - 2008

## Folded in

Personal Cinema & the Erasers Greece - 2008

## Internet delivers people

Ramsay Stirling USA - 2008

## IOU.s

Wayne Clements UK - 2008

## L' attente - the waiting

Grégory Chatonsky France - 2007



## Language

English Ελληνικά

Foreword

## Texts

About the exhibition

Tag ties and affective spies

Identity as a multilayered self in web 2.0 environments

Forms of resistance

## Projects

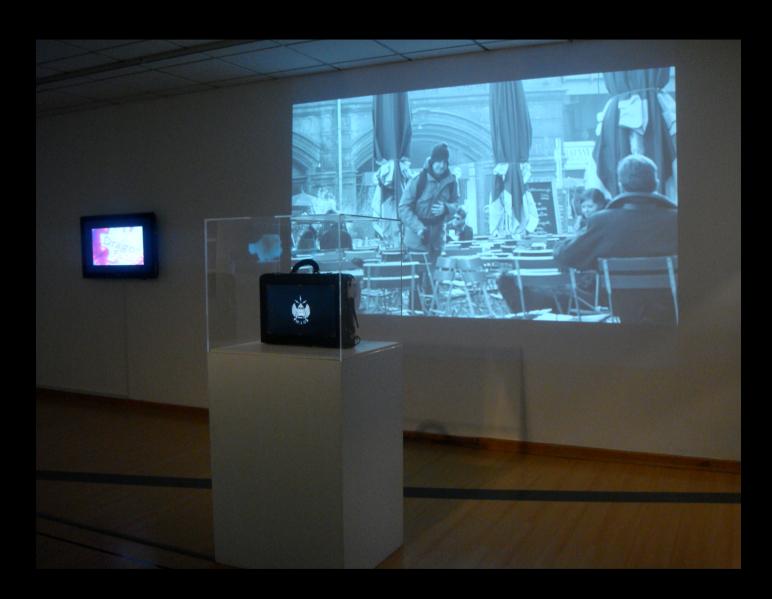
A tag's life



Jon Rafman, 9 eyes of Google Street view, 2008 Data Bodies Networked Portraits, Fundacion Telefonica, Lima, 2011



Christopher Baker, Hello World, 2008

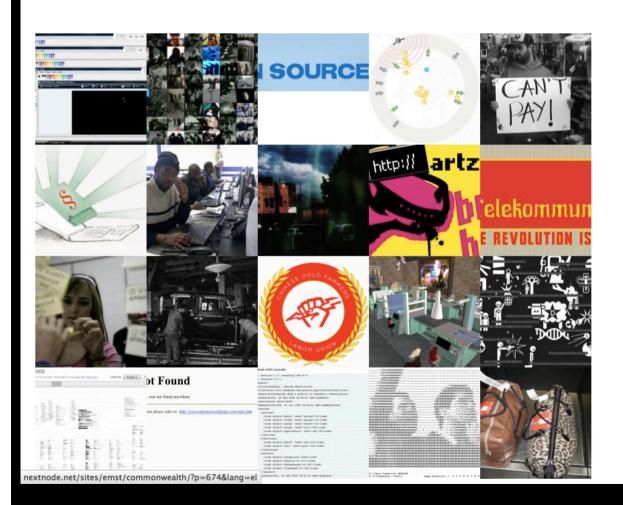


Men In Grey, 2011



## Esse, nosse, posse common wealth for common people

about / projects / platforms / resources



Burak Arikan & Engin Erdogan Samuel Bianchini Michael Bielicky & Kamila B. Richter Jeff Crouse & Stephanie Rothenberg Marcelo Expósito Furtherfield Brett Gaylor Ge Jin aka Jingle Pat Kane Carlos Katastrofsky Dmytri Kleiner Nicholas Knouf Aaron Koblin & Daniel Massey Tobias Leingruber, Jamie Wilkinson, Greg Leuch Geert Lovink Mediashed & Eyebeam Molleindustria Matteo Pasquinelli Dan Phiffer & Mushon Zer-Aviv Platoniq Juan Martín Prada Kate Rich Trebor Scholz Anders Weberg Δημήτρης Παπαδάτος

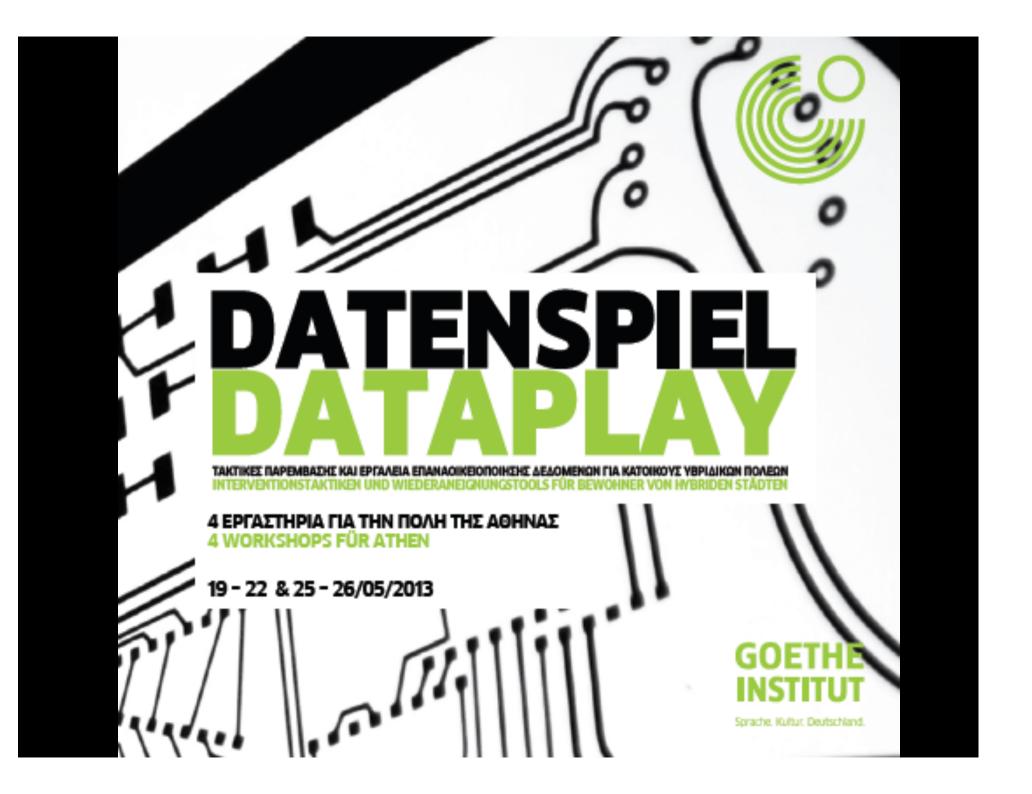
SUBMIT YOUR WORK

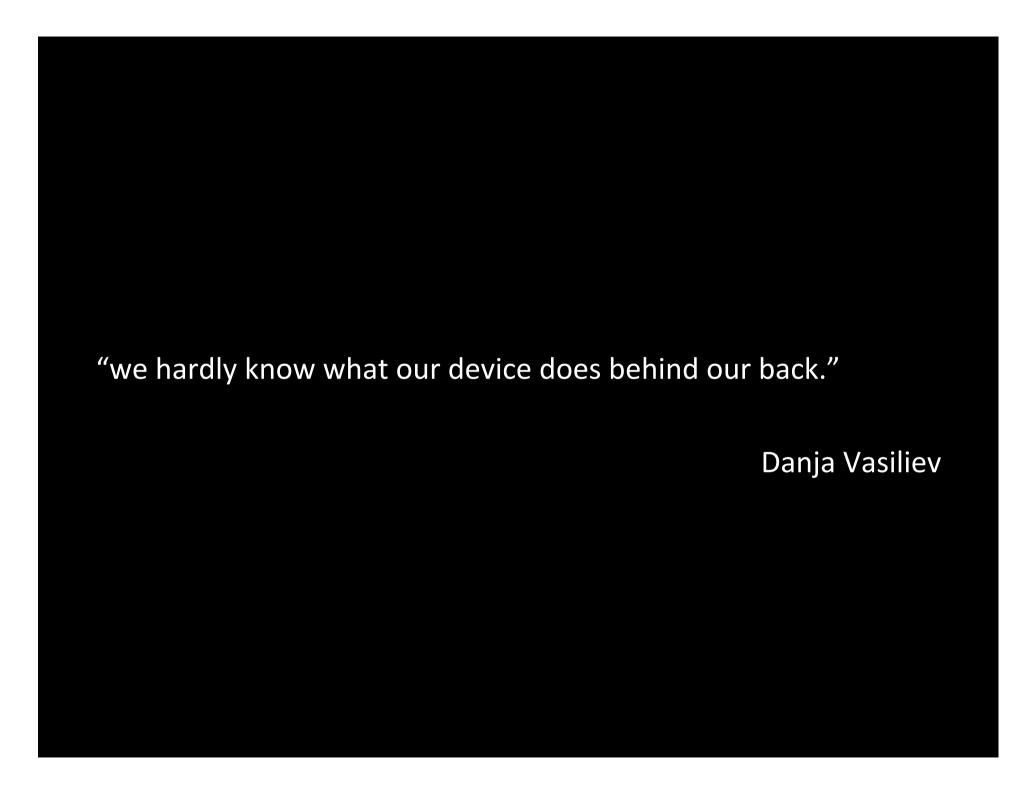


## Mapping the Commons of Athens

Mapping the Commons of Athens[1] took place at the end of 2010, at the year when Greece started losing its financial independence. Six months after the first memorandum with IMF and the implementation of the first austerity measures, the Greek capital was called upon to play a new role. Athens was invited to become the "beta" city of crisis, to constitute the experimental ground for the emerging transitional economic period and to confront first in Europe the impasse of late capitalism. The metropolis looked vulnerable but also restless, and its territory was the one where older and newer forms of resistance and counter-practices were about to be formed but also challenged.

## TOOLKITS & AUTONOMOUS INFRASTRUCTURES







Covert Computing with Julian Oliver



Netless with Danja Vaisliev



CPU City mapping with Gordan Savicic

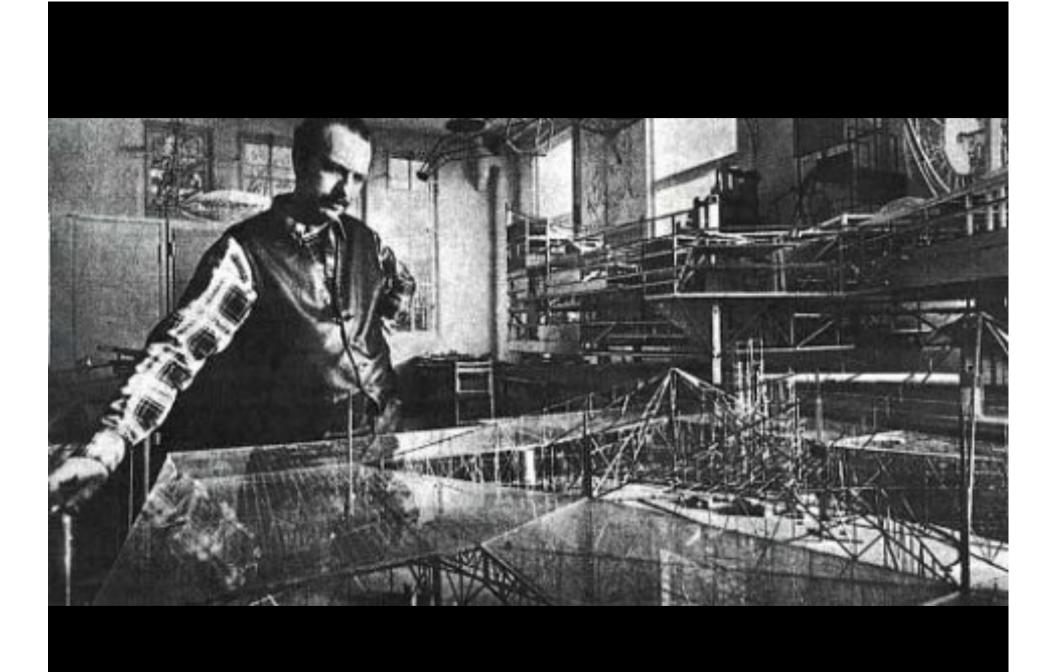


Electromagnetic cityscapes with Sabrina Basten nd Audrey Samson

# UNIFYING EXPERIENCES

## NEW BABYLON REVISITED 5-9:11:2014

A series of actions, workshops and dérivés that starting from Constant's New Babylon re-discuss issues concerning the free communication of a city's inhabitants. Artists and theorists propose new architectures of connectivity, inviting the inhabitants to think and act collectively.





Octo Apps , Telekommunisten



Athens Conference for Utopian Technologies, Christina Kral and Angela Jerardi



Babylon Radio, 3 137



Enclosures of New Athens & reStreet, Oliver Lerone Schultz, James Stevens, Adnan Hadzi, Antonis Galanopoulos



"...the term 'post-digital' can be used to describe either a contemporary disenchantment with digital information systems and media gadgets, or a period in which our fascination with these systems and gadgets has become historical..."

What is post-digital, Florian Cramer

"The internet does not exist. Maybe it did exist only a short time ago, but now it only remains as a blur, a cloud, a friend, a deadline, a redirect, or a 404. If it ever existed, we couldn't see it. Because it has no shape. It has no face, just this name that describes everything and nothing at the same time. Yet we are still trying to climb onboard, to get inside, to be part of the network, to get in on the language game, to show up on searches, to appear to exist. But we will never get inside of something that isn't there"

Julieta Aranda, Brian Kuan Wood, Anton Vidokle

#### Capture all exhibition

The exhibition Capture All, presents artistic positions that respond to the asymmetries and the misconceptions of a datafying world. The selection, which came together after curatorial research and an open call for works, particularly focuses on the ambiguous relationship and the uncanny tension between the user and the algorithm, the self and the constantly evolving apparatus. Can the system still be gamed or has an impasse been reached?

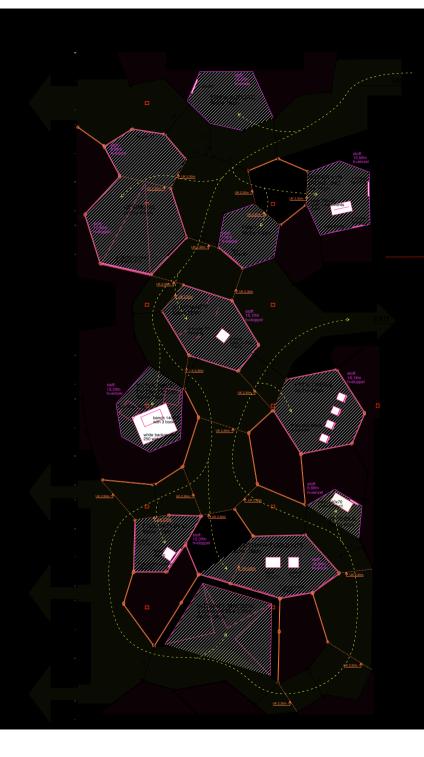


Capture All exhibition
Curated by Daphne Dragona and Robert Sakrowski





Which artistic practices can we locate as responses to the capture all logic?



Bauherr:

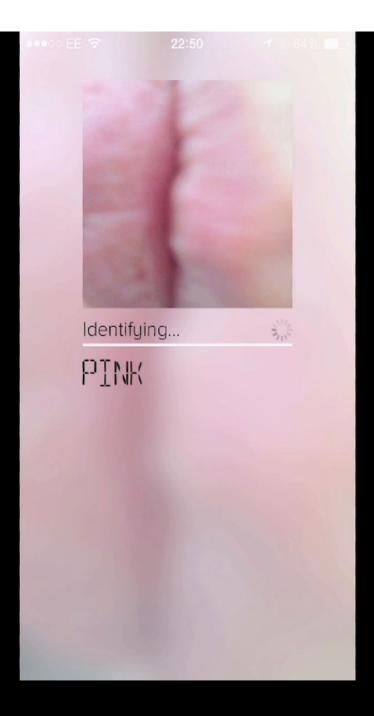
Transmediale 15 Klosterstraße 68 D - 10179 Berlin

tel: +49 (0)30 24 749 761 fax: +49 (0)30 24 749 763 info[at]transmediale.de

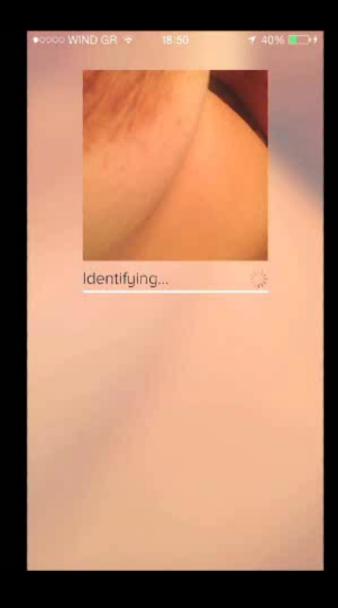
Ausstellungsort: Haus der Kulturen der Welt

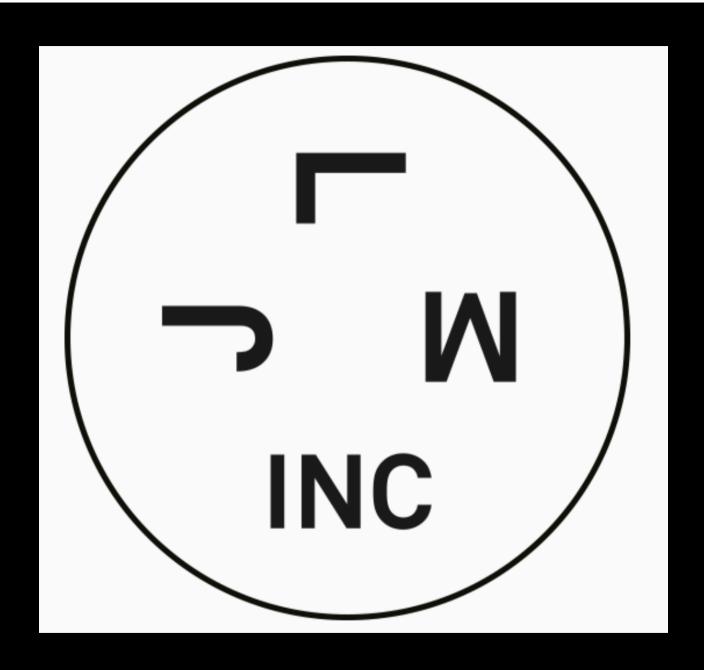
Ausstellungshalle Grundriss

Maßstab: Blatt: Plannungsstand:

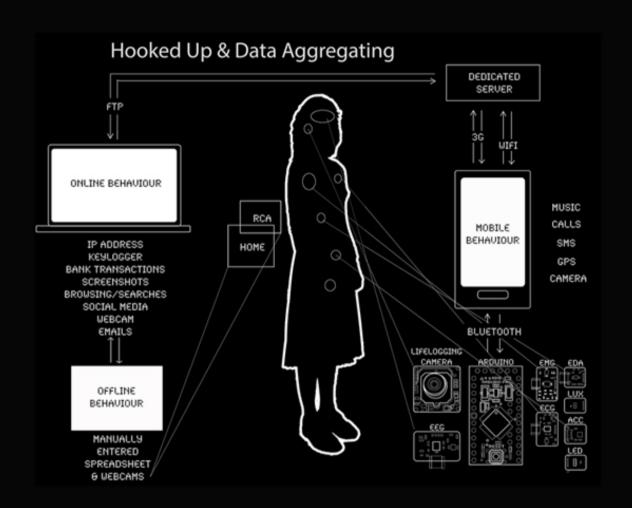


Erica Scourti, Body Scan (2014)





Jennifer Lyn Morone, Jennnifer Lyn Morone Inc (2014)





Invisible, Heather Dewey Hagborg, 2014 - 2015



Face Cages, Zach Blas, 2014-2015

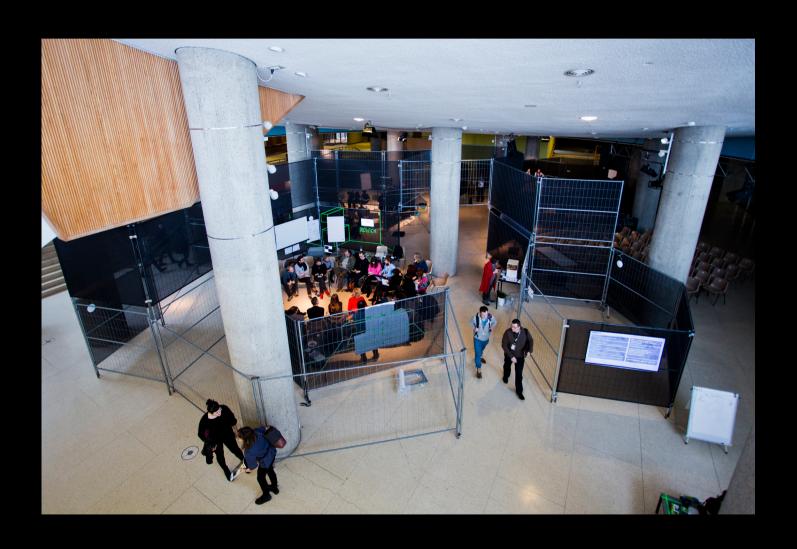


Internet Machine, Timo Arnall, 2014



Mercenary Cubiclists, Tobias Revell, 2013

### Foyer Program



Theoretical and hands on workshops, workgroup discussions, presentations Methodologies, manifestos, autonomous infrastructures, community prototypes and toolkits

#### commoning the networks: a feminist methodology



#### Pirate Box



#### Ubiquitous commons



#### Obfuscation workshop



#artist\_as\_commoner

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