



## **Nguyen Hoang Giang**

He lives and works between Hanoi and Milan. His works are multimedia, with focus on identity, self-inscription and memory. His current research and practice are aimed to investigate failures in the relationship between human and machine, specifically in the process of learning. He has participated in various exhibitions, workshops, screenings and art projects in Vietnam, Italy, Portugal and France. In 2013, He debuted as a photographer in the group show *Autopsy of Days*, held in Goethe Institut Hanoi. In the very same year, he was chosen by Nhà Sàn Collective to be in the *De-constructing Memories Art Project*, in which he received sponsorship from the Cultural Development and Exchange Fund of the Denmark Embassy to make his photography exhibition. In 2015, his video *Disorder is beautiful* was selected to be screened at Asian Cultural Complex in Gwangju, South Korea. In 2018, his work *The Fall* was performed at Museo 900' in Milan, as part of Furla Series. Apart from personal projects, he has also contributed to community development. In 2016, he curated *In\_ur\_scr!*, the first online exhibition in Vietnam. In 2014, he founded *The Black Hole* - a community art project, in which he illustrated and published anonymous secrets from Internet users. He is currently pursuing a MFA in New Media Art at Accademia di Belle Arti di Brera - Italy, with the Italian Government Scholarship for foreigners.

## **Albert Barqué-Duran, Mario Klingemann, Marc Marzenit**

Albert Barqué-Duran is a Honorary Research Fellow In Cognitive Science and a new media artist at City, University of London and Lacuna Lab in Berlin. He leads disruptive projects at the intersection of art, research and technology with the aim of finding novel formats of generating scientific knowledge to reflect about contemporary and futuristic issues and its cultural implications. He has exhibited and performed at *Sónar+D* (Barcelona, Spain), *Creative Reactions* (London, UK), *Cambridge Neuroscience Society* (Cambridge, UK), *Max Planck* (Berlin, Germany), *SciArt Center* (New York, USA), *IGNITE Fest* (Medellin, Colombia).

Mario Klingemann is an artist who works with algorithms and data. He investigates the possibilities that machine learning and artificial intelligence offer by understanding how creativity, culture and their perception work. An important part of this investigation is his work with digital cultural archives like the British Library, the internet Archives or the collection of Google Arts & Culture where is currently artist in residence. He is a regular speaker at international conferences about art, design and media, winner of the 2015 Creative Award of the British Library, and his works have been at the Ars Electronica Festival, the Centre Pompidou, Paris, the MET and the MoMa, New York.

Marc Marzenit is an audio engineer, composer, music producer and DJ with many years of experience touring the world. He performed in places like London, Paris, New York, Los Angeles, Argentina, Mexico, Canada or Asia, just to name a few. Besides his profile as underground musician, he also created shows like "Suite on Clouds", a 3D mapping show with 8 violinists, 1 harp, symphonic percussions, synthesizers and a grand piano. These projects draw on his classical background and show his integrated vision of electronic music: combining acoustic, analogue and digital instruments together in the same show.

### **Enrico Boccioletti**

Enrico Boccioletti is a transdisciplinary artist whose practice is mainly focused on the consequences of technology encountering one's intimacy, investigating structures of empathy existing in-between and beyond verbal communication, representations of the self in the digital realm, and the ghostly forces embedded in informational turmoil. Recent appearances, among many others, include: MAXXI, Rome; ZKM, Karlsruhe; OGR, Turin; La Quadriennale di Roma; La Plage, Paris; Parco Arte Vivente, Turin; Material, Mexico City; Operativa, Rome; Carroll / Fletcher, London; Live Arts Week, MAMbo, Bologna.

### **Lorem**

Lorem is a music-driven multidisciplinary project by the Italian musician and visual artist Francesco D'Abbraccio. His work was exhibited at London Design Biennale (Somerset House), Triennale Milano, Fondazione Bevilacqua La Masa (Venice), Scopitone (Stereolux, Lyon), Festival International du Graphisme de Chaumont. Lorem is an inquiry about human-computer interaction in the age of Artificial Intelligence. During the last two years D'Abbraccio built a collaborative platform, involving AI artists, video artists, information

engineering researchers and musical instrument designers with the aim to produce original audio, visuals and lyrics. Deep neural networks, hacked hardware and programmed errors are used to drive machines toward aesthetical, autonomous behaviours.

### **Beccalli Enrica in collaboration with Roula Gholmieh**

Enrica Beccalli is an interaction designer and Fulbright scholar. Fascinated by the interaction between humans and new technologies, between individual and collectivity her projects are all about complexity, emotions and behavior. Selected by the Italian Fulbright Commission and financed by the department for International Affairs of the Italian Ministry of Education to earn a MFA in Design and Technology in Parsons, which awarded her further Scholarships for demonstrating ability in combining design and new technologies. Her teaching career began in ISIA Roma Design (Italy) and has continued in Parsons where she taught the course the Design of the everyday Technology. Alongside her academic career she worked for multiple design research Labs and for ESPN+NYC Media Lab, on the future of live sport consumption. Her work *Complessità* has been showcased at the NYC Media Lab annual Summit, Tribeca Film Festival, NYC Creative Tech Week e Digital Design Days. Enrica's work has been featured on The Creators Project, Agenda Culturelle, Loves by Domus. Awarded of the "Extraordinary Abilities in the Arts" American visa, she has been working for three years as Interaction Design Lead for a tech company specialized in online Identity verification, computer vision and machine learning and she recently joined Johnson&Johnson Design studio.

Roula is a Lebanese Brooklyn based digital artist, designer and architect. Her work is at the intersection of arts and technology, ranging from installations for physical spaces to interactive objects and digital experiences. She focuses on the playful and unexpected; always pushing the boundaries of traditional narratives through the melding physical and digital. Roula holds a MFA in design and technology from Parsons NY and a BA of Architecture from the American University of Beirut. Her work has been exhibited at the Tribeca Film Festival Interactive, Creative Tech Week, SXSW and NYC Media Lab.

### **Guido Segni**

Guido Segni lives and works in Italy, abroad and in Internet, at the intersection of art, new media culture and digital hallucinations. Co-founder of Les Liens Invisibles group, he

exhibited in galleries, museums (MAXXI Rome, New School of New York, KUMU Art Museum of Tallinn) and contemporary art and new media festivals (International Venice Biennale, Piemonte SHARE Festival, Transmediale). Recently he has been selected for the 20th Japan Media Arts Festival's Art Division (2017), he was a Prize Arte Laguna's finalist (2016) and he won a honorable mention at Berlin's Festival Transmediale (2011) with *Les Liens Invisibles*. Currently he teaches at Accademia di Belle Arti di Carrara and runs the online space Green Cube Gallery.

### **Antonio "Creo" Daniele**

Antonio "Creo" Daniele is an Italian visual and media artist living and working in London, UK. He is currently a PhD student in Media and Art Technology at Queen Mary University of London, investigating human and artificial expressivity through drawings and artificial intelligence. He holds a MA with merit in Computational Arts from Goldsmiths, University of London where he graduated in 2015 with a thesis project "This Is Not Private". The work has been defined by Antonio as an interactive empathic portrait which uses cutting edge technology, such as face tracking and affective computing, to explore the phenomenon of empathy as a meta-language. The installation was featured on WIRED US, WIRED Japan, The Creators Project Italy and Prosthetic Knowledge among the others. This work has been selected for the XXI Triennale Milano and for the CHI2016 Art Exhibition. Antonio experience cuts across art and commercial. He has been working in the digital industry between Italy and UK as director and motion graphic designer, for well known brands such as Nike, Samsung, Nokia among others. On the other hand, his personal works have been shown at film and art festivals around Europe and the USA.

### **Michele Tiberio in collaboration with Diletta Tonatto**

Born in Palermo in 1987, Tiberio studied photography and design in Italy and then continued his studies at the Royal College of Art and Imperial College of London in the United Kingdom. He began his career as a designer and engineer before dedicating himself fully to sculpture and installations. Tiberio has exhibited in Rome, Palermo, and London. His works have been included in exhibitions at the Wellcome Collection in London, Palazzo Costantino in Palermo and at Istituto di Cultura Austriaco in Rome. In 2017 he had his solo show at Francesco Pantaleone Arte Contemporanea. His last project, conceived with Niccoló De Napoli, is *Misconception: a way to misunderstand reality*: it had been part of the Manifesta

12 Collaterals in Palermo. Michel Tiberio has been selected by the Fondazione Merz for *Meteore in Giardino*, 2019, that will take place in Turin in summer.

Diletta Tonatto is an academic researcher and artistic director of Tonatto Profumi maison. Her work and studies focus on perfumes and the sense of smell in today's society. Living perfume as a liminal experience, an in between the past, the present and the future, Diletta is fascinated by the silent yet emotional and powerful stories carried out by fragrant volatile molecules in their explosion of reminiscence once inhaled. Artistic perfumery award winner (Cafleurebon 2016, 2018), her work meets with art and design to create modern olfactory portraits and rituals as antidotes to today's stressful life.

### **Adam Basanta**

Adam Basanta's work explores technological practices as active, participatory, multi-sensory performances which are distributed throughout a variety of human, cultural, material and computational agencies. Born in Tel-Aviv (ISR) and raised in Vancouver (BC), Basanta has lived and worked in Montréal since 2010. Originally studying contemporary music composition, he has developed an artistic practice in mixed-media installations. Since 2015, his works have been exhibited in galleries and institutions including Fotomuseum Winterthur (CH), Arsenal Art Contemporain (CAN), Galerie Charlot (FRA), National Art Centre Tokyo (JPN), V Moscow International Biennale for Young Art (RUS), Carroll / Fletcher Gallery (UK), American Medium Gallery (NYC), Serralves Museum (POR), Edith-Russ-Haus für Medienkunst (GER), York Art Gallery (UK), and The Center for Contemporary Arts Santa Fe (USA). He has been awarded several international prizes, including the Japan Media Arts Prize (2016) and the Aesthetica Art Prize (2017). In 2018 he was longlisted for the Sobey Art Award. He is currently represented by Ellephant Gallery (Montréal, CAN). Remaining active as an experimental composer and performer, his concert music, live performances, and sound recordings are presented worldwide.

### **Daniele Spanò**

Daniele Spanò, after set designing studies, begins to work as director and visual artist. His video-installations, commissioned by institutions and individuals, bring him to the most beautiful squares in Italy. Among the most important interventions: *Giardino dei sogni*, realized with Luca Brinchi for the Giorgione's exhibition at Palazzo Venezia, in Rome; the

multimedia show to present the Gucci autumn / winter 16/17 collection in collaboration with Luca Brinchi; *Linea di Fuga*, multimedia installation annexed to the MAP collection (Museo Agro Pontino - Pontinia, 2016); *Pneuma*, site specific installation exhibited at the 56th edition of Festival dei Due Mondi (Spoleto, 2016); *Atto Primo*, at Church of the Artists (Piazza del Popolo, Rome, 2013); *Rifrazioni permanenti* (2011) in Piazza Colonna, Rome, promoted by Presidenza del Consiglio, Ministero del Turismo and MiBAC. In February 2011 he was selected by the famous director and artist Takeshi Kitano, to represent Rome's artistic ferment. Since 2009 he has worked as a set designer with Piazza Vittorio Orchestra. In 2014 he is assistant director for "Carmen" for the summer season opening of Teatro dell'Opera di Roma. In the same year, with Luca Brinchi and Roberta Zanardo, he designed video-scenes for "Hamlet" by Andrea Baracco and the set design for "Ritratto di una capitale", directed by Fabrizio Arcuri. As a visual artist he exhibited in museums such as Galleria Nazionale dell'Umbria, Centrale Montemartini in Rome, MAP of Pontinia. He also works for individuals and non-profit associations. From 2012 to 2015 he was artistic consultant for Romaeuropa Foundation. With Luca Brinchi, from 2015 to 2018, he created videos for several theatrical performances such as "Ragazzi di Vita" by Massimo Popolizio, "Freud" and "Antigone" by Federico Tiezzi, "Copenhagen" by Mauro Avogadro among many others.