Research Strand: Artists, Designers, Exhibitions & Galleries

This is a comprehensive list of artists, designers and key exhibitions discussed within the Accelerate Project. This is by no means an exhaustive list but it gives an indication of the many references explored by specialists and participants throughout the project. Sources are organised alphabetically.

[Arebyte Gallery](#) Arebyte leads a pioneering digital art programme at the intersection of new technologies and contemporary culture. From net art's inception in the 90s to more recent innovations in computer technology from VR to AI, the programme invites multiple voices to create multimedia installations at arebyte Gallery, London, and online experiences at arebyte on Screen. Alongside the art programme, arebyte Skills features short courses on digital theory and introductions to creative software and hardware. Through workshops led by artists working within the digital realm, arebyte Skills provides practitioners and newcomers with hands-on techniques for digital making.

[Donald Rodney Psalms](#) (1997) is an autonomous wheelchair developed as an artwork. It attended exhibition openings when the artist was unable to in person, due to Sickle Cell Anaemia.

[Exceptional Technologies: A continental Philosophy of Technology](#) by Dominic Smith
By closely engaging key texts, and by examining 'exceptional technologies' such as imagined, failed, and impossible technologies that fall outside philosophy of technology's current focus, this book offers a practical guide to thinking about and using continental philosophy and philosophy of technology.

[Future Shock – 180 The Strand](#) Featuring a line up of visionary artists - Ryoichi Kurokawa, UVA, Caterina Barbieri, Lawrence Lek, Actual Objects, Gener8ion, Weirdcore, Gaika, Nonotak, Ben Kelly, Hamill Industries and object blue - who reimagine our near future with multiple new commissions, site-specific installations and vital sensory experiences that challenge our preconceptions and offer up new possibilities.

[Gibson Martelli](#) Virtual Realist duo Gibson / Martelli work with live simulation, performance capture, installation and video to create immersive exhibitions.

[Glitch Feminism: A manifesto by Legacy Russell](#) The divide between the digital and the real world no longer exists: we are connected all the time. How do we find out who we are within this digital era? Where do we create the space to explore our identity? How can we come together and create solidarity? The glitch is often dismissed as an error, a faulty overlaying, but, as Legacy Russell shows, liberation can be found within the fissures between gender, technology and the body that it creates.

[How Not To Be Seen: A fucking Didactic Educational](#) Hito Steyerl's *How Not To Be Seen* examines the politics of visibility and the means for opting out of being represented in the digital age. Structured as a "how-to" video, Steyerl's work presents a variety of practical techniques to avoid being captured by the camera's lens.

[Invasion!](#) an Emmy-winning family VR short film narrated by Ethan Hawke. Invasion is a 6 minute family friendly movie. When two bumbling aliens, Mac & Cheez, land on Earth to begin their conquest it looks like nothing can stand in their way. Instead, they are thwarted by two adorable bunnies. Invasion! has been remastered for the Oculus Quest with new bonus content and hand-tracking.

[Laurie Anderson Lecture 2:The Forest](#) Laurie Anderson presents Spending the War Without You: Virtual Backgrounds. The Forest is the second in a series of six lectures, looking at the challenges we face as artists and citizens as we reinvent our culture with ambiguity and beauty. This talk will consider place – visual and spatial sound. Laurie Anderson, one of America's most renowned – and daring – creative pioneers. She is known primarily for her multimedia presentations, she has cast herself in roles as varied as visual artist, composer, poet, photographer, filmmaker, electronics whiz, vocalist, and instrumentalist.

[Mission: ISS:](#) Quest, a VR game where users take a trip into orbit and experience life on board the International Space Station. In this Emmy-nominated simulation, users can learn how to move and work in zero-gravity using controllers.

[Notes on Blindness: Into Darkness](#) is an immersive virtual reality (VR) project based on John Hull's sensory and psychological experience of blindness released alongside the feature film. The multi-awarded narrative VR experience is available on Oculus Quest. ARTE gives you the opportunity to discover and rediscover Notes On Blindness, an emotional journey into a world beyond sight. In 1983, after decades of steady deterioration, John Hull became totally blind. To help him make sense of the upheaval in his life, he began documenting his experiences on audio cassettes. These original diary recordings create the basis of this

interactive non-fictional narrative which is a cognitive and emotional experience of blindness.

RGBFAQ (2020) video essay by Alan Warburton Multimedia installation, 3D projection mapping, sculpture. RGBFAQ traces the trajectory of computer graphics from WW2 to Bell Labs in the 1960s, from the visual effects studios of the 1990s to the GPU-assisted algorithms of the latest machine learning models. RGBFAQ concludes with a sense of the power of digital imaging technologies (and perhaps the feeling of an accident waiting to happen) it is also an attempt to speak of wonder and empowerment: the kaleidoscopic possibilities for interpretation, intervention and synthesis that the exploded image allows.

Software Studies: A lexicon by Matthew Fuller This collection of short expository, critical, and speculative texts offers a field guide to the cultural, political, social, and aesthetic impact of software. Computing and digital media are essential to the way we work and live, and much has been said about their influence. But the very material of software has often been left invisible. In Software Studies, computer scientists, artists, designers, cultural theorists, programmers, and others from a range of disciplines each take on a key topic in the understanding of software and the work that surrounds it.

This Is Your Country Too, designed by Avin Shah. is an Arts Council-funded project that manifests as a 3D storyboard published on Mozilla Hubs and is an adaptation of the BBC radio play of the same name.

Zach Lieberman artist and educator based in New York City. He creates artwork with code, and builds experimental drawing and animation tools. He makes interactive environments that invite participants to become performers. His main focus is how computation can be used as a medium for poetry.

24/7 A Wake-up call for our non-stop world Exhibition curated by Somerset House 2020 which examined our inability to switch off from our 24/7 culture. Curated by Somerset House and Sarah Cook, contributors include Marcus Coates, Mat Collishaw, Douglas Coupland, Harun Farocki, Susan Hiller, Rut Blees Luxemburg, Katie Paterson, Pilvi Takala, and ten artists and designers from Somerset House Studios, including Iain Forsyth & Jane Pollard and Alexandra Daisy Ginsberg

[24/7 Late Capitalism and the Ends of sleep by Jonathan Crary](#)

Crary is a professor of modern art and theory. In this book the argument of Jonathan Crary's provocative and fascinating essay takes 24/7 as a spectral umbrella term for round-the-clock consumption and production in today's world. The human power nap is a macho response to what Crary notes is the alarming shrinkage of sleep in modernity.