Hybrid by Nature:
Human.Machine.Interaction

**Online Exhibition and Online Conference
on the Convergence between Human and Machine in Art.**

**Online Exhibition
Start: October 7, 2021, 7.30pm HKT**
www.goethe.de/hybrid

**Online Conference
October 7 – 10, 2021 on ZOOM
7.30-9.30pm HKT** / 8.30-10.30pm KST / 1.30-3.30pm CET / 7.30-9.30am EDT
Registration

**Participating artists
Bat-Erdene Batchuluun, h0nh1m (Chris Cheung), Stine Deja, Entangled Others, Exonemo, Mario Klingemann, Vvzela Kook, Loopntale, Sebastian Schmieg, Ruini Shi, Yehwan Song, UBERMORGEN & Atractor, Issei Yamagata**

- *Hybrid by Nature: Human.Machine.Interaction* is an online exhibition showcasing the works of 13 international artists on the convergence between human and machine in art.

- *Human.Machine.Interaction* shows **utopian, visionary, or speculative approaches in art** that explore this new coexistence between humans and machines and life with intelligent objects and systems – our new natural hybridity.

- *Human.Machine.Interaction* looks at how **machine learning, algorithms and intelligent robots** are increasingly determining our **everyday lives**. The distinction between humans and technical systems is becoming more and more blurred. This **transformative development** has the potential to dramatically change all aspects of life and society as a whole in the near future. "**Posthumanism**" and "**Transhumanism**", which actively promotes human enhancement, challenge our image of **what it means to be human**.

- *Human.Machine.Interaction* asks what reflections the increasing convergence between human and machine find in art? What kind of questions are raised by these developments? What are the boundaries?

- *Human.Machine.Interaction* is curated by Sabine Himmelsbach, Director of HEK (House of Electronic Arts) in Basel, Switzerland, and DooEun Choi, Curator in art and technology based in Seoul, South Korea in collaboration between the Goethe-Instituts of East Asia. The website is designed by Korean artist Yehwan Song.

  Artists have been nominated by: Art Center Nabi, Kattie Fan, Fei Jun, Ying Kwok, Nam June Paik Art Center, Odgerel Odonchimed, Yohsuke Takahashi, Jo Wei, Huang Wen-Hao, Bi Xin, Kazuhiko Yoshizaki, Yasuko Yubisui, ZER01NE.

- *Human.Machine.Interaction* is the first part of a major media art project *Hybrid by Nature*, a collaboration between the Goethe-Instituts in Japan, South Korea, Mainland China, Hong Kong, Taiwan, Mongolia and HEK (House of Electronic Arts) in Basel, Switzerland.

- The **conference** accompanying the online exhibition will **introduce the artists and works** of the exhibition in more detail and will focus on specific aspects raised and addressed in the works: the **blurred boundaries** between real and virtual spaces, the increasing use of **Artificial Intelligence** and our interactions with these algorithmic systems, and the manifold new spaces of the digital **metaverse**.

[Annex1] Presentation of the Conference Programm

Day 1. October 7ᵗʰ Thursday
7.30-9.30pm HKT / 8.30-10.30pm KST / 1.30-3.30pm CET / 7.30-9.30am EDT

Introduction – virtual walk-through event with the artists and curators

- Introduction of the Project

Melanie Bono | Director of Cultural Programs East Asia, Goethe-Institut Korea
Almuth Meyer-Zollitsch | Director, Goethe-Institut Hong Kong

- Introduction from Curatorial Aspect

Sabine Himmelsbach | Director, HEK (House of Electronic Arts)
DooEun Choi | Curator in art and technology

- Introduction of Artwork and Discussions

Artists
1. Blurred Boundaries: Bat-Erdene Batchuluun, Exonemo, Sebastian Schmieg, Yehwan Song
2. AI: Chris Cheung, Stine Deja, Mario Klingemann, Vvzela Kook, UBERMORGEN & Atractor

3. Metaverse: Entangled Others, Loopntale, Ruini Shi, Issei Yamagata

Moderators
Sabine Himmelsbach | Director, HEK (House of Electronic Arts)
DooEun Choi | Curator in art and technology

Day 2. October 8ᵗʰ Friday
7.30-9.30pm HKT / 8.30-10.30pm KST / 1.30-3.30pm CET / 7.30-9.30am EDT

Blurred Boundaries – convergence of real and virtual spaces
During the pandemic, we were all confined behind our screens as physical encounters were to be reduced to a minimum. The digital sphere suddenly became our most important window to the world, to families and friends, in order to stay in touch with our loved ones even in times of limited mobility. Our new normal, in which periods of quarantine continue, is of a new space that is interior, intimate, and mediated even for working with endless Zoom meetings and conference calls. This kind of blurred spaces requires a high degree of emotional intelligence and navigational skills. Therefore, many new cultural formats have been revisited and developed further. Net art, which emerged in the 1990s, experienced a revival and rightly so, the digital space has been newly occupied with artistic works and exhibitions. Even before the pandemic we have been living in a state of hyper-connectivity, where the separation between off- and online worlds has become obsolete. The conference's focus "blurred boundaries" takes into account these shifts and overlaps and presents concepts and projects that reflect the impact of information and communication technologies on our human condition and on our lives.

- Introduction of the Topic and Participations

Sabine Himmelsbach | Director, HEK (House of Electronic Arts)
DooEun Choi | Curator in art and technology

- Discussion

Exonemo | Artist
Sebastian Schmieg | Artist
Yukiko Shikata | Curator/Critic based in Tokyo
Anne-Cécile Worms | Co-Founder and President, ArtJaws

Moderator   Bi Xin | Curator – Researcher

Day 3. October 9ᵗʰ Saturday
7.30-9.30pm HKT / 8.30-10.30pm KST / 1.30-3.30pm CET / 7.30-9.30am EDT

AI – human machine interactions
Artificial intelligence based on machine learning has been going through the various stages of experimenting its potential in different realms. However, it is also true that artificial intelligence still requires human assistance with regards to input, categorization, management, and assessment. Perhaps the viability of AI art depends on how genuine and creative human

help or intervention is. It is observed that artists' unique ability of imagination might provide a possible breakthrough in artificial intelligence to overcome the current technical limitations and complete Artificial General Intelligence. It might allow the machines to think comprehensively and freely like human beings not limited to a special field of skill. On the other hand, all the social and ethical issues the current artificial intelligence is facing should be discussed further through artistic exploration for our shared future between human and machine. For whatever reason, it is clear that in the age of AI, the creativity of artists is being challenged, and at the same time, more attention has been given to the needs of the times.

- Introduction of the Topic and Participations

Sabine Himmelsbach | Director, HEK (House of Electronic Arts)
DooEun Choi | Curator in art and technology

- Discussion

Clemens Apprich | Professor, University of Applied Arts in Vienna – Guest Researcher, Centre for Digital Cultures of Leuphana University of Lüneburg
Vvzela Kook | Artist
Irini Papadimitriou | Creative Director, FutureEverything
Shinseungback Kimyonghun | Artists

Moderator   Iris Long | Curator - Researcher

Day 4. October 10ᵗʰ Sunday
7.30-9.30pm HKT / 8.30-10.30pm KST / 1.30-3.30pm CET / 7.30-9.30am EDT

Metaverse – a collective virtual space
From the very beginning of the Internet, utopian visions have been associated with it, promising greater access and democracy for all. The current hype around blockchain technologies, crypto-currencies and NFTs is fueling the notion of an expanded Internet in which 3D worlds, games, off- and online formats and platforms merge into a single metaverse. These developments have been described as the fourth industrial revolution of decentralized, super-automation and hyper-connectivity. Already, games like Fortnite are played by over 350 million people daily. Visionaries see a convergence of today's networks into a digital space where everything is one. This new metaverse promises the emergence of new economies and currencies, new communities, and cultural formats. During the pandemic, online exhibition formats became popular again and we could experience a revival of Net.Art. NFTs as a new sales format is currently breaking all records and showcases the importance of the blockchain as a key digital technology. The panel explores these new virtual spaces and platforms, the possibilities offered by the blockchain for cooperation and collaboration and questions what possibilities and challenges this opens up for artists.

- Introduction of the Topic and Participations

Sabine Himmelsbach | Director, HEK (House of Electronic Arts)
DooEun Choi | Curator in art and technology

- <u>Discussion</u>

Auriea Harvey | Digital Sculptor, Auriea Harvey Studio
Loopntale | Artist
Anika Meier | Curator
Ruini Shi | Artist

Moderator   Michael Connor | Artistic Director of Rhizome

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Goethe-Institut

The Goethe-Institut is the cultural institute of the Federal Republic of Germany with a global reach. With its network of 159 institutes in 98 countries, the Goethe-Institut is the largest intermediary organization of Germany's foreign cultural and educational policy. It promotes access to the German language, fosters international cultural collaboration, and provides current information about Germany.