

**Patchlab Digital Art Festival 2017 - Data Art and AI**

**24-29.10 | Kraków**

**Małopolski Ogród Sztuki, Galeria Sztuki Współczesnej Bunkier Sztuki, Pawilon  
Wyspiańskiego, Pałac Czeczotki, Szpitalna 1**

**Patchlab 2017 – Data art and artificial intelligence**

International Digital Arts Festival Patchlab connects interdisciplinary digital art created across the fields of new technology, creative coding and the humanities. The target audience are people who are aware of the changes in the surrounding world and who are brave enough to raise subjects concerning our nearest future. It's one of the few festivals in Poland presenting creative potential of new media, new technology, coding and virtual reality.

**Data art and artificial intelligence**

This is the main theme of this year's edition. There will be projects presented that are created with usage of extraordinary material - big data bases, which have an increasing impact on our life and the whole society. We leave footprints and history on digital devices, while intelligent systems do it automatically without our permission. Together with the growth of data amount and its role, there are now new possibilities of artificial intelligence development – total new level of being, which brings a lot of hope, but also anxiety.

**34 artists from Poland, Europe and Asia**

The works displayed at this year's edition will be exhibited in Małopolska Garden of Arts and at the Contemporary Art Gallery Bunkier Sztuki. The festival will comprise 14 installations, 6 performances, 3 workshops, meetings and presentations with electronic media artists from Poland, Germany, Austria, Hungary, France, Turkey, Greece, Cyprus, Italy, Belgium, Denmark, Portugal, Iran, Hong Kong, Japan and Taiwan.

A new generation of electronic media artists quest for innovative means to display and transform data into a piece of art. With digital tools, data has become a construction material for sophisticated art forms and a basis for ethical considerations. Works presented this year will be an artistic commentary on both their creative use and the dangers of using them as a control tool.

At the Małopolska Garden of Arts and Contemporary Art Gallery Bunkier Sztuki there will be presented an exceptional installation Reading Plan by Lien-Cheng Wang, presented this year at Ars Electronica, on the topic of control by the state apparatus of content read and assimilated by students in schools in Taiwan; the work of the Austrian Technopolitics group, created by artists, theorists, curators, scientists and journalists, who jointly develop innovative projects at the intersection of art, research, science and education and digital mirror that analyzes the facial expression will display the thoughts of the people they see as the tweets that embody the emotions they are experiencing.

The XCEED group from Hong Kong, present at this year edition of Biennale WRO, will show their installation basen on electromagnetic field, projection and laser, visualizing radioactive radiation

data using a global sensor network for collecting and sharing radiation measurements – Safecast.org in order to generate an audio-visual cityscape. The work aims to criticise catastrophes in Chernobyl and in Fukushima Nuclear Power Plant.

The big stage of Małopolska Garden of Arts will host 4 audiovisual performances, including project RadianceScapeLive, based on the data on radiation in Fukushima and Chernobyl and Danish-French duet LYM, who brings up the subject of exploration of urban world, in which humanity struggles with dark micro-machines.

Michał Jacaszek - a respected Polish sound artist, music producer, author of experimental electroacoustic and movie soundtracks was invited to this year's special project, which is always a unique event of the festival. The special project will be jointly developed with NOHLab's Turkish art studio, the laureate of many awards for audiovisual arts festivals.

The festival's culmination act will take place on Saturday night at club on Szpitalna 1, where Anthony Rother will play the main role – German composer and producer, considered as the most important continuator of Kraftwerk group. He has been at the cutting edge of techno music for over 20 years. His famous live acts still attract huge crowds. He has always focused on quality that other artists can only dream of and his music inspired a new generation of contemporary DJ's and producers. During the closing night he will play ADJ set (Artistic DJ set) – meaning he is only playing his own production which are not released commercial. He is not selling his techno music anymore. Once a year he produce a mix of his production and give this out for free. Which make his performance even more special and individual.

The festival will be accompanied by workshops „(NOT)safe data online.How do we lose control on our digital footprints” and “Play with PureData” – workshops on music programming and interaction for teenagers organised together with CoderDojo and sponsored by T-Mobile.

## **About**

Patchlab Festival is a part of international platform AVnode (avnnode.org), which brings together artists and organisers of events presenting modern audiovisual arts, supported by UE programme – Creative Europe. The list of festival partner includes: Culture Department of City of Kraków, Contemporary Art Gallery Bunkier Sztuki, Juliusz Słowacki Theatre, Małopolska Garden of Arts, Goethe Institut in Kraków, Austrian Cultural Forum in Warsaw, Hungarian Culture Institute in Warsaw, Kraków Festival Office, Culture.pl.

The festival comprises exhibitions of works and interactive installations, interdisciplinary scene projects, audiovisual performances and live acts, workshops, screening of short audiovisual forms as well as presentations and meetings with artists.

Ever since the beginning of the festival (2012) we bring up current subjects, relevant in the fast-changing world. The topics are sometimes uncomfortable, but always remain relevant from the point of view of a modern man living in the digital age.

The artists use technologies which we know very well and which accompany us in a more or less direct way, and transform them into art. Their work, performances, installations and live acts are frequently a commentary to current events and ambiguity in the modern world in which we live here and now.

Just like the Patchlab festival - at the center of their interests is a man with all the luggage of experience, experience, opportunities, in the correlation that modern technology offers.

Last year's 5th edition focused on the relationship between man and machine, especially in new aspect of virtual reality (VR), privacy and safety on the Internet.

This year's 6th edition will be dedicated mainly to data art and artificial intelligence (AI), that is a creativity based on unusual material – powerful data resources, which thanks to digital tools become a building blocks of sophisticated art forms and the basis for philosophical considerations. Despite their challenging form, these works provide information for an ordinary recipient with an easy-to-read overview of the surrounding world and the vision of the near future.

During the previous edition we exhibited works of the following artists among others:

**Tale of Tales** - duet of programmers, designers, directors and artists, who this year prepared a VR project, which refers to Tadeusz Kantor's work

**PanGenerator** – art group from Warsaw active in new media art

**AntiVJ** – famous group of artists from Belgium, which prepare unique light installations which connects architecture, light and coding

**Paweł Janicki** – independent creator of audiovisual interactive systems, installations and performances, who showcased his works at Biennale WRO, Transmediale (Berlin), Ars Electronica (Linz) or Centre Georges Pompidou

**Adrien M & Claire B** – digital art and scene artists. Their interactive show Hakanaï premiered at BAM's Fishman Theatre in New York in 2015. At Patchlab 2016 presented first time in Poland.

**Lee Gamble** – producer, DJ, founder of CYRK collective. He recently has become an owner of UIQ record label, a good friend of Unsound festival.

**Aleksander Janicki** – author of numerous multimedia installations, art acts and paratheatrical activities, scenographer and director of outdoor plays, where he uses mapping, 3D technology, large-scale projections and interactive generative structures. He's an author of experimental films combining video, installation and real-time interactive projections. (including Haiku 2011 at International Audio Art. Festival at Modern Art. Museum MOCAK)

**Thomas Köner** – renowned multimedia artist who combines visual and audio experiences.

Website: [patchlab.pl](http://patchlab.pl)

Tickets available on *Going*.

#### **Social media:**

Facebook: <https://www.facebook.com/patchlabfestival/>

Instagram: <https://www.instagram.com/patchlabfestival/>

Vimeo: <https://vimeo.com/patchlab>