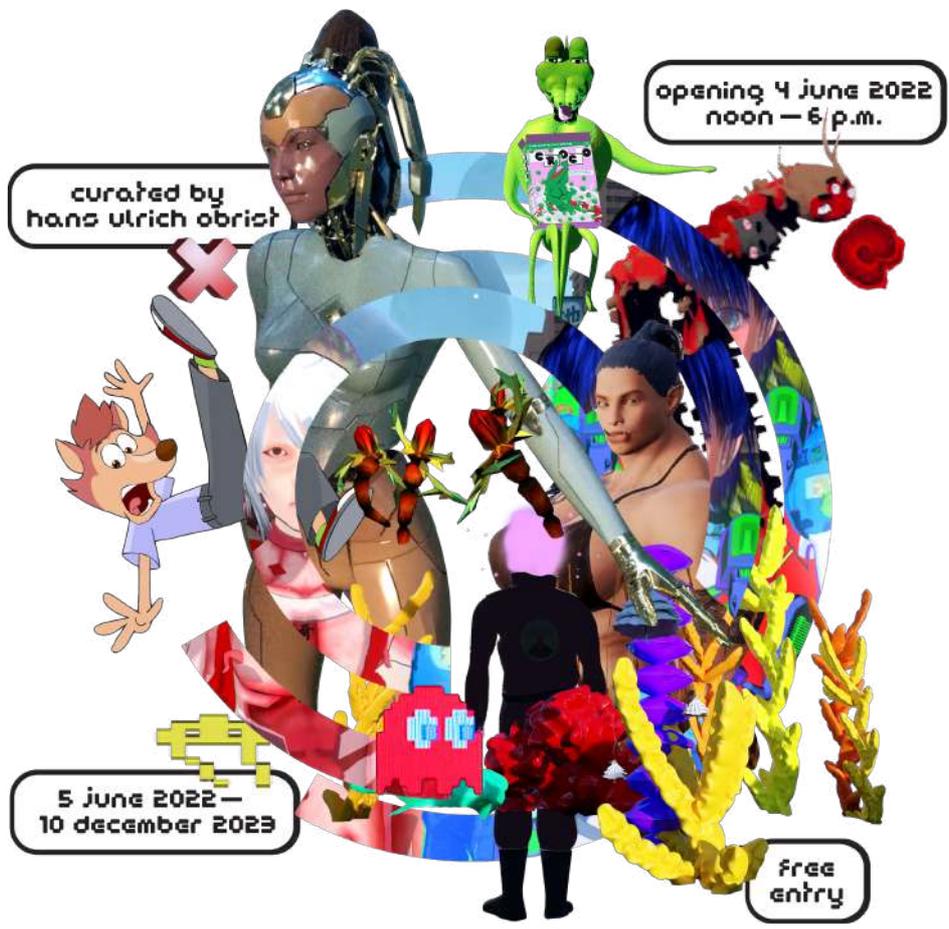


15 YEARS JULIA STOSCHEK COLLECTION

worldbuilding

gaming and art in the digital age



curated by
hans ulrich obrist

opening 4 june 2022
noon - 6 p.m.

5 june 2022 -
10 december 2023

free
entry



DÜSSELDORF

**WORLDBUILDING
GAMING AND ART IN THE DIGITAL AGE
FIFTEEN-ANNIVERSARY EXHIBITION OF THE JULIA STOSCHEK
COLLECTION**

5 JUNE 2022 – 10 DECEMBER 2023



Sturtevant, *Pacman*, 2012, HD Video, 1'15", color, sound. Video still. © Estate Sturtevant, Paris. Courtesy Galerie Thaddaeus Ropac, London/Paris/Salzburg/Seoul.

2022 marks fifteen years since the opening to the public of the first exhibition space of the JULIA STOSCHEK COLLECTION in Düsseldorf, which was followed by the opening of the Berlin space in 2016.

As one of the world's most comprehensive private collections with a focus on time-based art, the JULIA STOSCHEK COLLECTION has organized more than forty exhibitions as well as additional activities and international collaborative projects devoted to the public presentation, conservation, and research of artworks from the 1960s to the present.

Curated by **Hans Ulrich Obrist** to celebrate the fifteenth anniversary of the JULIA STOSCHEK COLLECTION, the group exhibition ***WORLDBUILDING: Gaming and Art in the Digital Age*** opens in Düsseldorf this June.



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WORLDBUILDING examines the relationship between gaming and time-based media art with a journey through various ways in which artists have interacted with video games and made them into an art form. In the words of the curator Hans Ulrich Obrist: “In 2021 2.8 billion people—almost a third of the world’s population—played video games, making a niche pastime into the biggest mass phenomenon of our time. Many people spend hours every day in a parallel world and live a multitude of different lives. Video games are to the twenty-first century what movies were to the twentieth century and novels to the nineteenth century.”

The aesthetics of games entered artistic practice decades ago, when artists began to integrate, modify, and subvert the visual language of video games to address issues of our existence within virtual worlds. Some artists have also brought to light a critique of games from within the system itself by highlighting discriminatory and stereotypical aspects of commercial and gaming logics. More recently, artists have begun to harness the mainstream power of gaming to communicate new forms of engagement that reach the massive audience of this borderless global industry. From single-channel video works to site-specific, immersive, and interactive environments, *WORLDBUILDING* encompasses over thirty artworks from the mid-1990s to the present. Works from the JULIA STOSCHEK COLLECTION—some of them especially adapted for the exhibition—will be joined by newly commissioned works. Including video, virtual reality (VR), artificial intelligence (AI), and game-based works, most of the works are interactive and openly invite visitors to immerse themselves in the multitude of alternative realities created by artists, spanning past, present, and future.

WORLDBUILDING will bring together pioneers of artistic processes such as **JODI**, **Peggy Ahwesh**, **Cory Arcangel**, and **Sturtevant**, who have modified existing video and computer games for their own works since the 1990s, and more specifically interactive works by pioneers **Suzanne Treister** and **Rebecca Allen**, who has a special bond with the city of Düsseldorf due to her collaboration with the band Kraftwerk. Large-scale, game-based installations will immerse the visitors in the work of younger generation artists such as **Danielle Brathwaite-Shirley**, **Keiken**, **LuYang**, **Lawrence Lek**, **Gabriel Massan**, and **the Institute of Queer Ecology**, who critically reflect on socio-identitarian issues with utopian visions and future worlds, while others point to a direct interaction where the boundaries between artwork and social dimension of video games or the metaverse merge, as in the work of **Lual Mayen**, **Cao Fei**, **Frances Stark**, **Angela Washko**, and **LaTurbo Avedon**, who is both an avatar and an anonymous artist. Aesthetic components that come directly from the world of game programming, including 3-D and VR, will find a special place in the time-based media art works of **Ed Atkins**, **Meriem Bennani**, **Ed Fornieles**, **Rindon Johnson**, and **Jakob Kudsk Steensen**, while video works with a distinctly more narrative emphasis by **Harun Farocki**, **Larry Achiampong & David Blandy**, and **Sondra Perry** will offer insight into other aspects of the games industry.



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With works whose software components will be further developed and a series of screening programs, the anniversary exhibition will constantly change over the course of its one-and-a-half-year run. This will be accompanied by a varied program, both online and on site, as well as a booklet and a comprehensive exhibition catalog that will investigate various perspectives on the phenomenon of gaming.

The exhibition booklet will include contributions by Rahel Aima, Kathrin Beßen & Agnieszka Skolimowska, Giampaolo Bianconi, Sasha Bonét, Irene Bretscher, Sophie Cavoulacos, Tamar Clarke-Brown, Mike Connor, Raphaëlle Cormier, Travis Diehl, Rebecca Edwards, Marion Eisele, Mary Flanagan, Richard Grayson, Tamara Hart, Kathrin Jentjens, Rindon Johnson, Adèle Koechlin, Aude Launay, Malte Lin-Kröger, Toke Lykkeberg, Aïcha Mehrez, Anika Meier, Ana Ofak, Christiane Paul, Anna-Alexandra Pfau, Sarah Rifky, Tina Rivers Ryan, Elisa Schaar, Elena Vogman, and Joni Zhu. The catalog, which will be released in the beginning of 2023, will include essays and Q&As with the artists on the concept of gaming.

The exhibition will travel to the Centre Pompidou-Metz from June 2023 to January 2024.

LIST OF ARTISTS

Achiampong, Larry (he/him)

b. 1984 in London; lives and works in Essex, United Kingdom
&

Blandy, David (he/him)

b. 1976 in London; lives and works in Brighton, United Kingdom

Ahwesh, Peggy (she/her)

b. 1954 in Pittsburgh, Pennsylvania; lives and works in Brooklyn, New York City

Allen, Rebecca (she/her)

b. 1953 in Michigan; lives and works in Los Angeles

Arcangel, Cory (he/him)

b. 1978 in Buffalo, New York; lives and works in Stavanger, Norway

Atkins, Ed (he/him)

b. 1982 in Oxford, United Kingdom; lives and works in Copenhagen



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Avedon, LaTurbo (they/them)

b. 1988 on the internet

Balenciaga

founded in 1917 in San Sebastián, Spain; HQ based in Paris

Bennani, Meriem (she/her)

b. 1988 in Rabat, Morocco; lives and works in Brooklyn, New York City

Brathwaite-Shirley, Danielle (she/they)

b. 1995 in London; lives and works in Berlin

Cao Fei (she/her)

b. 1978 in Guangzhou, China; lives and works in Beijing, China

Cheng, Ian (he/him)

b. 1984 in Los Angeles; lives and works in New York City

Farocki, Harun (he/him)

b. 1944 in Neutitschein, Czech Republic; d. 2014 in Berlin

Felemban, Basmah (she/her)

b. 1993 in Jeddah, Saudi Arabia; lives and works in London

Fornieles, Ed (he/him)

b. 1983 Hampshire, United Kingdom; lives and works in London

Friend, Sarah (she/her)

b. 1988 in Toronto; lives and works in Berlin

The Institute of Queer Ecology (artist collective)

founded in 2017 in Providence, Rhode Island

JODI (artist collective)

founded in 1994; live and work in Dordrecht, the Netherlands

Johnson, Rindon (he/him)

b. 1990 in San Francisco; lives and works in Berlin



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KAWS (Brian Donnelly, he/him)

b. 1974 in Jersey City, New Jersey; lives and works in Brooklyn, New York City

Keiken (artist collective)

founded in 2015 in Falmouth, United Kingdom; live and work between London and Berlin

Kim Heecheon (he/him)

b. 1989 in Gwangju, South Korea; lives and works in Seoul

Lek, Lawrence (he/him)

b. 1982 in Frankfurt am Main; lives and works in London

LuYang (he/him)

b. 1984 in Shanghai; lives and works in Shanghai

Massan, Gabriel (he/they)

b. 1996 in Rio de Janeiro; lives and works in Berlin

Mayen, Lual (he/him)

b. in South Sudan; lives and works in Washington, D.C.

Perry, Sondra (she/her)

b. 1986 in Perth Amboy, New Jersey; lives and works in Newark, New Jersey

Satterwhite, Jacolby (he/him)

b. 1986 in Columbia, South Carolina; lives and works in Brooklyn, New York City

Stark, Frances (she/her)

b. 1967 in Newport Beach, California; lives and works in Los Angeles

Steensen, Jakob Kudsk (he/him)

b. 1987 in Køge, Denmark; lives and works in Berlin

Sturtevant (she/her)

b. 1924 in Lakewood, California; d. 2014 in Paris

Transmoderna (artist collective)

founded in 2018 in Berlin; live and work between Berlin and Lisbon



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Treister, Suzanne (she/her)

b. 1958 in London; lives and works in London

Triantafyllidis, Theo (he/him)

b. 1988 in Athens; lives and works in Los Angeles

Washko, Angela (she/her)

b. 1986 in Reading, Pennsylvania; lives and works in Pittsburgh, Pennsylvania

Webb, Thomas (he/him)

b. 1991 in Ashford, United Kingdom; lives and works in London

CURATOR

Hans Ulrich Obrist (b. 1968 in Zurich, Switzerland) is Artistic Director of the Serpentine Galleries in London, Senior Advisor at LUMA Arles, and Senior Artistic Advisor at The Shed in New York. Prior to this, he was the Curator of the Musée d'Art Moderne de la Ville de Paris. Since his first show *World Soup (The Kitchen Show)* in 1991, he has curated more than 350 shows.

ABOUT THE JULIA STOSCHEK COLLECTION & FOUNDATION

Established in 2002, the JULIA STOSCHEK COLLECTION is one of the world's most comprehensive private collections of time-based art. With over 870 artworks by 290 artists from around the world, the collection's contemporary focus is rooted in artists' moving-image experiments from the 1960s and '70s. Works in the collection span video, film, single- and multi-channel moving-image installation, multimedia environments, performance, sound, and virtual reality. Photography, sculpture, and painting supplement its time-based emphasis.

Public access to the collection is made possible through the support of the JULIA STOSCHEK FOUNDATION. Established by Julia Stoschek in 2017, the foundation is dedicated to the public presentation, mediation, advancement, conversation and scholarship of media and performance practices. It is a non-profit organization committed to enabling institutions, researchers, and artists around the globe to produce ambitious programs and pioneering projects in the field of time-based art. The foundation also guarantees the long-term conservation of the collection.



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ABOUT THE CENTRE POMPIDOU-METZ

The exhibition *WORLDBUILDING* will be on view at the Centre Pompidou-Metz from June 2023 to January 2024. Centre Pompidou-Metz is France's first major cultural decentralization project. Centre Pompidou has brought its model to the region, and offered its know-how and collections in a unique partnership with local government bodies, which not only provide the necessary funding but also guarantee independence of scientific and cultural choices. Respecting the values of Centre Pompidou in its generosity, open to all publics and to all forms of current-day creation, Centre Pompidou-Metz illustrates, through its relationship both to society and to culture, the renewal of Centre Pompidou's strategy refocused on its prime vocation, namely to form a platform of exchanges between French society and creation. Centre Pompidou-Metz is neither a branch nor an annex of Centre Pompidou but a sister institution, independent in its scientific and cultural choices, able to develop its own program in the spirit of Centre Pompidou, and relying on the latter's know-how, network and notoriety. In conveying these values, it has an extraordinary advantage, that of being able to draw from the collections of Centre Pompidou, Musée national d'art moderne, which, with more than 100,000 works, boasts one of the world's two finest collections in the field of modern and contemporary art, and the largest collection in Europe. Centre Pompidou-Metz has been devised as a unique experience, a space where you can discover artistic creation in all its shapes and sizes, a living place where events take place all year round. The architecture of Shigeru Ban and Jean de Gastines make it an exceptional place. It is also a generous place as its publics are at the heart of the project, and a place of excellence thanks to its multidisciplinary program based on innovative temporary exhibitions of international level.



GENERAL INFORMATION

PRESS PREVIEW

Thursday, 2 June 2022, 12 noon

Julia Stoschek and **Hans Ulrich Obrist** will be present.

PRESS IMAGES

<https://www.jsc.art/press/>



DÜSSELDORF

OPENING WITH SUMMER PARTY AND MUSIC BY ALBERT SHWARTZ

Saturday, 4 June 2022, 12 noon–6 p.m.

The exhibition *WORLDBUILDING* will open at noon with a welcoming speech by **Dr. Stephan Keller**, Lord Mayor of the State Capital Düsseldorf, and speeches by **Hans Ulrich Obrist** and **Julia Stoschek**

LOCATION

JULIA STOSCHEK COLLECTION
Schanzenstraße 54, 40549 Düsseldorf

DURATION

5 June 2022 – 10 December 2023

OPENING HOURS

Sundays, 11:00 a.m.–6:00 p.m.

ADMISSION

Free

HYGIENE AND DISTANCE REGULATIONS

The visit of the JSC Düsseldorf is only possible for adults and children (from 6 years) with an own mouth and nose protection (medical mask or FFP2 mask). For your own safety and for the benefit of all, only visit JSC Düsseldorf if you feel healthy.

BARRIER-FREE ACCESS

The JSC Düsseldorf is accessible for those with wheelchairs or prams. If you would like to use the lift to travel between the floors of the exhibition space, just ask our service staff and they will be happy to assist you.

PUBLIC GUIDED TOURS IN GERMAN

Twice a month on Sundays, noon (duration: 90 minutes)

Price: EUR 10.00 per person, free of charge for children and people under 18 years of age, as well as school children, students and trainees.

Register at <https://visitjuliastoschekcollection.as.me/schedule.php>.

SPECIAL GUIDED TOURS

Please make any inquiries for guided tours for groups by email at visit.duesseldorf@jsc.art.

Price: EUR 20.00 per person for groups of 10 people and more, free of charge for groups of students from universities, colleges, schools and art academies.



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WEBSITE www.jsc.art

FACEBOOK /juliastoschekcollection

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#jsc #jscduesseldorf #juliastoschekcollection #fifteenyearsanniversary #gaming #worldbuilding

PRESS AND PUBLIC RELATIONS

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