



## Conference program

16.11.2022 | Day 1

12:15 - 12:30 New York time (GMT-4)

18:15 - 18:30 Berlin time (CEST)

### Intro day 1

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12:30 - 13:30 New York time (GMT-4)

18:30 - 19:30 Berlin time (CEST)

Question block - 15 minutes

#### Panel 1.1

### Histories of the Avant-garde and Contemporary Disruptive Technologies (Panel and Presentations)

Panelists consider the critical impact of current digitization processes on contemporary culture and political life in relationship to the avant-garde. Is digital art the new avant-garde? Given the intense and rapid growth of immersive and blockchain technologies, artificial intelligence, and the increasing proliferation of memetic culture, is it useful to talk about these technologies and practices as legacies of the historical avant-garde? To what ends?

**Panelists:** Arseniy Zhilyaev, Joshua Citarella, Egor Kraft

**Moderator:** Lev Manovich

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13:45 - 14:00 New York time (GMT-4)

19:45 - 20:00 Berlin time (CEST)

Break

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14:00 - 15:00 New York time (GMT-4)

20:00 - 21:00 Berlin time (CEST)

Question block - 15 minutes

**Panel 1.2**

## **Intervention, Resistance, Digital Art and Activism (Discussion)**

Artists are deploying digital technologies to disrupt international politics in numerous and fragmented ways. These panelists present works that draw critical attention to the growing social, political, and economic crisis surrounding border politics and nationalism in the US, as well as conflicts and changes in the Post-Soviet countries.

**Panelists:** Chico MacMurtrie & Luise Kaunert, Ellina Genadievna, Irina Konyukhova

**Moderator:** Allen Feldman

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15:15 - 15:30 New York time (GMT-4)

21:15 - 21:30 Berlin time (CEST)

Break

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15:30 - 16:30 New York time (GMT-4)

21:30 - 22:30 Berlin time (CEST)

Question block - 15 minutes

**Panel 1.3**

## **Digital Nomadism and Virtual Production (Panel with Presentations)**

First viewed as an unattainable luxury, digital nomadism has become a critical condition and practice problematically embraced by millions of people affected by a troubled gig economy, the ongoing pandemic, and an unpredictable war that is displacing people all over the world. Often mediated by digital

platforms, these artists strive to overcome immense geographical, economic and political challenges, all the while revealing the digital divide that continues to expose our socio-economic fault lines.

**Panelists:** Anna Evtyugina + Nikita Shokhov, Georgy Molodtsov, Team Rolfes

**Moderator:** Anna Shvets

—End of Day 1—

**17.11.2022 | Day 2**

**14:30 - 14:45 New York time (GMT-4)**

**20:30 - 20:45 Berlin time (CEST)**

## **Intro day 2**

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**14:45 - 15:45 New York time (GMT-4)**

**20:45 - 21:45 Berlin time (CEST)**

**Question block - 15 minutes**

### **Panel 2.1**

## **Performing Identities and Activism (panel and presentations)**

As the pace of technological change increases and the multitude of ways for individuals to construct their online identities expands, understanding our increasing reliance on computers is more critical than ever. How have recent changes in computational power refashioned fundamental questions about community and identity? How are these identities performed and staged within these new platforms and hybrid contexts, and with what political, artistic, and social consequences? How does the production of these digital selves articulate differently across gender, racial, ethnic, and national boundaries?

**Panelists:** LaJuné McMillan, Anna Shvets, Oleg Nikolaenko

**Moderator:** Alina Mikhaleva

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**16:00 - 16:15 New York time (GMT-4)**

**22:00 - 22:15 Berlin time (CEST)**

## **Break**

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**16:15 - 17:15 New York time (GMT-4)**

**22:15 - 23:15 Berlin time (CEST)**

**Question block - 15 minutes**

## Panel 2.2

### **Blockchain Technology and NFTs: The New Art Market, its Histories, Misconceptions, and Opportunities (conversation)**

The adoption of NFT platforms and blockchain technology by artists, curators, and gallerists has raised questions about the interrogations and conceptual paths that digital art began exploring in the later 1950s and 60s: What is Art? Where is Art happening? How is it valued? Who is the Artist? Who's deciding? Who's buying Art? How are they valuing Art? After considering some of the misconceptions surrounding NFTs and its historical antecedents, these panelists discuss the potential of blockchain technologies, challenges they pose and how they can be driven already now because of war conflicts and sanctions.

**Panelists:** Christiane Paul, Olga Dvoretzkaya, Vladimir Storm

**Moderator:** René Pinnell

—End of Day 2—

**18.11.2022 | Day 3**

12:15 - 12:30 New York time (GMT-4)

18:15 - 18:30 Berlin time (CEST)

## **Intro day 3**

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12:30 - 13:30 New York time (GMT-4)

18:30 - 19:30 Berlin time (CEST)

Question block - 30 minutes

## Panel 3.1

### **Keynote: Lev Manovich, *Technologies of Freedom***

**Lev Manovich** begins his talk in the place of memory, recalling the conditions of his earlier life in the USSR during the Cold War, the Soviet invasion of Afghanistan, and its parallels with Russia's current war in Ukraine.

After fleeing the communist empire to New York City in 1981, Manovich has become one of the most important theorists teaching and writing about the impact of technology on cultural production. Framing these as technologies of freedom, Manovich discusses four distinct developments that have emerged over the past 40 years, enabling some of the most exciting innovations in media, art, and information. These include the internet followed by the web and social media; computer graphics and other visual computational media; big cultural data and data visualization; and finally cultural AI (including GPT-3, Midjourney and similar services). Drawing upon his own personal art and group research projects,

Manovich foregrounds the liberatory possibilities of these technologies and practices, particularly significant at this historical juncture as authoritarianism increases across the globe.

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**14:00 - 14:15 New York time (GMT-4)**

**20:00 - 20:15 Berlin time (CEST)**

Break

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**14:15 - 15:15 New York time (GMT-4)**

**20:15 - 21:15 Berlin time (CEST)**

**Question block - 15 minutes**

**Panel 3.2**

## **XR Technology and New Directions in Physical Performance and Media (panel and presentation)**

The recent proliferation of new digital technologies and art distribution platforms has resulted not only in a major shift in the way contemporary artists create and distribute their artworks **online**, but continue to transform how artists work in **analogue** and **hybrid** modes of expression—**theater, dance, sculpture, opera, video, music and installation**. These panelists discuss the aesthetic and political dimensions of their work and its entanglement with the emerging fields of artificial intelligence, virtual reality, social media, and video gaming.

**Panelists:** AES+F, Theo Triantafyllidis

**Moderator:** Moderator: Jiabao Li

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**15:30 - 15:45 New York time (GMT-4)**

**21:30 - 21:45 Berlin time (CEST)**

Break / Joining VR Chat

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**16- 17h New York time (GMT-4)**

**22:00 - 23:00 Berlin time (CEST)**

**Panel 3.3**

## **Interactive VR performance / concert in Metaverse “Mycelia II”**

**Mycelia II** is the follow-up part of a meta immersive musical intervention that premiered at the A MAZE, Berlin, 2021. Living fungal bio-electrical activity within an audio-reactive VRC environment. This unique incarnation of Mycelia Nanotopia is working with the incredible performance artist Sina Âwsémoon, with biodata-sonification from *Ganoderma lucidum* (fungi) by combining dance, performance art and sound.

After its premiere at the A MAZE Berlin Festival, 2021, the work went on to become an invited Special Event during the 78th Venice Film Festival Immersive and was nominated for and won The Spirit of the Festival award at the Raindance Film Festival UK 2021.

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**17:00 - 17:15 New York time (GMT-4)**

**23:00 - 23:15 Berlin time (CEST)**

**Break**

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**17:15 - 18:15 New York time (GMT-4)**

**23:15 - 00:15 Berlin time (CEST)**

### **Panel 3.4**

## **Art, Media and Social Justice in the Metaverse (Interactive VR Performances & Discussion inside a 3D navigable environment)**

The tools and foundational technologies exist to create what we imagine the metaverse might be one day: an interconnected web of mixed reality and fully 3D navigable digital worlds that are persistent, interoperable, and social, with vibrant economic structures and diverse cultures. In this panel we'll hear from artists pushing the creative limits of what is possible in our efforts to make the metaverse not only a place for consuming, conducting business, and socializing, but also a space for artistic experimentation, engaged participation, belonging, well-being, and social justice.

**Panelists and Presentations:** Tosca Terán, Oksana Syhareva, Alina Mikhaleva

**Moderator:** Georgy Molodtsov

**—End of the online conference—**