



### **Cory Arcangel**

Cory Arcangel (b. 1978, Buffalo, New York) is a Brooklyn-based contemporary artist who works with many different media including drawing, music, video, performance, and video game modifications. Arcangel received his Bachelor of Music degree in Technology of Music from Oberlin Conservatory of Music in 2000, and he eventually began to work as an artist. However, his musical background and performative elements are reflected in many of his works. Arcangel is best known as a media artist, who explores the relationship between technology and pop culture through media works he creates by using outmoded computer games, videos, software packages, and even the web. One of his representative works is *Composition #7* (2010), which is a software mod file for the game *Frets on Fire* and an open source version of *Guitar Hero*. Arcangel has always taken interest in making his work accessible and participatory to the global audience through methods such as blogging. His works have been exhibited in museums, galleries, and biennials both nationally and internationally, with the most notable show being *Pro Tools* (2011), a solo exhibition at the Whitney Museum of American Art. Cory has suffered from thyroid cancer, which affected his works, leading to the creation of “hyper-structuralist” and void of “real content” works.

Cory Arcangel currently lives and works in Brooklyn, New York.



### **Patrick Bernier & Olive Martin**

Patrick Bernier (b.1971, Paris, France) and Olive Martin (b.1972, Liège, Belgium) are French artists, who have been collaborating for over a decade. Patrick Bernier received degrees in Art and Philosophy at l'Université Paris-Sorbonne, and Olive Martin studied Art History and Fine Art at Toulouse University in France. The two met in 1996 as students at École des Beaux-Arts, Paris, and graduated in 1999 and 2000, respectively, with honors. In 2000, Bernier got an online postgraduate diploma from École des Beaux-Arts de Marseille while Martin pursued an academic career in Film and Photography at the Art Institute of Chicago and completed her postgraduate studies at École des Beaux-Arts de Nantes. While the two artists have been working both collaboratively and individually, they are most famous for the projects they developed together since 1998. Their works have involved digital and media technology such as videos and websites, and the works have been considered as films, performances, and installations in the art community. Though the two artists' interests have been somewhat different—Patrick is interested in the issues of hosting, hospitality, and rights of migrant workers, and Olive's interests lie in the concept of identity—they have shown equal interest in bridging their political interests and aesthetic sensibility in their works. Consequently, this engagement and philosophy are conveyed in the works they have produced in collaboration such as *Manmuswak* (2005) and *X and Y v. France: The Case for a Legal Precedent* (2007-). Patrick and Olive have also participated in a number of artist residency programs together, including the Studio Cormier Residency in Montreal, Canada (2006) and the Kadist Art Foundation program in San Francisco, California (2010). Their works have been exhibited internationally in numerous galleries and film festivals.

Patrick Bernier and Olive Martin's collaboration still continues, and they currently live and work in Nantes.



### **Ruth Catlow**

Ruth Catlow (b. 1968, London, United Kingdom) is a British artist, writer and curator. Her undergraduate background is in Fine Art Sculpture from Falmouth School of Art, and she received her M.A. degree in Networked Media Environments at the Ravensbourne College of Design and Communications in 2004. Her focus has been on working with emancipatory network cultures, practices and poetics in arts, technology, and social change. These interests of hers came to fruition through the establishment of Furtherfield in 1997, a London-based non-profit organization for art, technology, and social change, for which she is the co-founder and co-director. In 2011, she was appointed the Head of School of the Writtle School of Design. Catlow has been producing artworks, curating, researching and publishing actively up to date, and she has also collaborated with a number of other artists including Mary Flanagan, who is also featured in Free Play.

Ruth Catlow currently lives and works in London, United Kingdom.



### **Mary Flanagan**

Mary Flanagan is a contemporary digital media artist, author, educator, and designer, who redefines the boundaries of medium and genre across writing, visual arts, and design through her research and digital works. Flanagan received her BA degree at the University of Wisconsin-Milwaukee, MA and MFA degrees from the University of Iowa, and a Ph.D. in Computational Media from Central Saint Martins College of Art and Design, University of the Arts, London, UK. She is interested in exploring the relationship between humans and technologies today, and thus uses a variety of digital media such as game-inspired systems, computer viruses, and other technological interfaces to convey this philosophy. In 2003, Flanagan found the Tiltfactor, a game research laboratory at Hunter College. She has been actively publishing about her research in pop culture, digital studies, game design, and human values in design. Her works have been exhibited in major institutions and art events around the world, including the Whitney Museum of American Art, The Solomon R. Guggenheim Museum, and Incheon Digital Arts Festival in South Korea.

Mary Flanagan is a Professor of Film & Media Studies and the Sherman Fairchild Distinguished Professor in Digital Humanities at Dartmouth University.

## **Futurefarmers**

Founded by Amy Franceschini in 1995, Futurefarmers is an international artist collective that practices a form of cultural activism through various media including web design, database development, interactive sculptures and installations. Members include the founder Amy Franceschini, Michael Swaine, Stijn Schiffeleers, Lode Vranken, Dan Allende, and Cooley Windsor, who come from different professional backgrounds but work together to produce art that is participatory and relevant to the time and place surrounding us. Futurefarmers' design studio serves as a platform to support art projects and an artist in residence program. The core values highlighted in their works are: interaction, play & accessibility, visualization of abstract ideas, local, and the power of connection.

Futurefarmers is based in California, and works closely with various art programs at California College of the Arts, Mills College, and Stanford University.



### **Ryan Gander**

Ryan Gander (b. 1976, Chester, UK) is a London-based conceptual artist who works with mainly with installations and sculptures. He received his BA degree for Interactive Art at Manchester Metropolitan University and has been a post-graduate fine art participant at the Jan van Eyck Akademie (Maastricht, Netherlands) and Rijksakademie van Beeldende Kunsten (Amsterdam, Netherlands). Gander often incorporates in his works narratives that stem from cultural history and personal anecdotes that are often playful but puzzling. A number of his works also take the form of games and puzzles that encourage audience participation. Most recently Gander has expanded his artistic practice to fashion design by collaborating with a fashion firm based in Tokyo to create a pattern design. His works have been shown worldwide including the exhibitions at the Guggenheim Museum, Museo Tamayo in Mexico City, Taro Nasu Gallery in Tokyo, and the Frieze Art Fair.

Ryan Gander currently lives and works in London and Suffolk.



### **Jeanne van Heeswijk and Rolf Engelen**

Jeanne van Heeswijk (b. 1965, Schijndel, Netherlands) is a visual artist who facilitates the creation of lively and diversified public spaces for interaction. She received art training from Academie voor Beeldende Vorming in Tilburg, Netherlands and the Jan van Eyck Academie in Maastricht, Netherlands. With her socially engaging works, Van Heeswijk not only stimulates cultural production but also challenges bureaucratic conventions and “curates” public spaces where artistic interventions reconnect citizens with their communities. Consequently, van Heeswijk’s works encourage strong and extensive social involvement with hundreds of participating citizens and institutions over an extended period of time, and thereby make her a mediator of these interactions. She has produced a number of projects for solo and group exhibitions around the world, and she has participated in various international biennials including the Venice Biennale, Busan Biennale, Taipei Biennale, and Shanghai Biennale. Van Heeswijk was the winner of the 2011 Annenberg Prize for Art and Social change and calls herself an “urban curator.”

Jeanne van Heeswijk lives and works in Rotterdam, Netherlands.



### **Rolf Engelen**

Rolf Engelen (b. 1963, Nijmegen, Netherlands) is an artist whose works break the boundaries of conventional medium and spaces. He works in public space -- both personal and commissioned projects -- and is involved in several partnerships that take place in the field of social sculpture and language. He is the co-founder of the Museum Nagsael and founder of the Second Chance Plant Company, which saves plants from the street since 1997. His works have been extensively exhibited in RAM Gallery, Rotterdam and in group exhibitions including KunstRAI(2005), Art Kickoff(2009), Art Amsterdam(2011), Art Rotterdam(2013).

Rolf Engelen lives and works in Rotterdam, Netherlands.



### **Allan McCollum**

Allan McCollum (b. 1944, Los Angeles, California) was born to a family of artists, and initially started as a theater student in Essex, England with hopes to become an actor. In 1965, McCollum changed his career plans, returned to California and studied restaurant management and industrial kitchen work at Los Angeles Trade Technical College. In the late 60s, he shifted careers again and began to train himself as an artist. McCollum applied mass production strategies, which he acquired from training in school and airline companies, to handmade objects. His works, which are often composed of small-scale works that are systematically arranged to make a whole, reflect this creative strategy. McCollum's works also produce a theatrical effect while conveying a collaborative and democratic form of creativity. He has collaborated with many artists, including Matt Mullican and Allen Ruppersberg, who are also participating artists in *Free Play*, and he has exhibited in well over 100 solo and group exhibitions, nationally and internationally. His works have been included in a number of biennials including the Venice Biennale (1988), São Paulo Biennale (2008) and the Whitney Biennial. He has been exhibited in a number of major art institutions in New York such as the Metropolitan Museum of Art (2009), the Museum of Modern Art (2007), and the Solomon R. Guggenheim Museum (2004) along side a number of galleries around the country.

Allan McCollum lives and works actively in New York since his relocation in 1975.



## **Paul Noble**

Paul Noble (b. 1963, Dilston, Northumberland, UK) is a British artist and sculptor. He received academic training at the Sunderland Polytechnic (1982-1983) and completed his degree in Fine Art at Humberside College of Higher Education (1983-1986). In 1987, he moved to London and co-founded City Racing, an influential artists' space with Matt Hale, John Burgess, Keith Coventry and Peter Owen. Noble first began publicly showing his work at City Racing, where he exhibited small paintings and drawings, and later created installations based on a single narrative. His works often take the form of games with accompanying comic strip drawings, and they are known for the elements of parody and social hopelessness. Paul Noble has been mainly exhibiting in the UK, but also has made his international debuts through exhibitions at the Albright Knox Gallery in Buffalo, New York (2003), Museum Boymans van Beuningen in Rotterdam (2005) and Migros Museum in Zurich (2005). In 2012, he was nominated for the Turner Prize, one of the most prestigious art awards in the UK.

Paul Noble currently lives and works in London.



## **Pedro Reyes**

Pedro Reyes (b. 1972, Mexico City, Mexico) is an artist and architect whose works convey complex themes of space, human interaction, utopia, and function. While he works with a variety of media including performance and video, his major works often take the form of public sculptures or architecture, which stems from his initial training as an architect. By constructing structures that become created spaces, Reyes cultivates communication, creativity, interaction, and participation for the audience. His works also touch on social issues and thus become campaigns to a certain extent. For example, *Palas por Pistolas* (2008) spoke on the issue of weapon trade and high death rate caused by gunshots in the city of Culiacán and Reyes has exhibited in institutions and art events worldwide including the Queen's Museum in New York, Walker Art Center in Minneapolis, Harvard University's Carpenter Center, Serpentine Gallery in London, Reina Sofia in Madrid, the Venice Biennale, and the Shanghai Biennale.

Pedro Reyes lives and works in Mexico City.



### **Jason Rohrer**

Jason Rohrer (b. 1977) is an American computer programmer, writer, musician, and game developer. His first game, *Transcend*, was released in 2005, and he has now created over 15 games including *Passage*, *Between*, and *Game Design Sketchbook*. In 2011, Rohrer won the Game Design Challenge with his proposal for a game that was to be operated by a single player, and then passed on to the next player. Likewise, most of his games use metaphors and mechanics to express ideas about the passage of time, the creative process, conversation, and relationship between players. By creating “storytelling” games, he has established himself not only as a developer of art games but also as a performance artist.

Jason Rohrer lives and works in Davis, California.



## David Shrigley

David Shrigley (b. 1968, Macclesfield, England) is a contemporary British artist, with training in art, design, and environmental art from Leicester Polytechnic and the Glasgow School of Art. He works in various media including drawing, photography, painting, sculpture, animation videos, and music, and he is best known for humor embedded in his comical line drawings. Shrigley's works extend outside of what can be exhibited in the gallery space through various writings and publications. Despite the critique he receives from the public for his works that are often only considered humorous and not serious enough, he has also received acclaims from some of the most prestigious art institutions such as the Tate. Shrigley has been actively exhibiting his works since the early 90s in both the United States and Europe, and the most recent exhibition in the U.S. was *Signs of Life*, which opened in early 2013 in Chelsea.

David Shrigley lives and works in Glasgow, Scotland.



### **Erik Svedäng**

Erik Svedäng (b. 1968, Uppsala, Sweden) is a contemporary Swedish game developer and media artist who mainly works with video games. He is best known for *Blueberry Garden*, a puzzle platform video game that he developed in 2009. It was designed so that the experimenter gets to play with the concepts of curiosity and exploration by taking the role of a creature investigating a mysterious world. Svedäng won the Seumas McNally Grand Prize for “Best Independent Game” at the 2009 Independent Games Festival with *Blueberry Garden*. Erik Svedäng also collaborates with other contemporary artists in creating new video games.

## Yoko Ono

Yoko Ono (b. 1933, Tokyo, Japan) is a multimedia artist and performer who began her career in the New York City downtown arts scene. She was an active creator and participant in the Fluxus movement where she debuted the controversial and seminal performance art happening *Cut Piece* (1964). Around the same time, Ono began publishing conceptual art books, including the instructional art book *Grapefruit* (1964) and directing structural films such as her Fluxus film, *No. 4* (1966). A retrospective at the Whitney Museum of American Art in 1989 brought renewed critical attention to her work. Ono also composed and performed experimental music, releasing several conceptual albums and collaborating with popular contemporary musicians. Ono founded the Imagine Peace foundation in memory of John Lennon.