

TECHNO-IMAGINATIONS

INTERNET LORE IN ASIA

EXHIBITION BOOKLET



1 ALEX MITCHELL

Monstrous Weather'd | Custom Software Exhibit

The week the internet went down, so many of us sat around marvelling at the weird weather and telling scary stories. One story led to another, all around the world. Now we are collecting summaries of these stories.

That was the premise for Monstrous Weather, a netprov (networked improvisation) organized by Meanwhile... netprov studio (Rob Wittig and Mark Marino) from 20 July – 10 August 2016 1. The netprov took place in a Google group 2, and resulted in a set of 159 contributions from 22 authors, collectively acting as “The Cloud Farmers”. A work-in-progress, Monstrous Weather'd is a screen-based hypertextual retelling/adaptation of the netprov, attempting both to recapture the experience of the original networked performance, and to weave together a coherent narrative from the fragmented collection of stories shared across the Internet over a period of three weeks by collaborators from around the world.

2 BRIONY KIDD

Room at the Top of the Stairs | Short Film

In the short film The Room at the Top of the Stairs, a young woman moves into an art school share house and keeps hearing about a strange and badly behaved girl, Carmen, who used to live in her room before her. The unnamed protagonist develops a mental image of Carmen based on the physical traces she's left behind (such as marks on the bedroom wall, self-portraits, clothing and other ephemera) and on what is said about her by others. A mythology develops and Carmen becomes the protagonist's nemesis, purely because she seems to occupy so much 'space' in the house in spite of her physical absence.

The Room at the Top of the Stairs employs the trappings of the supernatural to give their entirely non-supernatural events impact. The “creation of a fake monster” trope lends itself to discourse on multiple platforms, in most direct and observable ways on social media. The film this initiates a conversation about real life “self-mythologisation” and presentation online.

3 OLIVIER PERRIQUET & ERIC KERR

Haw Par Villa | 3D Model Projection

The project, which is named after Singapore's Tiger Balm Garden, is an installation of virtual reality, inspired by the Aw brothers' universe, which creates an immersive, dream-like, hazy, and troubling experience. From shots and captures in Singapore, a set of sculptures and scenes of the park will be modelled in 3D to create a kind of composite dynamic diorama in the virtual space, which evokes the psyche when it takes forms that are not fully conscious, such as when looking for a memory or during dreams. The project is an art-philosophy collaboration and currently a work-in-progress.

4 EUGENE SOH

Puppy Poop Run | Multiplayer Virtual Reality Experience

Gallery.sg is a virtual gallery built on a multi-player gaming platform, where visitors are able to interact with each other on the site in real time, regardless of their locations in the world. In this Virtual Reality installation, participants will play as a puppy running around a virtual reality house with other players as other puppies, and at the same time think about the nuances of and interactions between rich digital and physical worlds.

5 KAMINI RAMACHANDRAN

Storytelling Session

Oral traditions have proliferated across generations and cultures all over the world, as a tool for education, passing on values, or preserving cultural identity. This session will explore the more physical and performative side of folklore - storytelling.

The art form once held particular significance in Southeast Asia, serving as a means for the communities at the juncture of high ethnic pluralism to locally adapt and transmit regional mythology and folklore, such as the Ramayana, as well as the works of Confucius. Once considered a dying art form, however, storytelling has been undergoing a revival in the past few years. But what role has the Internet played in its revival? How do we understand, then, the concept of digital folklore in relation to storytelling? What is the relationship between the corporeal, performative act of storytelling and the intangible way stories propagate themselves online? In this 45-minute session Kamini Ramachandran will unpack some of these questions and ideas. Participants will then experience a live storytelling session, and observe and assess the ways stories shared in-person may be similar or different than the stories online.

6 KATRINA IRAWATI GRAHAM

White Song | Short Film

The most famous of Indonesian ghosts, the Kuntilanak, tells of the haunting of a young woman. Told from the ghost's perspective, *White Song* reclaims the humanity of a supernatural creature by exploring the intersection between the yearnings of a dead woman and those of a living one.

7 NANCY MAURO-FLUDE

Aerial's Cypher | Custom Access Wi-Fi Portal + Email Performance (*work-in-progress*)

The installation is assembled to contextualise a computer network. A wifi network is re-purposed, to become an augury of sorts, without explicitly being so. Playfully extending on the maker culture aesthetic, making strange typical practices of hardware *modding* and system administration. The mediums of poetic-speculative storytelling, software collage, wifi meshing and assemblage addressing the entanglements of technology - on the one hand, the matter-of-fact demystification that technology affords; on the other, mystification - black magic box (that is, the ambiguous, unknown and immaterial nature of input and output code). The performance of the custom-wifi access point works to present and demystify some of the inner workings of language and the elusive black box, while acting as a wifi portal, in order to make a typically invisible network, more visible. *Aerial's Cypher* dismantles and redistributes language, enabling an alternate view of the information we transmit on a daily basis, it highlights the technical structures that observe and act performatively which are becoming increasingly inconspicuous.

8 PAOLO CASANI

From Personal Experience to Digital Expression: An Eclectic Narrative | Poster Display

With a background in art, humanities and computer science, Paolo Casani presents a multi-layered account on the subjective impact of digital technologies, where traditional interview practices are enmeshed with current social media analytics that use computational linguistic techniques.

His piece, entitled 'From personal experience to digital expression: an eclectic account', describes his approach to the investigation about how academics use, experience and express their subjectivity over digital media platforms. Using a mixed methods research design, his research explores in on one hand the qualitative subjective experience of digital technologies in the personal testimonies gathered using semi-structured interviews; on the other, the quantitative manifestations and expression of traits of their self and identity on Twitter studied using natural language processing and machine learning techniques.

9 TEIK-KIM POK

My Malaysian Uncles are Reddit Conspiracy Lurkers | Live Readings + Still Projections

Teik-Kim Pok stitches together news, memes and conspiracy discussions that his 60-something elderly Malaysian relatives share on social media apps such as WhatsApp. Using personal anecdotes and archives from his personal family conversations, he will present a "performative digital rabbit warren," where he attempts to reveal a patchwork of intercultural influences on their social interaction, and reflect on how the extended Southeast Asian family grapevine navigates the boundaries of political discussion across cyberspace in the digital palm of their hands.

In an era where the phenomena of attachment to folkloric modes of sharing, algorithmically-skewed ideological echo bubbles and the post-truth news cycle are interlinked, Teik Kim intends to present an early development of this work to provoke greater discussion about the role of lore in this workshop.

