

WORLDBUILDING: GAMING AND ART IN THE DIGITAL AGE

CURATED BY HANS ULRICH OBRIST

5 JUNE 2022 - 10 DECEMBER 2023



Debbie Ding, *Lost Horizons*, 2022, immersive VR experience, infinite duration, color, sound. Courtesy of the artist.

STARTING 2 SEPTEMBER 2023

AUGMENTATION OF THE EXHIBITION WITH WORKS BY NEÏL BELOUFA & EBB, DEBBIE DING, DOMINIQUE GONZALEZ-FOERSTER, HARMONY KORINE, AND GABRIEL MASSAN

The JULIA STOSCHEK FOUNDATION presents the third expansion of WORLDBUILDING, an ongoing investigation of the relationship between gaming and time-based art. Lasting for more than a year, the exhibition has been continuously augmented with new works since its opening in June 2022.

In the words of curator Hans Ulrich Obrist, “WORLDBUILDING is an evolutive notion of what an exhibition can be. Like many games themselves, the exhibition started as one version of itself, and through feedback, our research—which includes studio visits with artists on all continents— grows and changes into an altered and expanded version.” Starting on 2 September 2023 on the occasion of the gallery festival DC Open, the third and final expansion of WORLDBUILDING will showcase works by Neil Beloufa & EBB, Debbie Ding, Dominique Gonzalez-Foerster, Harmony Korine, and Gabriel Massan.



Gabriel Massan, *Third World: The Bottom Dimension*, 2023, video game, infinite duration, color, sound. Featuring Castiel Vitorino Brasileiro, Novíssimo Edgar & LYZZA. Courtesy of Gabriel Massan.

Neil Beloufa and EBB's *Screen Talk* (2020/22) is a satirical miniseries about a fictional pandemic. As the mysterious disease spreads across the globe, scientists compete against each other to find a cure, and the world population is forced into lockdown. The series was written in 2014, eerily predicting the real circumstances of the COVID-19 pandemic. In 2020, the series was transformed into an interactive online game through a collaboration between Beloufa and the creative studio EBB.

The VR experience *Lost Horizons* (2022) by Debbie Ding begins at the site of an enigmatic plane crash. The viewer is transported through an immense virtual world that blends urban environments with abstract digital realms, including a bookstore specialized in travel literature, a map room, and an abstract space full of conspiracy theories. The focus of the game is on the act of seeing and creating a sense of space while uncovering clues about the lost plane passengers' fate.

In 1999 Pierre Huyghe and Philippe Parreno bought the rights to a virtual avatar that was originally developed for computer games. In collaboration with other artists, they gave the character a life of her own under the name AnnLee. Following the presentation of Parreno and Huyghe's works, Dominique Gonzalez-Foerster's video *Ann Lee In Anzen Zone* (2000) continues to explore the identity of AnnLee, turning to her Japanese identity.

The American artist and filmmaker Harmony Korine (*Kids*, 1995; *Gummo*, 1997; *Spring Breakers*, 2012), has established himself with an erratic practice unbound to any single genre, often probing the boundaries of filmic and augmented space. His newly produced work on display at the Julia Stoschek Foundation in Düsseldorf involves programming and hacking techniques invested with AI content and shares qualities with his upcoming film *Aggro Dr1ft* (2023).

Reflecting upon Black Brazilian experience and the impacts of colonialism, extractivism, and environmental degradation, the video game *Third World: The Bottom Dimension* (2023) by Gabriel Massan explores the possibilities of worldbuilding amid systems of inequality. Players are challenged to navigate through a diverse range of landscapes and to add their own “memories” to the game using digital tokens. *Third World: The Bottom Dimension* was commissioned by Serpentine Galleries, where it is on view until 22 October 2023, with support by the Julia Stoschek Foundation. *Third World: The Bottom Dimension* is the first video game to enter the Julia Stoschek Collection

## ARTISTS

Neil Beloufa (b. 1985 in Paris; lives and works in Paris) works as an editor, constructing scenarios to facilitate intersections between different meanings. Examining established structures of power, incidentally, those within the “creative economy”, whilst dwelling on the authority that is afforded by artists in today’s society, Beloufa eliminates his dominant role by awarding agency to actors or materials, informing one another and coexisting in installations as though they are actors and props on a set. He has had solo exhibitions at Palais de Tokyo, Paris (2018); Schirn Kunsthalle, Frankfurt (2018); MoMA PS1, New York (2016); ICA, London (2014) and Hammer Museum, Los Angeles (2013). His works have been represented in groupshows at Centre-Pompidou, Paris (2022); Venice Biennial (2019); Kunsthalle Düsseldorf (2015) and Lyon Biennial (2013).

Debbie Ding (b. 1984 in Singapore; lives and works in Singapore) is an artist and technologist whose interests range from historical research to visions of the future. She uses game engines and digital prototyping to produce immersive works and virtual spaces that speculate on alternative systems of knowledge, investigating the human desire for exploration. She has had solo exhibitions at The Substation Gallery, Singapore (2010) and Galerie Steph, Singapore (2013). Her works have been represented in group shows such as the Kochi-Muziris Biennale, India (2022); National Taiwan Museum of Fine Arts, Taipei (2022), HEK – Haus der elektronischen Künste, Basel (2021); Singapore Art Museum (2021); Marina Bay Sands ArtScience Museum, Singapore (2019); National Museum of Singapore (2017); Singapore Biennale (2016); and NUS Museum, Singapore (2015).

EBB (founded 2021; based in Montreuil, France) is a decentralized creative studio pioneering at the intersection of contemporary art and cutting-edge technology. With a multidisciplinary team of artists, curators, researchers, and developers, EBB produces immersive experiences that blend art, tech, and community engagement.

Dominique Gonzalez-Foerster (b. 1965 in Strasbourg, France; lives and works in Paris) explores the different modalities of sensory and cognitive relationship between bodies and spaces, real or fictitious, in order to question the distance between organic life and labor. Gonzalez-Foerster’s works have been exhibited in solo shows at the Serpentine Galleries, London (2022); Bourse de Commerce – Pinault Collection, Paris (2022); Secession, Vienna (2021); Galerie für Zeitgenössische Kunst, Leipzig (2018); Schinkel Pavillon, Berlin (2016); MAAT Museum of Art, Architecture and Technology, Lisbon (2016); K20, Kunstsammlung Nordrhein-Westfalen, Düsseldorf (2016); Centre Pompidou, Paris (2015); and Temporama, Museum of Modern Art, Rio de Janeiro (2015). Her work was featured in group shows at Bundeskunsthalle, Bonn (2022); Sammlung Philara, Düsseldorf (2021); Venice Biennale (2019); Gropius Bau, Berlin (2018); Whitney Museum, New York (2016); Palais de Tokyo, Paris (2013) and Stedelijk Museum, Amsterdam (2013).

Harmony Korine (b. 1973 in Bolinas, California; lives and works in Miami, Florida) is a multidisciplinary artist who resists categorization and is admired internationally for the improvisation, humor, repetition, nostalgia and poetry that unite the disparate aspects of his work. His practice is built upon tireless experimentation and a trial-and-error path, producing what Korine calls ‘Mistakist Art.’ Korine’s oeuvre is both deliberate and erratic, figurative and abstract, and, like his films, blurs boundaries between ‘high’ and ‘low’ in ways that simultaneously attract and repel viewers with its hypnotic, otherworldly atmosphere. He has had solo exhibitions at Gagolian, New York (2019); Centre Pompidou, Paris (2017)

and SMAK, Ghent (2000). His works have been represented in groupshows at the Brooklyn Museum (2023); Whitney Museum, New York (2000) and CAPC, Bordeaux (2000).

Gabriel Massan (b. 1996 in Rio de Janeiro; lives and works in Berlin) combines storytelling and worldbuilding techniques, to create and narrate situations of inequality simulated by the live performances of his digital sculptures in the metaverse. Massan is interested in investigating the notions of strangeness and ignorance in the imaginary of the Global South. Massan was among the artists participating in the „Artist World“ series at Serpentine Galleries, London, an invited artist of the 2020 „IMS Convida“ program at IMS – Instituto Moreira Salles, selected for the Circa „Class Of 2021“ program in partnership with Dazed, a contributor of the „Rotten TV“ online research platform supported by The British Council Digital Collaboration Fund, and was a 2019 resident at ETOPIA - Center for Art & Technology.

#### ABOUT THE JULIA STOSCHEK FOUNDATION

The JULIA STOSCHEK FOUNDATION is a non-profit organization dedicated to the public presentation, advancement, conservation, and scholarship of time-based art. With two public exhibition spaces located in Berlin and Düsseldorf that feature cutting-edge media and performance practices, the foundation stewards one of the world's most comprehensive private collections of time-based art.

With over 900 artworks by 300 artists from around the globe, the JULIA STOSCHEK COLLECTION spans 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. The collection's contemporary focus is rooted in artists' moving image experiments from the 1960s and '70s.

#### GENERAL INFORMATION

##### PRESS IMAGES

[www.jsfoundation.art/press/](http://www.jsfoundation.art/press/)

##### LOCATION

JSF Düsseldorf  
Schanzenstraße 54, 40549 Düsseldorf

##### DURATION

5 June 2022 – 10 December 2023

##### OPENING HOURS

Sundays, 11 a.m. – 6 p.m.

##### ADMISSION

Free

##### BARRIER-FREE ACCESS

The JSF 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 [visitjuliastosc hekcollection.as.me/schedule.php](http://visitjuliastosc hekcollection.as.me/schedule.php).

SPECIAL GUIDED TOURS

Please make any inquiries for guided tours for groups by email at [visit.duesseldorf@jsfoundation.art](mailto:visit.duesseldorf@jsfoundation.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.

WEBSITE [www.jsfoundation.art](http://www.jsfoundation.art)

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