



# IMMERSIVE DAYS #1

*VR installations, performances, workshops, lectures*

JUNE 8–13

## PARTICIPANTS

### MIRABELLE JONES

Mirabelle Jones is a creative technologist, educator, and researcher based in Copenhagen originally from the San Francisco Bay Area. They currently serve as a Research Assistant in the Human-Centered Computing Section of the Department of Computer Science at the University of Copenhagen and an Artist-in-Residence at Catch Center for Art, Design, and Technology. Previously, they served as the Senior Designer / Developer for the internationally acclaimed immersive arts organization Meow Wolf and as an instructor of graduate and post-graduate level Interactive Media Arts at Codame Art & Tech and HackadayU.

[www.mirabellejones.com](http://www.mirabellejones.com)

### LUNDAHL & SEITL

With backgrounds in visual art and choreography, Lundahl & Seidl are a pioneering post-disciplinary artistic collaboration that interrogates the nature of being. By appropriating different art forms, methods and technologies, they create immersive installations, fostering resonance between the connectivity and interdependence that exists within any given environment, between a world and its inhabitants.

Lundahl & Seidl are supported by The Swedish Arts Grants Committee and the International Program for Visual Artists (iaspis), Stockholm Stad and Kulturrådet Sweden / Swedish Arts Council.

[www.lundahl-seidl.com](http://www.lundahl-seidl.com)

### TIM BISHOP

Tim Bishop is an artist and spatial sound designer originally from the UK, now based in Lund, Sweden. He is interested in the ways in which two individuals can connect with one another, both in a one-to-one encounter and within a group context. His work focuses around creating personal connections between artwork and audience, and prompts individual and, often, emotional responses through sensory, evocative and highly aesthetic experiences.

His work has been shown in Sweden, Norway, Romania, Russia and the UK, including performances at Lunds Konsthall, Arnolfini, Bristol and Kulturhuset, Stockholm, and

screenings at Oslo Screen Festival and Moscow International Film Festival. As a sound designer he has worked with Malmö Stadsteater, Bombina Bombast, Teater Sagohuset, Maria Reihs and Majula Drammeh, Joshka Wessels, and more.

[www.timbishopartist.com](http://www.timbishopartist.com)

#### GIBSON & MARTELLI

Gibson & Martelli are graduates of RMIT with a joint PhD in immersivity and somatic sensing. Worldwide commissions include residencies in North America, China, Ireland, Australia and New Zealand and exhibitions at the Barbican, Centro de Arte Moderna, Lisbon, Detroit Institute of Arts, and the Venice Biennale.

Solo shows include [‘Expanded Fields’](#) (2019) Limerick City Gallery of Art, [‘Big Bob’](#) (2015) at Jaffe-Friede Gallery in Hanover, USA, [‘MANA’](#) (2015) at UNION gallery, London and [‘80°N’](#) (2014) at QUAD Gallery in Derby. They have exhibited in London in group shows: ‘Enter Through The Headset 4’ (2019) at Gazelli Art House, ‘Observation Rooms’ (2019) at Arthouse1, ‘This Is Where We Came In’ (2018) at Angus Hughes Gallery, ‘Splintered Binary’ (2017) at Gossamer Fog and ‘Now Play This’ (2017) at Somerset House.

Nominated for a British Academy of Film & Television Arts (BAFTA) the duo are recipients of several awards: a Henry Moore Foundation New Commission, a National Endowment for Science Technology and the Arts (NESTA) Award and in 2015 they won the Lumen Gold Prize.

The artists are currently working on an AI and machine learning project with collaborators at Goldsmiths University of London and the Creative Computing Institute UAL. Gibson is Associate Professor at Centre for Dance Research, Coventry University. The artists live and work in London.

[www.gibsonmartelli.com](http://www.gibsonmartelli.com)

#### FRANCIS PATRICK BRADY

Francis Patrick Brady is an artist living and working in Malmö, Copenhagen and London. He graduated from Malmö Art Academy in 2017 and is currently in residence at IAC and Art Hub Copenhagen. Brady creates art that often resembles the shape of a game. Using the structures of speculative play as a model for probing the barriers between reality and fantasy. The artworks begin as handmade objects, fabrics, cards, sounds, texts that provide a set of alternative possibilities; or paths to travel.

He is co-founder and organizer of ‘Celsius Projects’, Malmö. He is also active in the art collective ‘Union Group’ who have a focus on Roleplay, VR, consent safety, and immersive practices.

[www.francis-patrick-brady.co.uk](http://www.francis-patrick-brady.co.uk)

## MAREN DAGNY JUELL

Maren Dagny Juell is an artist working in moving image, installation and virtual reality. She is interested in the borders of subjectivity and individual autonomy. The works seek to embody an investigation into the reality of appearances, surfaces and definition of visual space aided by technology. She is interested in various forms of languages used to inform, command and instruct. Maren Dagny Juell is based in Ski, Norway. She received her MA from Chelsea College of Art (London) and has exhibited widely, including solo shows at Atelier Nord Oslo, Trafo Kunsthall, Trøndelag Senter For Samtidskunst, Akershus Kunstnersenter, Podium Oslo and group shows at Astrup Fearnley Museum of Modern Art, Stavanger Kunstmuseum and Riga Photography Biennial 2020 among others. Moving image works have been screened internationally including The Australian video Biennial in Melbourne. Maren co-run SHE WILL art space with Liv Tandrevold Eriksen.

[www.marenjk.net](http://www.marenjk.net)

## ELIN MARIA JOHANSSON

Elin Maria Johansson is a visual artist. Educated at the Royal Academy of Fine Arts, Stockholm. Lives and works in Skåne since 2010. Her works consists of video, animations, objects and sounds. The works form an abstract and metaphorical weave, a suggestive and sublime depiction of the place and the time we live in.

[www.elinmariajohansson.com](http://www.elinmariajohansson.com)

## VIBEKE BRYLD

Vibeke Bryld is a director and writer living in Copenhagen. She has directed several short documentary and fiction films and holds a bachelor degree in literary studies and philosophy and a master's degree in documentary from Goldsmiths College, University of London She works in a space between documentary and fiction. Her films have been selected for Berlinale, HotDocs, CPH:DOX, and her first VR work was selected for competition at Venice Film Festival in 2020.

[www.vibekebryld.com](http://www.vibekebryld.com)

## EMMA BEXELL

Emma Bexell is artistic director of performing arts company Bombina Bombast: a dramaturg, director and playwright who creates original works for stage and screen characterized by the performative meeting innovative technologies and presented at festivals and venues worldwide. Received the Thalia award 2020.

Bombina Bombast is a company of performing arts based in Malmö under the artistic direction of Emma Bexell & Stefan Stanisic. Since the start in 2011 Bombina Bombast has produced over 30 original works for stage and screen characterized by the performative meeting innovative technologies, lately with a focus on virtual reality. The company has

presented at festivals and venues worldwide such as theatre festivals in Europe, America and Asia and film festivals such as Cannes and IDFA DocLab. Awarded with the Thalia Prize 2019/20 for Ögonvittnen.

[www.bombinabombast.com](http://www.bombinabombast.com)

#### KAREN TOFTEGAARD

Karen Toftegaard has been a cultural entrepreneur in Copenhagen for 20 years, developing cultural events, festivals and an award-winning outdoor gallery. In 2021 she founded Denmark's first festival for digital theatre – RE:LOCATIONS.

Starting out in a municipal culture institution she later moved on to the large theatres Camp X and Republique. Today Karen is the founding director of a PR company and of the production and promotion company WILDTOPIA. Since 2017 she has lead the creation of the international days at CPH STAGE, Denmark's annual festival for performing arts. In 2018 she initiated the first Nordic collaboration at the Edinburgh Festival Fringe.

Besides her commitment to the performing arts she is a published author of the book "Use Your Creativity" (2014) and is certified Shadow Facilitator. With a knowledge of how sensitive creatives sometimes struggle to get their messages across, Karen also works as a process facilitator and teacher – privately and in art schools. Currently she is working on the book "The Psychology of Visibility".

#### DARSHIKA KARUNAHARA

Darshika Karunahara is the co-founder and producer of several projects on EX Situ and the founder of Det Ovale Rum (The Oval Room), a boundary-seeking sound collective based in Copenhagen. As Head of VR Education at the VR studio Makropol, she has been working closely with artists from various artistic practices on the intersection of art and technology. Darshika currently works at the Norwegian Film school at their Film and Interactive Media Arts center.

#### PAOLO THORSEN-NAGEL

Paolo Thorsen-Nagel (b. 1985, Chicago) is a German-American musician and artist. His sound, performance, and moving image works evoke different forms of listening and in turn question their relationship to physical and psychological space, as well as their visual dependency. Recent projects include "Transparent Things" at twenty years and "One Slice of the Landscape" at Art Berlin (2019), "The Place" at the Edward Krasinski Studio, Foksal Gallery Foundation, Warsaw and Windowlicker at Balice Hertling, Paris (2018); "Interiors II" (Athens), Listening Space, documenta 14, Athens (2017). Ongoing collaborations include the works "Fire on the Mountain" at Kunsthalle Düsseldorf and SUN DOWN MOON UP at Serpentine Galleries (2019) with Megan Rooney, as well as performances with Tobias Spichtig, at the Hammer Museum, Los Angeles (2015).

He was sound and music advisor for documenta 14, as well as the curator of Listening Space, Athens, and co-curator of the documenta 14 concert series at Megaron, the Athens Concert Hall.

[www.paolothorsennagel.info](http://www.paolothorsennagel.info)

#### ALESSANDRO PERINI

Alessandro Perini studied Composition (with Luca Francesconi and Ivan Fedele among others), Electronic Music and Science of Musical Communication in Italy and Sweden. His artistic production ranges from instrumental and electronic music to audiovisual and light-based works, net-art, land-art and vibration-based works, recently focusing on custom-built machines. He has taken part in festivals such as Biennale di Venezia, Milano Musica, BTzM Bludenz, Open Spaces Dresden, Festival Musica Strasbourg, Music Current Dublin, New Directions (Sweden), Procesas (Lithuania), UNM and Nordic Music Days (Iceland, Norway, Sweden), Moscow Forum, ReMusik Saint Petersburg, Tempus Fugit and Distat Terra (Argentina), MATA New York, KLANG Copenhagen, as well as being in residence at Fondazione Spinola Banna per L'Arte (Italy) in 2014 in the music program.

He has participated in multiple artistic residencies including in Chiaravalle (Milano, Italy) for the Imagonirmia Prize (2016), realizing a series of site-specific sound art projects; in 2017 he was in residence at I-Park Foundation in Connecticut (2017); in 2018 at Fondazione Spinola Banna per L'arte (Italy), where he designed machines to process the clay found on-site; and again in 2018 at the BIOART Society in Finnish Lapland. He was the recipient of the Commendation Award at the Global Digital Arts Prize, NTU Singapore (2019).

He has taught audiovisual production for the arts at the Conservatory of Como (Italy) as well as in workshops in Italy, Switzerland and South America. He is currently teaching Electronic Music Composition at the Music Academy of Malmö (Sweden).

[www.alessandroperini.com](http://www.alessandroperini.com)

#### ABSURDUM TEMPORARY ART

Absurdum Temporary Art is a performance collective whose purpose is to create interdisciplinary public meetings as well as permanent art, such as films and sound works. Absurdum strives to develop the meeting between technology and audience, to touch on current themes and to be in dialogue with the contemporary, temporary and society.

Absurdum works in two directions at the same time. The first is an investigation of the little things in everyday life that humans take for granted and do not grant any significance. By doing this we wish to question the ego of humans and different groups of humans and widen the experience of life. The second one is events that we know, or think we know, little about-our unconsciousness, dreams and memories. We wonder if there is collective unconsciousness, dreams and memories and want to develop methods on how we can find this. What will we learn from it and how can we use it? Our long-term goal is to find ways to combine these two directions.

[www.iac.lu.se/absurdum-temporary-art/](http://www.iac.lu.se/absurdum-temporary-art/)