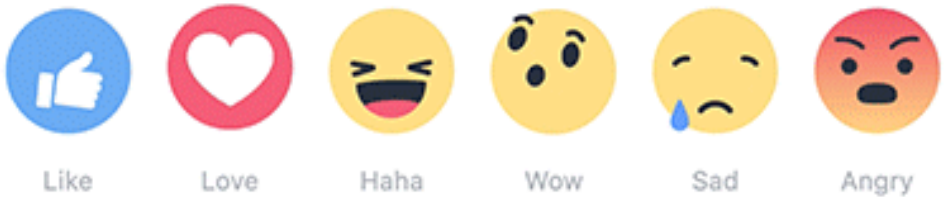
THE BLIND SPOTS OF TECHNOLOGY



Smile

Friends
Contains: Social Contacts

DON’T DISTURB THE MAINSTREAM HAPPINESS

DEMOS
[people]

KRATOS
[power]

Microsoft

Google

“We need the arts because they make us full human beings. But we also need the arts as a protective factor against authoritarianism. In saving the arts, we save ourselves from a society where creative production is permissible only insofar as it serves the instruments of power(...) Art creates pathways for subversion, for political understanding and solidarity among coalition builders. Art teaches us that lives other than our own have value”

Ewing, The New York Times

What the arts allow us to do is develop the muscle required for discernment, and also strengthen our sense of agency to determine for ourselves how we’re going to tackle a given problem"

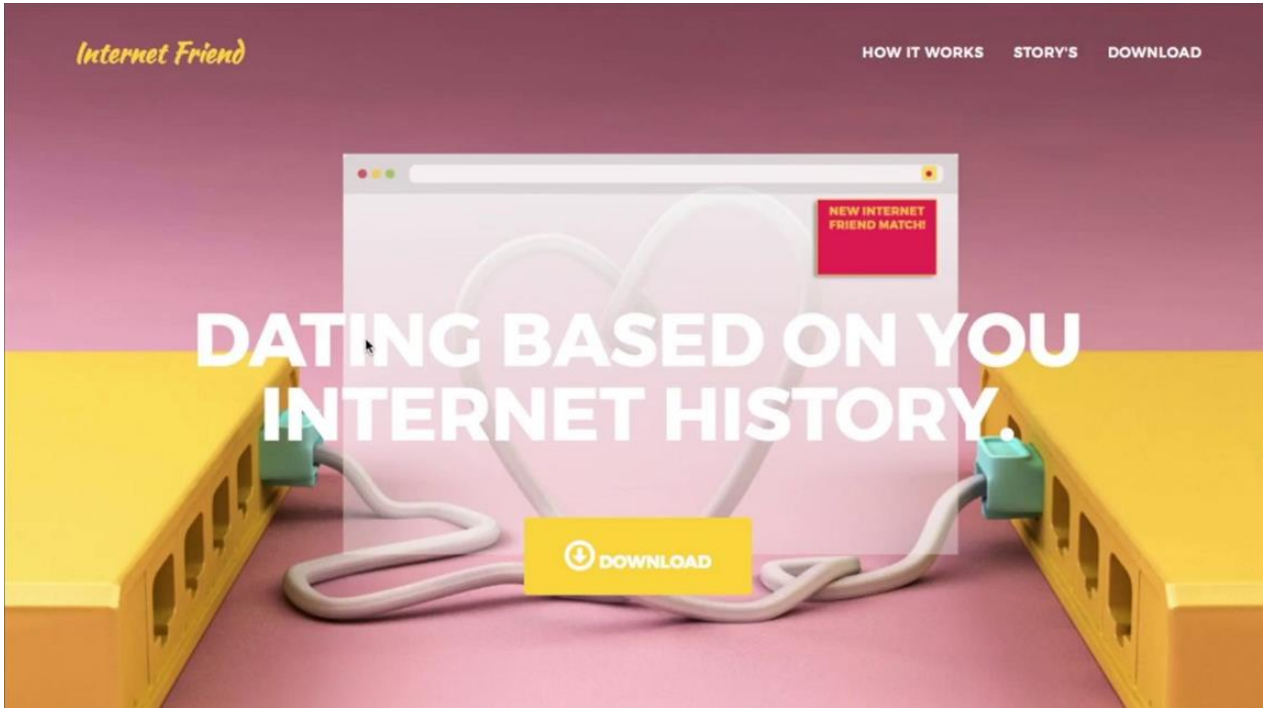
- MIT TECHNOLOGY REVIEW

ARKEN Art & Tech Lab is a platform for immersive learning, creativity, art exploration, tech innovation and social projects.

We consider dreams, playfulness and hacking as a way of unlocking the potential of cultural education and democratic formation in a digital era.

At our Lab we investigate the value perspectives of technology; we explore and relate critically and curiously to the technology that occupies so much of our time. And when we code, develop, create, dream, play and hack the aim is not the product, but the thoughts, questions and ideas that emerge when we take art as the starting point. What are morality, ethics and love in a digital reality?

DREM PLAY & HACK - VISUAL LITERACY 2.0



DREM PLAY & HACK - VISUAL LITERACY 2.0

DREM PLAY & HACK - VISUAL LITERACY 2.0

Explaining Contradiction to a Child
- Peter Holst Henckel

DREM PLAY & HACK - VISUAL LITERACY 2.0

“This wilderness is my universe. Here, technology has become so natural that it takes on a life of its own.“

Patricia Piccinini ARKEN MUSEUM of MODERN ART, February 2019

ARKEN.DK // ARTTECHLAB.DK

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