NeueHouse | Presents

FUTURE TECHNE SUMMIT

FORMING INTELLIGENCE

DEC 13
3 – 10 PM
NEUEHOUSE HOLLYWOOD

Powered by **LUCID**

IN COLLABORATION WITH   **B Berggruen Institute**   rhizome

SUMMIT PROGRAM

WELCOME

Future Technê: Forming Intelligence is the fourth chapter of a multi-part series, and an evening symposium that brings together artists, technologists, scholars, and industry leaders to navigate the current technological revolution in AI. The program asks, how might our relationship with AI change, if we begin with the idea that humans have never held a monopoly over intelligence?

Through a pop-up book fair, a series of performative lectures, thought-provoking panels, and an accompanying digital exhibition titled 'River, Like Us: What is the Encoding of Intelligence?,' the symposium proposes numerous models for engaging with intelligent systems, both human and non-human. It delves into how we can apply novel and legacy technologies to our existing lives, and further consider them as alternative frameworks for being, creating and sharing in the future.

The Summit is curated by Zandie Brockett, Director of Community + Culture at NeueHouse. It is in collaboration with Claire Isabel Webb, the Associate Director of Future Humans at the Berggruen Institue, and Rhizome. The digital art exhibition is co-curated with Alice Scope, Curator at VellumLA, and the Book Fair is co-curated with Ulysses Yarber from the Berggruen Institute. The Summit is powered by Lucid Motors.

FUTURE TECHNê SUMMIT

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SCHEDULE

DIGITAL ART EXHIBITION

BOOK FAIR

What is Intelligence and Why Does it Matter?

OPENING REMARKS

4:00 – 4:10

SPEAKER

Zandie Brockett (Future Technê Summit Curator | NeueHouse, Director of Community + Culture)

The age of AI is upon us. From the news cycle to academic and industry forums, discussions around this emergent technology often consider the application of AI to our lives in a quest towards efficiency and optimized bottom lines. Other positions stand in stark opposition to and in fear of the novel technology that challenges human capabilities. What if we took a step back to consider all other forms of intelligence that have existed long before 'technology' as we know it today? These remarks set the stage for an evening symposia that considers – through art, design, music, philosophy, and film – how various artificial, biological, collective and embodied systems of intelligence organize complex information, and the ways humans can consider these structures as frameworks for other modes of being, creating, and sharing in the future.

Can Ambient Music Connect Us to Collective Forms of Intelligence?

PERFORMANCE

4:10 – 4:30

ARTISTS

Green-House (Musicians)

A live performance from Los Angeles based electronic music duo, Green-House, exploring sound as a tool to embrace the Symbiocene and tap into a deeper kind of interspecies intelligence.

FUTURE TECHNê SUMMIT

SCHEDULE

Can Computers Grow from Soil?

PERFORMATIVE LECTURE

4:30 – 5:00

SPEAKER   Claire L. Evans (Artist)

Wild Information (2023) examines the links and parallels between the natural world and information technologies, from fungal networks to computers made from organic brain cells.

5:00 – 5:15   BREAK   DIGITAL ART EXHIBITION

BOOK FAIR

Being Human

SCREENING

5:15 – 6:15

ARTIST   Christopher Kulendran Thomas

Being Human (2019) takes us on an elliptical journey around Sri Lanka, guided by Tamil artist Ilavenil Jayapalan and a cast of algorithmically-generated characters. Together they all ponder what the 'human' is that is protected by human rights and speculate on where it came from. Is it a fiction from the West? Is there an alternative?

FUTURE TECHNē SUMMIT

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SCHEDULE

What Does Machine Intelligence Mean for Human Authenticity

MODERATOR — Michael Connor (Rhizome, Co-Executive Director)

SPEAKERS — Taylor Lorenz (The Washington Post, Journalist),
Christopher Kulendran Thomas (Artist),
Mauhan Zonoozy (Entrepreneur)

From the 'realness' movement to the content farms, human authenticity has never been a more loaded and contentious concept. This conversation brings together diverse points of view on the topic of realness and fakeness on the internet today, charting new ways of understanding the digital self and the future of human connection.

6:15 – 6:30   BREAK   DIGITAL ART EXHIBITION   BOOK FAIR

How Can We Shape New Planetary Imaginaries?

CINEMATIC LECTURE

6:30 – 7:00

PRESENTER — Liam Young (SciArc, Designer and Director)

Following centuries of colonization, globalization, and never-ending economic extraction, we have remade the world from the scale of the cell to the tectonic plate. The dystopias of science fiction that previously read as speculative cautionary tales are now the stage sets of the everyday as many of us live out our lives in a disaster film playing in real-time. In this seemingly futureless moment, the storytelling performance 'New Planetary Imaginaries' will take us on a sci-fi safari through a screenscape of alternative and hopeful worlds. Slipping between fiction and documentary, the journey will be both an extraordinary image of tomorrow, and an urgent illumination of the environmental questions that are facing us today.

FUTURE TECHNē SUMMIT

SCHEDULE

What Are the Different Forms of Intelligence Necessary for Survival?

PERFORMANCE

7:20 – 7:40

PERFORMER   Miriam Simun (Artist)

New myths, new models. Wet realities, dry solutions - but we are all bodies of water. Agents of our own evolution, transhumanist dreams, model species, new science, old attitudes - spirals of progress. Role models species, convolution, cecaelias - the cephalopod. All the ways of becoming: island women, ocean nomads, organized by song. Push, until gravity reverses itself. Love for bodily labors, training as technology. Tactile, distributed, shape-shifting: intelligence. I let my skin fall to the ground. Your urge to breathe is a lie. Welcome to the Transhumanist Cephalopod Evolution.

How Can AI (Artificial / Alien Intelligence) Allow Us to Sense Beyond Our Human Capabilities?

CONVERSATION

7:40 – 8:40

MODERATOR   Claire Isabel Webb (Berggruen Institute, Associate Director of Future Humans)

PANELISTS   Dave Flynt (Lucid Motors, Senior Director, UI/UX), Miriam Simun (Artist), Vandi Verma (JPL, Principal Engineer and Deputy Section Manager for the Mobility & Robotics)

What it means to be human is undergoing momentous transformation. We invent and interact with various forms of intelligence, both computational and natural from robots to cephalopods. Our conversation will contemplate how artistic and scientific acts of embodying these alien and artificial beings expand our senses towards being humans of the future.

FUTURE TECHNē SUMMIT

SCHEDULE

What Emerges Beyond the Spectacle?

PERFORMANCE

9:00 – 10:00

ARTISTS   edIT (Musician) x Lake Hills (Musician)

Hailing from the LA underground rave scene, edIT and Lake Hills' live audio-visual performative installation explores the architecture of sound, the politics of the glitch, and the immersive embodied experience that is freed through rave. As McKenzie Wark once wrote: "It's all movement, limbs and heads and tech and light and air bobbing in an analog wave streaming off the glint of digital particles… Pure, useless labor, churning out the excess of the world in the least harmful way we can make together."

DIGITAL ART EXHIBITION

BOOK FAIR

FUTURE TECHNē SUMMIT

SUMMIT PARTICIPANTS

Zandie Brockett, Co-Curator | Director of Community + Culture, NeueHouse

Zandie Brockett (张桂才) is a curator, cultural facilitator, and community organizer. From establishing Bactagon Projects as a curatorial lab for contemporary culture in urban China, to publishing the bilingual literary journal 八家 BaJia, to curating public programs in Los Angeles, Zandie fosters spaces for meaningful dialogues on art, experimental music, technology, and philosophy. With research focused on social practice artists, socio-cultural shifts in China, trans-Pacific visual narratives, and challenging conventional notions of the 'East,' Zandie's curatorial approach involves innovative programming formats like live art and site-specific, immersive happenings. Having helped influential brands such as Louis Vuitton, Apple Beats, A24 and Swire reimagine audience engagement through unique partnerships and programmatic experiences with artists, designers, and filmmakers, she now serves as the Director of Community and Culture at NeueHouse.

Michael Connor, Co-Executive Director Rhizome

Michael Connor is Co-Executive Director of Rhizome, where he oversaw the Net Art Anthology initiative, an effort to retell the history of net art through 100 works, presented as an online exhibition, gallery exhibition, and book. He is also curatorial advisor for Kadist, a non-profit contemporary art organization, and ArtBlocks, an NFT platform. His first online curatorial project took place in 2003 at FACT, Liverpool, where he organized an edition of the traveling exhibition "Kingdom of Piracy" with Shu Lea Cheang, Yukiko Shikata, and Armin Medosch. Connor is currently editing a book by Gene Youngblood about the work of Kit Galloway & Sherrie Rabinowitz.

Claire L. Evans, Artist

Claire L. Evans is a writer and musician exploring ecology, technology, and culture. She's the singer of the Grammy-nominated pop group YACHT, co-founder of VICE's imprint for speculative fiction, Terraform, and co-editor of the accompanying anthology Terraform: Watch Worlds Burn (MCD Books, 2022). Her 2018 history of women in computing, Broad Band: The Untold Story of the Women Who Made the Internet (Penguin Random House) has been translated into six languages and was named one of the Top 10 Best Nonfiction Tech Books of All Time in 2023. She is a 2024 MacDowell Fellow.

David Flynt, Senior Director, UI/UX, Lucid Motors

Dave Flynt, Head of UX/UI for Lucid Motors, is a creative professional whose passion lies at the intersection of technology, design, and art. Building on an education in Aerospace Engineering, History, and Product Design, he has led strategy, brand, research, design, product management, and software development teams at companies including Microsoft, Precor, Peloton, and Lucid, telling human-centric stories across a variety of touchpoints. He has created industry leading experiences in the mobile, fitness, and automotive spaces and is an award-winning aviation artist. Dave received a B.S. in Aerospace Engineering from Auburn University and a B.S. in Industrial and Product Design from ArtCenter College of Design.

FUTURE TECHNē SUMMIT

SUMMIT PARTICIPANTS

Taylor Lorenz, Technology Journalist and Columnist, The Washington Post

Taylor Lorenz is a technology columnist for The Washington Post's business section covering online culture. She was previously a technology reporter for The New York Times, The Atlantic, and The Daily Beast. Her writing has appeared in New York magazine, Rolling Stone, Fortune, and more. She frequently appears on NBC, CNN, MSNBC, CBS, and the BBC. She was a 2019 Knight Visiting Nieman Fellow at Harvard University and is a former affiliate at Harvard's Berkman Klein Center for Internet and Society.

Alice Scope, Curator, Vellum LA Digital Exhibition Co-Curator

Alice Scope, a Ukrainian art curator and researcher based in Los Angeles, explores the realms of Posthumanism, Postgenderism, and authenticity in machines. She has recently collaborated with Vellum LA, a women-led new media art gallery, and Serpentine Arts Technologies. Alice's passion is to create speculative worlds through gaming, XR, blockchain, and performance. Her recent exhibitions, including "Posthuman Island," "Webtaura," "Hotel Blue," and "Postgender," were showcased at SXSW, Berggruen Institute, Gray Area, Denver Digerati Digital Art Festival, and EDAF.

Miriam Simun, Artist

Miriam Simun is a visual artist whose multidisciplinary practice uses science, somatics, scent, power, poetry and humor to create art works in various formats, for example - video, installation, painting, performance, and communal sensorial experiences. Simun's work has been presented internationally, including Gropius Bau, New Museum, MIT List Center for Visual Art, Momenta Biennale, New Museum, Himalayas Museum, Rauschenberg Project Space and Bogota Museum of Modern Art. Recognized internationally in publications including the BBC, The New York Times, The New Yorker, CBC, MTV, and Flash Art International, the work has been supported by Creative Capital and the Foundations of Robert Rauschenberg, Joan Mitchell Foundation, Gulbenkian and Onassis. Simun's work can be found at miriamsimun.xyz

Christopher Kulendran Thomas, Artist

Christopher Kulendran Thomas is an artist of Tamil descent, who spent his formative years in London after his family left escalating ethnic violence in Sri Lanka. Seeing, mostly from a distance, how an ascendent contemporary art scene in Sri Lanka blossomed from the ashes of ethnic cleansing on the island, he began examining the structural processes by which art produces reality. Now working with advanced technologies across myriad disciplines, the artist's studio is a fluid collaboration that brings together technologists, architects, writers, journalists, musicians and activists from around the world. Recent solo exhibitions have been held at Kunsthalle Zurich (2023), KW Berlin (2022); and ICA London (2022).

FUTURE TECHNē SUMMIT

SUMMIT PARTICIPANTS

Vandi Verma, Principal Engineer and the Deputy Section Manager for the Mobility & Robotics, JPL / NASA

Vandi Verma is a JPL Principal Engineer and the Deputy Section Manager for the Mobility & Robotics section at the NASA Jet Propulsion Laboratory, California Institute of Technology. She also serves as Chief Engineer of Robotic Operations for Mars 2020. She was the Assistant Section Manager of the Mobility and Robotics section, the Supervisor of the Section Staff Group, and the Supervisor of the Operable Robotics Group. She has been engaged in robotic operations on Mars since 2008 with the Mars Exploration Rovers Spirit and Opportunity, Curiosity rover, Perseverance rover, and Ingenuity helicopter.

Claire Isabel Webb, Associate Director, Future Humans at the Berggruen Institute

Claire Isabel Webb directs the Berggruen Institute's Future Humans program that investigates the histories and futures of life, mind, and outer space. Future Humans projects hope to define what it will mean to be human in the future, addressing the advent of invented life, computational intelligences, and extraterrestrial exploration. Webb earned her Ph.D. from MIT's History, Anthropology, and Science, Technology, and Society (HASTS) program in 2020. Her book project, Reflexive Alienation, explores how scientists since the Space Age, despite alien life forms' perpetual and perhaps permanent unknowability, have designed sophisticated experiments of expectation that anticipate Other biologies and intelligences.

Liam Young, Designer and Director, SciArc

Liam Young is a designer, director and BAFTA nominated producer who operates in the spaces between design, fiction and futures. Described by the BBC as 'the man designing our futures', his visionary films and speculative worlds are both extraordinary images of tomorrow and urgent examinations of the environmental questions facing us today. As a worldbuilder he visualizes the cities, spaces and props of our imaginary futures for the film and television industry, working as a visual consultant on projects for Apple, Sony, Showtime and Wanda. His own films have premiered on Channel 4, Apple+, SxSW, Tribeca, the New York Metropolitan Museum, The Royal Academy, Venice Biennale, the BBC and the Guardian. His films have been collected internationally by museums like the Art Institute of Chicago, Cooper Hewitt, the Victoria and Albert Museum, the National Gallery of Victoria and M Plus Hong Kong, and has been acclaimed in both mainstream and design media including features with TED, Wired, New Scientist, Arte, Canal+, Time magazine, amongst others. His film work is informed by his academic research and has held guest professorships at Princeton University, MIT, and Cambridge and now runs the ground breaking Masters in Fiction and Entertainment at SCI Arc in Los Angeles.

Máuhan Zonoozy, Entrepreneur

Máuhan M Zonoozy is a renowned entrepreneur, executive, and conceptual artist. As Spotify's Head of Innovation, Máuhan led next-gen strategic direction and 'moonshot' bets across content and product - ushering the streaming giant into live audio, web3, and the metaverse. He also managed Spotify's $100M Creator Equity Fund. Previously, Máuhan advised the world's most influential companies from white board to IPO, including as a Partner at Boston Consulting Group and BCG Digital Ventures, as well as part of Orrick's Technology Companies Group. He also founded Bubbl, a viral video app reaching millions of users funded by Warner Bros. Studios and acquired by Cricket Media. In previous lives, Máuhan was a venture capitalist, and—once upon a time—a plucky music journalist for the likes of Spin and LA Weekly.

FUTURE TECHNē SUMMIT

PERFORMERS

Green-House

Green-House is Olive Ardizoni and Michael Flanagan's ambient electronic music project that acts as a love letter to Japanese environmental music, 70's library records, and early synth-based composers. Drawing on the works of Lynn Margulis and our burgeoning understanding of the evolutionary role of biological mutualism, their latest LP, A Host For All Kinds of Life, is a deeply entrenched and politically grounded song suite.

edIT (Ed Ma)

Edward Ma (edIT) is a veteran of American rave culture spanning from the underground to the mainstream. As ½ of The Glitch Mob he has traveled the world for close to 20 years playing his music from the biggest festival stages to the smallest underground warehouses. His series #cookingwithedIT explores the fun and experimental nature of making music with hardware and modular synths - the old fashioned way….. without a computer.

Lake Hills

Well known for his audiovisual works as an artist, Jacob Aldaco (Lake Hills) is a creative director and producer responsible for various projects. Covering analog film formats to experimental digital works. Mainly residing in the underground rave scene we can find artifacts of this culture creep through his work. Lake Hills continues to blend both analog and digital components as he builds a murky yet dreamy catalog that moves from Techno, Electronica and Experimental projects.

DIGITAL ART EXHIBITION

River, Like Ourselves: What is the Encoding of Intelligence?

The exhibition explores cellular, plant, human, urban, and planetary intelligence, examining the emergence of new complex systems resulting from mutation and hallucination. Featuring four artworks that depict techno-systems at both micro and macro scales, these pieces leverage AI software to broaden conventional understandings of our biosphere – from riverways to mosaic exo-planetary systems.

Drawing upon regenerative, ancestral, land-generated, and time-based knowledge as the encoded parameters of these neural networked artworks, the emergent forms existing between biological and speculative realms seek to address the fundamental questions: What is intelligence? What insights can be gleaned from innate, ancestral, indigenous, planetary, and embodied modes of intelligence?

The exhibition will be screened from 3–4 PM and then throughout the Summit during breaks between sessions.

ARTISTS:

Alice Bucknell, Entangled Others (Feileacan Kirkbride McCormick and Sofia Crespo), Kira Xonorika, Yaloo Ji Yeon Lim

CO-CURATORS

Alice Scope (VellumLA) x Zandie Brockett (NeueHouse)

FUTURE TECHNē SUMMIT

DIGITAL ART EXHIBITION

Entangled Others (Feileacan Kirkbride McCormick and Sofia Crespo)

Entangled Others is the shared studio practice of artists Feileacan Kirkbride McCormick and Sofia Crespo. Their work focuses on ecology, artificial lifeforms and generative arts, with an emphasis on giving the more-than-human new forms a presence and life in digital space.
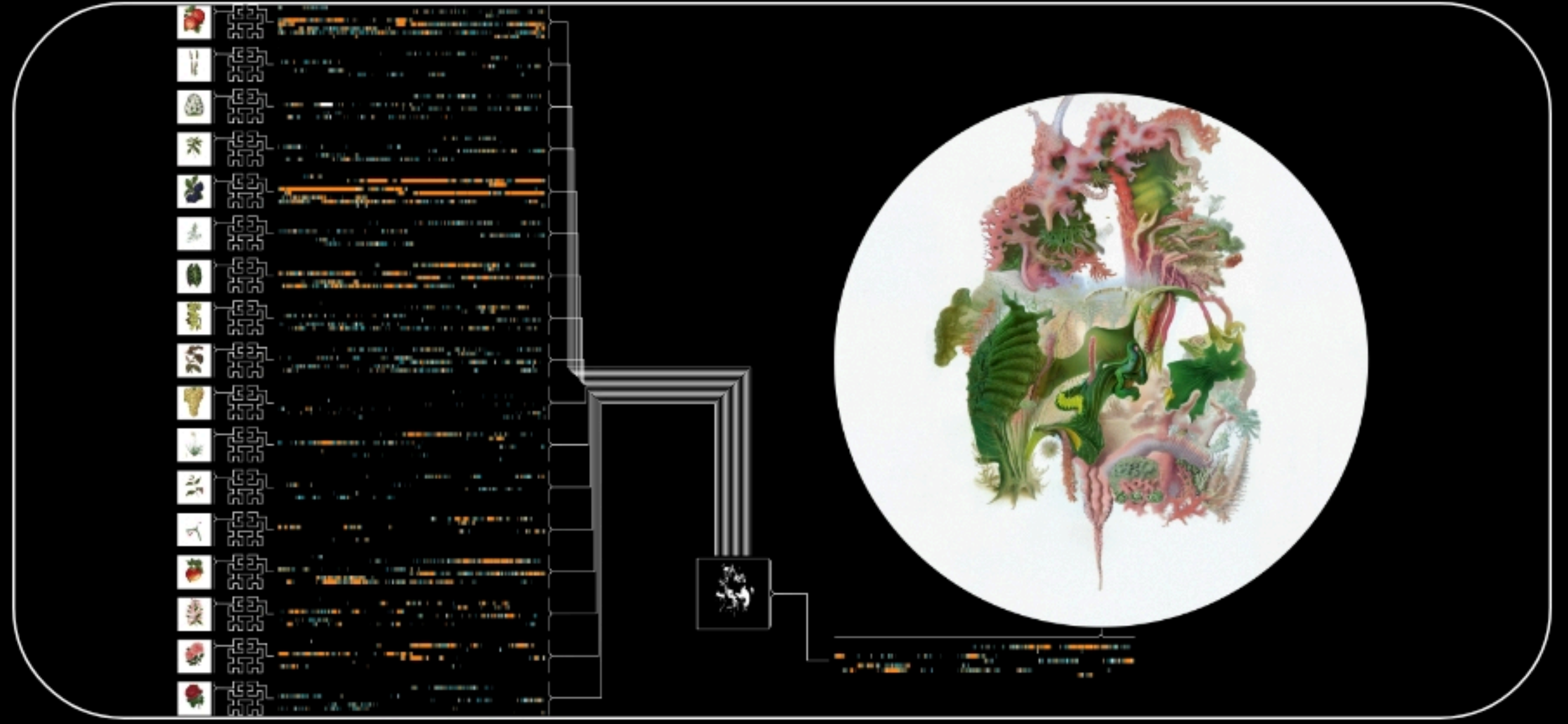
'Self-Contained 003'

All that we consider living around us is partly the result of expressing the organic encoding of information in DNA form. **'Self-contained 003'** takes inspiration from the phenomena of encoding & decoding, a process rife with mutations. Coupled with the evolutionary nature of the crossbreeding and random changes, this mirrors some of the memetic aspects of our digital spaces wherein images are often combined, edited, degraded or re-contextualized.

Yaloo Ji Yeon Lim

Yaloo is a visual artist from South Korea working with digital media. Through her work, she explores contemporary consumer culture and symbolism in the context of her Asian cultural heritage, and the impacts of the abundance of digital media in our everyday lives.

'Pickled City'

Pickled City is a 3D animation video which depicts rendered future of a mysterious underwater city that seems to pulsate with new life and new energy. The work is conceived and created by elements such as mystical imagination of Shaman folktales, ancient artifacts of Korean region, modern day science, and global sentiment toward climate crisis.

Sound composition:@Yetsuby
3D tech advisor: @thomas_djb
3D asisstant: @hypercolloid

DIGITAL ART EXHIBITION

Kira Xonorika

Kira Xonorika is an award-winning interdisciplinary artist, writer and researcher. Their work explores the multidimensional connections between ancestry, temporality, world-building, restorative ecologies and magic. Through transcultural and AI-collaborative frameworks, Xonorika weaves worlds that center multi-species intelligence. Her work and practice has been covered by e-flux, Dazed, Hyperallergic and The New York Times.

'Visions'

'Visions' conjures an origin for ancestral time and space in the future-present. The circle is a portal that represents sovereign new life springing forth from the land—a sanctuary and safe haven. The piece explores the regenerative interplay between plants, stones, and non-human kin, emphasizing the multiple forms of intelligence foundational to AI.


Alice Bucknell

Alice Bucknell is a North American artist and writer based in Los Angeles. Working primarily through game engines and speculative fiction strategies, their work explores interconnections of architecture, ecology, magic, technology and nonhuman and machine intelligence. They are the founder of New Mystics and currently teach worlding at SCI-Arc.

'The Alluvials: Chapter 3 - A System of Systems'

In Chapter 3 of The Alluvials, a larger video work and playable video game by Alice Bucknell exploring the politics of drought and water scarcity in Los Angeles through speculative fiction, nonhuman intelligence, and game engine worlding, A System of Systems explores river time and the impossibility of its representation. It uses game engine modding, drone mapping, and geospatial data that appear in the LA River as glowing columns of information overspill, illegible and incandescent. These different attempts to represent a river mirror the failure of the imaging technology used to make them. Any attempt to render a river is less a declaration than an invocation of the river as a system of deeper time.

BOOK FAIR
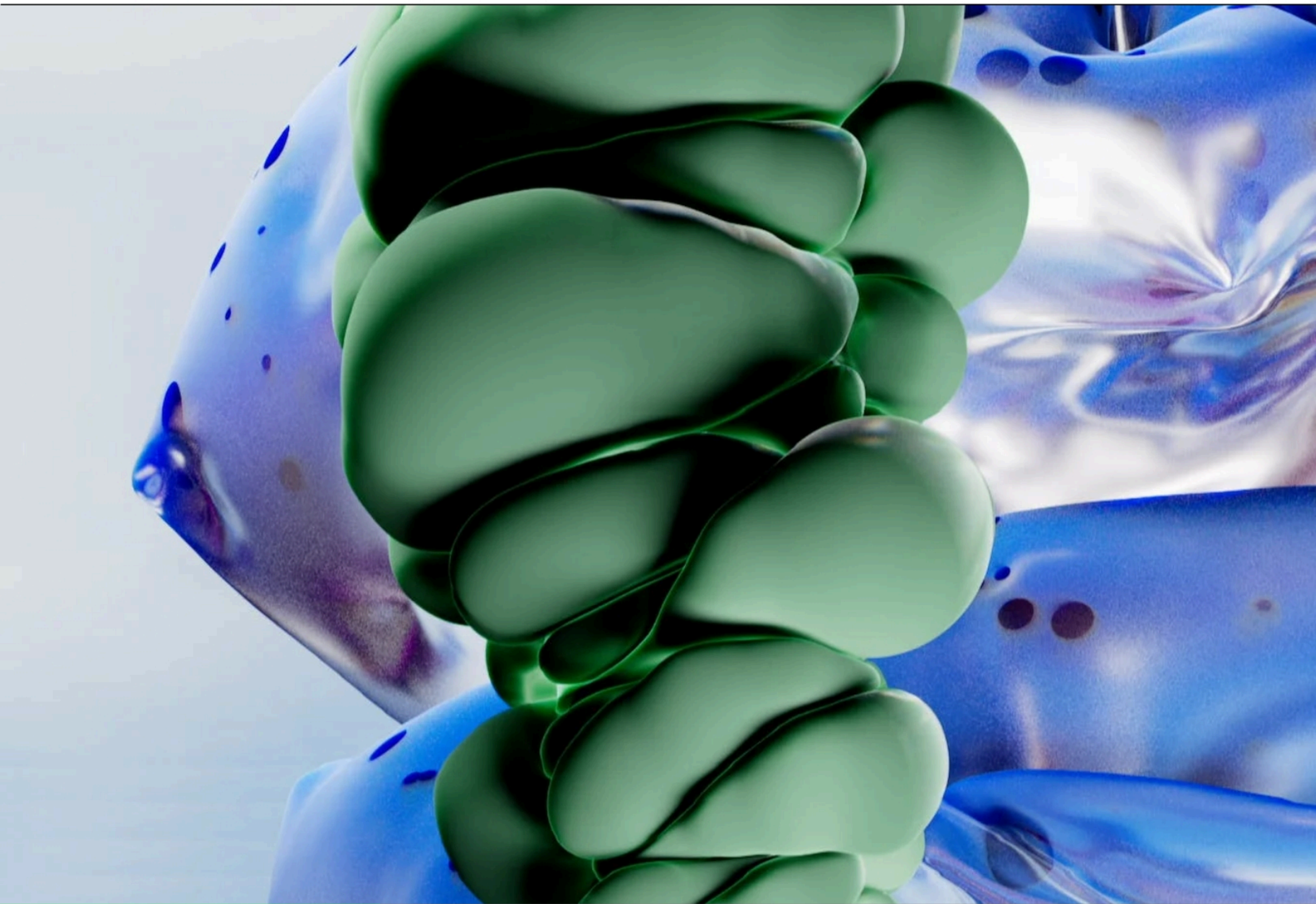
Future Technê Summit Book Fair is a celebration of books, zines, and original artworks, a curated collection of literature and printed design exploring art, technology, and the philosophy of futures-thinking. The Book Fair will be a space of connection and conversation during the summit, serving as an embodied expansion of the summit's integral questions around forms of intelligence.

The Book Fair will run the duration of the summit from 3–10 PM in the Studio A Pre-Function area. The Book Fair was co-curated with Ulysses Yarber.

FUTURE TECHNê SUMMIT

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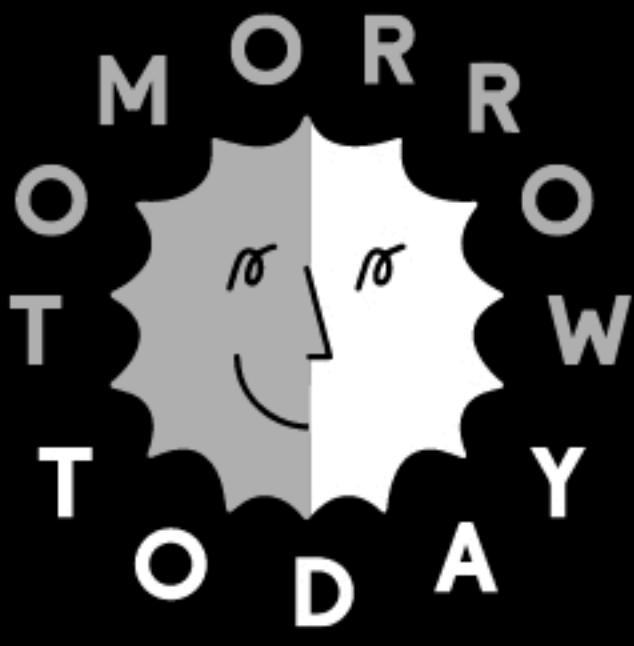
Tomorrow Today
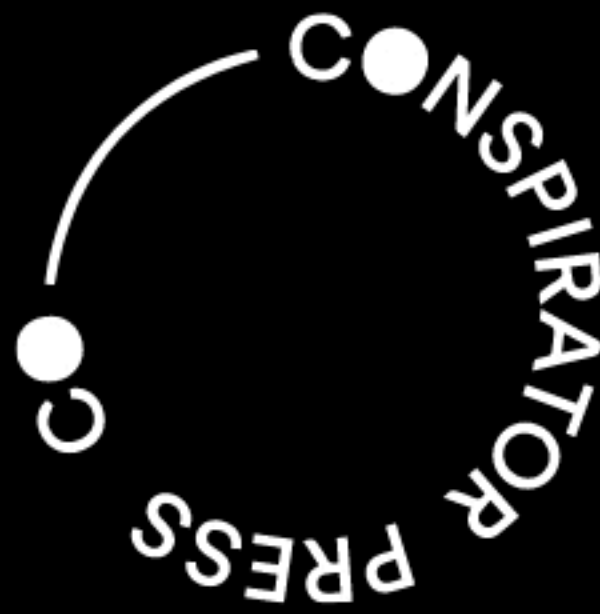
Co-Conspirator Press

Martian Press

Special Effects

X Artists Books

Rhizome Press

Inventory Press

Ignota Books

Noema | Beggreuen Press

Anteism Books

FUTURE TECHNÊ SERIES

How can we leverage art and technology to create beneficial futures for humans and beyond?

The Future Technê Salon Series is a collaboration between NeueHouse and the Berggruen Institute in Los Angeles that seeks answers to this question. Co-curated by Zandie Brockett, Director of Community and Culture at NeueHouse, and Claire Isabel Webb, the Associate Director of the Future Humans' group at Berggruen, the series invites artists, designers, scientists, architects, technologists, and philosophers to collaborate on site-specific immersive conversations and performances.

The series is inspired by the ancient Greek term, "Technê," that describes both theoretical knowledge production and material craft practices. Launched in Spring 2023, Future Technê has presented four chapters that celebrate how those traditions amplify each other. Featured guests of the Series respond to the question, "What is your Future Technê?"

"Against the backdrop of an evolving biosphere, augmented and artificial information landscapes, and shifting social contracts due to ever-changing political and economic systems," Webb and Brockett explain, "collecting Future Technês prompts partial answers to pressing questions of our time."

Touching on concepts like experimental modes of embodiment, more-than-human intelligence, and narrative world-building, featured guests stake out their creative contributions to a better world.

FUTURE TECHNê SUMMIT

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CHAPTER I
Air Age Blueprint
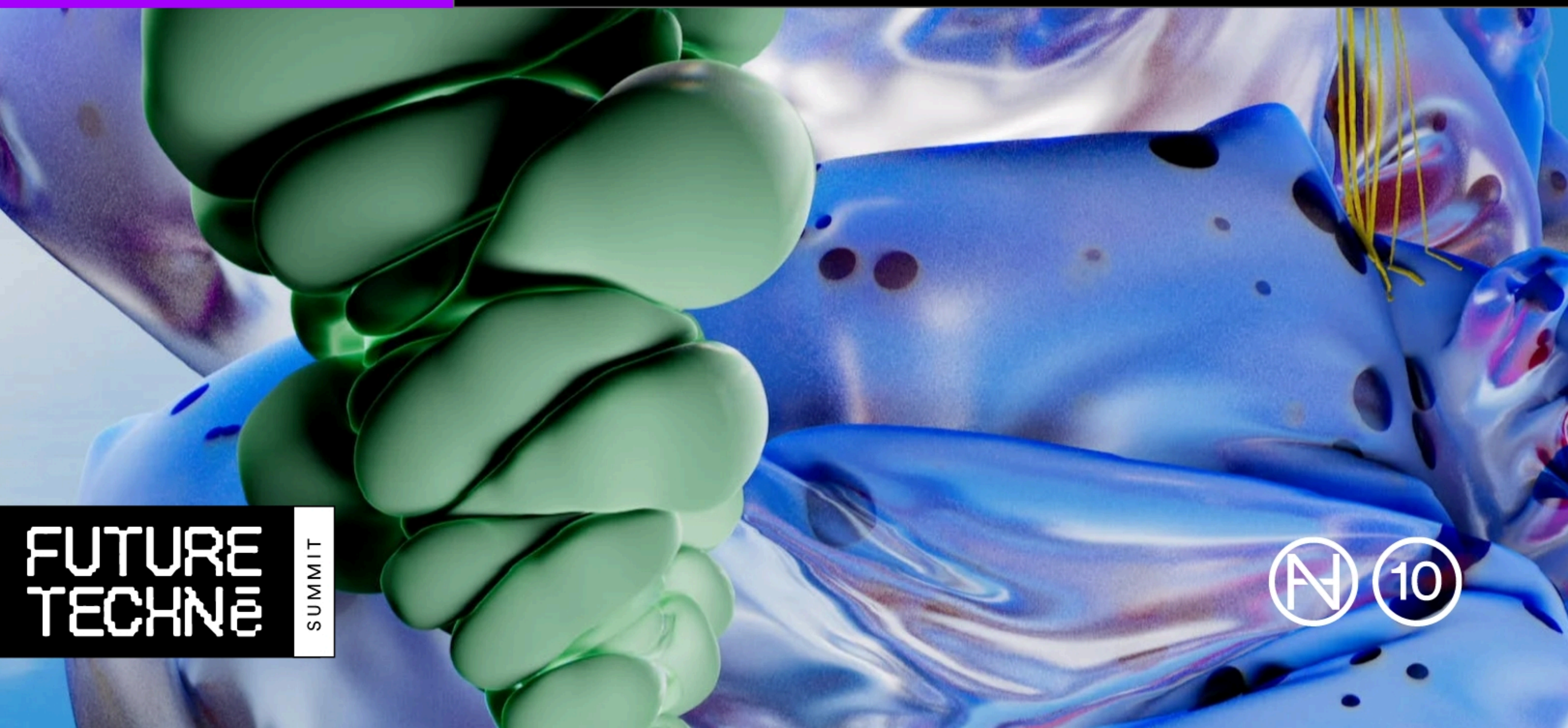
ARTISTS

K. Allado-McDowell
Armen Nalbandian

Part fiction, part memoir, part travelog, K. Allado-McDowell's Air Age Blueprint, co-written with the ChatGPT, explores the possibilities of mysticism and magic with emerging computational intelligences. On March 15, 2023, an improvisational performance in the echoic Bradbury Building's atrium featured the musical artist Armen Nalbandian on piano, accompanied by K. Allado-McDowell on gong, who read from Air Age Blueprint. The discussion that followed touched on the dislocation of authorship with computational collaborators, AI-human creativity, and alternate cognitive states.

K. Allado-McDowell is a writer, speaker, and musician. They are the author, with GPT-3, of the books Pharmako-AI, Amor Cringe, and Air Age Blueprint, and are co-editor of The Atlas of Anomalous AI.

"My Future Technê is the recognition of nonhuman life through a cybernetic animism based on botano-psycho-pharmaco-cosmonosis for the creation of gift economies through the bio-cratic planet."

Armen Nalbandian is an independent composer and pianist whose practice focuses on the physics of improvisation through spontaneous composition in performance.

"My Future Technê begins with the awareness that what is the future is also of the past and that Technê, which gave rise to technique, is the awareness of the failures within development."

FUTURE TECHNÊ SERIES

CHAPTER II
Ipsety

ARTISTS   Enrique Agudo

Do we need new gods? In the installation "Ipseity," new media artist Enrique Agudo proposes eight digital deities that tap our ancestral myths but reckon with contemporary concepts of gender, sexuality, and digital identities.

On May 11, 2023, and in collaboration with VellumLA, the second chapter of Future Technê considered humans' expanding relationships to technology through the presentation of sumptuous digital paintings. Inspired by the Pre-Raphaelites, "Ipsiety" infuses cutting-edge digital tools with traditional painting techniques.

Enrique Aguido's work explores the limits of digital media using immersive and experimental digital media as the tools to question and challenge anthropological discourse around identity. Agudo is the Creative Director behind The Pantheon of Queer Mythology, a VR short film that had its virtual premiere at Tribeca Film Festival 2020.

"My Future Technê is a technology that is expansive of human identity and not reductive, that allows all people of all creeds, races, sexual ties, and identities to be included."

FUTURE TECHNÊ SUMMIT

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FUTURE TECHNÊ SERIES

CHAPTER III
Narrating The Future

ARTISTS

Ken Liu, Stanley Chen, Andrew Thomas Huang

Stories about the past promulgate our future—but often in ways we least expect. We meditated on how storytelling through visual media, oral tradition, written stories, carries on cultural traditions and offers up new ones. We explore: How do speculative fiction and art queer conceptions of time and culture?

On May 19, 2023, for the third chapter of Future Technê, writer-director Andrew Thomas Huang presented work from "Immortal Hybrid" that investigated "the idea of ancestry as a technology." Writer Ken Liu explained why "Sci-Fi Writers are Bad at Imagining thê Future." In response, Chinese speculative fiction author Stanley Chen read from his debut novel Waste Tide, set in the near-future China that is haunted by electronic waste. Zandie Brockett tied it all together with a discussion about the intersection of ancestry, new technologies, and stories that make us human.

FUTURE TECHNê SUMMIT

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FUTURE TECHNÊ SERIES

CHAPTER III
Narrating The Future

ARTISTS

Ken Liu, Stanley Chen, Andrew Thomas Huang

A winner of the Nebula, Hugo, and World Fantasy awards, **Ken Liu** is the author of the Dandelion Dynasty, a silkpunk epic fantasy series (starting with The Grace of Kings), as well as The Paper Menagerie and Other Stories and The Hidden Girl and Other Stories.

"My future Technê is storytelling. I think storytelling is key to the way we think about ourselves and come to understand the universe. As we evolve from humans into post-humans, the stories we tell about the universe and about ourselves also change. It's always spoken about in a way where it has no relevance to the modern world, that it is a thing that is in the past, that has fossilized, but what if it can be relevant to how we think about intelligence, how we think about post-humanity, about collective decision making, about the future, about what it means to tell a technological story about our being. Rather than viewing technology as distinct or oppositional to our biological natures they should be seen as inseparable from our humanity, from our biological natures."

Qiufan Chen 陈楸帆 is an award-winning Chinese speculative fiction author. His works include the debut novel Waste Tide which sets in the near-future China haunting by electronic waste and the ghost of Extractionism, as well as AI 2041: Ten Visions for Our Future, co-authored with Dr. Kai-Fu Lee innovatively blends science fiction with tech analysis, exploring the chances and risks in an AI-Human coevolving era.

"My future Technê is channeling— it's a spiritual way of saying story telling. I think right now we urgently need this kind of power to help people to reconnect with nature and their ancestors and also help us recalibrate with technology because it evolves so rapidly."

Writer-director **Andrew Thomas Huang** crafts hybrid fantasy worlds and mythical dreamscapes. A Grammy-nominated music video director, Huang's collaborators include Bjork, FKA Twigs, and Thom Yorke among others. His films have been commissioned by and exhibited at the Museum of Modern Art, NY, The Sydney Opera House and the Museum of Contemporary Art, LA.

"My future Technê is ancestry. Ancestry lives inside all of us, it is something we physically inhabit. It's a timeline that goes both behind and ahead of us. I'm just very passionate about queer mythology, queer Asian mythology specifically, folklore, and ancestry and incorporating those things into my work. We think of our ancestors as being behind us but I think they are in fact ahead of us and I think we have a lot to learn from our lineage."

PARTNERS

LUCID

Lucid's mission is to inspire the adoption of sustainable energy by creating advanced technologies and the most captivating luxury electric vehicles centered around the human experience. The company's first car, the Air, is a state-of-the-art luxury sedan with a California-inspired design. Lucid Air Grand Touring features an official EPA estimated 516 miles of range. Assembled at Lucid's factories in Casa Grande, Arizona, and King Abdullah Economic City (KAEC), Saudi Arabia, deliveries of Lucid Air are currently underway to customers in the U.S., Canada, Europe, and the Middle East.

lucidmotors.com

Berggruen Institute

The Berggruen Institute's mission is to develop foundational ideas and shape political, economic, and social institutions for the 21st century. Providing critical analysis using an outwardly expansive and purposeful network, we bring together some of the best minds and most authoritative voices from across cultural and political boundaries to explore fundamental questions of our time. Our objective is enduring impact on the progress and direction of societies around the world.

berggruen.org

rhizome

Rhizome is a born-digital, non-profit organization that arose from early net art communities' growing need to both advocate for themselves as artists and preserve their work. Rhizome's experimental programs and writing can be traced along the pathways of internet history. Now, as Rhizome continues to engage with new ideas and artists, we find ourselves in partnership with many others who also explore the depths of the web. Since 2003, Rhizome has been an affiliate in residence at the New Museum of Contemporary Art in New York City.

rhizome.org

FUTURE TECHNē SUMMIT

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HOST

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NeueHouse is the work and social home for creators. Through beautifully designed houses, thought-provoking cultural experiences, and elevated hospitality, NeueHouse offers a membership community that unlocks the creative potential of brands and individuals alike.

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