

CONCÈNTRIC

ANA MARIA GABRIELA COSAC / JORDI MININNI / MAR SÁNCHEZ / MATEO E PATÓN / XAVI ROMERO

WHAT IF...

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« We are challenging all of those things we have been taught that are part of human nature, and the more that people challenge that, then the more the population has to look around and say: "Well, where did I get those ideas to begin with? Who taught me that?" And, above all, "why?" ».

Leslie Feinberg, 1993

WHAT IF...

... we begin to question things?; ... we refuse to conform?; ... what we've been told all our lives isn't real?; ... we talk about migrations from Eastern Europe to other territories?; ... there was a public internet?; ... we could decide how AI is developed?; ... we question what we mean by body, by text, by construction?; ... we don't feel identified?; ... we question the ideology behind things?; ... we change the narrative of memories?; ... everything disconnects?; ... we stop paying subscriptions?; ... we use piracy as a form of opposition?; ... we met at the park?; ... we do the publication about parks?; ... our story was just as powerful as The Story we've inherited?; ... there was no in-between?; ... we spoke out as a political act?; ... we took action to change reality?; ... we dismantle the family?; ... it is our turn to move once again?; ... our bodies were our own and endless territory?; ... nothing were political?; ... we hadn't talked?

And what if we stopped questioning things...

... what would happen?

This exhibition features the final projects of students on the Art and Technology of the Image (ATI) course of the Master's Degree in Artistic Production and Research at the Faculty of Fine Arts of the University of Barcelona.

Ana Maria Gabriela Cosac

Ziduri de Trecere ['Walls of Passage' in Romanian] use the site-specific and family archives to present the problems that happens when people migrate from Romania to Spain by talking about the difficulty that come up from having to (re)construct the household and the impossibilities of (re)generating a fixed physical space for it.

Mar Sánchez

Happy Family Dreams is a project that calls into question the family as an institution by exposing the problems it generates. In a multichannel video installation, the characters in the video game The Sims 3 perform various family dynamics such as alienation, hierarchised power and the exploitation of privatised nursing and care work.

mateo e patón

hoy solo somos cuerpos, aunque eso sea lo más político que existe [today we're just bodies, despite that's the most political thing that exists] takes writing as artistic practice and as a tool of resistance from which to give value and space to the story of individual and collective body, the writing body and creative body that sites itself in the world by questioning itself to write itself again as a place it inhabited.

Jordi Mininni

A new, different and free Internet can exist, but actions are needed. Pirate, hack, crack, stop paying for useless subscriptions, everything helps to accomplish this goal. These proposals are a starting point, expand them and create new ones.

Xavi Romero

The project suggests a collective reprogramming of ChatGPT by using hacktivist and prompt hacking techniques. It proposes to alter ChatGPT's functioning and to contaminate its training data with subversive content in pursuit of a technodiversity. In addition, the project questions the supposed neutrality of generative AI and its role in perpetuating power, control and the homogenization of knowledge.