

INDiSTERNET: FROM CLOUD TO MATTER

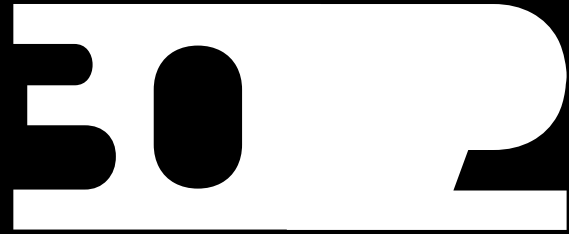


pavilions
and
events

Interdisciplinary arts and education pavilion, 2020

The pavilion investigated the materiality of internet infrastructure and its environmental impact. It consisted of discussions, video screenings, workshops, philosophical disputes, and provided a new and deeply grounded look at the Internet. The site appeared in the festival area in the form of a tent, where visitors were able to engage in a variety of artistic interactions, participate in time-limited cloud materialization workshops, and talk about the Internet, culture and information at any time. Twice, the INDiSTERNET program had climbed onto the local cinema stage where it curated short film screening sessions.





on:real

Online platform and event series, 2021-2022



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The project seeks to introduce internet and post-internet art to Lithuanian audiences also problematizing the proliferation of the internet on a global scale from a philosophical perspective. Lithuania advertises itself as tech-savvy and gathers immense investment to the tech field, but does that with naivety and zero awareness of larger implications that this process and products developed here bring. This project takes internet art as an analytical starting point and expands its discourse to include sociocultural, geopolitical and economic implications of the internet.

"on:real" consisted of online events, an Instagram account @o.n.real that archives relevant links, and a constantly updated online portal where you can find experimental texts, a directory of professionals in the field, and a database of links to online artworks.

@o.n.real www.onreal.ooo

Ugnė Stankevičiūtė Gytis Dovydaitis Dovydas Laurinaitis

An Atlas Of Cyberspaces

Welcome to the Atlas of Cyberspaces

This is an atlas of maps and graphic representations of the geographies of Internet, the World Wide Web and other emerging Cyberspaces.

These maps of Cyberspaces - cyberspace - bridge an invisible and complex beyond our computer screens, in the ways of the global communication networks. The cyberspace, like maps of the real world, help us navigate and bring things of artistic nature. They have been covered by cyber maps, and from all corners of the world of Cyberspaces will appear to us.

Some of the maps you will see in the Atlas of Cyberspaces will appear to be maps of the real world, however, many of the maps are maps of cyberspace, using new artistic and graphic. The other computer maps are:

- Geographic Maps & Satellites
- Networks
- Process
- Topology
- Site Maps
- City Landscapes
- City Spaces
- City Maps
- Web Site Maps
- Street Maps
- Maps & Virtual Worlds
- Historical
- Weather Maps
- Wireless Maps

What's New

Martin D. ... Atlas of Cyberspace, 2007

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Ugnė Stankevičiūtė Gytis Dovydaitis Ignas Kalpokas

WHITE COLLAR CRIME RISK ZONES

White Collar Crime Risk Zones uses machine learning to predict where financial crimes are most likely to occur across the US. To learn about our methodology, read our white paper.

By Brian Clifton, Sam Levine, Francis Tseng, *"White Collar Crime Risk Zones"*, 2017

THE NEW INQUIRY

@o.n.real WWW.O

Ugnė Stankevičiūtė Gytis Dovydaitis

Unfamiliar Convenient

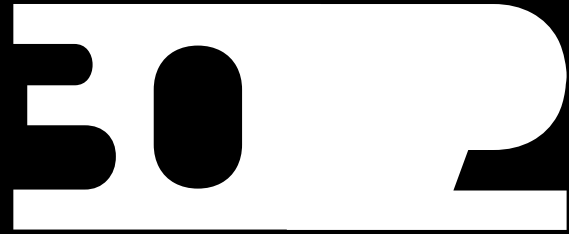
Year: 2020-2021

Collaborators: Co-concept and development: Claire Giandis / Object design in collaboration with Jiawen Yao / Code contributions by Robin Luo / Filming and location: Daxu Cao / Film voiceover: Jake Charles Rees

Unfamiliar Convenient attempts to at least remotely consider everyday devices as species; to champion boolean intelligence as inherently different from anything else we've known so far. The project is built on the ideas of object-oriented ontology (Harman) which discards human superiority over objects, and the stemming theory of object phenomenology (Wonder is the way objects orient, in Alien Phenomenology or What It's Like to be an Object, Rogost, p.124). Unfamiliar Convenient is set to challenge the factory limits of smart home. The inquiry into devices' technical properties as species denominators seeks to unravel new ways of looking at technology in a home. Our hope is to evoke sentiments of appreciation, attachment, and respect to technological things we make, and not of the Anthropocene kind - demonstrating how, in some ways, smart things are not feared in the

Vytautas Jankauskas
"Unfamiliar Convenient"
2021

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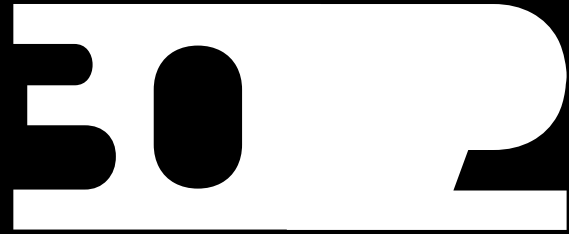
Interdisciplinary arts and education pavilion, 2021-2022



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and
events

The pavilion presents interactive art installations, safe social space and a tightly packed schedule of workshops and seminars on new media, music and spirituality. The practical essence of the pavilion is community engagement and speculative philosophy on cybernetics, accelerationism and the occult. The participants of the pavilion LARP as techno-spiritual cult that has the ability to communicate with a singularity-AI entity from the future. The cult builds the pavilion in order to find the messiah who would help to bring the authoritarian AI regime to life. The pavilion visitors are engaged in informal discussions on the implications of such a regime. The pavilion takes place at the largest electronic music festival in Lithuania - YAGA Gathering.





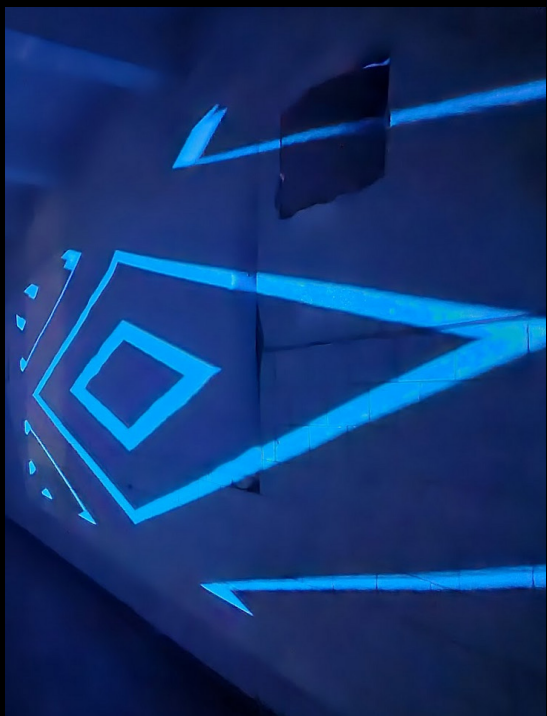
Prisukamas Abrikosas: Rabbit Hole

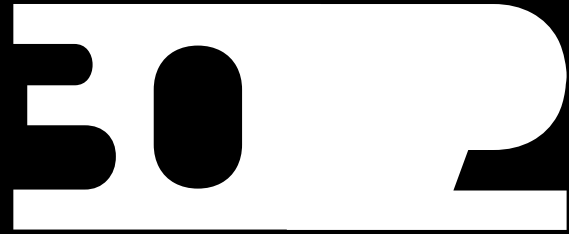


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and
events

Interdisciplinary creative spaces, 2022

Interdisciplinary creative spaces in the New Year party in the industrial factory "Pergalė", organized by Lizdas club. The aim was to create immersive artistic experiences for visitors to find in secret places of the factory. Our contribution consisted of 3 elements: 1) The Spaceship of the Rabbit - a nomadic playground for social interactions; 2) Victory 1987 - CCTV room simulation where visitors can dive back to rabbit year 1987 when Lithuanian basketball team won against Russia; 3) Machine Feelings - two projection-based interactive installations that investigate human-computer interaction.





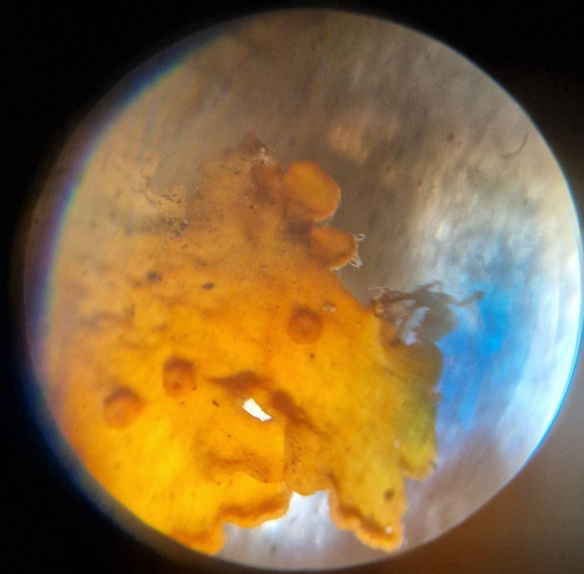
KAIPP No-Hideout: Ferment of Ideas

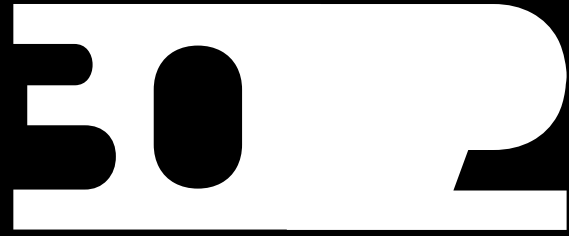


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and
events

Interdisciplinary creative spaces, 2023

A warehouse that is located on the edge of the Kaunas Aleksotas Innovation Industrial Park (KAIPP) - a territory of national significance. Inside it - a temporary community center playing with the ideas of business centers. Instead of a sterile conference hall, there is a wet floor, a cracked ceiling, thick smells and cozy darkness. Instead of costumed figures - creative people, music and ideas of fermentation and well-being. The purpose of the unhide-out is to test radically open spaces for community, diversity and creativity, which would act as a model for the city of the future. During the event intellectual, artistic, playful and gastronomic interactions were presented as a playground for strangers to explore, exchange ideas and knit the net of community.





Eketè / Ice-hole



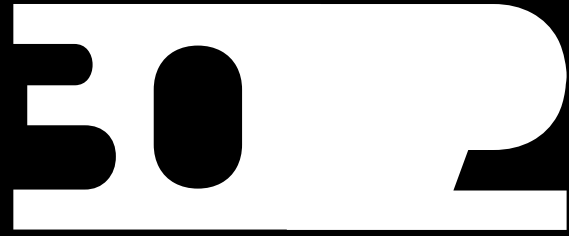
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The project was made possible with the support of Culture Moves Europe and Goethe-Institut residency funds.

Arts and music new years festival, 2023

Ice hole is a portal of transformation. It is a shift from calm to active, from stable to dynamic, from bored to curious, from asleep to awake, from disappearing to creative, from numb to tactile. This event was an immersive New Years festival with an elaborate artistic program of local and international artists, 2 music stages, and various spaces for exploration and play. The core artistic program of the event was formulated by artists-in-residence at "Finding Our Names Together", generously supported by Culture Moves Europe and Goethe Institute. Event gathered around 200 visitors.





3022 & Institute of Network Cultures: Pavilion of Tactical Television

Interdisciplinary arts and education pavilion, 2024



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The project was made possible with the support of of European Festivals Fund for Emerging Artists, Vytautas Magnus University, Vytautas Kavolis Institute, Institute of Network Cultures, and Yaga Gathering.

The pavilion critically examined the centralized, opaque control of data and surveillance systems in modern smart cities. Curated by cultural platform 3022 in collaboration with professional streamers from the Institute of Network Cultures in Amsterdam, the pavilion operated a 48-hour continuous analog television stream during the Yaga Gathering festival, creating a localized telecommunication system. This participatory, low-tech broadcasting platform inverted the typical surveillance mechanisms of urban environments, offering a transparent and open-source alternative. In contrast to the commodification of data in AI-driven cities, the initiative invited festival participants to engage directly with the broadcast, contributing their voices, concerns, and creative expressions. The stream was complemented by an FM radio station, allowing widespread access to the broadcast through radio devices, further decentralizing the media landscape. This convergence of media forms fostered an inclusive environment, where technology served the community, rather than a privileged few. By integrating open dialogue, artistic showcases, and public discourse, the Pavilion of Tactical Television reimagined how media technologies could foster democratic participation, amplifying diverse voices and reconfiguring media spaces for communal purposes. The pavilion exhibited 26 different screenings, discussions, media art experiments and performances. Click to access [full program](#) and [full documentation](#).

