

Curating as a Network Technology





How much can curating can be understood as a network technology that trades in social capital?

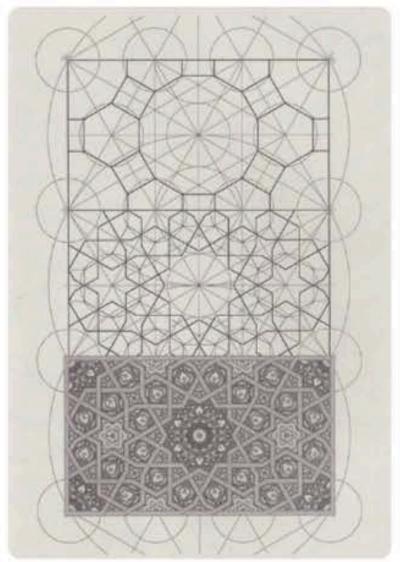


GIF





artsy.net

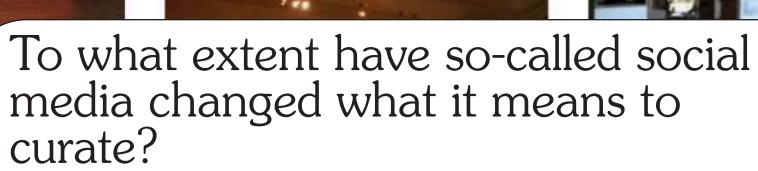


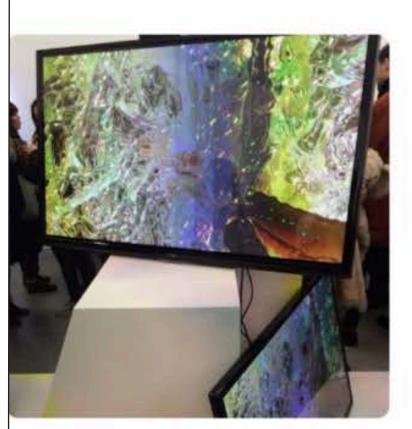






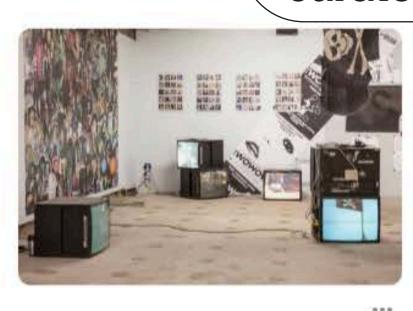


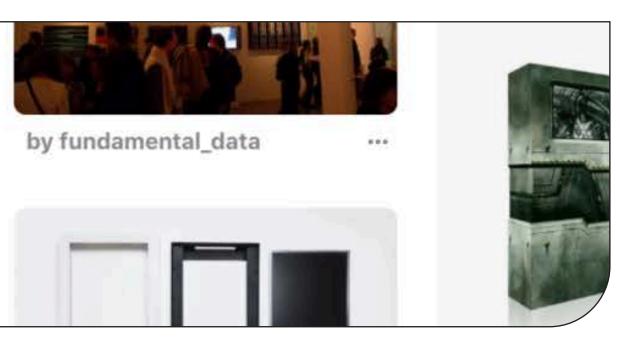




EVENTS



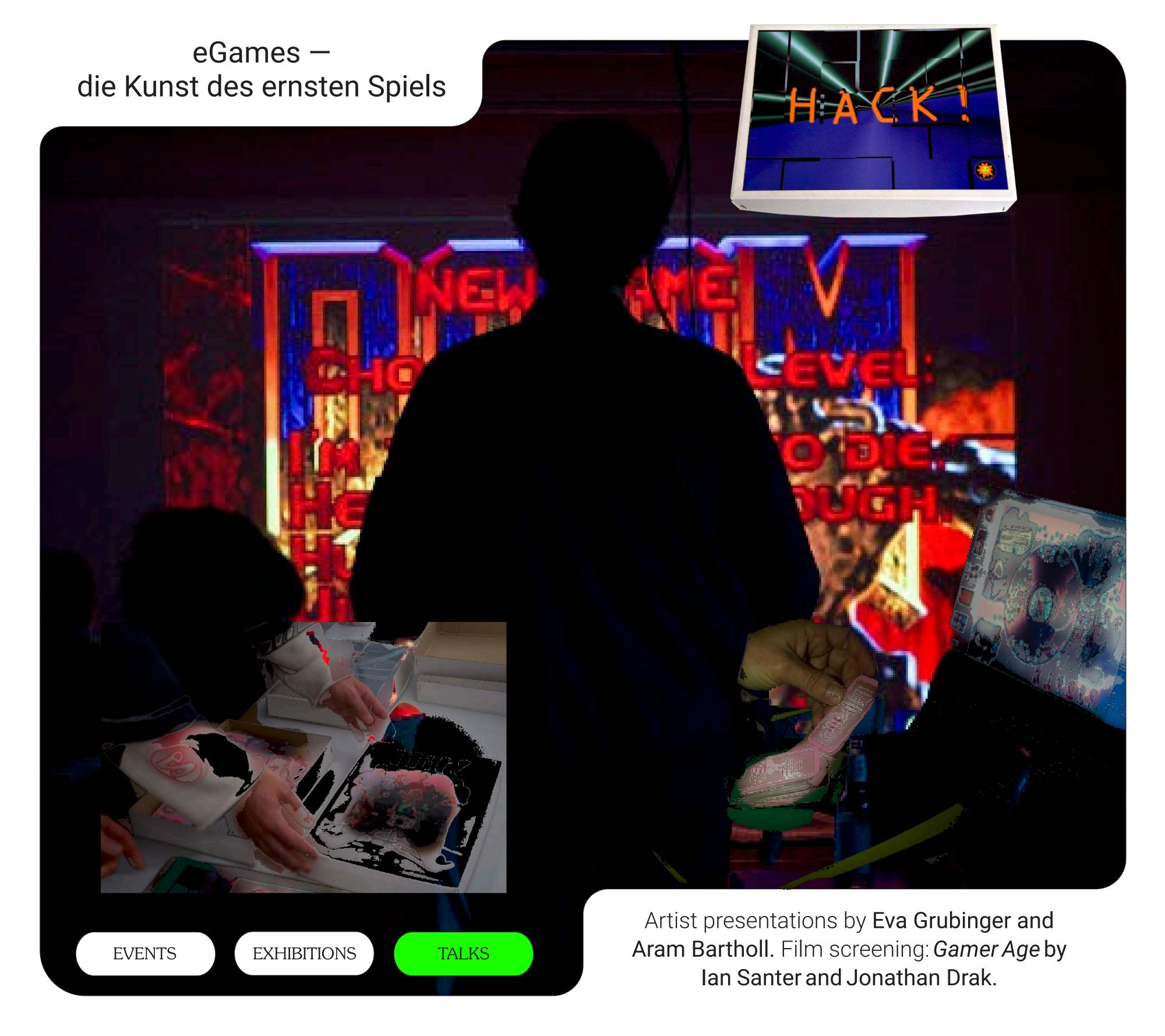






Panel with Karen Archey, Holger Friese and Susanne Jaschko. Moderated by Sakrowski.

The panel took place in the context of the exhibition 1990s Berlin Net Art — Towards a Critical Evaluation.



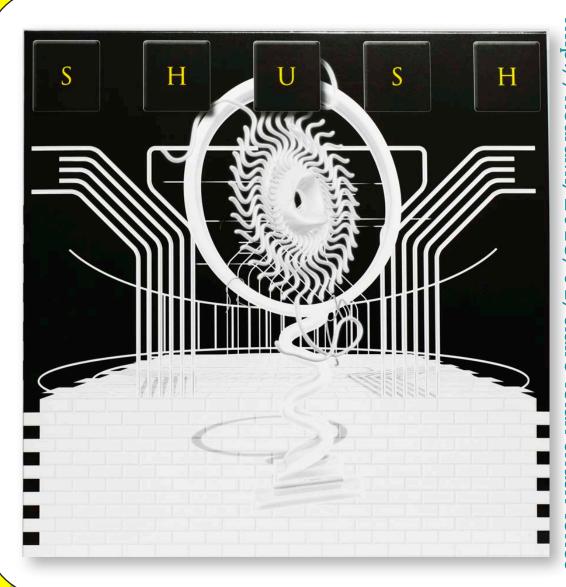
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1990s berlin was one of the centres of net art. In the new spaces of possibility of the reunited city, the first works of net art were techno (logical) and artistic experiments that grew out of the proximity of club and lab, in terms of both protagonists and locations. Inspired by what was then the subcultural movement of techno, artists formed collectives perceiving the net as a medium in which utopias and dystopias of the transition into a digital network society could find artistic expression. Net artists were early to recognise the transformation of society into a network society and and reflect upon the accompanying political changes. The internet was understood as a tool of democratisation, but at the same time, artists reflected critically upon the process of increasing digitisation.

As a specific branch of the visual arts, net art is a conceptual and contextual art practice that took shape at the beginning of the 90s, when the internet went public. The myriad approaches adopted in works of net art are all built on the assumption that the internet fundamentally changed the manner in which we perceive and encounter the world. Net art — whether focusing on formal, political, relational, aesthetic or material manifestations of the digital — is today understood as a form of art that grew out of the context of internet culture, reflecting on it and shaping it. By working intimately on, in, and with the internet both as a material and in their own lives, younger artists also recognise and define the aesthet-

ics and central concerns of the early twenty-first century. They formulate questions about the significance of the private sphere, about identi-

ty and the role of the subject in the network society as well as about the ownership of data and digital objects, as well as engaging in political, aesthetic and formal investigations into authorship, ori-



ginal and copy, the artwork and authenticity, and their dissolution under the conditions of the internet.

panke.gallery investigates the aesthetic potential of the internet, the significance of code in relation to image, and how the artwork can hold its ground in an age of globalised networks dominated by the power of corporations, social platforms and consumerism. panke.gallery is a gallery in a club. It sets up a dialogue between the net art activities of the 90s and the net art works of the current generation of Berlin-based artists. It is also the host and facilitator of a variety of media forms such as music, video, film and net-based art activities.

Edition #001 SHUSH Tones by Claire Tolan is published as a panke.gallery's first edition.

http://neural.it/2018/01/claire-tolan-shush-tones

EXHIBITIONS

Daniel Pflumm, Daniel Keller, Holger Friese,

TALKS

or

LECTURES

Annet Dekker, Karen Archey, Holger Friese and Susanne Jaschko, Sebastian Lütgert, Aram Bartholl, Eva Grubinger, Omsk Social Club, Jessica Palmer, Merle Leufgen, Brody Condon, Simon Schäfer, Internationale Stadt Berlin, Peggy Sylopp, Che Zara Blomfield, Harm van den Dorpel, Jonas Lund, Cornelia Sollfrank

LAUNCHES

extrange book launch, edition #001 SHUSH Tones, edition #002 Alexiety, *About Us* calendar launch by Niko Princen

CONCERTS

Tõle, RCO, Jee Young Sim + Sinead Meaney, Sebastian Schmieg, Silvio Lorusso, C A R E, Antonia Xm, Rui Ho, Ship Sket, Mara Oscar Cassiani, S X M B R A, Shivo, Fatma Pneumonia, Yung Soft, Candy Blissett, Robert Lippok, Rattenjunge & Blade Ronny, Aghnie, Meta Julio, Giek-1, Harakiri Hustle, Nfnr (Neither Famous Nor Rich), Ran Ancor, 空 Ku, Rainer Kohlberger, Diser Tape, Stiroll, Gregor Dys, Low Jack

PERFORMANCE

or

LARP

Max Grau, Nadja Buttendorf, Esben Holk, OMSK Social Club, Rites Network, Sebastian Lütgert

PRESS

"Der Sechsenmaler Rainer Brendel schafft Kunst für den Augenblick" — https://www.berliner-zeitung.de/28580912 by Tilman Baumgärtel

"Die Ästhetiken des Netzes mit Mitteln des Netzes kritisieren" — http://www.taz.de/!5541606/by Martin Conrads

"Berlin. Zentrum der Netzkunst. Die Urzeit des Internets" — https://www.berliner-zeitung.de/digital/-berlin--zentrum-der-netzkunst--die-urzeit-desinternets-31412078 by Tilman Baumgärtel

"I'd Invite You to this Rave, But You'll Need to Mine Crypto and Find a New Identity First" — https://garage.vice.com/en_us/article/9kmnaa/artist-collective-cryptoraves-for-revolution by Emily McDermott

Presentation designed by Johanna Ruukholm

Photos by
Alexia Manzano (p. 4–5)
Visvaldas Morkevicius (p. 6–7)
Hannah Rumstedt (p. 8–9)
Otto Felber (p. 10–11)
Udo Siegfriedt (p. 14–15)
Hannah Rumstedt (p. 18–19)

Graphics designed by Knoth & Renner (p. 10—13) Anna-Luise Lorenz and Ingmar Spiller (p. 21)

CONTACT

Sakrowski—Curator sakrowski@panke.gallery http://panke.gallery