

# GLADSTONE

Ian Cheng

## Exhibition Catalogues, Artist Books and General Publications

- 2019 Life After BOB. New York: Metis Suns, 2019.
- 2018 Ian Cheng: Emissaries Guide to Worlding. London: Serpentine Galleries, 2018.
- 2017 Envision 2116 Shanghai Project, Chapter 2. Shanghai: Shanghai Project, 2017.
- 2016 Ian Cheng: Forking at Perfection. Zurich: Migros Museum Für Gegenwartskunst and JPR|Ringer, 2016.  
Iles, Chrissie, Dreamlands: Immersive Cinema and Art, 1905-2016. New York: Whitney Museum of American Art; Yale University Press, 2016.  
Take Me (I'm Yours). New York: Jewish Museum, 2016.  
Julia Stoschek Collection: Welt am Draht. Berlin: Julia Stoschek Foundation, 2016.  
Stranger. Cleveland: Museum of Contemporary Art Cleveland, 2016.
- 2015 Live Simulations. Düsseldorf: Kunsthalle Dusseldorf and Spector Books, 2015.  
Kaunas Biennial NETWORKED. Kaunas: NGO Kaunas Biennial, 2015.  
Taipei Biennial 2014: The Great Acceleration. Taipei: Taipei Fine Arts Museum, 2015.  
Screen Play: Life in an Animated World. Buffalo: Albright Knox Art Gallery; London: D Giles Limited, 2015.
- 2013 12th Lyon Biennale – Meanwhile... Suddenly and Then. Dijon: Les presses du reel, 2013.
- 2011 Ian Cheng: This Papaya Tastes Perfect. Miami: Formalist Sidewalk Poetry Club, edition of 75, 2011, 48 pages.

## Selected Articles and Reviews

- 2022 Han-sol, Park. "AI, video game engines become philosophical tools for Ian Cheng," Korea Times, March 7, 2022.
- 2021 Kissick, Dean. "The Downward Spiral: Five Years," Spike Art Magazine, December 8, 2021.  
"The Apollo 40 Under 40 Art & Tech podcast: the art of gaming," Apollo, December 3, 2021.  
Irizarry, Elvis. "A little girls life, an AI's future," International Examiner, December 2021.  
Frey, Angelica. "Ian Cheng's Life After BOB," ARTnews, October 20, 2021.  
Rose, Frank. "Very Personal Computing: In Artist's New Work, A.I. Meets Fatherhood," The New York Times, September 1, 2021.
- 2020 Goodman, Matthew Shen. "Lurking in an AI World," Art in America, January 01, 2020.
- 2019 Aima, Rahel. "BOB Meets World: Ian Cheng Arrives at the Venice Biennale With His AI Simulations," Cultured, May 7, 2019.  
Chan, Dawn. "Ian Cheng," Artforum, May 2019.  
Davis, Ben. "Does Ian Cheng's AI Creature 'BOB' Mark the Dawn of the 'Centaur Artist?' Or the 'Satyr Artist?'" artnet news, March 18, 2019.  
Creahan, Daniel. "New York – Ian Cheng: 'BOB' at Gladstone Gallery Through March 23, 2019," Art Observed, March 13, 2019.  
"Ian Cheng – Emissaries," Parameter, February 28, 2019.  
Laddaga, Reinaldo. "Ian Cheng," 4 Columns, February 22, 2019.  
Ugelvig, Jeppe. "8 Artists Pushing the Limits of Digital Effects and VR," Artsy, February 20, 2019.  
Goodwin, Connor. "An Interactive Encounter with A. I. in New York," Blouin Art Info, February 13, 2019.

# GLADSTONE

- Yerebakan, Osman Can. "Ian Cheng with Osman Can Yerebakan," *The Brooklyn Rail*, February 5, 2019.
- Armstrong, Annie. "'There's Something Maniacal About Basic Desires': Ian Cheng on His Gladstone Gallery Show, Artificial Intelligence, and His Fear of Snakes," *Art News*, February 4, 2019.
- 2018
- "Ian Cheng," *Living Content*, Issue 18, Summer 2018.
- Armstrong, Stephen. "Ian Cheng's art is inspired by *The Sims* and created with AI," *Wired*, May 6, 2018.
- Quack, Gregor. "On the Other Side of the Gate," *BLAU Magazine*, May 2018.
- Rafferty, Penny. "Spring in Berlin: Five Shows to See," *Elephant*, April 13, 2018.
- Hamilton, Isobel. "Meet BOB, an interactive AI creature living in Hyde Park," *Mashable*, April 6, 2018.
- "Ian Cheng: Emissaries, Serpentine Gallery," *Culture Whisper*, March 27, 2018.
- Fontaine, Pearl. "Anthea Hamilton, Ian Cheng, Andreas Gursky and More Must-See London Shows," *Whitewall Magazine*, March 21, 2018.
- Sims, Alexandra. "40 dreamy things to do in London this weekend," *TimeOut London*, March 16, 2018.
- Judah, Hettie. "Ian Cheng's A.I. Artwork Has Come to Seduce You," *Garage Magazine*, March 15, 2018.
- Crosby, Eric. "In Plain View: Ian Cheng's Live Simulations," *art21*, March 2, 2018.
- Harrison, Anya. "Ian Cheng and Sondra Perry at Serpentine Gallery," *Modern Painters*, March 2018.
- Solway, Diane. "How the Collectot Patrizia Sandretto Re Rebaudengo Became Italy's Peggy Guggenheim," *W Magazine*, February 26, 2018.
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- McDermon, Daniel. "Down an Internet Rabbit Hole With an Artist as Your Guide," *New York Times*, December 13, 2017.
- Casadio, Mariuccia. "Infiniti altrove," *Vogue Italia*, November 9, 2017.
- "Lost Track of Your Favorite Artist? Here's a Guide to the Latest Round of Rising-Star Gallery Swaps," *Artnet News*, September 21, 2017.
- Schwendener, Martha. "What to See in New York Art Galleries This Week," *The New York Times*, September 7, 2017.
- Crow, Kelly. "Ian Cheng's Videogames Take On a Life of Their Own," *The Wall Street Journal*, September 5, 2017.
- Freeman, Nate. "Gladstone Now Represents Ian Cheng," *ARTnews*, September 5, 2017.
- Wong, Mimi. "Ian Cheng: Emissaries at MoMA PS1," *Art Asia Pacific*, July/August 2017.
- Keats, Jonathan. "Discover How Video Games Predict Global Catastrophes at This Innovative MoMA PS1 Exhibit," *Forbes Magazine*, August 14, 2017.
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- Vickers, Ben. "Virtual Reality: Dreaming Awake at the End of Time," *Spike Magazine*, Summer 2017.
- Scott, Andrea. "Watch the Absorbing and Tedious Simulations of Ian Cheng," *The New Yorker*, May 16, 2017.
- Scott, Andrea. "Ian Cheng's Alternative Realities at MoMA PS1," *The New Yorker*, May 15, 2017.
- Wu, Danielle. "Confronting our Existential Dilemmas in a Live-Simulated Fantasy World," *Hyperallergic*, May 2017.
- Lau, Charlene K. "Ian Cheng: Emissaries," *The Brooklyn Rail*, May 2017.
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- Halter, Ed. "Ian Cheng: Welcome to the Sentient Atoll: the artist brings his cyber-biological worlds to MoMA PS1," 4 columns, April 26, 2017.
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- Scott, Andrea. "Spring Art Preview," *The New Yorker*, March 13, 2017.
- Greenberger, Alex. "MOMA names recent acquisitions: James Turrell's 'Meeting,' a 12-foot-long Mark Bradford painting, K8 Hardy video and more," *Art News*, January 20, 2017.
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- Meyers, Todd. "Critics' Picks: Overpop," *Artforum*, September 2016.
- Archey, Karen. "Ian Cheng: Forking at Perfection," *Artreview*, September 2016.

# GLADSTONE

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- Kerr, Dylan. "Artificial Ecology: Ian Cheng on the Strange Art of Simulating Life, and the Conceptual Merits of Pokémon Go," *Artspace*, August 2016.
- Farago, Jason. "Interview: Ian Cheng," *Even Art*, Summer 2016.
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- Herbert, Martin. "Previews: Suspended Animation," *Artforum*, January 2016.
- Godfrey Larmon, Annie. "Previews: Ian Cheng," *Artforum*, January 2016.
- 2015 "Ian Cheng", *Interview Magazine*, December 2, 2015.
- Bier, Arielle. "Review: Ian Cheng at Fondazione Sandretto Re Rebaudengo, Turin," *Frieze Magazine*, November/December 2015.
- Sansom, Anna. "Ian Cheng: If the simulation game never ends," *Modern Weekly*, November 28, 2015.
- McLean, Matthew. "Ian Cheng's "Emissary Forks at Perfection," *Art Agenda*, November 17, 2015.
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- "Neighbourhood watch," *British Vogue*, October 2015.
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- 2012 Katrib, Ruba. "Info Touch," *Mousse Magazine*, December 2012.
- "24 Artists to Watch," *Modern Painters*, December 2012.

## Writings

- 2019 Cheng, Ian. "Worlding Raga: 4 - Who Worlds?" *ribbonfarm*, April 2, 2019.
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