Glitch Fiction is the false error, the point of chute, the wormhole in the timeline, the what could have been?

Visit Glitch Fiction to witness a chaotic Black Swan unfold, to feel the spitting heat of ash hit your high-heels in your living room, to have a machine generate your fairytales, to get caught in...

Glitch Fiction mixes activist and experimental designs in a real office of wonders. Dreams, nightmares, near realities and hyper fantasies meet in the middle to explore the implications of current and emerging technologies through the presentation of fictional scenarios, parallel worlds, extrapolated tangents, cautionary tales and design fictions.

Inspired by science and technology the following proposals use design as a medium to speculate, be critical and stimulate debate around our human relationship to science and technology in our current, future, alternative and imagined everyday lives.

For full details of the work and designers involved in the show, visit WWW.GLITCHFICTION.COM

Glitch Fiction is:

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The Other Volcano

Nelly Ben Hayoun

“In order to make myself recognized by the Other, I must risk my own life” said Sartre. The Other Volcano imagines a love-hate relationship, a ‘sleeping giant’ in the corner of your domestic environment, with the power to provoke excitement with its rumblings, and also perhaps fear, if not for one’s life in this case, then at least for the soft furnishings of one’s clean and neat ‘living’ room. It is a project that domesticates the most violent of natural processes, addressing and reinterpreting different natures. A project that questions the domestication of nature for entertainment purposes.

How would you deal with a live volcano in the middle of your living room? Would you be more popular because you share your life with a volcano?

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Frame Dragger

Xavier Poultney

With Frame-dragger, Poultney presents a collection of artifacts that sit awkwardly between the realms of religious relic and technological gizmo. These collections of skewed common place objects – often using machines and complicated technological processes to create somewhat mundane/dysfunctional contraptions – play with our conception of our own time, of a society that is obsessed with questioning and reproducing itself – of our referentially obsessed culture.

Poultney also exhibits a triptych of etched brass plaques, engraved with dots and dashes that appear to depict unearthly events. These pieces reference the Pioneer Plaques – a project undertaken by NASA and Carl Sagan in the 1970s. Taking inspiration from cult literature, these assemblages and transmissions pay homage to science fiction fantasy and to a bygone spirit of exploration and pioneering.

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The Dimension Dome

Good Wives and Warriors

The Dimension Dome is an installation inviting the audience to consider both the microcosm and the macrocosm. Crawling inside the geodesic dome, the public experience a playful and thought provoking view of the universe. The macrocosm and the microcosm reveal the same patterns reproduced in all levels of the cosmos, from the largest scale universe to the smallest sub-atomic particle.

The Dimension Dome is an accessible and light-hearted exploration of the wonders of quantum mechanics.
Not Yet Heard
Gunnar Green and Bernhard Hopfengärtner

When computers learn to understand sound, they will not only enable a whole new range of applications but they will fundamentally affect the way we interact with our acoustic environment. Some devices might give us access to far more specific and selective hearing experience and at the same time we might become much more aware of the sounds we produce and what they tell about us.

Not Yet Heard presents six possible applications for Machine Listening investigating a range of cultural shifts that could emerge around it.
Trails
Nitpak Samsen

Ever wonder where did the money in your pocket come from? Who was the previous owner? Who was the owner before that? Could he be that famous celebrity?

With electronic money on the verge of replacing physical money, one novel security feature is being designed to facilitate the system. ‘Money Trailing System’ is initially invented to track down crime and money laundering. Imagine every single electronic penny has their own histories. This concept allows us to track our money like forwarded email.

“Trails” is a short film that portrays the consequences of this system, from security to intimacy, economic to fanatic perspective.

In Search of Our Senses
Ben Oliver

What lies in the space between everyday experience, what we have learned at school, the snippets of scientific discoveries in the media and the cultural mythologies that surround extrasensory perception?

Documented as a series of photographs are a set of experiments that appear to have been, or are about to be conducted. The identities of both the conductors and subjects are kept ambiguous, waiting to be filled in by the viewer. While each experiment has been influenced by real world research, the lines between fact, theory and fantasy are not explicitly made clear. Can we imagine what these sensations would feel like without actually experience them? How do we decide if something is valid without direct experience or the reassuring words of a specialist?
Fishdrop
Studio Good One
Sitraka Rakotoniaina & Andrew Friend

On the 6th of August, 2000 the english seaside town of Great Yarmouth experienced a most unusual meteorological phenomenon, residents were treated to a shower of small silver fish, falling straight from the sky as rain.

The glitch, or momentary fault within a system can lead to unexpected occurrences unfolding. This slight mis-alignment or change of elements can have extraordinary, uncanny, even miraculous consequences.

Part of a wider investigation into the unlikely experience, the Rain Device seeks to probe the motivations, desires and mechanisms behind the experience, challenging how one might try to take control of their surroundings, and questioning to what ends?

Facet
Nicolas Myers

"Facet" is a digital mirror projection made up of different photographs that are reflected onto a composite image. Visitors to the exhibition stand in the work and a photograph is taken of them as the computer recognizes a face. Their features are then added to the composite face in the projection.

A kind of digital skin graft, fragments of other people's faces are overlaid on our own. We peer then into this new 'person' looking for signs of ourselves, our features. If we recognize something, we are also confronted with our own dismemberment, and fracturability of our own representation.
Everything Ends in Chaos
Ilona Gaynor

We are currently living in a period of recession, due to a grand pursuit of which the objectives lay in growth, profitability and pain avoidance. In such a complex network of agendas and hierarchies, it is impossible to predict any potentially harmful circumstances.

As functioning humans beings, psychologically we are collectively and individually blind to uncertainty, and therefore often unaware of the impact that singular events can have on our lives: economically, historically and scientifically, until after their occurrence.

~ Nassim Nicholas Taleb coined this theory as Black Swan theory.

Everything Ends in Chaos is an attempt to artificially construct a financial Black Swan. Positioned in hindsight, and told through a series of fragmented hypothetical narratives that have undergone various financial assessments; from investment bankers and insurance brokers to loss adjusters and risk strategists, drawing upon the practice of insurance with the means to investigate and underpin the moment at which economical fact becomes fiction and vice versa.

The Relativists Clock
Austin Houldsworth

On our densely populated planet competition drives us to strive for success and recognition; attempting to make a mark, wanting to justify the education we receive or the desire to have the perceived freedom which success can bring.

When time becomes the antagonist to our ideas and the ever increasing expectations of success inhibits progress:

How can we relieve that constriction and allow our minds to think and not worry.

The relativists clock places each historical significant achievement within modern human history in order of age. That is; the age of the creator at the point of the significant discovery or achievement. When we analyse history in this way during all the 7 ages of man, someone, at some point in life, has done something astonishing. Perhaps everyone has the potential to create something brilliant - given the time.
**The Infinite Adventure Machine**

David Benqué

TIAM is a proposal for a computer program which generates fairy-tale plots.

While fully automatic story generation remains an unsolved problem for computer science, this project explores the links between imagination and computation. Tales and myths; the core narratives of human culture, have been transmitted for generations through various technologies and media. What new forms might they take through digital formats and Artificial Intelligence?

Based on the work of Vladimir Propp, who reduced the structure of Russian folk-tales to 31 basic functions, TIAM aims to question the limitations and implications of attempts at programming language and narrative.

Because the program is unable to deliver a finished story, rather only a crude synopsis and illustrations, users have to improvise, filling the gaps with their imagination and making up for the technology’s shortcomings.

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**Merger**

Zoe Papadopoulou

‘The Intel – Cyprus Merger’ was conceived in February 2008 at the Royal College of Art in London, in response to a brief on ‘The Future of Money’ from Intel. This project showed how the world’s first merger of a country and a corporation might be possible, and even advantageous for both parties.

This project has been revisited in the light of recent bailout measures purporting to enforce the transfer of national resources to private ownership in Greece and Cyprus.

This project now asks if the hypothetical balance of benefits remains the same, or if this is now an inevitable part of our future.
△ Specimens of Unnatural History
Liam Young

The sun is setting on our idealistic and preservationist views of the natural world. The slow burn of evolutionary change, its endless generations, duplicating and multiplying with gradual mutation and variation is coming to an end. Now, as we stalk the strange and unfamiliar landscapes of robotics, bio technology and ubiquitous computing we are beginning to encounter a new form of engineered nature that we are not yet able to categorize. Catalogued as a collection of still lifes, stuffed and mounted taxidermy robots, curios, trophies and exotica ‘Specimens of Unnatural History’ is a near future bestiary that speculates the new relationships we may form with the designed creatures that will populate the cities of a day soon to come. They may be hopeful inventions or unexpected by-products, wondrous possibilities or dark cautionary tales. Here we gaze out across the near future population of our augmented wilderness.
Glitch Fiction is kindly supported by the British Council:

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