



# FF Future Fess Festival

For Technology  
and the Arts



Futureless Festival (FF) is an Art + Technology event being planned for mid-august, 2022, in hybrid format (internationally through our partners) and in various locations in Stockholm, Sweden.

## **Why Stockholm?**

Stockholm City, where this event will take place, has a complex relationship with Media Art: the 1966 Stockholm festival *Visioner av Nuet* (translated to Visions of the Present, whose goal was to examine the impact of Technology on human societies), became one of the first festivals of its kind worldwide. Almost half a century later, Swedish Artist Anna Lundh reconsidered this forgotten legacy by organizing the "Visions of the Now" Festival, openly referencing the previous pioneer festival of '66, while wondering about those old visions of the future and how they changed.

**What are our visions of the future nowadays, in these times of (climate) crisis?**

The Futureless Festival, from now on, FF, exerts a critical look onto that idea of the future we once had and its relation to Technology, one that has shifted drastically particularly due to climate crisis. In that line, it will reference the previously mentioned historical tradition related to the Media arts in the Nordic regions from a critical point of view yet placed in a renewed context where such arts do not seem to have a relevant space in the mainstream of Stockholm's Arts Scene.

## **Why now?**

There is currently a renewed interest worldwide for the Electronic and Digital Arts due to the popularization (and associated controversy) of the NFT (Non-Fungible Tokens) Art, Artificial Intelligence, and Virtual Reality (the Metaverse). Nevertheless, we can affirm that in the Nordic Countries, especially in Sweden (where this festival will take place) art shows and presentations related exclusively to the subject have hit an all-time low, despite being extremely technology-inclined societies. In that line, the aim of FF is to reference the long tradition of Art + Tech artists, placing special emphasis in the connection with other similar festivals such as Píksel festival in Norway and Pixelache in Finland, so to strengthen the Nordic

area's role within this branch of artistic expression. Now, this year is highly important for these two Festivals, as they both celebrate their 20<sup>th</sup> anniversary. This is particularly meaningful, not only because of the legacy of these two festivals -a long-lasting impact on an international level- but also, because it exposes even more the need for similar events in Sweden.

## **GOALS**

FF's activities can be divided into three interconnected axes, which are as follows:

- I. Building a Network of diverse institutions, groups, and Festival organizations connected with Media/Digital/Electronic/Bio + Tech Arts within the Nordic region. FF will facilitate the exchange in between these diverse actors, who will have the opportunity to present their projects on public talks and meetings.

2. Presenting a series of decentralized Art shows that includes diverse artists from the Nordic regions and beyond.

3. Organizing a series of Electronic Sound Art and Art + Tech live Performances

## **DURATION**

Although still in the organizing stage, we are aiming for the festival to last for around a week, in mid-August. Depending on the spaces, the Art exhibitions could be left for longer in the spaces.

## **VENUES**

The possible venues at this point are the following:

Tegen 2 Gallery (confirmed)

Candyland

Kungliga Konsthogskolan Mejan Gallery

Blivande Art + Maker Space (confirmed):







*Blivande House and Various spaces at Frihamnstorget that will be available for FF*



*Tegen 2 Galleri*

## PARTNERS

As one of the aims of FF is to strengthen the bonds in between the different agents working within the realm of Art + Tech in the Nordic regions, we count with various partners:

The Intelligent Instrument Lab (Iceland) <https://iil.is/about>

Piksel Festival (Norway) <https://piksel.no/>

Pixelache (Finland) <https://www.pixelache.ac/>

The Institutio Media (Lithuania) <http://www.o-o.lt/>

Elektron (Estonia) <https://elektron.art/>

Blivande (Stockholm) <https://www.blivande.com/>

Kungliga Konsthogskolan (Stockholm) <https://kkh.se/en/>

Tegen 2 (Stockholm) <https://www.tegen2.se/>

\*We are currently looking for partnerships in Denmark.



## ARTISTS

Some of the artists that will either exhibit and/or perform are:

Idun Isdrake (Sweden) <https://isdrake.com/>

Mindaugas Gapševičius (Lithuania/Germany) <http://triple-double-u.com/>

+ Maria Safronova-Wahlström (Russia/Sweden) <https://safronovawahlstrom.com/>

Rut Karin Zettergren (Sweden) <https://rutkarinzettergren.se/>

Servando Barreiro (Sweden/Spain) <http://servando.teks.no/?portfolio>

Gisle Frøysland (Norway) <https://piksel.org/~gif/>

Maite Cajaraville (Norway/Spain) <https://maitecajaraville.org/>

Jaime Lobato (Estonia/Mexico) <https://www.jaimelobato.com/en/>

Ashwin Rajan (Finland)

Hara Alonso (Sweden) <https://haraalonso.com/>

K Allado McDowell <https://kalladomcdowell.com/>

Andrea Nordwall (Sweden)

[https://machinesarenotpeople.github.io/Riksdagen/?fbclid=IwAR2Izbca4kzs3noH2TIDcHgu8tv\\_FB2-E0S-5AFV3YripaBy5WAP9dSgflI](https://machinesarenotpeople.github.io/Riksdagen/?fbclid=IwAR2Izbca4kzs3noH2TIDcHgu8tv_FB2-E0S-5AFV3YripaBy5WAP9dSgflI)

Patricia Cadavid (Spain)

<https://direct.mit.edu/comj/article-abstract/44/2-3/39/103204/Electronic-Khipu-Thinking-in-Experimental-Sound>

Dror Feiler (Sweden) <http://www.tochnit-aleph.com/drorfeiler/>

Jesper Malsten (Sweden) <http://www.jespermalsten.se/>

Paola Torres Núñez del Prado (Sweden) <https://autodios.github.io>

## FUNDING

To date, Futureless Festival has received a grant from the **NORDISK KULTURFOND** (Opstart).

## ABOUT ME (Organizer)



My name is Paola Torres Núñez del Prado, transdisciplinary artist and researcher based in Sweden. I have organized collective art shows in places such as Manhattan, (NY) and Stockholm (Sweden). I have received an Honorary Mention from Ars Electronica (2021), a grant from Artist + Machine Intelligence program in Google (2019) and won first prize in Arte.Mov electronic arts competition for the Amazonic region, in Brasil (2013). I have a particular interest in the History of Technology and the Arts, which I am interested in reviewing critically in my works.

<https://autodios.github.io>