



unplace

networked art: places-between-places

Credits

Ahmed El Shaer

Nekh · 2011

Game art, PC interactive game

Work Presentations:

10-2012 / 01-2013 — *Liberation*, group exhibition, curated by Naglaa Samer, Havremagasinet Museum, Boden, Sweden.

10-2012 — *The Impossible Black Tulip of Cartography*, Impact Festival, Amsterdam, Netherlands.

12-2011 — *Disconnect*, Town House Gallery, Cairo, Egypt.

01-2012 — Cairo Documenta, Group Exhibition, Cairo, Egypt.

Biography

Ahmed El Shaer

Born in 1981, in Cairo, Egypt, he still lives and works in the same city.

Ahmed El Shaer is a multimedia artist with a particular interest in digital technologies, and he is one of only a few artists in Egypt who use video game technology to create art. He has a BA in Artistic Culture from Helwan University in Egypt and is co-founder of Cairo Documenta, an independent exhibition of the work of young artists. His work has been prominently displayed in countless exhibitions and festivals, including, for example: *Experiments in Arab Cinema* at Simon Fraser University, Vancouver, Canada, 2013, and Rochester University, New York, USA, 2014; *Long Saturday* during the programme “Window to the Orient: Cairo” at Bündner Kunstmuseum, Chur, Switzerland, 2013; the *Wavy Banner* exhibition and International symposium ET4U, Denmark, 2013; and *Artificial Emotional Intelligence*, Open LAB Egypt Group for interactive arts, Cairo, Egypt, in Cooperation with the Kazoosh Group in Dresden, Germany, 2013. El Shaer’s awards include the salon prize in Media Art at the Salon of Youth in 2013 and the first prize in 2003. This year, the artist will also be participating in the Venice Biennale as part of the exhibition *In the Eye of the Storm Thunder: Official Collateral*, curated by Martina Corgnati.

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Description

Nekh: نَحْ is an artistic game for 1 player inspired by a real event from the Egyptian Revolution of 2011: the Camel Battle.

On 2 February, during the Egyptian Revolution in the spring of 2011, the Egyptian Government sent out riders on horses and camels to attack the protesters in Tahrir Square. This is now known as the “Camel Battle”. At the end, we told the government “Nekh”! The word ‘Nekh’ is used by camel owners when they order their animals to “sit down”. In Egyptian culture, we use the word in mockery when we want to tell someone to surrender. “Nekh” is a one-player art game where the player must choose which side he will play on – the side of the men or the side of the camels. However, no one wins.

A.S.

This work requires downloading the executable zip file and the installation of the game on your PC. Compatible with windows operating system.

