# Exposed

Sometimes art shines a new light upon something we consider to be 'normal', changing our experience from an unexpected perspective. Graduation students at ArtEZ University of the Arts worked on artistic interpretations and expressions of technology, research and innovation. We visited the exposition at ArtEZ in Arnhem, where the students exhibitioned the final works of their study 'Design, Art & Technology'.
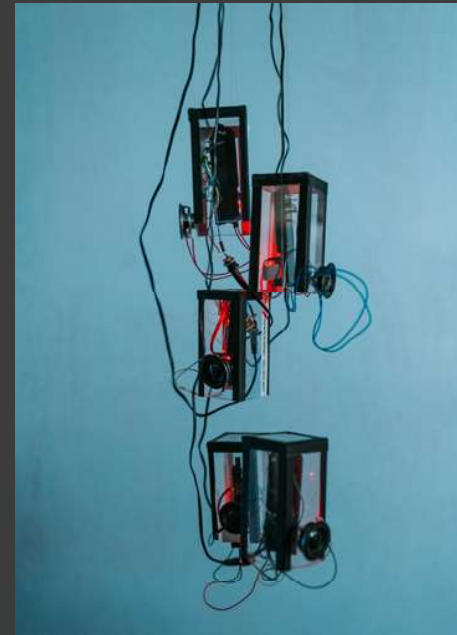
Chip Chatter
Artists: Marieke Leene and Francisco Vizentin for NXP

Chips are everywhere. They arrived in the 60s, and since then they got smaller, faster and stronger. For everything we do, we need them. We might even say that chips are our eyes, ears and hands. This work contains several chips that produce sound, chattering to people who pass by and 'to each other', about the functions they have, who they are and what they're doing. Through this work the chips, and their value and impact, become more visible – giving the chips a voice.

Https: Localhost
Artist: Aafje Bep van Grieken

While browsing a website, chatting with friends or streaming a movie, you connect to a server somewhere on this planet. However, while chasing the fastest connections, we produce a lot of heat and use a lot of power. Mycelium is one nature's networks. It is the communication between plants, the exchange of knowledge, food and resources. This work explores the resemblance between these natural networks in plants, and specifically mushrooms, and the networks we use today in our technology. By using the excess energy to cultivate mushrooms and grow mycelium, an environment was created in which the natural and the digital worlds exist in symbiosis.

Micro Macro
Artist: Aafje Bep van Grieken

There are fascinating things going on at a multitude of scales, in the world of bacteria, micro-organisms and on a cellular level. Although it feels not tangible and like something distant, it is all around us and often even within us. This work connects us to this invisible world, by zooming in on the microscopic scale and projecting it on a scale that's comprehensible to our experience – a portal between micro and macro.

A most Enchanting Machine
Artist: Maria Pérez-Lozao Humanes

We welcomed electrical gadgets in our houses and committed to share our lives with them. Sometimes these electrical devices almost become alive, and our lives interweave. During the day, we use these machines to share knowledge, travel or relax. But what is its role at night, in our unconscious imagination when we're sleeping? This work is a play that starts at day and ends at night. Throughout the cycle, each device tells a story, all together forming a performative landscape that explores and frames the magic of electricity and its devices.

Clean Air
Artist: Maria Pérez-Lozao Humanes

Chemicals are everywhere around us. In its habitual presence, we use them for cleaning our homes. But chemicals also have a very different function, e.g. in laboratories, where they are used for research and experiments. This work is an experiment on its own: a laboratory research unit that was built into an analogue computer, keeping itself clean through household chemicals. A meaningful clash between household chemicals and laboratory chemistry.

Silicon Sculptures
Artist: Kseniia Anokhina

Although being the most ubiquitous material in the world, sand is at the same time the fundamental base ingredient in all the devices that power our modern lives. Fascinated by this juxtaposition, the artist designed a playful system with which children can emulate computer logic in an analog way. By recreating existing hardware through sandbox toys, the result both celebrates and critiques our modern life in an ephemeral sculpture that is in constant flux.

Not just another repair company
Artist: Jochem van der Hoek

Odyssey RF is specialised in repairing radiofrequency equipment. The way they repair and reuse technological equipment is fascinating – especially in contrast with the market of consumer electronics. This work is a merchandise line, based on the same principle: reusing materials from the Odyssey workshop and use it as inspiration for the design of clothing. This way, even the parts at the end of the line get a new destination.