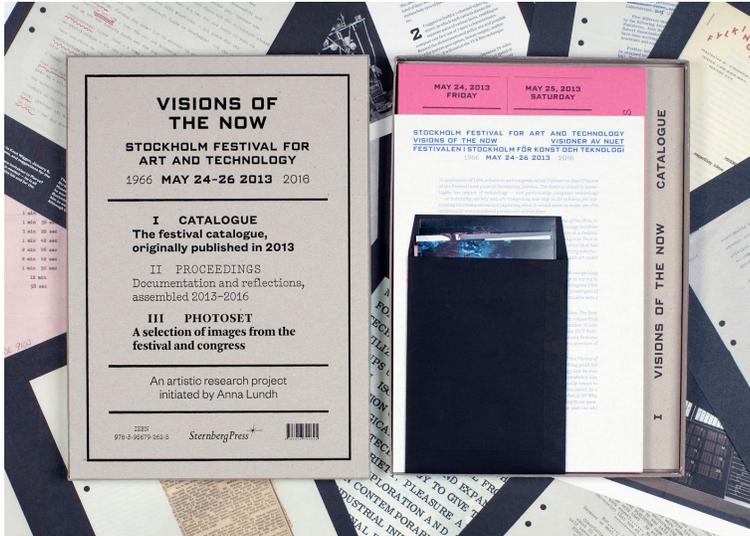


# FRIDMAN GALLERY

## *Visions of the Now:*

An artistic experiment in the form of a festival and congress,  
initiated by artist Anna Lundh



**Saturday, October 28, 6 - 8 pm**

Release of *Visions of the Now*  
publication, published by *Sternberg Press*.

Lecture Performance by artist and  
producer Anna Lundh, 6 pm

In September of 1966, a festival and congress called *Visjoner av Nu* ("Visions of the Present") took place in Stockholm, Sweden. The festival aimed to investigate the impact of technology – and particularly computer technology – on humanity, society and art. Computing was only in its infancy, yet discussing its consequences and exploring what it would mean to make use of it artistically was considered paramount at that time.

Almost a half-century later, Swedish artist Anna Lundh organized an updated version, *Visions of the Now*, to reconsider the premise of the original festival now that technology is rather taken for granted. What lies in the 'and' of art and technology now? Who is occupied with technology and its role in society? Which values do we want to maintain, and which should we challenge? Held in Stockholm on May 24-26 2013, *Visions of the Now* gathered over thirty international artists, musicians, theorists and scientists, in a series of lectures, panels, open discussions, art and music performances.

This artistic experiment has now been documented in an extensive multi-volume archive box, published by *Sternberg Press*. It contains the catalogue and proceedings of the 2013 festival, new contributions by the invitees, and photo documentation. Archival material from the 1966 festival, with never-before-published correspondence with John Cage and Buckminster Fuller and texts by Alvin Lucier and Nam June Paik, is featured along with the connected history of the 1966 New York festival, *9 Evenings of Theatre and Engineering*. Contributors include Katja Aglert, Cecilia Åsberg, Lars-Gunnar Bodin, Rosi Braidotti, Tyler Coburn, Brian Droitcour, Mathew Dryhurst, Katarina Elvén, Luke Fischbeck (Lucky Dragons), Jacob Gaboury, Jennifer A. González, Goodiepal, Sanne Krogh Groth, Gry Worre Hallberg, Hannah Heilmann, Holly Herndon, Natalie Jerenijenko, Jacob Kirkegaard, Siri Landgren,

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(Edited by Anna Lundh, Julie Cirelli. Graphic Design by Konst&Teknik).

Anna Lundh is an artist and researcher based in Stockholm, Sweden. Her work investigates cultural phenomena, societal agreements, and how ideological shifts take place, often taking technology and our experience of time as points of departure. This transdisciplinary practice includes video, installation, web-based work, interactive experiments, text and performance.