

BLANCA PÉREZ FERRER

VIDEO GAMES & NEW MEDIA ART CURATOR

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I am an experienced new media art and video games curator with a background in the history of art and a focus on applying my skills to establish, explore and promote new relationships between video game culture, new media and scientific research. My background and skills allow me to build bridges between research and a more practice-based approach to art and science projects.

I have worked abroad for many years and recently moved to Spain. I have experiences in cultural institutions in France and the UK University sector where I was in charge of event planning and coordination, curating contemporary art exhibitions, designing and executing educational projects, managing budgets and fundraising. I feel comfortable translating academic research into practical mediation projects and have been involved in EU funded projects.

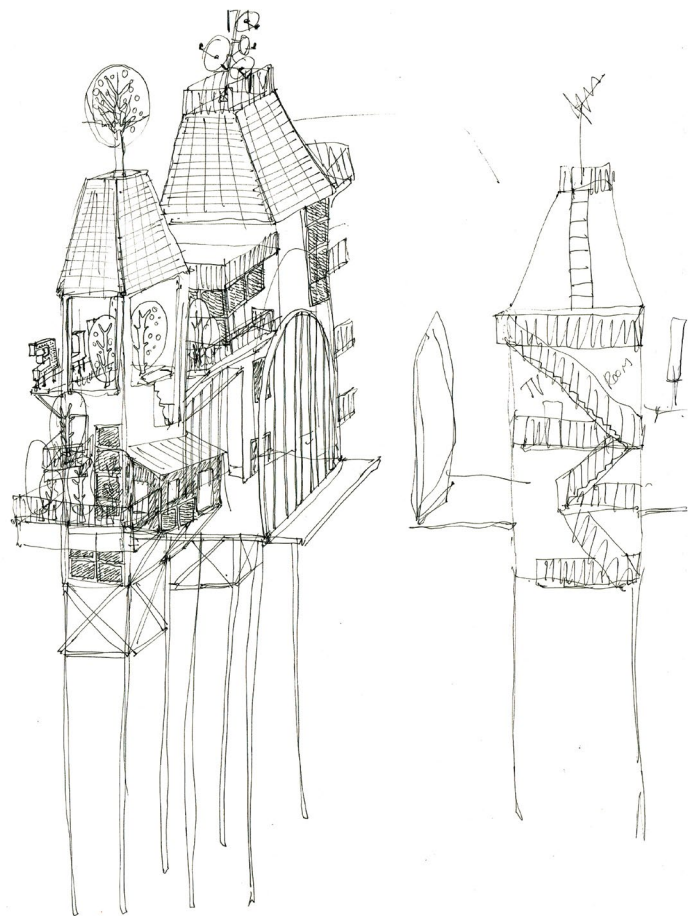
Creating compelling exhibitions that engage with the public is my main concern. Having the visitor's experience in mind is at the core of what I do because a good show has to have something for everyone.

Soy una comisaria especializada en nuevos medios y videojuegos con formación en historia del arte y un enfoque basado en la aplicación de mis habilidades para establecer, explorar y promover nuevas relaciones entre la cultura popular de los videojuegos, los nuevos medios y la investigación científica. Mis antecedentes y habilidades me permiten construir puentes entre la investigación y la práctica expositiva en proyectos de arte y ciencia.

He trabajado en el extranjero durante muchos años y recientemente he vuelto a España. Tengo experiencia en instituciones culturales en Francia y en el sector universitario del Reino Unido. Me he ocupado entre otras cosas de planificación y coordinación de eventos, comisariado de exposiciones de arte contemporáneo, diseño y ejecución de proyectos educativos, gestión de presupuestos y recaudación de fondos. Me siento cómoda traduciendo la investigación académica en proyectos prácticos de mediación y he participado en proyectos financiados por la UE.

Crear exposiciones convincentes que interactúen con el público es mi principal preocupación. Tener en cuenta la experiencia del visitante es el núcleo de lo que hago porque una buena exposición tiene que tener algo para todos.

PORTFOLIO



visionarIAs

Sep 2020- Jan 21121

Etopia Zaragoza

The link between creativity and AI is already well established. What we are looking for in this exhibition is to add another dimension to this dynamic, in which we can explore the concepts of vision and visuality in relation to the creativity of machines, as well as the impact this has on artistic creation. With VisionarIAs, we want to compare machine vision with human vision, and investigate how differences between the two manifest themselves when creating, or recreating, a world view.

VisionarIAs is a project from the Fundación Zaragoza Ciudad in collaboration with the Ayuntamiento de Zaragoza, forming part of the European ARTificial Intelligence Lab, co-financed by the Europa Creativa programme from the European Union.

Exhibition featuring works of Libby Heaney, Anna Ridler, Patrick Tresset, Sofia Crespo, Feileacan McCormick, Monica Rikic, Mario Klingemann, Helena Sarin, Ian Gouldstone and Aarati Akkapeddi.

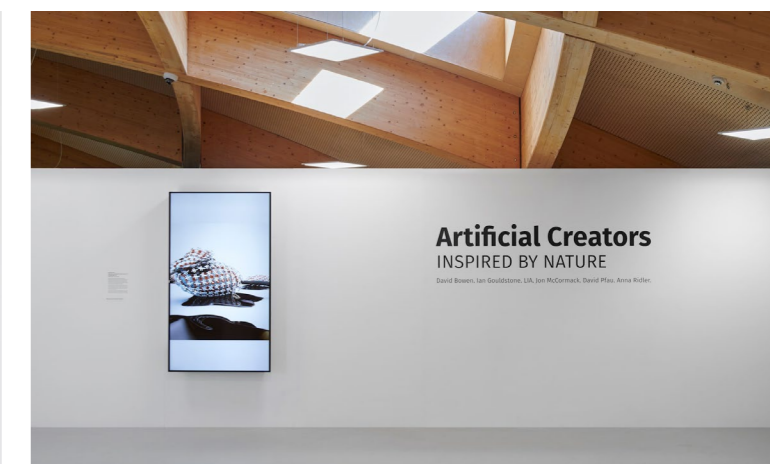
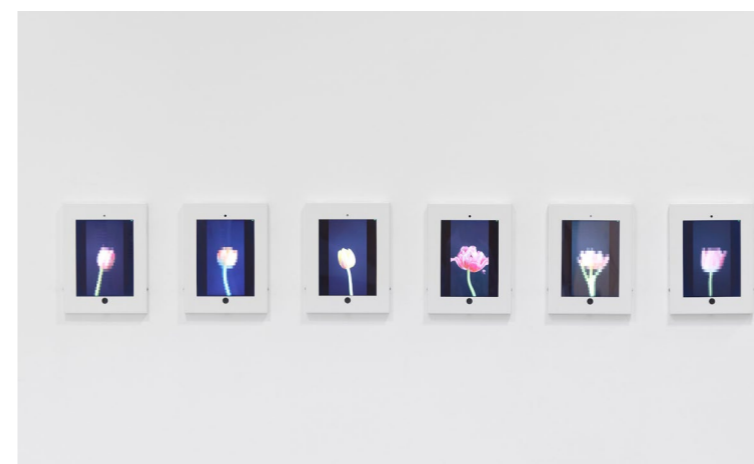
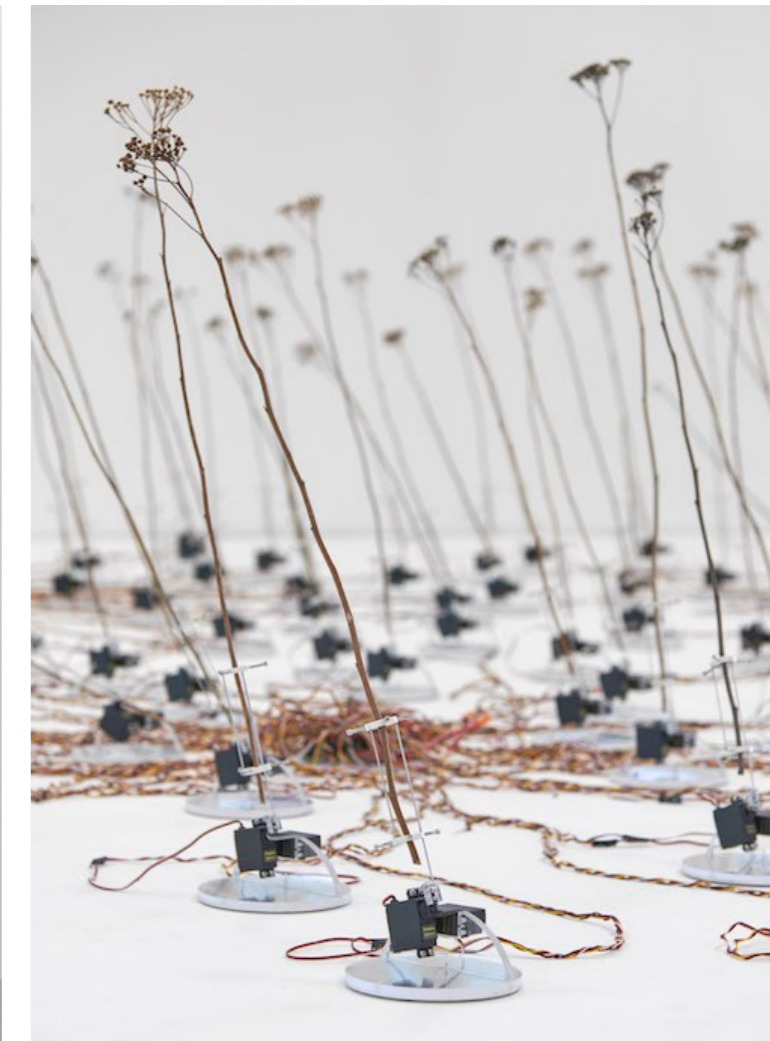
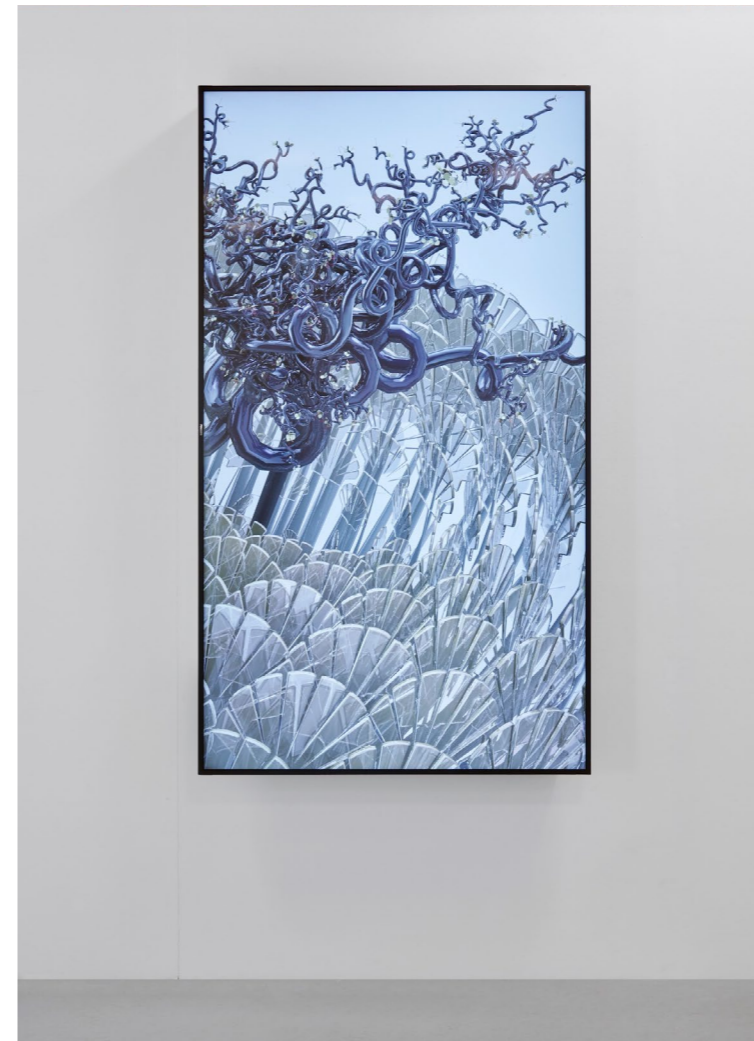
Artificial Creators, inspired by nature

June 2019- Sep 2019
Eden Project Cornwall UK

In recent years we have witnessed an explosion of interest in artificial intelligence (AI) techniques applied to creativity. This exhibition seeks to take the conversation beyond the focus on AI and technology replacing humans and superimposes another layer: to observe how artificial intelligence and human creativity interact and evolve the artistic context. Nature has been a powerful source of artistic inspiration for centuries and still is today – will machines take their inspiration from nature or provide their own

background and inspiration for future creations? The exhibition brings together the creations of five artists inspired by nature that have been modified and co-produced by AI. Their work questions how we work with machines to establish new forms of relationship beyond the utilitarian and explores innovative ways of expression that produce new ways of seeing.

Exhibition featuring works of Anna Ridler, Ian Gouldstone, LIA, David Bowen, Jon McCormack.



Sofia Crespo, Neural Zoo, 2019
Helena Sarin, Gans, 2019

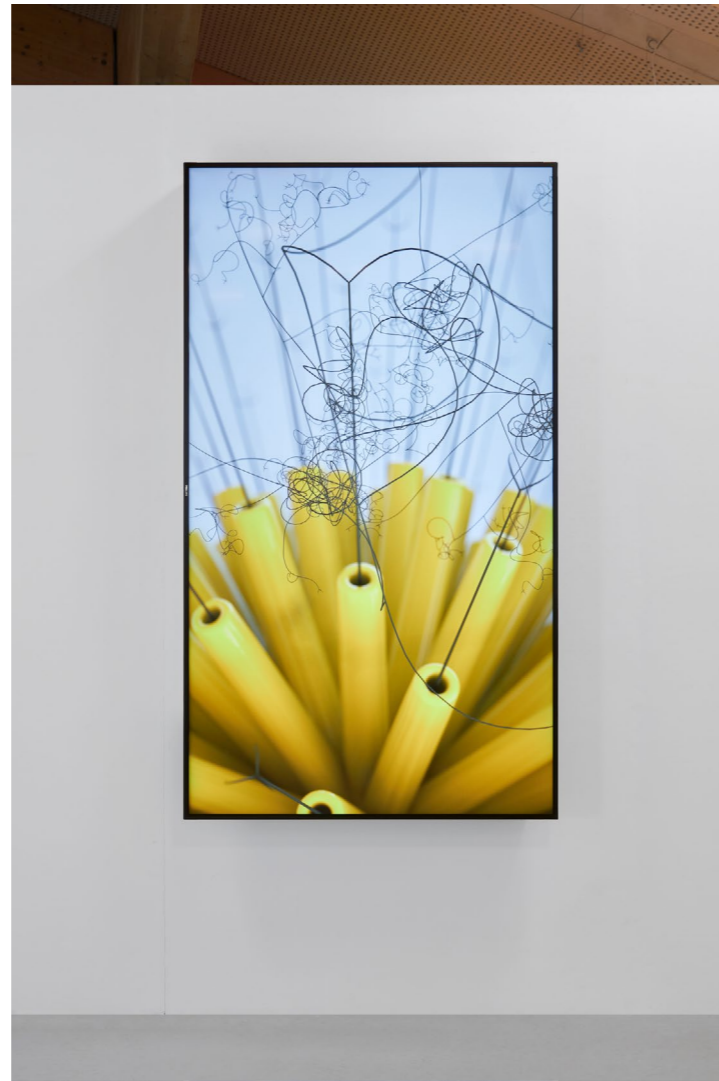
Patrick Tresset, Human study,

Jon McCormack, 50 sisters
Anna Ridler, Bloemenveiing

David Bowen, Tele-present wind
Exhibition entrance, Eden Project.



David Bowen, 5 twigs
Ian Gouldstone Wanton Boys



Jon McCormack, 50 sisters

Games as {performing} Arts

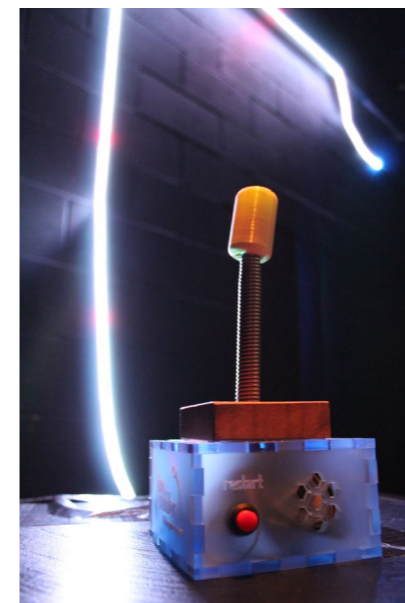
May 2018 Newlyn gallery
and the Exchange
June 2018 AMATA, Falmouth
University Cornwall (UK)

The second edition of the Games as Arts festival focuses on the polysemic concept of Play and brings together four contemporary artists / art collectives and four video game designers.

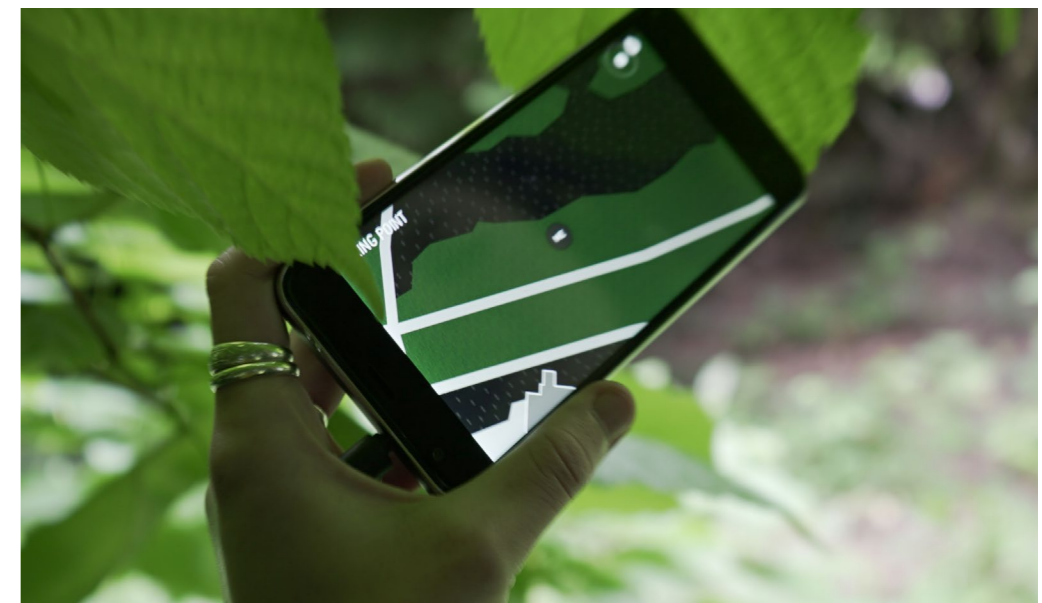
The programme showcased live music and dance, robotic and human performances, audio installations, a mix of peripatetic performance and a game, interactive artworks and video games. All the pieces presented different meanings of play and seek to look further into the intricate relationship between

games and performance. This festival enables exchanges between the worlds of games and performing arts. Through an exploration of the concepts of time-space-movement and the notion of play, the selected pieces broadly share notions and techniques across forms.

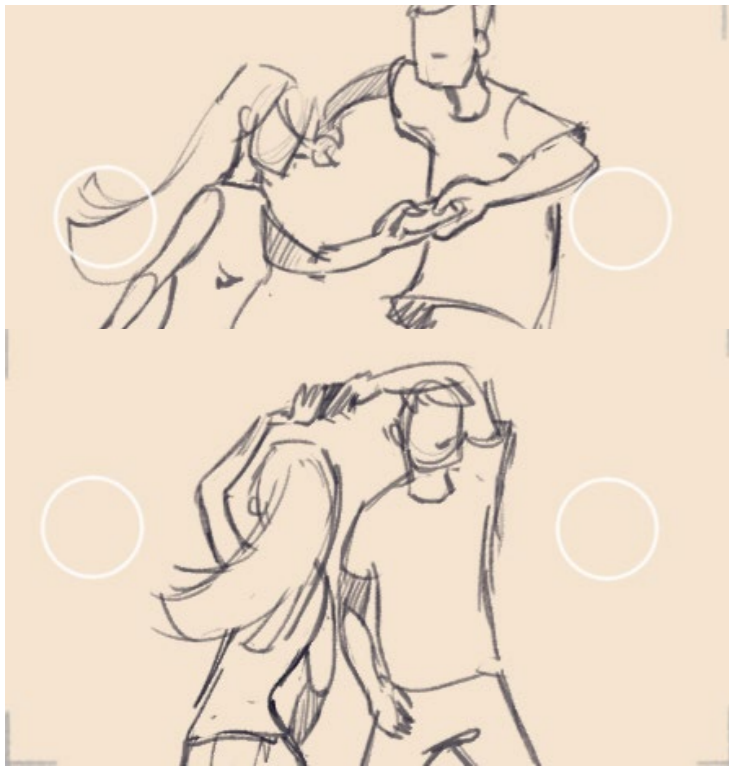
Featuring works of Blast Theory, Kondition Pluriel, Stéphane Bissières, Petra Gemeinboeck and Rob Saunders, games by Game Oven, Die Gute Fabrik, Robin Baumgarten and @thosemetamakers.



Stéphane Bissières, Data line
Robin Baumgarten, Line woobler



Blast Theory, Fixing point



Games as Arts/ Arts as Games

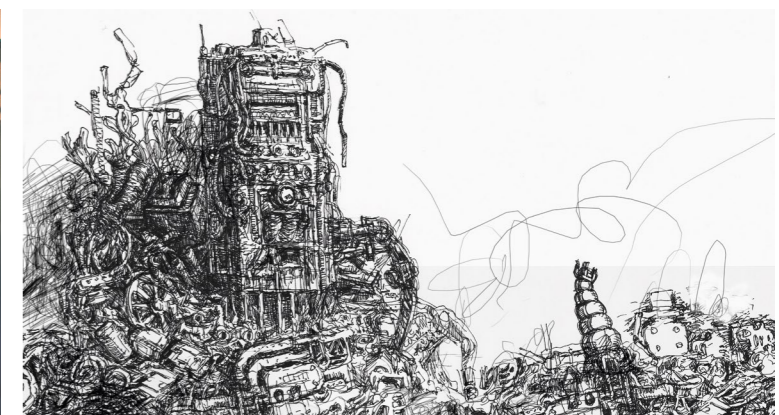
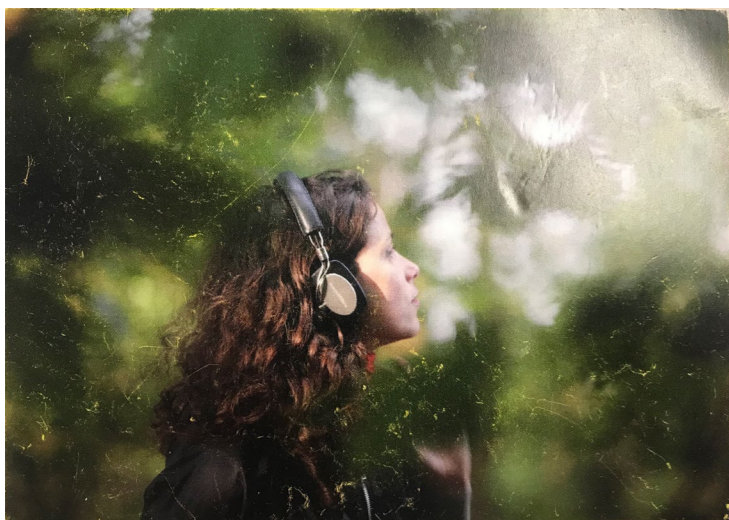
Oct 2016, The Poly, Falmouth University Cornwall (UK)

Exploring The Overlap Between Game Design And More Traditional Art Practices. This exhibition brings together five contemporary artists, two collectives of artists and two game studios into one space, to pay tribute to the new and exciting pathways that subvert the ideas of what you may consider games to be.

With their mysterious, charming and characterful creations, predominantly hand-made and inspired by organic forms and

natural materials, the games of State of Play and Amanita Design are also important works of art.

These hand-crafted games are balanced against the highly technological artworks made using game technologies of Ian Gouldstone, Oliver Sutherland, David Blandy, Larry Achiampong and Alan Meades, along with the work of @ThoseMetaMakers and IOCOSE that challenge the stylistic and technological conventions of traditional videogames.



Game Oven, Bounden. Sketch for game prep
Kondition pluriel, Enjeux. performance
Blast theory, Fixing point

Petra Gemeinboeckand and Rob Saunders, Machine movement lab, cube performer 1.

@thosemetamakers, I create you destroy
David Blandy & Larry Achiampong, Finding Fanon
State of Play, Luminocity, sreen capture of the game

Oliver Sutherland, Untitled (losing it)
IOCOSE, Gamearthritis,
Amanita design, sketch for machinarium

You can't know my mind

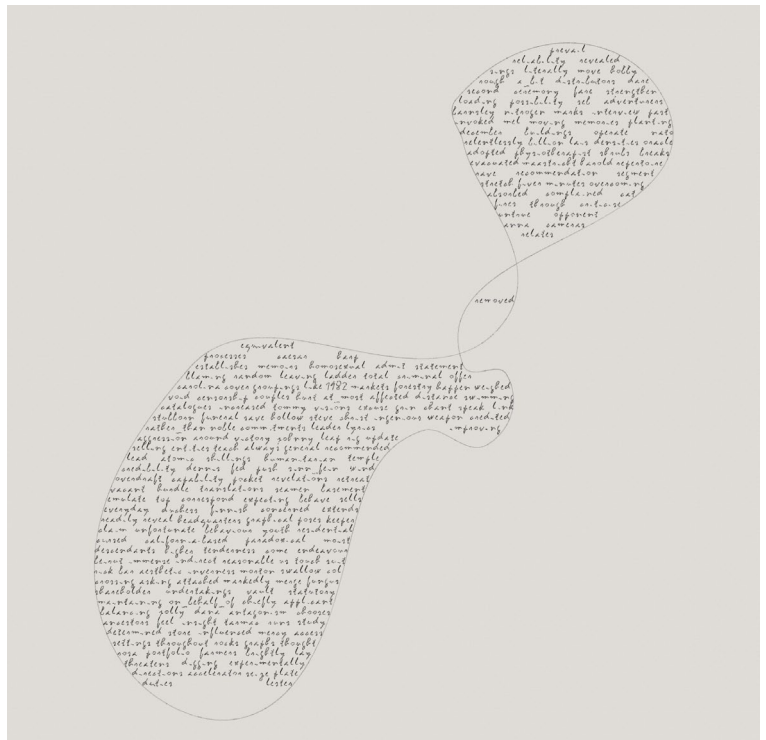
July 2013, Gallery Oberkampf Paris France



Computational creativity offers the promise of changing how we view music, literature and the arts. On July 2013 there was a festival celebrating computer-generated art, music, poetry and cuisine at the Galerie Oberkampf in the heart of the 11th arrondissement in Paris. The centrepiece of the festival was an exhibition entitled You Can't Know My Mind consisting of pieces generated, criticized and curated by software systems

written by artificial intelligence researchers.

Computer artist The Painting Fool and computer critic DARCI have collaborated to produce and curate a set of visual art pieces and poems designed to challenge the idea that people are the centre of the creative universe. Come along and make your own mind up about the creative future for software.



Exhibitions Curated For La

Ligue de l'enseignement Paris

Oct 2011-2012
Antennes Jeunes de Paris
Mairie de Paris (France)

Diego Ibarra exposition
l'Afghanistan entre cauchemar et espoir
March- June 2011

Laura Morales
Cartographies
May- October 2011

Milia *
Contrastes ephemerres
April- June 2012

THANK YOU