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MUSEUM

**NEW INC, THE NEW MUSEUM'S CULTURAL INCUBATOR,
ANNOUNCES ITS SEVENTH ANNUAL CLASS FOR 2020–21**



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New York, NY...NEW INC, the New Museum's cultural incubator, welcomes its seventh annual class for the September 2020 to August 2021 program cycle. For year seven, NEW INC offers five member tracks, including three new tracks and several renewed partnerships: Creative Science, Cultural Futures, Experiments in Art and Technology (E.A.T.), Hybrid Practice, and XR: Bodies in Space.

64 members working at the intersection of art, design, technology, and entrepreneurship will participate in NEW INC's yearlong program which includes a values-centered business education curriculum, mentorship, and community events. This year, members range from

individual practitioners—such as artists, designers, and storytellers—to collectives, studios, nonprofits, and startups. In alignment with NEW INC’s mission to foster cultural value, many of these members are committed to projects that emphasize social impact, addressing issues of racial equity, climate, access, education, and labor, among other pressing humanitarian concerns.

NEW INC’s membership model continues to support a diverse range of creative practitioners, with 62% of members identifying as people of color, 59% women or gender non-conforming, and 22% LGBTQIA+. Over six years, members have raised \$23.3 million in investment capital, created 550 jobs, and established or retained 277 businesses in New York City.

With a two-year grant from Science Sandbox, an initiative of the Simons Foundation, NEW INC launches its **Creative Science track**. Members are exploring creative and novel applications for science and technology through the lens of art and design. This track includes creative practitioners who are exploring the intersection of art and science through artificial intelligence, robotics, biotech, digital manufacturing, and other areas of research through their creative practice.

With leadership support from the Knight Foundation, NEW INC launches the new **Cultural Futures track**, where teams are asking what comes first: culture or the technology through which we perceive it? Through experimental partnerships with museums, cultural institutions, libraries, or civic hubs outside of New York City, members of this track will engage in co-creative research and exploratory design that reimagines sustainable tech in the culture sector. Additionally, as part of this track, NEW INC is partnering with MCN (Museum Computer Network) to develop a new web platform for sourcing and sharing repeatable case studies exploring how technology has been used in the museum and cultural sectors. The new platform is set to launch Spring 2021.

Entering Year 2, our **Art & Code track**, asks members to consider what communications technology might look like in 50 or 100 years. How might we explore the deep future of communications through speculative technologies and unprecedented ideas? In partnership with Rhizome, this track focuses on experimentation and collaboration between artists, engineers, and technologists where members benefit from specialized mentorship opportunities, research labs, and events.

Members in the new **Hybrid Practice track** are exploring the ways in which arts, tech, and design can address the mounting challenges faced today. NEW INC offers an ideal home base for multidisciplinary practitioners who are experimenting and problem-solving around creative, speculative, and interdisciplinary projects. Creative makers in this track include data scientists, designers, architects, app developers, and community organizers who occupy a niche in the margins, at the seams, and in other liminal arts, tech, and design spaces.

New this year, the **XR: Bodies in Space track** was created in response to the Covid-19 pandemic and is partially supported by National Endowment for the Arts. Track members include artists, performers, choreographers and XR producers who are interested in how bodies, identities, and culture are represented and transformed through live experiences mediated by technology.

Additional member support is provided by The Ford Foundation through scholarships for members whose work is embedded in communities of color and disability, and by Cisco through

subsidies for women and people of color who could otherwise not participate.

Generous program support for NEW INC Year 7 is provided by: Jonathan D. Lewis Foundation; Deutsche Bank; National Endowment for the Arts; and the New York State Council on the Arts. Over the course of the twelve-month program, NEW INC members participate in a professional development and mentorship program designed to support their projects and foster individual growth. Previous members have been recognized as emerging leaders in their respective industries. They have presented work at Sundance Film Festival, SXSW, Cannes Film Festival, Tribeca Film Festival, Cooper Hewitt Design Triennial, and Ars Electronica, and have won awards and commissions from the Serpentine, Verizon 5G Labs, Creative Capital, and the Bessie Awards. Additionally, members have the opportunity to present their work at NEW INC's annual Demo Day presentations and other public programs presented with our partners.

Members of the Creative Science track, supported by Science Sandbox, a Simons Foundation initiative: Edward Cutting, Gal Nissim, Heidi Boisvert, Janet Biggs, Josie Williams, Krystal Persaud, Laura Splan, Leslie Ruckman, Qinqin Yang, Remina Greenfield, Shihan Zhang, Shuyi Cao, Sue Huang, Tin Nguyen.

Members of the Cultural Futures track, supported by the Knight Foundation: Aaron Jones, Aisha Shillingford, Andrew LeClair, Ashley Jane Lewis, Caspar Lam, E Roon Kang, Jonathan Brandel, Lee Tusman, Noya Kohavi, Sisa Bueno, Terry Marshall, Yujune Park.

Members of the Experiments in Art and Technology (E.A.T.) track, in partnership with Rhizome: Bhavik Singh, Christopher Clary, Itziar Barrio, Johann Diedrick, Johanna Flato, Lula Mebrahtu, Mark Ramos, Nahee Kim, Pearlyn Lii, Ricardo Miranda Zuniga, Yeseul Song, Ziyang Wu.

Members of the Hybrid Practice track: Amelie Lamont, Andrea Chiney, Andrew Chee, Arianna Deane, Ashley Kuo, Eric Moed, Genel Ambrose, Jared Katzman, Jennifer Garcia, Morgen Bromell, Penelope Phylactopoulos, Shanna Sabio, Vi Vu, Warner Sabio.

Members of the XR Bodies in Space track, supported by the National Endowment for the Arts: Brandon Powers, Carla Gannis, Eva Davidova, Jonah King, Juecheng Chen, Kate Machtiger, LaJune McMillian, Mary John Frank, Matt Romein, Mirelle Phillips, Nikita Huggins, Yuge Zhou.

NEW INC Member Bios, Year Seven

908A

908A is a research initiative by E. Roon Kang & Andrew LeClair that focuses on constructing new algorithmic design tools in partnership with museums. Building on work for clients such as Google, MIT Architecture, and RISD Museum, alongside teaching at Parsons, RISD, Triple Canopy, and other places, 908A aims to build an intellectual framework and a community around the practice of design as the shaping of instructions rather than the manual composition of surfaces. <http://908a.org>

A+A+A

A+A+A is an architecture and design collective led by Andrea Chiney, Arianna Deane, and Ashley Kuo. Founded in 2018 with the belief that design impacts all people, everywhere (for better or worse), A+A+A makes the process more collaborative, inclusive, sustainable, transparent and fun. Working at all scales, they take ideas and make them into physical objects,

experiences, and spaces. The common thread is their approach: the design process should include the people that it serves. By bringing together diverse collaborators, communities and clients, the product becomes greater than the sum of its parts. Their past work includes feasibility studies, workshops, exhibition design, public installations, and programming. <https://www.aplusaplusa.com>

Aaron Jones

WEB MODEL DOT SPACE is an experimental architecture studio concerned with the research and development of media structures. This work often results in pop-up theaters, performance art installations, and entertainment portals created in collaboration with leading creative professionals and organizations around the world. The studio looks at the opportunities between content and infrastructure especially as they reveal and expand audience types. WEB MODEL DOT SPACE is led by architect Aaron Jones and has been recognized and supported by the MacDowell Colony, Venice Architecture Biennale ('14,'18), ArtPapers, The National Endowment for the Arts, and Cranbrook Academy of Art among others. Currently Aaron is an Assistant Professor of Architecture at Lawrence Technological University's College of Architecture and Design. <https://www.jonesaaron.com>

alterR.studio

Co-founded by Shihan Zhang and Qinqin Yang, alterR.studio is a multi-disciplinary research-based studio working on the intersection of art, design and technology. It focuses on speculating possible futures to address unseen issues and opportunities. Through designed artifacts, scenario-building and interactive experiences, alterR.studio aims to bring inspiration and reflection to drive better decisions. It takes design and imagination to nudge changes and collectively make impacts in larger systems. Its works have been selected as 100 designs of the year 2019 by Award 360° (Asian), FastCo.Company's World Changing Ideas 2019 (US), and featured by Domus. It has also been exhibited worldwide including Dutch Design Week, IFTF 10 Year Forecast Summit, Gray Area in San Francisco and Toronto Design Week. <https://alterr.studio>

Amélie Lamont

Amélie Lamont runs 'by amélie.studio', a Brooklyn-based creative practice working with mission-driven companies to design high-quality, thoughtful digital products that positively impact society and culture. Using a background informed by cultural studies and design anthropology, Amélie enjoys creating resources for underinvested communities. Their recent social good projects include People of Craft, The Guide to Allyship, and Good for PoC. Currently, Amélie is working on a series of interviews to engage designers and non-designers in culturally-aware design discourse. The series aims to help everyone understand the language of design and its impact on society. Amélie believes understanding that impact allows us to create better tools and resources for all communities. <https://byamelie.studio>

Andrew Chee

Andrew Chee is an artist and designer with a background in environmental, exhibition, and interaction design. Formally trained in computer science and music, his work includes objects, systems, interfaces, and actions that explore the boundaries between instruction and improvisation, control and chaos, to art and commerce. An American born from Chinese immigrant parents in Vietnam and Malaysia, he creates structures that frequently question, embody, and repurpose elements of the systemic in identity, labor, and power. His work spans an array of interconnected materials and techniques developed from both art and commercial practices, combining installation, interactive, print, and traditional fine art media, using

computational methods to generate artifacts that welcome recursive feedback, chance, and emergent outcomes. He has been a creative director for an augmented reality Olympic pavilion, a designer for the Whitney Museum of American Art, a software engineer for NASA, has designed interfaces for drones and for TVs, has been featured by Apple, and awarded by the Society for Experiential Graphic Design. His work has been shown internationally, including at the Guggenheim Museum and La MaMa Experimental Theater Club in New York City, Mercat de les Flors in Barcelona, and the Istanbul Contemporary Art Museum. <https://andrewchee.com>

Ashley Jane Lewis

Ashley Jane Lewis is a new media artist with a focus on speculative design and tech education. Her artistic practice explores black diaspora of the past, present and future through computational and analog mediums including science fiction, networked devices, machine learning, data weaving, food design, bio art and performance. Her award winning work has exhibited in Canada and America, most notably on the White House website during the Obama presidency. As an educator, Ashley has taught more than 3500 young people how to code, landing her on the 2016 Top 100 Black Women to Watch in Canada. She's helped lower the barrier to entry into creative computing in her work with Dan Shiffman and ml5.org, a "friendly machine learning for the web" platform. Ashley holds a New Media BFA from Ryerson University in Toronto and a Master's degree from ITP at New York University's Tisch School of the Arts. <https://ashleyjanelewis.com>

Bhavik Singh

Bhavik is an artist and technologist focused on enabling people to better understand and express themselves. Motivated by his upbringing in the Sikh culture, he strives to create safe spaces for everyone to be seen and heard. He is currently working across the fields of new media art, interactive design and product development to explore new languages and build alternative futures for digital experiences. Bhavik is from New Delhi, India and is currently based in Brooklyn, NY. For the last few years he has led teams of artists, designers and technologists at Google to create products that encourage new forms of community and expression. His work has been featured in the Verge, Wired and Fast Company and is used by tens of millions of people every day. <https://bhaviksingh.com>

Brandon Powers

Brandon Powers creates visceral experiences at the intersection of theatre, dance, and technology across physical and virtual space. Leveraging his expertise as a director and choreographer, his work focuses on capturing liveness in the digital, and shifting culture towards a more embodied future. Brandon collaborated on AI-powered immersive installation, Frankenstein AI (2018 Sundance Film Festival), created interactive choreography for VR-narrative Queerskins: ark (prod: Intel Studios, Tribeca Film Festival 2020, Venice Film Festival 2020) and worked alongside Tony Award winner Andy Blankenbuehler for Bandstand (Broadway/Paper Mill Playhouse). He is a 2020 Sokoloff Arts Creative Fellow and staff member of Musical Theatre Factory where he leads MTF XR, a new program dedicated to supporting the next generation of musical theatre in XR. He has spoken about the intersection of arts and technology at Creative Tech Week, the TCG National Conference, Verizon's 5G Lab and Lincoln Center. <https://www.brandon-powers.com>

Carla Gannis

Carla Gannis is an interdisciplinary artist based in Brooklyn, New York. She produces works that consider the uncanny complications of grounded reality and virtual reality, nature and artifice, science and science fiction in contemporary culture. Fascinated by digital semiotics, Gannis

takes a horror vacui approach to her artistic practice, culling inspiration from networked communication, art and literary history, emerging technologies and speculative design. Gannis's work has appeared in exhibitions, screenings and internet projects across the globe. Recent projects include "Portraits in Landscape," Midnight Moment, Times Square Arts, NY and "Sunrise/Sunset," Whitney Museum of American Art, Artport. She is Industry Professor at New York University (NYU) in the Integrated Digital Media Program, Department of Technology, Culture and Society, Tandon School of Engineering. <http://carlagannis.com>

Christopher Clary

Christopher Clary is an artist and curator exploring sex in tech culture. His practice playfully draws on personal archives and queer histories using performance, video, installation, objects, books, and even software - sometimes all in one series - to think and act on futurity. His art has been part of numerous exhibitions, festivals, and conferences around the world, from the Palais de Tokyo in Paris to China Art Book Fair in Beijing. His Rhizome commission, a porn-novella-zip-file was Hyperallergic's best individual work of Internet art in 2016 and acquired by MoMA and the Whitney, and exhibited at ETH Zurich in 2019. Curatorially, he co-produced a year of programming for the ICP Museum and Library in 2018 that included the work of Allison Parrish, American Artist, Morehshin Allahyari, Nora Khan, Paul Soulellis, and Porpentine Charity Heartscape. Other curatorial projects include an online exhibition about safe space for The Wrong digital art biennale. <https://christopherclary.com>

Decompose

Decompose is an artistic practice, institute and platform working through the interface of technology, ecology and materiality. As an artistic practice, Decompose explores the potential for collaboration between organic matter, transient processes, and living beings. As an institute, Decompose digests, dissects, and re-engineers systems of knowledge production, seeking alternative approaches to learning by poaching the academic model. As a platform, Decompose advocates a riotous and weedy community of biologically-inspired and informed creative practices. Decompose is co-founded by design researcher Remina Greenfield and artist Shuyi Cao, a multidisciplinary art and design collective based in New York City. They teach at Parsons School of Design. <https://decompose.institute>

Eva Yossifova Davidova

Eva Davidova is a New York-based, Spanish/Bulgarian interdisciplinary artist with focus on new media(s), information, and their socio-political implications. She works with interactivity, virtual reality, animation and performance, exploring the power of the visceral and the absurd. Disrupting and challenging a singular narrative, she combines influences from ancient mythologies with the current technological moment and the impending ecological catastrophe. Davidova questions what we take for granted and creates possibilities for agency through uncertainty and play. She has exhibited at the Bronx Museum, the Everson Museum, the Albright Knox Museum, MACBA Barcelona, CAAC Sevilla, Instituto Cervantes Sofia, and La Regenta among others. Her most recent exhibitions were "The Sound of One Computer Thinking" at the IMPAKT festival (Utrecht, Netherlands) and "Intentions>Transfer And Disappearance II, or, Who Owns Our Emotions?" at the EdgeCut series in New York. <http://www.evadavidova.com/>

Gal Nissim & Leslie Ruckman

Gal and Leslie are longtime collaborators, combining their unique backgrounds and shared interest in ecology, biology, and animals to create interactive works that use art and technology to explore scientific questions and themes. Their creative process explores the lives of non-

human creatures in search of parallels that can illuminate aspects of our human experience and underscore the importance of biodiversity. Gal and Leslie's work has been exhibited internationally at Made in NY Media Center, Science Gallery (Detroit), Print Screen Festival (Israel), and NYCxDesign Festival at Times Square. They are recipients of fellowships and grants from Lower Manhattan Cultural Council (LMCC), Culture & Animals Foundation, and Microsoft Design Expo Challenge. <http://surveillants.art/>

Genel Ambrose

GOOD MIRRORS AREN'T CHEAP is a space that employs the arts, tech and history to help eradicate stigmas faced by girls and womxn (inclusive of femmes and nonbinary folx) of color. We collect, preserve and produce narratives of womxn thinkers, artists, and everyday folx with the mission of building a living digital archive that chronicles their lives, stories, and works. Genel Ambrose is a creative practitioner and mother of three girls who is passionate about storytelling. She founded GOOD MIRRORS AREN'T CHEAP in an effort to preserve and celebrate the lives of WOC (particularly Black womxn) and their contributions to society while using their stories to empower future generations. <https://www.goodmirrorsarentcheap.com>

GrowHouse NYC

GrowHouse NYC is an antisciplinary organization founded by Shanna Sabio and Warner Sabio whose work sits at the intersection of art and technology, activism and entrepreneurship, education and travel. Through project-based learning, travel, and co-living spaces for Black, Indigenous, and non-white LatinX folks, we strive to create a community of lifelong and nontraditional learners who are looking for safe spaces to experiment with emerging art and technology. <https://grouhousenyc.org>

Heidi J. Boisvert

Heidi Boisvert is an interdisciplinary artist, experience designer, creative technologist, and academic researcher who interrogates the neurobiological and socio-cultural effects of media and technology. Simply put, she studies the role of the body, the senses, and emotion in human perception and social change. Boisvert is currently mapping the world's first media genome, while taking great care with its far-reaching ethical implications. She founded futurePerfect lab, a creative agency and think-tank that works with social justice organizations to design playful emerging media campaigns to transform the public imagination. She also co-founded XTH, a company creating novel modes of expression through biotechnology and the human body. Presently, she is working with David Byrne on Theater of the Mind, a new immersive theater piece. Boisvert is the Director of Emerging Media Technology at CUNY, where she teaches. She is also a Senior Research Fellow at the Norman Lear Center, and a research affiliate in the Open Documentary Lab at MIT. <http://futureperfectlab.com>

Intelligent Mischief

Intelligent Mischief is a Brooklyn-based creative studio unleashing Black imagination to shape the future, co-founded by Aisha Shillingford and Terry Marshall. Their purpose is to boost invention and imagination, re-align action logic, and experiment with new forms of culture & civil society to create atmospheres of change. They cultivate community and create multi-platform stories, experiences, and ephemera, and engage in collaborations at the intersection of social justice, art, design, and culture. They work with people across the African Diaspora to cultivate the creative potential of our peoples to create new realities. Their work builds on the Black Radical tradition and cultural movements such as the Black Arts Movement, Afro-surrealism, Afro Futurism, Visionary Fiction, Black Radical Imagination, Freedom Dreaming and more.

Itziar Barrio

Itziar Barrio is a multimedia artist producing long-term projects that involve different agents and collaborators. Through her work, she analyzes social contracts and the construction of reality and identity. The means of production and exchange employed in social negotiations – language, economy, technology, social class, and desire, among others – come to light as a subtext, revealing the glue that binds them: power. Also present in her practice is the fine line that separates fiction from non-fiction, and the film mechanism. Her work has been presented in international venues such as MACRO, PARTICIPANT INC, MACBA, Belgrade's Contemporary Art Museum, Museo del Banco de la República, and at the Havana Biennial. She has received grants from the Brooklyn Arts Council, NYC Department of Cultural Affairs, and Spanish Academy in Rome. She has been an artist in residence at Skowhegan and ISCP. She teaches at SVA and her recent survey exhibition was curated by Johanna Burton.

<http://www.itziarbarrio.com>

Janet Biggs

Janet Biggs, a 2018 John Simon Guggenheim Foundation fellow, is an interdisciplinary artist known for her immersive work in video, film and performance. Biggs' work focuses on individuals in extreme landscapes or situations, navigating the territory between art, science and technology. Her work has taken her into areas of conflict and to Mars (as a member of crews at the Mars Desert Research Station and Mars Academy USA). She has collaborated with neuroscientists, Arctic explorers, aerospace engineers, astrophysicists and a robot. Biggs has had solo exhibitions and screenings at the Museos de Tenerife, Neuberger Museum of Art, SCAD Museum of Art, Blaffer Art Museum, Musée d'art contemporain de Montréal, Hirshhorn Museum and Sculpture Garden, among others. Reviews of her work have appeared in the New York Times, New Yorker, ArtForum, ARTNews, Art in America, and many others. She works with Cristin Tierney Gallery, CONNERSMITH, Galerie Analix Forever and Hyphen-Hub.

<http://www.jbiggs.com>

Jared Katzman

Jared Katzman is a public interest technologist researching the ways technology, and artificial intelligence can be used for positive social change. Their practice spans across multiple disciplines: scientific research and engineering, technology policy, community building, experience design, and creative thinking. Jared is currently redefining their artistic practice and exploring the ways artificial intelligence generates content to mirror society, and how that - combined with other art forms - inspires new forms of scientific and cultural inquiry. Previously, Jared received a B.S. in Computer Science from Yale University and has worked as a software engineer on various teams. <http://jaredleekatzman.com>

Jennifer Esther Garcia

Jennifer Garcia is a multidisciplinary designer whose work has been featured at The Museum of Arts and Design (MAD) and The Museum of Design Atlanta (MODA). Her clients include the New York Times, The United Nations, and The AI Foundation. In addition, Garcia is the co-founder and Director of We-Are-Familia, an art and design initiative with over 60 members who work collaboratively. Since launching the initiative in 2008, Garcia has orchestrated collaborative projects, interactive exhibitions and creative experiences for the public. Her aim is to build community through the arts while challenging and expanding upon the traditional idea of "family." Under her direction, We-Are-Familia has exhibited at Colette Paris, SPRING/BREAK Art Show, and the Detroit Public Library. As part of NEW INC, she plans to continue expanding the reach and impact of this work and laying the groundwork to create a modernized and

inclusive community hub with energized, arts-forward programming. <http://www.we-are-familia.org>

Johann Diedrick

Johann Diedrick is an artist, engineer, and musician that makes installations, performances, and sculptures for exploring the world through our ears. He surfaces vibratory histories of past interactions inscribed in material and embedded in space, peeling back sonic layers to reveal hidden memories and untold stories. He shares his tools and techniques through listening tours, workshops, and open-source hardware/software. He is a 2020 Technology Artist-in-Residence at Pioneer Works and a recipient of a 2020 Brooklyn Arts Fund grant from the Brooklyn Arts Council. He is the founder of A Quiet Life, a creative sonic engineering and research studio that creates audio-related software and hardware products, providing novel sonic experiences that delight audiences and offer new ways to relate to our surrounding environment. <http://www.johanndiedrick.com>

Johanna Flato

Johanna Flato is an interdisciplinary artist who explores the ways in which “site” is mediated and manipulated through language and technology. She is motivated to better understand how language — itself a form of technology — encodes a sense of self and a sense of belonging. Through research-based, iterative projects, she experiments with a tension of agency and automation. Her materials include text, voice, maps, algorithms, variable outcomes experimental micro-organizations, looping sculptural videos, site-specific Augmented Reality performances, essays, and installations. She coined the neologism “syn-site” as an evolving tool and guiding concept in her practice. <https://www.johannaflato.com>

Jonah King

Jonah King is a research-based conceptual artist exploring technology, intimacy, and collectivity. King's work focuses on areas of scientific research that have the power to destabilize dominant cultural beliefs. Their projects invite groups of people to come together to perform specific tasks. The resulting films, sculptures, multi-channel videos, and websites are neither documentation nor storytelling, but meld a mixture of the two, creating new perspectives on experiences shared. King's work has been exhibited at the Irish Museum of Modern Art, The New York Jewish Museum, and Fotografiska Stockholm. Their films have received official selections at the Oberhausen Film Festival and London International Motion Pictures Awards. Recent solo exhibitions include NCAD Gallery (Dublin), Wonsook Kim University Galleries (Illinois), Clima (Milan), Weekend (Seoul), and Meyohas (New York). King is a recipient of the Owen Walsh Award and Andrew Fisher Fellowship. <http://www.jonahking.info>

Jonathan Brandel

Jonathan (Jono) Brandel is an award winning graphic designer and computer programmer. He comes from mixed heritage, an American of Filipino and Polish descent. As such Jono pairs distinct subjects to frame the creative process. These combinations range from latin and emojis to lithography and pixel sorting. While pairings vary, there is an accessible tenor to the digital and physical objects he produces. This attention to detail allows people to access complex subject matters including positivism, the collision of black holes, and music composition with ease. <http://jono.fyi>

Josie Williams

Josie V. Williams is an afro-futurist who works at the intersection of technology, art, and culture. As an undergraduate, Josie presented her research on bias in chronic kidney disease prediction

modeling at NeurIPS's Fair Health in ML workshop in Vancouver, Canada and NYC Media Lab's Summit in 2019. Her primary interests are machine and deep learning, algorithmic equity, and creating human-centered AI. Josie's current projects revolve around chatbot conversations, the role of data in social change, and the use of biometrics for mass surveillance.
<https://www.josievwilliams.com>

Juecheng Chen

Described as 'a powerful mysterious force' by Parterre, 'gleaming like the glowing orb' by Opera Wire and as possessing a 'strong physical presence' by Broadwayworld, Ju-eh is a true 21st century artist. As an operatic countertenor/male mezzo, he specialises in providing answers to what opera can be in the lens of today. He was featured in unique non-human roles such as Lonely Spirit (Meredith Monk's opera "Atlas" at the L.A. Philharmonic in which he sang 6 soprano high Cs), Siren (Ellis Ludwig-Leone's "The Night Falls" with American Opera Projects), and the Moon (Garrett Fisher's "Blood Moon" with Beth Morrison Projects in which he sings in soprano range with self conducted choreography), among others. As a composer, producer and conceptual curator, Ju-eh has initiated projects that defy genre, period, or easy categorization, including his own starred musical drama "The Living Dying Opera," based on the story of his life commissioned by NY Culture Salon, and his solo album "Operatic Electric" with Gene Pritsker. He was recently awarded a Brooklyn Arts Council grant for his multimedia project "UnOpera."
<http://ju-eh.com>

Kate Machtiger

Kate Machtiger is the founder of Extra Terrestrial Studio, where she designs and builds "deep space" — surreal places that build connection through exploration and play. Kate brings strategic vision to complex projects and harnesses her multi-disciplinary design and business background to translate concepts into reality. She was formerly Design Director at Assignment Studios, where she helped clients bring their brand visions to life in the form of retail spaces, pop ups, and events. In 2016, Kate was selected to the Forbes 30 Under 30 for her role in developing emerging technology programs with the federal government. Previously, Kate served as a consultant on large-scale real estate and hospitality ventures, and as an innovation consultant for Fortune 500 companies, government agencies, and large nonprofits. She began her career as an investment banker at Goldman Sachs. Kate holds a BSE from Princeton University and an MBA from University of Oxford. <http://www.katemachtiger.com>

Krystal Persaud

Grouphug is a sustainable technology company based in New York City. Founded by industrial designer Krystal Persaud, Grouphug demonstrates how creativity and design can push renewable energy to be more accessible. Grouphug's flagship product is the Window Solar Charger, a window-mounted solar panel for apartment dwellers to effortlessly charge their devices off-the-grid. The company creates easy-to-install, stunning solar panels of any shape or size. Grouphug's "Solar Cat" is a giant 140-watt cat-shaped solar panel installed at the historic New York Hall of Science. <http://www.grouphugsolar.com>

LaJune McMillian

LaJuné is a New Media Artist and Creative Technologist creating art that integrates performance, virtual reality, and physical computing to question our current forms of communication. LaJuné has had the opportunity to show and speak about their work at Pioneer Works, National Sawdust, Leaders in Software and Art, Creative Tech Week, and Art & Code's Weird Reality. LaJuné was previously the Director of Skating at Figure Skating in Harlem, where they integrated STEAM and Figure Skating to teach girls of color about movement and

technology. They have continued their research on Blackness, movement, and technology during residencies at Eyebeam, Pioneer Works, Barbarian Group, and Barnard College. laja.me

Laura Splan

Laura Splan is a transdisciplinary artist whose practice intersects science, technology, design and craft. Her conceptually-based work mines the materiality of biotechnology to reveal poetic subjectivities, hidden systems, and invisible labor. Her biomedical themed artworks have been commissioned by The CDC Foundation and exhibited at the Museum of Arts & Design and Beall Center for Art + Technology. Her work is represented in the collections of the Thoma Art Foundation, The Chan Zuckerberg Initiative, and The NYU Langone Collection. Articles about her work have appeared in The New York Times, Discover Magazine, and Frieze. Splan's research has been supported by The Jerome Foundation, Harvestworks, uCity Science Center, and The Pollock-Krasner Foundation. She has been a lecturer at Stanford University teaching courses including "Embodied Interfaces," "Data as Material," and "Art & Biology." Her current projects include sculptures made with laboratory llama wool and animations made with molecular visualizations of SARS-CoV-2 structures. <http://www.laurasplan.com>

Lee Tusman

Lee Tusman is a New York-based new media artist, educator, and organizer interested in the application of the radical ethos of collectives and DIY culture to the creation, aesthetics, and open-source distribution methods of digital culture. He creates exhibitions, installations, interactive media, games, websites, bots, and podcasts. His work has been shown at museums, galleries, artist-run spaces, and virtual environments. He studied at Brandeis University and received his MFA at UCLA. He is Assistant Professor of New Media and Computer Science at Purchase College. Lee is an organizer with Babycastles, a NYC-based collective fostering and amplifying diverse voices in videogame culture, as well as a collaborator with artist-run community Flux Factory. He co-founded Processing Community Day NYC. He is a past organizer at Hidden City Philadelphia, Little Berlin and KCHUNG Radio, and a past resident at Pioneer Works and Signal Culture. <http://leetusman.com>

Lula Mebrahtu

Sub-Saharan Habesha by way of London, lula.xyz (Lula Mebrahtu) is a creative enigma who is carving out a career for herself as a multidisciplinary artist, an approach that has led her to garner support and success across multiple fields. An unconventional thinker with technology - MiMu gloves - as her enabler, lula.xyz is breaking through 'the norm' and liberating artistic expression for a sensory experience. At the forefront of vanguard, she just released her debut EP "From My Hands To Your Ears." Using her voice to liberate truth and facilitate transcendence, lula.xyz sings about a lived experience of the past, present, and future. Her soulful timbre, which carries the weight of her heritage, enables intergalactic travel. She received a Dance & Drama award to study Musical theatre, and was equipped with a previous degree in psychology which she says "belongs to her mother"). A triple threat is what they trained Lula to be, but she is transforming into so much more. <https://www.lula.xyz>

Mark Ramos

Mark Ramos is a Brooklyn-based new media artist. Mark is deeply committed to the ethos of open source: the free sharing of information and data + creative uses of technology. His work is engaged with democratizing the worlds of art and technology through community and individual empowerment via the means of technological production. Mark works with the mediums of physical computing (using computers to sense and react to the physical world), software programming and digital sculpture to create interactive installations that facilitate encounters

with our own uncertain digital futures. He is an adjunct faculty member at the School of Visual Arts and Hunter College. You can also find him playing drums for various bands in Brooklyn. <https://www.markhramos.net>

Mary John Frank

Mary John Frank is a New York-based choreographer and filmmaker. She has directed video content for companies including New York City Ballet, Google, and Condé Nast and has worked in executive production roles at film studios including Paramount Vantage and Warner Bros. Her choreography, films, and music video work has been featured on Vogue.com, Nowness, and Refinery 29, and has played at venues including Lincoln Center and the Hammer Museum. Her work blends elements of modern dance, musical theater, and synchronized swimming formations with symmetrical architecture and set design. The New York Times has described her work as “witty” and “charming,” and her work relies on dance, precise blocking, and physical comedy to explore and discuss socially and politically relevant topics. Mary John has also built immersive theater and Virtual Reality experiences. She is interested in how VR and AR can further our storytelling capabilities and how these emerging media can inform choreographic principles and styles. During her time at NEW INC she is creating a musical VR experience and investigating how dancers and kinesthetically aware humans can contribute to and participate in the creation of new technologies, cameras, and interfaces. <http://www.maryjohnfrank.com>

Matt Romein

Matt Romein is an artist and performer whose work consists of live performance, generative computer art, and multi-media installation. His practice explores the ways in which the physical body is recreated and represented in digital spaces and how the digital body can be manipulated in evocative and unsettling ways that challenges ideas of identity, autonomy, and ethics. His performance design work includes plural (love) by Haruna Lee + Jen Goma, Knot In My Name by Ita Segev, and [50/50] old school animation by Peter Mills Weiss + Julia Mounsey. His work has been shown at BAM, Mana Contemporary, Soho Rep, The Public Theater, 3LD Art + Technology Center, and more. His art installation work has been shown at Sundance’s New Frontier Program, IDFA’s DocLab, and SXSW. He has had artist residencies and received grants from Pioneer Works, Google, CultureHub, Signal Culture, NYU, and more. <https://matt-romein.com>

Mirelle Phillips

Mirelle Q. Phillips is the Founder and Principal of Studio Elsewhere, a bio-experiential design company and research practice merging immersive, interactive technology and regenerative design to support rehabilitation, human performance, stress resilience, mental health, and palliative care. Studio Elsewhere creates physical and virtual spaces, powered by integrated technology solutions, centered around the needs of healthcare professionals, researchers, and patients. Merging the best aspects of a design studio, technology company, and scientific research lab, the Studio’s model allows for true partnerships with clients to reimagine the experience of health, wellness, and care. Studio Elsewhere has been selected to represent the first ever New York City pavilion at the 2021 London Design Biennale and selected to design the United Nations Pavilion for the World Expo 2021. Phillips is a graduate of Dartmouth College and previously led Experiential Design in the video game industry. <http://www.studioelsewhere.co>

Morgen Bromell

Morgen Bromell is a founder and technologist working to make tech more accessible to people of color through justice-based initiatives and tech activism. Apart from being the founder of

Thurst, a dating app for the LGBTQIA+ community, they are also deeply invested in community building and documenting queer histories, particularly how queer and trans people use digital resources and online platforms to navigate our world. <https://whoismorgen.com>

Nahee Kim

Nahee Kim (she/they) is an artist, teacher, and web programmer who is performing “nahee.app” on social media. nahee.app is a speculative program that writes itself interpreting Nahee’s sexual identity, preference, and experiences as computational objects. nahee.app devises sex code and documentation and partner matching algorithms by converting mechanisms of existing programming languages and network protocols into provocative interactions. nahee.app expands its code about sex to social context by questioning the existence of gender-specific roles around the family building through the project <Daddy Residency>. Nahee is based in New York and Seoul. <http://nahee.app>

Nikita Huggins

Nikita Huggins is a multidisciplinary creative who makes things with social impact and for self-exploration. Her recent studio focus has been on Caribbean cultural preservation and food as healing. Nikita’s work addresses the absence of Caribbean representation in mainstream conversations, technology, and innovation by creating tools that allow the region to make use of the creative applications of technology. In more self-explorative inquiry, she is researching food’s connection with dis-ease and its ability to ease distress and bring about holistic healing. Project Trini Talk is a tool that encourages cultural exploration through language. Trini Talk focuses on teaching the etymology of Trinidad English Creole through the island’s history. It applies emerging technology to preserve and articulate the etymology of the dialect and its historical context within Trinidad [and Tobago]. Nikita received her master’s degree from the Interactive Telecommunications Program (ITP) at New York University, where she also served as a Resident Researcher and Something in Residence (SIR). Her professional experiences traverse research, creative production, experience design, creative technology, machine learning, education, grant writing, and management. <https://nikitahuggins.com>

Noya Kohavi

Noya Kohavi is a technologist, writer and independent consultant. Her work uses computer vision and computational linguistics to generate new narratives and insights, focusing on data ethics and a queer approach to computing. At NEW INC, she is developing Lineage, a visual discovery engine for museum databases and visual archives. Using artificially intelligent visual affinity and resonance algorithms, Lineage digitally mimics the human associative process, making large image databases usable and accessible, and allowing for emergent histories to surface. Noya holds a BA in philosophy and linguistics from Tel Aviv University and an MS with honors from the Columbia University Graduate School of Journalism. She is the recipient of a Maria Moors Cabot Prize scholarship and a Magic grant from the Brown Institute for Media Innovation. <http://www.noyakohavi.com>

oopsa – Office of Open Practice Studio/Agency

oopsa – Office of Open Practice Studio/Agency is a transdisciplinary creative studio/agency founded by Eric Moed and Penelope Phylactopoulos. oopsa works across architecture, design and public art to create experiences for people, cities, companies and institutions. The hybrid studio/agency framework enables oopsa to work on a wide range of projects through regular collaborations with a curated network of creatives and subject experts in flexible, bespoke teams. The studio’s mission is to create environments for learning, remembering, and rethinking that are approachable, experimental, and experiential. Penelope & Eric met at the Harvard

University Graduate School of Design where they both completed Masters in Design Studies with a concentration in Art, Design and the Public Domain. Previously, they each worked as architects in New York City on commercial, residential and institutional projects. oopsa was born out of their collaborative design work, writing, and discussions on the future of design practice. <https://www.oopsa.org>

Pearlyn Lii

Pearlyn Lii is an artist and designer from Hong Kong whose work examines narratives about female identity through performances and installations. She crafts surreal stories and confronts archetypes, often merging physical and sensory experience with digital, typographic, and code-based media. She is the cofounder of nonstudio, an art and design practice that investigates mythologies through transmedia. Her work has been recognized by Dezeen, Vogue Italia, Wallpaper*, Forbes, and the Society for Experiential Graphic Design (SEGD). Previously, she has worked with the Guggenheim Bilbao, Fashion for Good, Whitewall Magazine, and Maison Kitsuné. <http://nonstud.io>

Ricardo Miranda Zúñiga

Ricardo Miranda Zúñiga is a dad, artist and professor. In his creative and pedagogical work, Ricardo seeks to establish dialogue in public spaces to help generate greater understanding and question individualism. Having been born of immigrant parents and growing up between Nicaragua and San Francisco, Ricardo developed a strong awareness of inequality and discrimination at an early age. The ways that inequality and power manifest themselves in our lives are consistent threads in Ricardo's work. Themes such as immigration, discrimination, gentrification and the effects of commodification/monetization extend from highly subjective experiences and observations into works that tactically engage others through popular metaphors. Ricardo maintains a research-based practice that combines the hand-made with emerging technologies to present content in a manner that may generate interaction and discussion amongst participants/viewers/users. <http://ambriente.com>

Sisa Bueno

Vuevelo is an interactive AR platform that gives extra media content for featured works of art in real time as an enhanced curated experience. Working for over fifteen years in the documentary film industry, Sisa Bueno is passionate about empowering people by providing them with an easy way to achieve a greater understanding. Combined with her love for arts exhibitions and her experimentation with VR and AR technologies during her studies at ITP-NYU, she conceptualized and founded the Vuevelo platform to fulfill an existing need for art lovers seeking more vetted information about the works that they love straight from the creators/curators themselves. <https://www.vuevelo.com>

Sue Huang

Sue Huang is an artist working at the intersection of new media, installation, and social practice. Her current work investigates our complex techno-cultural relationships to nature, exploring the ways that tactile, sensorial experiences of nature are mediated through emerging technologies. These explorations interrogate the socio-political power structures that shape our environment, suggesting a way forward through collective imagination and action. Her current project uses clouds, poetry, ice cream, and extraterrestrial communications to explore grief for the nonhuman. Other work includes a collaborative project investigating the temporalities of waste through environmental data and sound. Her past works have been presented at national and international venues, including the Museum of Contemporary Art (MOCA), Los Angeles; the Contemporary Arts Center (CAC) in Cincinnati; Ars Electronica in Linz; and Kulturhuset in

Stockholm, among others. Huang is currently an assistant professor of Digital Media and Design at the University of Connecticut. <http://www.sue-huang.com>

Synoptic Office

Synoptic Office is a multidisciplinary design studio operating in the space between design, technology, and education. Co-founded by Caspar Lam and YuJune Park, the studio works alongside institutions and large organizations such as Carnegie Hall and Bloomberg to explore how technology can be used to tell stories of art and culture. Guided by the belief that cultural institutions are centers of memory and collective knowledge, Synoptic Office interweaves its expertise in cataloging, metadata, and design to bring the arts to the widest possible audience. <https://www.synopticoffice.com>

Tin&Ed

Tin Nguyen & Ed Cutting (Tin&Ed) are Australian artists and creative technologists based in New York. They create playful installations and experiences that illuminate the borderless dimension between art and science, the physical and the digital, the human and the non-human. They are driven by a deep curiosity for the natural world and the intricate ways we are connected to it. Their current work uses game engines and AI to simulate both real and imagined life-forms and ecosystems. They are also exploring how meteorological and biometric data can affect these digital simulations to create experiences that expand our ability to perceive the world around us. Their work has been shown at the Sydney Opera House, The Liu Haisu Museum in Shanghai, The Artscape in Cape Town, The National Gallery of Victoria in Melbourne and Pier 17 in New York. <https://www.tinanded.com.au>

Vi Vu

Vi Vu is an interdisciplinary designer, curating a peculiar collection of cross-media experimental projects evoking curiosity. Rooted in inquiry, Vi's work combines elements of provocation, criticality, aesthetics, and social participation to share stories and reflections about the world (and imagined realities) in a playful, accessible way. Vi Vu holds a Master's in Landscape Architecture from the Harvard Graduate School of Design and dual degrees in Visual and Environmental Studies and Neurobiology from Harvard University. Her professional experiences traverse landscape architecture and urban placemaking, interior design, UI/UX research, graphic design, and the visual arts. As the co-founder of Fever Dreams LLC, an escape game entertainment company based in Philadelphia, Vi's recent focus has been on innovating storytelling at the confluence of the interactive and immersive to create resonant experiences connecting broad audiences. <http://www.vivuvivuvivu.com>

Yeseul Song

Yeseul Song is a South Korean-born, New York-based artist, researcher, and educator working with technology. She investigates the fluid nature of human perception and its relationship with society, the environment, and the future. Her artwork ranges from experimental sculptures, interactive experiences, and performances, offering novel perceptual experiences that encourage people to rethink and challenge how they normally perceive and interact with the world. Her ongoing project, Invisible Sculptures, suggests more inclusive and creative views of the world through non-visual experience that involves olfactory, auditory, and tactile senses while celebrating diversity through the deeply participatory nature of the project. She teaches at Interactive Telecommunications Program (ITP) at New York University's Tisch School of the Arts. She was an artist-in-residence at Mana Contemporary's New Media Program, Inaugural Fellow of the Future Imagination Collaboratory, and a part of Dark Matter Manufacturing in Brooklyn. <https://yeseul.com>

Yuge Zhou

At the age of five, Yuge Zhou became a household name in China as the singer for a popular children's TV series. Yuge came to the US a decade ago to earn a degree in computer science and subsequently moved into video art and installations. Motivated to transform herself into a hybrid of two cultures, Yuge's work addresses connections, isolation and longing across urban and natural environments. She creates immersive experiences through digital collaging and sculptural reliefs. Her recent projects explore metaphorically her personal history as an immigrant and bonds between her homeland and adopted country. She is also incorporating live choreographed dancers as a vehicle to explore the intersection between performance and video. In addition, she curates the 3300-square foot 150 Media Stream, a unique public digital art installation in Chicago. Yuge received the Santo Foundation Individual Artist Award and Honorary Mention in the 2020 Prix Ars Electronica. <http://yugezhou.com>

Ziyang Wu

Ziyang Wu's art practice focuses on a new power of control rooted in what he has termed as "post Internet micro-alienation." Referring to contemporary technology, digital power structures, popular culture, and the dynamics between identity and community, he draws on these themes to create works rooted in absurdist and carnivalesque techniques to propose critiques and celebrations of alienated culture. His multimedia installations, 3D animations, AI simulations, and interactive media have been exhibited internationally in venues such as Medici Palace, Milan Design Week, Today Art Museum, Times Art Museum, Artron Art Center, Powerlong Museum, Walker Art Center, Rochester Art Center, Academy Art Museum, and Institute of Contemporary Art Philadelphia. He is an adjunct faculty at School of Visual Arts' BFA Fine Arts Department. <http://www.ziyangwu.com>

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ABOUT NEW INC

NEW INC was cofounded by Lisa Phillips and Karen Wong in 2014 and is the first museum-led cultural incubator dedicated to supporting innovation, collaboration, and entrepreneurship across art, design, and technology. NEW INC's Director is Stephanie Pereira. For more information, visit newinc.org.

ABOUT NEW MUSEUM

The New Museum is the only museum in New York City exclusively devoted to contemporary art. Founded in 1977, the New Museum is a center for exhibitions, information, and documentation about living artists from around the world. From its beginnings as a one-room office on Hudson Street to the inauguration of its first freestanding building on the Bowery designed by SANAA in 2007, the New Museum continues to be a place of experimentation and a hub of new art and new ideas.

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Image: NEW INC member Jonah King: "Upper Sea," Video Still.