

Game of life

with DIEGO BIANCHI, MIRIAM CAHN, JUDITH FEGERL, ANE GRAFF,
JOHN HORTON CONWAY, IRENE KOPELMAN, SANTIAGO DE PAOLI & SALVO

Exhibition from 9 January to 12 February 2022

Opening on Sunday 9 January, 2 - 6 pm

Open Tuesday - Saturday, 10 am - 7 pm

Growth and proliferation are assimilated to life. There are, however, other forms of non-organic growth: minerals, for example, which grow and develop without belonging to the domain of life. Since the 1960s, mathematical research has made it possible to develop combinations that maintain themselves: the "digital cells" can proliferate, see their population increase or decrease and move in the space which they contribute to form. Thus the game developed in 1970 by John Horton Conway (1937-2020) and known as Game of Life continues to fascinate for its ability to evolve over time as if it were alive.

Is it even a game?

In any case, both artificial intelligence and growth by accretion dialogue with organic and chemical life: this calling into question of living things is present in the works gathered here, whether in the intense colour that animates inanimate objects (Salvo), microscopic organic life (Irene Kopelman), undetermined biological forms (Diego Bianchi), specific chemical combinations as in a foment of fossilised culture (Ane Graff, «The Goblets (A Practice of Domination)») or the representation of plants and animals (Miriam Cahn, Santiago de Paoli). At the same time, Judith Fegerl's work offers a reflection on energy, with «Last Light», decommissioned solar panels returning to the condition of inert objects, or Moment, where dependence on electric energy appears as that which might destroy or interrupt an infinite Game of Life.