

## BIO artists researchers Lancel/Maat, [www.lancelmaat.nl](http://www.lancelmaat.nl)

**Artists and researchers Karen Lancel and Hermen Maat** (Lancel/Maat, based in Amsterdam) are considered pioneers exploring the tension between embodied presence; empathy, intimacy and isolation; shared social touch experience; privacy and trust; in posthuman bio(techno)logical entanglement with (non-)human others. Their research has been presented in art works, lectures and publications; and have lead to new perspectives on the design of emotional well-being (including social connection, disconnection, and isolation (f.e through trauma) and togetherness.

Lancel and Maat explore the field of art, neurology and technology in AI cultures. In multi- and trans-disciplinary partnerships for research into social-technical interfaces, including smart wearables, brain computer interfaces (BCI) and artificial-emotional intelligent online platforms, they explore innovative and poetic design of interfaces for hybrid and online connections. They radically deconstruct and re-orchestrate automated biometric control technologies, neuro-feedback and sensory perception, to create poetic **Trust-Systems** and **Trust Rituals**. Their audience participates in **Artistic Social Labs (ASL)** as 'co-researchers', and explores new empathic connections between humans, technology and nature, as co-actors in emergent assemblages.

Dr. Karen Lancel received a PhD on the theme of *technologically mediated social touch* (promotor Prof. Dr. F. Brazier) at the TU Delft, Participatory Systems Lab. Lancel and Maat's works and research have been established and awarded internationally.

### Awards selection

- 2019/2023 Digital Canon of the Netherlands (1960–2000), LIMA Amsterdam *Agora Phobia (digitalis)*
- 2018 EMAP/EMARE European Media Art Platform - Creative Europe Programme
- 2019 NFF Netherlands Film Festival: Nomination Golden Calf Interactive. *Kissing Data Symphony (2019)*  
Jury rapport: [www.filmfestival.nl/juryrapport-gouden-kalf-voor-bestie-interactive-2019/](http://www.filmfestival.nl/juryrapport-gouden-kalf-voor-bestie-interactive-2019/)
- 2019 National Museum of China and Tsinghua University, *TASIE Art-Science Wu Guanzhong Award*
- 2018 GAAC Innovation Award, *Global A.I. & Art Competition 2018*, Tsinghua University Beijing. *Kissing Data (2018)*
- 2015 TASIE Beijing Art-Science Innovation Award 2015, nomination. *Saving Face (2011)*
- 2012 Best Practice Award - Virtueel Platform 2012. *Saving Face (2011)*
- 2011 Best Practice Award - Virtueel Platform 2011. *Tele\_Trust (2009)*

### Art-Science Residencies and Fellowships selection

- 2023-2026 Mixed Reality Lab Nottingham Embrace Angels
- 2023-2024 HyperTouching research with LiMa Amsterdam
- 2019-2021 RIXC Riga Latvia / Ars Electronica Center Linz Austria - **EMAP/EMARE**,
- 2015-2016 Digital Synesthesia Group, University Vienna Curators: Peter Weibel, Jeffry Shaw, Katharina Gölpointner
- 2014-2015 TASML, Tsinghua Art and Science Media Laboratory Beijing. Curator: Zhang Ga  
Art and Science Media Laboratory & department for neuro-engineering
- 2011-2013 European EIT ICT labs 'Mediated presence group'.
- 2011-2012 Iaspis Stockholm Supported by: Mondriaan fonds
- 2011 Mediafonds @ Sandberg.
- 2010 Banff New Media Art Institute, Banff Canada Supported by: Mondriaan Fonds, Canadian Art council
- 2008 V2\_Lab for instable media Rotterdam
- 2001 Montevideo for media Art / NIMK Nederlands Instituut Media Kunst

### Shows, Performances 2000-2023 selection

- 56th Venice Biennale 2015, China Pavillion // ZKM Karlsruhe // Ars Electronica Linz Transmediale Berlin // LABoral Guijon Spain // Eyebeam New York // NFF Expo Interactive, Netherlands Film Festival //
- Waag Society for Old & New Media Amsterdam // World Expo 2010 Shanghai - DCC Mobile Platform //
- Het Nieuwe Instituut Rotterdam 2023 // Stedelijk Museum Amsterdam // Rijksmuseum Amsterdam //
- Stedelijk Museum Bureau Amsterdam SMBA // De Appel Amsterdam //
- Montevideo for media Art - NIMK Nederlands Instituut Media Kunst //
- Art Center Nabi Seoul // Public Art Lab (PAL) - Connecting Cities Network Berlin //
- Baltan Laboratories Eindhoven // Urban Screens 08 Melbourne // Urban Screens Stedelijk Museum Amsterdam //
- ISEA 2018 Gwangju South Korea // ISEA 2011 Istanbul // ISEA 2016 Hongkong // ISEA 2004 Kiasma Museum Helsinki //
- IASPIS Stockholm // BCAC - BCAF Beijing // Artfair Artforum Berlin // Frankfurter Kunstverein //
- University for Technology Delft // BEALL Center Irvine for Art+ Technology, California USA //
- V2\_Institute for Unstable Media // Architecture Biennale Rotterdam // Gogbot media Festival Enschede //
- MAB Media Architecture Biennale Amsterdam (2021) // CEAC Xiamen // TASML Beijing //
- Werkleitz Halle (2021) // IMPAKT Cyborg project Utrecht //
- 2nd TASIE New Media Art Exhibition Millennium Art Museum Beijing 2006//
- 3rd TASIE Art&Science Exhibition Science and Technology Museum Beijing 2015 //
- 5th TASIE Art&Science Exhibition, National Museum of China Beijing 2019 // Science Gallery Dublin //
- ThingsCon TU Twente and Amsterdam 2017 // CHI Computer Human Interaction, Montreal 2018 //
- HeK Basel // Laboral Spain // Ars Electronica – VW Center Berlin // Banff New Media Institute Canada //

## Lectures, teaching appointments, selection

Lancel and Maat teach Media Art at Bachelors and MFA MadTech, University for Applied Sciences Groningen; Lancel heading the MFA department 2005-2008. Their artistic and scientific research has been presented in (keynote) conference lectures internationally, including CHI Montreal; De Appel Amsterdam; TsingHua University Beijing; UvA Amsterdam; TU Delft; TU Twente; OCT Shenzhen – Dutch Culture; TEDX Istanbul; ISEA 2004-2019; KTH Royal Institute for Technology Stockholm. Papers, essays and texts by Lancel/Maat have been published by Leonardo, InderScience, Springer Verlag, MIT press

## Works in Collections, selection

ZKM Museum Karlsruhe; Collection KPN Telecom; Iaspis Stockholm; Private collections.

## Grants selection

Mondriaan Fund, International Presentations Program and Established Artists programs // CAS Chinese Academy of Sciences // Creative Industries Fund // Digital Art Department University of Applied Arts Vienna, and Austrian Science Fund FWF // NWO KIEM (Fund for emerging Dutch Scientific Research) // TASIE (Tsinghua Art Science), Tsinghua University Beijing China // NWO Fellowship: Joint Art-Science Research (JSTRP) // Cultural Consulate New York, Shanghai // // Dutch Embassies Berlin, China, Moscow, Finland, Paris.

## Sponsoring

TNO Soesterberg // Eagle Science Software Amsterdam // Phillips Eindhoven // Holst Centre Eindhoven // Fourtress Eindhoven // University Twente // AirDesign Den Bosch // Driebit Amsterdam.

## Publications by Artists, selection. For full collection, see: <https://www.lancelmaat.nl/press/artists-texts/>

- PhD Thesis Karen Lancel. "CAN I TOUCH YOU ONLINE? Embodied, Empathic Intimate Experience of Shared Social Touch in Hybrid Connections." (2023) Promotor: Prof. Dr. F.M. Brazier. Technical University of Delft, TPM, Participatory Systems Lab.

## Press, Publications, selection. For full collection, see: <https://www.lancelmaat.nl/press/>

- 'A Critical History of Media Art in the Netherlands (1985-now). Platforms, policies, technologies.' (2019) (Ed) Marga van Mechelen, University of Amsterdam. Publisher: Jap Sam Books.
- 'Kissing and Staring in Times of Neuro-mania.' Lysen, F. (2019). In: Borgdorff H, Peters P, Pinch T (Eds.) Dialogues Between Artistic Research and Science and Technology Studies. Routledge 2019.
- 'Robot Love.' (2018) Gevers I, Kuitenhout K, Smits M, van der Tuin I (eds.) *Exhibition catalogue*, including: Hito Steierl, Matthew Barney, Driessens & Verstappen, Zoro Feigl, Lancel/Maat, Koert van Mensvoort, Philippe Parreno, L.A. Raeven,
- 'Brain-Computer Interfaces in Contemporary Art: A State of the Art and Taxonomy'. Prpa M & Pasquier P (2019). In: Nijholt A (Ed.) Brain Art (pp. 65-115). Springer, Cham.
- 'The navigational gesture: Traces and tracings at the mobile touchscreen interface' (2014). By Nanna Verhoeff & Heidi Rae Cooley. NECSUS European Journal of Media Studies.
- 'Tactics of interfacing: encoding affect in art and technology' (2020) Ksenia Federova. MIT publishers.
- 'Kissing Data'. Lancel K. Maat H. (2018) Ars Electronica Festival *Exhibition catalogue*: Leopoldseder H, Schöpf C, Stocker G: Error. The art of imperfection. Hatje Cantz Verlag GmbH
- 'What Urban Media Can Do'. (2016). (Ed.) Susa Pop, Tanya Toft, Nerea Calvillo, Mark Wright. Publisher: Avedition. Catalogue about EU funded 'Connecting Cities Network', by a.o. others Claire Bishop, Maurice Benayoun, Eric Kluitenberg.
- 'The Role of Art in Emotional-Moral Reflection on Risky and Controversial Technologies: the Case of BNCL' (2018) Sabine Roeser, Veronica Alfano, Caroline Nevejan. In: 'Ethical Theory and Moral Practice'. Researchgate.net.journal, Springer Verlag.
- 'E.E.G. Kiss, quantifying the unquantifiable.' (2014) by Allesandro Ludovico. Magazine for Critical Digital Culture and Media Arts, No. 48. Neural.it.
- 'Mister Motley' Art Journal (2024) Luuk Heezen. cast "Kunst is Lang" afl. 276" **Interview** Podcats <https://audio.nrc.nl/episode/84434692>
- 'Reboot'. (2024) by Sanneke Huisman. kM magazine (#127).
- 'Sounds of Feeling' (2020) **interview** by Blanton A. In: Malinowska A, Valentina P (eds.): *Data Dating*. Edition Galerie Charlot Paris / Intellect Books, UK
- 'Touching to keep in touch - Een gesprek met kunstenaarsduo Lancel/Maat'. (2021) Metropolis M, **interview** by Nim Goede.
- Malinowska A, Gratzke M (2017) The matter of kissing. Essays on affection and cultural practice. Routledge / Taylor & Francis.
- 'Great Minds' EBS (Educational Broadcasting System) South Korea: Hannah Critchlow about brain science: *EEG KISS*.

## Commissions Selection

2021-2023	UP Projects London 'This is Public Space'. <i>TouchMyTouch</i>
2020	Impakt Utrecht 'Cyborg Futures'. <i>Kissing Data Symphony</i>
2018-19	Baltan Laboratory Eindhoven, 'Homo Sensorium' at Dutch Design week: <i>Brainwave Wedding Lab</i>
2016	BCAC, Beijing Culture & Art Center (opening performance-installation for new museum) <i>Saving Face Beijing</i>
2015	Hong Kong Science and Technology Parks. (Sketch assignment) @ Your Feet.
2009-2015	Province of Utrecht, Rotonde-lab, CBK Utrecht. <i>De Lifter</i>
2009-2014	Gemeente Zeist / Kerkebosch. <i>Community Car / Spiegelbus</i>
2013	Rijksmuseum Amsterdam – MediaLab. <i>Master Touch</i>
2007	COMO Telecommunicatie Company SKT Seoul Zuid-Korea. <i>StalkShow</i> (Interactive LED screen)