

Демонстрация игры «в одном боте» in the same bot

A chatbot game by the multidisciplinary collective Lion & Unicorn consisting of Pekka Airaxin, Liza Dorrer, Karina Golubenko, Mariia Kachalova, Anton Kalgaev, Maria Kosareva and Ivan Kuryachiy in collaboration with game designers Daria Nasonova and Dmitry Vesnin

in the same bot by Lion & Unicorn, Let's Play event with Brendan McGetrick

The chatbot, which in its layout is modeled after the instant messaging service Telegram, simulates the creation of an exhibition at a pavilion at the Venice Biennale through interactions with the many people, institutions and circumstances circling around cultural institutions.

The user can choose three roles to play: a participating artist, the commissioner, or an intern working at the Pavilion. From these three unique perspectives the user takes on mini quests that, step-by-step, bring the exhibition closer to reality. Having to take a budget, timeline, their reputation and influence into account, do you follow your own moral instincts or do you go find aesthetics more important? The choices you make and the way you respond

to everyday issues can change the final outcome of the project beyond recognition. The chatbot exposes the internal mechanism of big cultural events like the Biennale, and reveals their limitations and possibilities, urging for a more meaningful and open model of organising such institutions.

“We – artists, interns, architects, curators, commissioners, stars, directors, institutions, fundraisers, bankers, participants, delinquent, foreigners, locals, journalists...– all are in the same bot.”

This is an ‘omega-version’ of a game. More storylines and characters will be added gradually, and the full version will be available by the end of August.

Brendan McGetrick is an independent writer, curator, and designer. In 2014, he co-curated Fair Enough in the Russian pavilion at the Venice Architecture Biennale, together with Anton Kalgaev and Dasha Paramonova. Since 2015, he has served as the director of Global Grad Show, the world’s largest exhibition of graduate design and technology. From 2002-2006 he was head writer at the research and design studio AMO.