

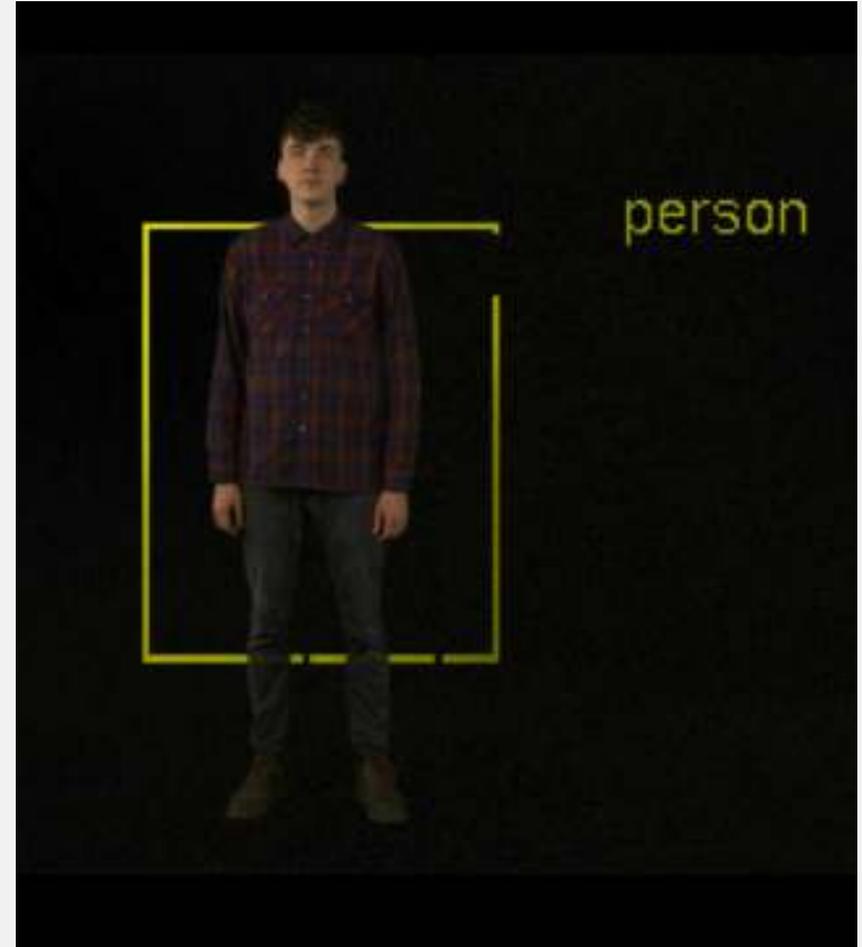
Max Dovey

Recent Works

Bio

Max Dovey [UK] can be described as 28.3% man, 14.1% artist and 8.4% successful. He is also an artist, researcher and lecturer specialising in the politics of data and algorithmic governance. His works explore the political narratives that emerge from technology and digital culture and manifest into situated projects – bars, game-shows, banks and other participatory scenarios.

He holds a BA Hons in Fine Art: Time Based Media and a MA (MDes) in Media Design from Piet Zwart Institute. He is an affiliated researcher at the Institute of Network Cultures and regularly writes for Open Democracy, Imperica & Furtherfield. His work has been performed his work at Ars Electronica Festival, Art Rotterdam & many U.K festivals.



2011 - 2018

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www.maxdovey.com

Performance

Breath (BRH)



Breath at Neon Digital Art Festival

Articles

KLM

Motherboard

We Make Money Not Art

2017

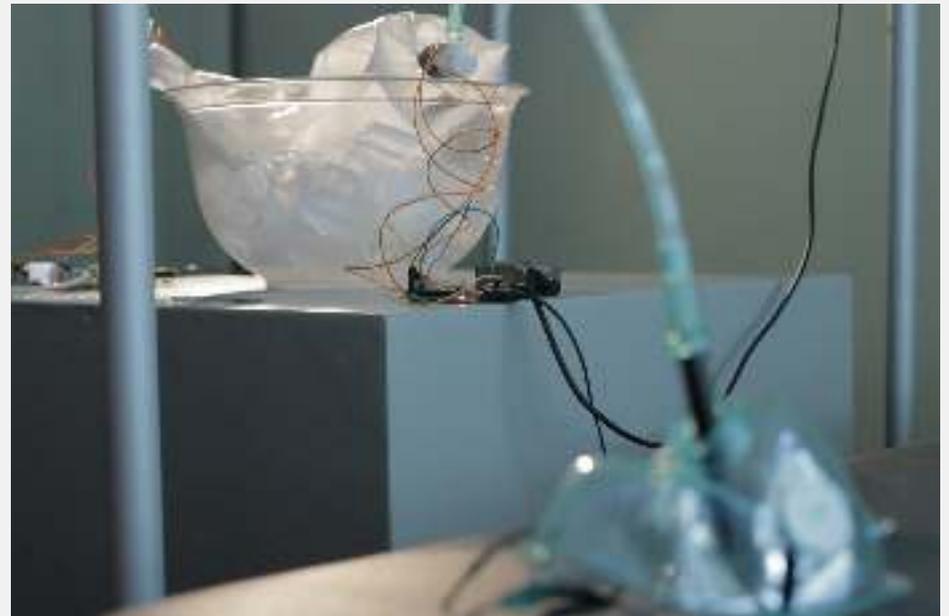
Performance Installation

Exhibited at NEoN Digital Arts Festival 2017

www.respiration.ltd

Breath (BRH) uses human respiration to mine crypto-currencies. The respiratory mining rig converts lung exhalation into a hash rate for a micro computer mining on the Monero (XMR) blockchain.

The installation uses spirometry, a medical technique for measuring lung capacity, to convert breathing into computational processing speed. The total amount of financial profit accumulated through mining is dictated by the amount of breath that is exhaled into the respiratory mining rig. At the time of writing it has accumulated just £0.03 (0.00000378 BTC) but the value of this is subject to change. Turning the act of breathing into an active miner on the blockchain network encourages us to consider more sustainable and physiological methods to maintain blockchains.



Performance

a hipster bar

a hipster bar



A hipster bar uses image recognition software to enforce a strict door policy that only admits people that look hipster enough. The doors for this bar will only open if you are at least 90% hipster, making it the world's first automated hipster bar.

The custom algorithm, originally based on pictures from Instagram that contained the caption 'hipster', is getting more accurate with each iteration. With over 20,000 images of hipsters, the hipster bar incidentally has become a repository for an evolving machine learning application that can identify the visual characteristics of a hipster.

A Hipster bar has been installed at Ars Electronica Festival (2016), Art Rotterdam (2017) Amsterdam MuseumNacht (2017) & Humans-beingDigital at the Lowry (2018).

2015

Performance Installation

Produced at V2_Institute for
Unstable Media

www.hipsterbar.club

Articles

Creators Project

Manchester Evening News

BBC Radio 4

Performance

HIT (Human Intelligence Tasks)



H.I.T (Human Intelligence Tasks, 2016)

2016

Participatory Gameshow

Performed at Data in the 21st Century at V2 Institute for Unstable Media & Digital Bauhaus Summit 2016

v2.nl/archive/works/h.i.t/

H.I.T. (2016) stands for “Human Intelligence Tasks” and refers to the human labor involved in the development of image recognition algorithms.

To investigate the position of human labor in the production of algorithms, artists Max Dovey and Manetta Berends have adapted an automatic image-tagging application to create a participatory game show with cash prizes. In the game show, multiple teams compete to identify the human labor involved in the development of an image-recognition algorithm. H.I.T. adapts this competition to reveal and perform the manual labour involved in training an algorithm on a public image dataset. Two teams play against each other in front of an audience where each round is a task taken from the production of an image recognition algorithm. Within the tasks, the cognitive labour is embodied by the participants as the often obscured process of producing a working algorithm is performed.



Performance

How To Be More Or Less Human



How To Be More Or Less Human at Tempted by Tommorrow, 2015
Image by Max Dovey

How To Be More Or Less Human investigates how human activity is classified by image recognition software. Computer vision and the gaze of the webcam become the basis for a performance that explores how online databases form an identity of the human subject.

2015

Performance Installation

Exhibited as part of Media Design MA graduation show
Tempted by Tommorrow and Upstream Gallery, Amsterdam

www.howtobemoreorless.com



Articles

Ascribe

Node Forum

EE Journal

Performance

Dial-up Choir



Still taken from 'Gym of Obsolete Technology', 2016

The Dial-up choir is a 0:36 second performance that adapts the sounds of a 56k dial-up internet modem into a vocal sound performance. The original was the sound of the “handshake” between an analogue phone line converting to a digital signal. The group turns each tone into a vocal sound to re-enact the dial-up modem handshake.



2014 - Ongoing

Dial-up Choir
Performed at various events in Amsterdam, Rotterdam & London



Projects

Creative Producer



Production

Events & Commissioned Work



MoneyLab#2 Economies of Dissent, 2015

MoneyLab is an ongoing series of lectures, discussions, screenings, and workshops that explore the connection between contemporary art, social activism, and digital capitalism. The events address themselves to artists, cultural entrepreneurs, activist, and everyone interested in the critical and aesthetic implications of financial technologies such as cryptocurrencies or the blockchain. Previously organised by the Amsterdam-based Institute of Networked Cultures, this edition of MoneyLab is co-curated by Somerset House Studios in collaboration with Anglia Ruskin University, and critically explores financial technologies from the context of art and design.

2015 - Present

Researcher and Producer
'MoneyLab' Series
Institute of Network Cultures & Anglia Ruskin University

2013 - 2015

Creative Producer & Educator
'Points of Departure'
The Patching Zone

2012 - Present

Founder and Director
Secret Post Office

Education

Workshops and Teaching



Bibliotecha at Free Libraries for Every Soul

I have led a range of workshops at varying academic levels - from children in primary school education to adults at post graduate level, teaching and working in various media pathways. Most recently, I have led workshops in experience design, locative media, data methods and machine learning. Using micro-computers, mobile application builders and handsets students are able to realise prototypes for interactive projects. During my last position I ran regular workshops with students studying Human Technology, designing mobile applications and content for augmented experiences. My own interest in performance can be applied to help develop a student's ideas into working prototypes and realised projects.

2018

Situated Machine Learning
Digital Direction MA at Royal College of Art

2017

Walking around the Geo-Fence
Antwerp, Belgium

API art & Situated Fictions
St.Joost Academy, Breda, Netherlands

2015

Real-Time Wind Data
Digital Futures, Masters program
OCADU University, Toronto, Canada

2014

Augmented Reality
Human Technology
Zadkine College, Rotterdam, Netherlands

Designing Experience With Locative Media
Human Technology
Zadkine College, Rotterdam, Netherlands

2013

Free Libraries for Every Soul
Impakt Festival
Utrecht, Netherlands

Audio Visual Technician
Centreal St.Martins Univeristy
London, UK

Projects

Points Of Departure



Projects

Points Of Departure



“The only thing that can be trusted...
Is the dream of getting there”

Colum McCann, 2014

The Wilhelminapier was the main departure point for thousands of migrants emigrating from Europe to America during the 20th Century. Points of Departure is the title for a series of installations commissioned for the pier in Rotterdam the Netherlands.

We designed a mobile application that is connected to a wind sensor positioned at the end of the pier. The real-time wind data moves a digital compass on the mobile application, which creates different soundscapes according to the speed and direction of the wind. The soundscapes are composed from interviews that we made with migrants, foreigners and expats all now living in the Netherlands. The interviews are geolocated onto the compass and are played back according to the direction and speed of the wind on the Wilhelminapier.

2013 - 2015

Made in collaboration with Students at Zadkine College and Cultural Institutions of the Wilhelminapier.

Made for The Patching Zone 2015

www.pointsofdeparture.nl

www.patchingzone.net

Projects

The Secret Post Office

“You can write a letter to anyone at the festival and then it gets delivered by postmen who come round the campsite every morning, shouting ‘You’ve got mail’ Best.Idea.Ever”

Marie Claire Magazine, 2012

The Secret Post Office is a touring performance installation. I created a postal system for music festivals that aims to reconnect people through the intimacy of the hand written letter.

The public can come to the secret post-office and make letters and postcards that are then sent out and hand delivered to anyone at the festival. This could be a tent, a stall or an impossibly vague description like - ‘Dave, with a beard, at the main stage’. Our Postmen work hard to deliver the mail and are regularly seen riding their bikes, in campsites and at stages, looking for the right recipient.

Festivals

End of the Road Festival

Green Man Festival

Wilderness Festival

2012 - Present

The Secret Post Office has been performed at U.K music festivals and as part of Secret Cinema.

www.secretpostoffice.co.uk

