

CV

PERSONAL INFORMATION:

CARINA ISABELLA ERDMANN

* 1990 in Köln, Germany

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EDUCATION

2023 Summer school, Beirut Institute for Critical Analysis and Research (BICAR)
2022 – 2023. Advanced performance and scenography studies (a·pass), Brussels
2021 – 2022 School of Commons, Zurich University of the Arts (ZhdK), Zürich
2020 – 2024 Ph.D. in Practice, LUCA School of Arts, Brussels (DISTANT BODIES AND ACCOMPLICES)
2015 – 2020 Meister, Conceptual Art, Class of Josephine Pryde & 'lensbased' class Hito Steyerl, University of Arts, Berlin
2018 – 2019 Game design/Critical Theory, Art Center College of Design, Pasadena
2015 Dual Bachelor in Philosophy/ Romanistik – French), University of Paderborn
August 2015 'Improvisational Dramaturgy' workshop, Pascal Rambert, Biennale College-Teatro, Venice
Feb-Jun 2013 photo/video, École nationale supérieure des arts décoratifs (ENSAD), Paris
2011 – 2013 Honours Program Art & Research, (Collaboration UVA and Gerrit Rietveld Academie), Amsterdam
2010 – 2014 Bachelor of arts Audiovisuelle Medien, Gerrit Rietveld Academie, Amsterdam
2008 – 2009 Rheinische Rebellen, Acting and Directing at "Schauspielhaus Köln"

TEACHING/MEDIATION

2024 Project 'Chronically out of Time', Base for Experiment Art & Research (BEAR), ArtEZ University of the Arts, Arnhem
2023 - 2024 Worldbuilding workshop 'Distant Bodies and Different Worlds', RITCS, Brussels
2023 Research Module 'On Intercultural Explorations With Playful Design And Collaborative Storytelling', LUCA C-Mine
2023 Game Design Course 'Mechanics as Metaphor', Meaningful Play, LUCA School of Arts
2021 - 2022 Mentor GameLAB, LUCA School of Arts/Universidad Autónoma De Puebla, México
2020 - 2021 Mentor MA Game Design, LUCA School of Arts, Genk
2020 - 2021 Mentor GameLAB, Polish National Agency for Academic Exchange (NAWA)
2019 Worlding Classes at Marie Curie Gymnasium, Hohen Neuendorf
2019 Art Classes at Marie Curie Gymnasium, Hohen Neuendorf
2019 Workshop on Pareidolia and Machine vision, ESMOA, Los Angeles
2016-2020 Development and execution of LARP and online World Building workshops for (www.art-werk.ch/en)
2017 - 2019 Art mediation at Art Basel and Boros Collection, Berlin
2009 - 2010 Theater workshop at KIMISAGARA Youth Center, Kigali, Ruanda

COMMISSION/PRODUCTION

2024 Game Design 'Monica: a game for diasporic genealogies' Pablo Lilienfeld & Federico Vladimir, Bâtard Brussels
2023 LARP-Design 'COMMONS - The Game Show', Commission Curatorial Collective for Public Art, Berlin
2023 Game Design 'EMOTIONAL FUTURES', with IRL, Commission Light Art Space, Berlin
2023 Game Design Course 'Mechanics as Metaphor', LUCA School of Arts, Genk
2022 Advising on 'En la maison Dedalus', a Role Play Opera by Simon Labbé
2022 LARP-Conference 'Footnotes: Annotating the Future of Arts Education', ZhdK, Zürich
2020 Development of LARP for PLX Exhibition in Malmö
2019 - 2020 Planning and Concept for Decentralised Autonomous Kunstverein (DAK)
2019 Workshop on Pareidolia and Machine vision, ESMOA, Los Angeles
2016 - 2020 Organisation online workshops for art-werk, Berlin
2017 - 2019 Art mediation at ART BASEL & Collection BOROS, Berlin
2014 - 2017 Documentation and broadcast for Appel Arts Center/ Castrum Peregrini, Amsterdam
2014 - 2015 Assistance of artist Carlos Irijalba, Rijksakademie, Amsterdam

ORGANISATION

2023 'au JUS' project space collectively run through (role) play, Brussels
2018 '[0ct0p0s.net](http://www.0ct0p0s.net)' Research Platform for Performance and Play
2016 - 2018 'PLAIN HEARTY FARE' Events, Berlin, Zürich (co-founder)
2013 - 2015 'ACA circulation', collective artistic research on Liquid Modernity, Amsterdam (co-founder)

RESIDENCY

2023 Bidston Observatory Artistic Research Centre (BOARC)
2022 Callies, Berlin
2019 ESMoA, Los Angeles (3 Months)
2015 Konsthall, Artist in Residency, Malmö (1 Month)

GRANTS

2021 IMPACT NEW STAGES, Théâtre de Liège

2020 Karl Hofer Stipendium
2020 Inter-Actions IMPULS Funding for Blend & Bleed Symposium
2020 4-year Ph.D. Scholarship in the Arts at LUCA/KU Leuven
2016 Amsterdams Fonds voor de Kunst

CURATORIAL/EDITORIAL WORK

2023 'Illegal Fictions', Role Play event series at 'au JUS', Brussels
2022 'Issues' performative publication project on Perfmits website
2021 'Blend&Bleed' Online symposium for Transreality and Pervasive Play (0ct0p0s.net/Symposium-Blend-Bleed)
2019 'COMET' regular show and discussion of time-based work, Fabrik, Berlin
2018 'THE HUNT FOR THE KIDNEYSTONE', Exhibition, West Germany, Berlin
2016 'THE LAUGHING CRYING – TEARCATCHERS', Exhibition, Raumstation, Zürich
2015 'KANN UNS ERWÄRMEN WAS NICHT BRENNEN KANN?', Exhibition, Perle, Berlin

SOLO EXHIBITIONS

2019 'THE ACCOMPLICE', ESMoA, Los Angeles
2018 'ROTARY SPIT' Garage, Zürich (Collaboration with Anna Kindermann)
2017 'SYNCHRONICLES', Castrum Peregrini, Amsterdam

SELECTED GROUP EXHIBITIONS

2023 'Dream Dungeon' at Summer University, PAF, St. Erme
2021 'ACCOMPLICES BLEED' LARP, Blend&Bleed, (Collaboration with Nick Koppenhagen)
2021 'WHERE THE UNBORN CONSPIRE', Protozone 4: Extra Worlding, Shedhalle, Zürich
2019 'COSMOFEMINISM' 48h Neukölln, Video Installation, Berlin
2019 PLATEAUX FESTIVAL, film screening, Samstagern
2019 'FEATURED' LACDA Los Angeles Center for Digital Art
2018 'ÖRJÄT 2810', Live Action Role Play, Tjärö
2018 'THE PLUG', Performance, Sayuri, Berlin
2017 'BEYOND THE LIMITS OF HUMAN COGNITION AND PERCEPTION', Performance, Schillerpalais, Berlin
2016 'MY THIRD WISH HAS ALWAYS BEEN THREE MORE', Performance, Infinite, Berlin
2016 'WHAT'S THAT DIRT UNDER YOUR NAILS MADE OF?', Performance, Karlin Studios, Prag
2016 'V. TUTORIAL 2.0, Video, Topic, Genf
2015 'Re:Re:Re:Fwd.' Lensbased Class of Hito Steyerl+Guests, Video Installation, Berlin 2015
2015 'A () Ω', Video Installation, Upstate, Zürich
2015 'ADDITIVE DISSOLVE' & 'PLEASURE', Video Installation, Konsthall, Malmö
2014 'EXPOSITION BLEUE', Performance, Rosa Brux, Brüssel
2014 'VOICE ~ CREATURE OF TRANSITION', Video Installation, Brakke Grond, Amsterdam
2013 'BEYOND BABYLON', Social sculpture, Oude Kerk, Amsterdam
2013 'SILENCE PLEASE DON'T MOVE AND MAYBE WE CAN EVEN LISTEN TO OUR OWN HEART BEAT', Art and Research, Video Installation, Jeanine Hofland Gallery, Amsterdam
2012 'STILLLIFE' @ HOLLAND FESTIVAL, Performance, Frascati, Amsterdam

SPEAKING

2024 Interview on artistic research, about Art and Research (aAaR), University cologne
2023 Presentation on the Role of Research Networks, BA course Onderzoekszin, Inter-Actions department, LUCA School of Arts
2022 'Footnotes Intro', Lecture Performances and Hosting as 0ct0p0s, ZhdK, Zürich
2022 'Collective Worlding & Remote Embodiment' at Hackers & Designers, Summer Talks - part 3 - Club Fantasy, Amsterdam
2022 'Collective Worlding' on Conference 'Multicultural Game Development', Benemérita Universidad Autónoma de Puebla, Mexico
2022 'Conspiratorial Bleed - Exercises in Collective Worlding' KITCHEN Session, School of Commons, Online
2021 'Play - Conspire - Bleed' Call & Response with Omsk Social Club, Online
2021 'Community building through the design of co-creative online workshops: emerging collaborative practices and social dynamics' Roundtable at ELO conference 'Platform (Post?) Pandemic', Online
2021 'Portals - Play with Distance', iWeek2021, LAB University of Applied Sciences, Online
2018 'Synchronics' talk at 'What is dis-order?' at 1.1, Basel

PUBLICATION

2024 'This is an invitation to conspire', essay on Role Play in the Arts, ŠUM Journal, Ljubljana
2023 Interview with Nick Koppenhagen, 'Radical Friends' ed. Ruth Catlow and Penny Rafferty
2023 'Pre-formative Play' for 'Systems At Play: A Self-Organising Book on Self-Organisation', CLEA/VUB, Brussels
2022 'Exquisite Corpse' in Metropolis M #4, Amsterdam
2021 'Rethinking Information Delivery In Game Design Classes Using Self-Directed Teaching Methods', KU Leuven (co-writer)
2019 'MALEVICH: ON THE INTERNET' in "Uncanny Interfaces" (Textem Hamburg)
2018 'SYNCHRONICLES' for dis-order, Zürich
2017 'HOUSE OF STORIES', De Zwaan, Amsterdam (self-published)
2013 'THE MOST BEAUTIFUL MARGINALITY OF LIFE', UvA, Amsterdam