



ABOUT

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PUBLICATIONS

PARTICIPANTS



Christine Sun Kim

Game of Skill 2.0, 2015, Velcro, magnets, custom electronics, voice of the artist's grandmother In Sam Kim, Dimensions variable, Courtesy the artist and Carroll/Fletcher Gallery

Not Futuring Right, Future Hiding Its Marks, Future with a Heavy Past, Future Full of Memories, Future in an Identity Crisis, Future Being Secretive, All Day Future, Displaced Future, Future with Distance, All Night Future, 2016, Charcoal on paper, 30 x 40 cm, Courtesy of the artist and White Space Beijing

Berlin-based sound artist Christine Sun Kim experiments with the medium of sound and presents interactive sound performances. *Game of Skill 2.0* requires that the audience use their whole body and keep balance, following a line on the wall in order to be able to listen to a recorded story of Christine Sun Kim. When we communicate with sign language, we follow a different method of language by using our eyes, hands, and sometimes the whole body including the mouth and ears. *Game of Skill 2.0* is about very different ways of listening and communication. Ten drawings presented along with *Game of Skill 2.0* appear to be a kind of poem including the word "future," or music written with words and lines.

Christine Sun Kim

b. 1980. Lives and works in Berlin. Christine Sun Kim's work questions assumptions about sound and silence through installation, drawing, and live performance. Deaf since birth, Kim employs sound as the primary element of her work, enacting a process that she calls "unlearning sound etiquette." In her work, Kim finds alternate means of visualizing, perceiving, and responding to sound.



Installation view at SeMA Biennale
Mediacity Seoul 2016, Image courtesy of
Seoul Museum of Art



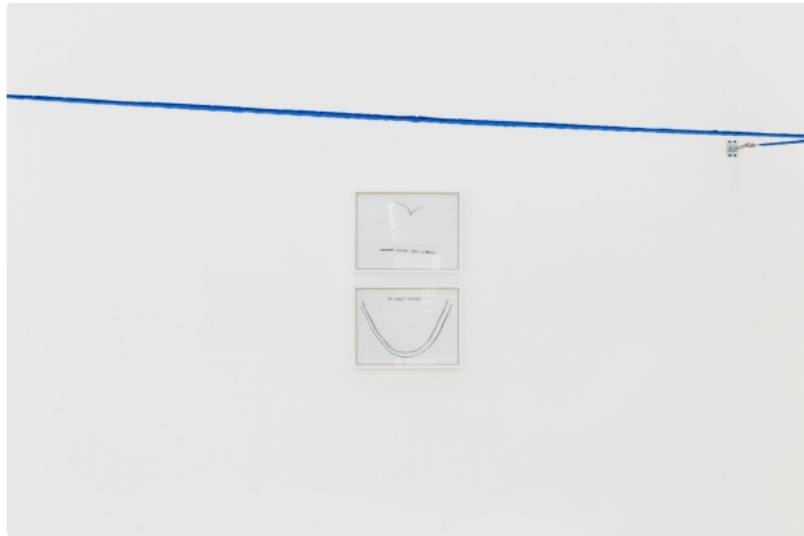
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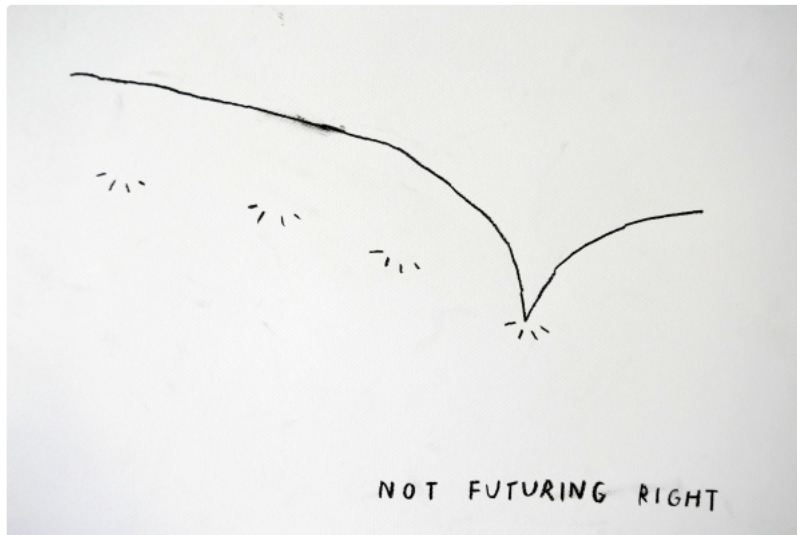
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Game of Skill 2.0



Not Futuring Right

SeMA 비엔날레 미디어시티서울 2016
SeMA BIENNALE MEDIACITY SEOUL 2016



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