

COLL.EO is a collaboration between Colleen Flaherty and Matteo Bittanti established in 2012.

COLL.EO operates in San Francisco and Milan.

colleo.org

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EDUCATION

MATTEO BITTANTI

Ph.D., *New Technologies of Communication*, International University of Languages and Media, Milan, Italy, 2007

M.S., *Mass Communications*, San José State University, San Jose, California, 2001

B.A., *Philosophy, Minor in Media Studies*, Università Cattolica del Sacro Cuore, Milan, Italy, 1999

COLLEEN FLAHERTY

M.F.A. *Painting*, San Francisco Art Institute, San Francisco, CA 2002

B.F.A. *in Pictorial Arts, Minor in Music*, San José State University, San José, California, U.S.A. Cum Laude, 1999

ALGORITHMIC ARTIST STATEMENT¹

COLL.EO creates boldly unoriginal media artworks, uncreative mobile sculptures, and uniquely derivative conceptual pieces. With the use of appropriated materials borrowed from a day-to-day context, COLL.EO has developed a visual vocabulary addressing artistic, social, and political issues. COLL.EO generates situations in which everyday objects - often toys and games - are altered or detached from their original contexts. Sometimes they appear idiosyncratic and quirky, at other times sinister and morbid, like most by-products of American superabundance and pervasive marketing.

By applying specific combinations and unexpected manipulations, new functions and contexts are created. Through a radically singular approach that is nevertheless inscribed in the contemporary debate, COLL.EO flirts with the disasters of Neoliberalism, e.g. technological determinism, free market ideology, and endless precarity. Pompous writings and utopian designs are juxtaposed with trivial objects. Categories are subtly reversed. New situations emerge and eventually collapse.

COLL.EO's works are a drawn reflection upon the art of media art itself. By exaggerating certain aspects inherent to contemporary society, COLL.EO often creates work by applying game mechanics and ludic lubricants to everyday situations, but this modus operandi is not a trivial pursuit. On the contrary, play is a serious matter: in the magic circle different rules apply and even seemingly mundane objects undergo transubstantiation. By merging several incompatible worlds into a new universe, COLL.EO has been accused of deliberately breaking the internets. Fact is: futility is resistance.

¹This artist statement was written by a bot. It changes at random intervals.

SELECTED EXHIBITIONS

Simulacrum, Noorderlicht Photogallery, Groeningen, The Netherlands, April 2017.

ART GAMES DEMOS, VV, Marseille, France, March 2017 .

Co-Existence, Eastern Kentucky University, March 22-25, 2017.

The Fregoli Delusions (SITUATIONS_RE-ENACTMENT), Foto_Museum, Winterthur, Switzerland, January 26-29, 2017

TRAVELOGUE, Festivaletteratura 2016, Mantua, Italy , September 7-11, 2016

Vector Festival 2016, Toronto Canada, July 14- July 16, 2016.

Cool War: Game Art Across The Straits, Wifredo Lam Centro de Arte Contemporaneo, Habana, Cuba, May 27 - June 26, 2016.

How To Build a Universe Which Does Not Fall Apart Two Days Later, La Maison Populaire, Paris, France, January 12 - MARCH 26, 2016.

Game on! El arte en juego, San Martín Cultural Center, Buenos Aires, Argentina, November 7 - 15, 2015.

International Festival of New Media Art and Video Transitio_MX, Mexico City, Mexico, September 25 - October 11, 2015.

LEGIT 3D, Skyline College Art Gallery, San Bruno, California, September 8 - October 9, 2015.

Cool War. Game Art Across the Straits, El Fanguito, Havana, Cuba, Collateral exhibition of the 12th Havana Biennial, May 18 - June 18, 2015.

Mirage, Casa De Cultura De Guanabacoa, Cuba, Collateral exhibition to the 12th Havana Biennial, Cuba, Havana, May 26 - June 22, 2015.

Blank Arcade Art Exhibition, curated by Lindsay Grace and Paolo Ruffino, Leuphana Centre for Digital Cultures, Lüneburg, Germany, May 14 - 17, 2015

The Dissidents, the Displaced and the Outliers I, Random Parts Gallery, Oakland, California, May 2 - June 5, 2015.

The Dissidents, the Displaced and the Outliers (II), Incline Gallery, San Francisco, California, May 16 - June 19, 2015.

PRIVATE, Come in!, Spare Change Artist Space, San Francisco, California, October 10 - November 11, 2014.

"Art in the Age of Grand Theft Auto" Raul Berrueco. *LOWTOY Festival Internacional de 8 Bit & DIY Electrónica*, Barcelona, Spain. September 2014.

IF ELVIS WAS THE KING, WHO WAS JAMES BROWN?, The Art Gallery, San Francisco State University, August 28 - September 25, 2014 [INFO]

SAMO IS DEAD. PRESS PLAY, WAG, online, curated by Chiara Passa, June 9 - July 10, 2014. [INFO]

Games Reflexions, Carreau, Paris, France, curated by Isabelle Arvers. October 18 - November 12, 2013

Working Title: CCA Faculty Exhibition 2013, curated by Mara Skov Holt, San Francisco, California. September 4 - 26, 2013.

Vector. Game + Art Convergence, Toronto, Canada, February 21-24, 2013.

Point of No Return, curated by Hesse McGraw, Southern Exposure, San Francisco, California, December 7 - 20, 2012.

SELECTED MEDIA COVERAGE

2016

Guillaume Benoit, *SIMULACRES – MAISON POPULAIRE, MONTREUIL, SLASH/ PARIS*, January 25th, 2016.

Ana León, *Pioneros del Game Art en el Centro de Arte Contemporáneo*, CUBANET, June 6, 2016.

Marie Koch and Vladimir Demoule, *How to Build a Universe that Doesn't Fall Apart Two Days Later*, Scala Editions, 2016.

TRAVELOGUE, Interview, September 2016

Terence Dick, "THE ALGORITHMIC IMAGINATION AT INTERACCESS ", Akimbo August 3, 2016

2015

Courier International, "The Future of Cars", December 29, 2015.

Brinklow, Adam, "Behemoths of Eviction: Inside the Public Meeting that Made Tech Buses Permanent", *San Francisco Weekly*, November 18, 2015.

Amelia Rina, "An Old American Problem", *Art Practical*, September 15, 2015.

Mostafa Heddaya, "The 12th Havana Biennial's Neoliberal Arrival ", *BLOUINARTINFO*, June 16, 2015.

Sarah Burke, "Data and Displacement", *East Bay Express*, May 27, 2015.

Emily K. Holmes, "Dissidents Tackle Displacement and Surveillance in Two-Part Exhibition", *KQED Arts*, June 3, 2015.

Zunil Mata, "El circuito alternativo de la Bienal de La Habana ", *14Meyo*, May 19, 2015

Kimberly Chun, "The Dissidents, The Displaced, and the Outliers: Left Out In S.F.", *The San Francisco Chronicle*, April 29, 2015.

Sam Whiting, "U.S. opens artistic relations with Cuba", *The San Francisco Chronicle*, April 29, 2015.

2014

Raul Berruero, "Sobre cómo vimos al Papa Bergoglio en un concierto chiptune durante la primera edición del Lowtoy Festival", *Anait*, September 29, 2014

Riello, Antonio. "DRONOLOGY. A symbolic form of our age", *TAR*, Volume 11, Spring 2014.

Christensen, Jon. (Editor in Chief), *BOOM. A Journal of California*, Volume 4, Number 2, Summer, 2014.

Chavez, Lydia. "Good Morning, Mission!", *The San Francisco Chronicle*, March 21, 2014.

Heddaya, Mostafa. "Google to Hang its Doodle in San Francisco's Mission District", *Hyperallergic*, February 18, 2014.

Madrigal, Alexis. "Intriguing Things", *The Atlantic*, January 22, 2014.

Schwartz, Ariel. "These Disturbing Dioramas Capture the Fight Over Google Buses in San Francisco ", *Fast Company*, January 23, 2014.

Maerz, Jennifer, "Awesome Dioramas of San Francisco Protests ", *The Bold Italic*, January 24, 2014.

Lamb, Owen Jonah. "SF Artists Create Online Gallery of Google Shuttle Bus Art", *The San Francisco Examiner*, January 21, 2014.

Chavez, Lydia. "Street Views of SF or the Bus Wars ", *Mission Local*, January 20, 2014

Biddle, Sam. "Artists Recreate Tiny Version of San Francisco Class Warfare", *ValleyWag*, January 20, 2014.

2013-2012

Minto, Pietro. "Guerra, Adesivi e Ombre ", *Rivista Studio*, May 23, 2013.

Bittanti, Matteo. " Dead Souls - Anime Morte ", *LINK*, November 2012.

Bittanti, Matteo. " Gays in the Military ", *PLAYERS*, vol. 18, November 2012.

Buda, Joe. " Southern Exposure Debuts Point of No Return ", *The San Francisco Informer*, December 13, 2012.

SELECTED ARTIST TALKS

The Gallery At Play: On the Politics of Exhibiting Game Art with Martin Zeilinger, skot deeming, Eddo Stern, Lynn Hughes, and Isabelle Arvers, ISEA 2015, Vancouver, Canada, August 2015.

A New American Dream, Spare Change Artist Space , San Francisco, California, January 7, 2015

Make Games That Matter, Siena, Italy, June 16, 2014.

Working Title, California College of the Arts, Oakland, California, September 12, 2013.