

Some information on this page is only available in Dutch

## JUSTIN BENNETT

My solo work presented here is only one aspect of what I do. Much of my time is spent on collective art and research projects. Examples include the long-term performance group BMB con, Jubilee, platform for artistic research, soundwalks made with theatre director Renate Zentschnig and film soundtracks for Vermeir & Heiremans, H.C. Gilje and Arianne Olthaar among others. I am also currently working (with the Brussels' organisation Q-O2) on a book about field recording. The city, with its stories, spaces, rhythms and sounds - its soundscape -, has been my main source of inspiration for a long time. Themes I have often explored include: the relationship between sound and architecture the politics of urban growth and development, gentrification and the role of the artist in it, the issue of art in public space, or the relationship between the city and nature. Increasingly, I also focus on rural and natural environments, with ecology related to human land use and industrial development. I make sound recordings in similar way to filming a video. These are sometimes long recordings where the microphone - that is, the listener's point-of-hearing - moves through a landscape, a city or through the different-sounding rooms of a building. Different microphones -like different lenses- are used to change perspective. Increasingly, I also use spoken text to work with narrative. Often the sound is shown in an installation context, sometimes with video as a "carrier" or frame for the sound work. Sometimes, too, the sound is folded back into the city itself, as in audiowalks or other works in public space. Each presentation method reaches a different audience and sometimes one project takes several forms as a result. In direct relation to the sound work are the drawings in which not only the city is mapped cartographically but also movement, sound, magnetic fields and the like. This creates an interaction between the two practices: the drawing can be a score, or sound can be used to draw.

### WEBSITES

personal site

[justinbennett.nl](http://justinbennett.nl)

performance art collective

[bmbcon.org](http://bmbcon.org)

platform for artistic research and production

[jubilee-art.org](http://jubilee-art.org)

audio streaming and downloads

[justinbennett.bandcamp.com](http://justinbennett.bandcamp.com)

video and film works

[vimeo.com/justinbennett](https://vimeo.com/justinbennett)

### SOCIAL MEDIA

[www.instagram.com/justinbennett\\_nl/](https://www.instagram.com/justinbennett_nl/)

### MEMBER OF ARTISTS' INITIATIVE/COLLECTIVE/INCUBATOR

Jubilee, BMB con., Soundhouse Den Haag

### EDUCATION

1991 - Jan van Eyck Academie, Maastricht  
1992

1988 - sonology Koninklijk Conservatorium, Den  
1989 Haag

1983 - sculpture, audio-visual Sheffield City  
1986 Polytechnic diploma

## EXHIBITIONS

- 2025 A Heap of Stones Oscillation Festival Brussel, Belgium Spatial soundwork A Heap of Stones [Group](#)
- 2025 Blueprint Kunsthall Gent Gent, Belgium Video screenings, spatial installation, drawings and performance with improvising musicians.
- 2024 If only we could master miracles Kunstfort Vijfhuizen, Netherlands installation of "Vilgiskoddeoayvinyarvi" with site-specific sound work. [Group](#)
- 2022 Opera Opera Palais Populaire Berlin, Germany Oracle 2.0 - installation in public space. [Group](#)
- 2020 Multiplicity Musical Instrument Museum Brussels, Belgium [Solo](#)
- 2018 Artefact, STUK Leuven, Belgium [Group](#)
- 2018 Science of Sound, Dordtyart, Dordrecht Solo presentation of audiovisual works [Group](#)
- 2016 Dark Ecology journey Zapolyarny, Russia audiowalk and installation at the Kola Superdeep Borehole. [Group](#)
- 2015 Blueprint / Seism GEMAK, Den Haag Blueprint: Film with live music and graphic work. [Duo](#)
- 2014 Open Museum Open City MAXXI Rome Rome, Italy 2 geluidswerken voor Open Museum Open City expo [Group](#)

## INTERNATIONAL

### EXCHANGES/RESIDENCIES

- 2022 Asger Jorn house, Laeso, Denmark Jubilee Summer School. Performances, lectures and workshops.
- 2021 residency, Q-02, Brussel Belgium audio walk development

## PROJECTS

- 2021 Radio New Babylon Den Haag, Netherlands [radionewbabylon.net](http://radionewbabylon.net) curatorial project: site-specific sound pieces by different artists
- 2020 The Constellation online, Netherlands [theconstellation.eu](http://theconstellation.eu) Fictional podcast series - 19 episodes
- 2019 Multiplicity - A spectral analysis of Brussels q-02 Brussel, Belgium hour-long audio walk through Brussels
- 2013 Hors Pistes Centre Pompidou, Paris film screenings
- 2012 Spectral Analysis Kontraste Festival, Krems, Oostenrijk geluidswandeling

## COMMISSIONS

- 2024 Secret Garden Malmö IAC Malmö Pilsdamparken, Malmö, Sweden Locative audio walk presented at "Public Immersion" festival and available in the TRACKS app. [iac.lu.se/wp-content/uploads/2023/02/Immersive\\_Days\\_2\\_booklet](http://iac.lu.se/wp-content/uploads/2023/02/Immersive_Days_2_booklet) finished

2017	residency, Overtoon, Brussel serie korte residencies met BMB con. en Laetitia Gendre <a href="http://www.q-o2.be/en/event/laetitia-gendre-bmb-con/">www.q-o2.be/en/event/laetitia-gendre-bmb-con/</a>	2015	Sonic Acts / Dark Ecology / Jubilee Nickel, Rusland audio walk in openbare ruimte / film finished
2015	Dark Ecology Project (Kirkenes, Nickel)	2013	3M Mostra de Arte Digital Sao Paolo, Brazilië audio walk in openbare ruimte finished
		2012	KuS Heerlen NL geluidsproject finished
		2012	Guggenheim Museum New York City audio walk in openbare ruimte finished
		2011	AG-Kior / Barbara Seiler Zürich, Zwitserland geluidswerk in publiek ruimte finished
		2009	Palais de Tokyo Paris, France online geluidswerk finished
		2008	Vario Mundo Vathorst, NL sound walk in public space finished
		2007	APC Paris / Hou Hanru Luxembourg geluidswerk in publiek ruimte finished

## SALES/WORKS IN COLLECTIONS

2015	Oracle 2.0 Maxxi, Rome Italië interactive sound work
2007	Stedelijk Museum Amsterdam drawings
1997	Gemeentemuseum Den Haag drawings and sound work
--	various private collections drawings, photos, multiples

## PUBLICATIONS

2022	Going Out. Walking, Listening, Soundmaking Book umland Elena Biserna (ed) Brussels, Belgium A historical overview and anthology of writing about audio walks.
2019	Slren Song (in The Middle Matter, Sound as Interstice Book Q-O2, Brussels Justin Bennett Brussel, Belgium
2016	Dark Ecology Book Sonic Acts, Amsterdam Catalogus
2009	The City Amplified Book Stroom Den Haag Monografie
2008	Vrije Ruimten Zuidas Catalog VMZ / d'jonge Hond Catalogus
2007	Drawing Typologies Catalog Stedelijk Museum, Amsterdam Catalogus
2007	Trans(ient) City Book BOM Publishers Catalogus
2007	10th Istanbul Biennial Catalog Istanbul Biennial Catalogus
2005	2nd Guangzhou Triennial Catalog GZ Museum, Guangzhou, China Catalogus
2003	Noise Map Book meinebank, Berlin / Stroom hcbk kunstenaarsboek

## AWARDS AND GRANTS

- 2020 Werkbijdrage Bewezen Talent Mondriaanfonds amsterdam, Netherlands
- 2010 Basisstipendium Fonds BKVB
- 2009 Oeuvreprijs Oubourg prijs, Den Haag
- 2006 nominated (3e) British Composers Institute
- 2005 Basisstipendium Fonds BKVB
- 2003 1st prize (ism 242 Pilots) Transmediale, Berlin

## REPRESENTATION

- Jubilee Brussel, België

## SECONDARY ART-RELATED ACTIVITIES

- 2016 - - - Co-curator van Sonic West, een project van Soundtrackcity in Amsterdam On-going
- 2015 - - - mentor Jong Talent Mondriaanfonds
- 2012 - - - Stichtend Lid Jubilee, platform for artistic research and production, Brussel On-going
- 2008 - - - Faculty member, Institute for Sonology, Den Haag On-going
- 1989 - - - Lid performancecollectief BMB con. On-going
- - - - - incidenteel les- en workshop- geven op kunstakademies in binnen- en buitenland On-going



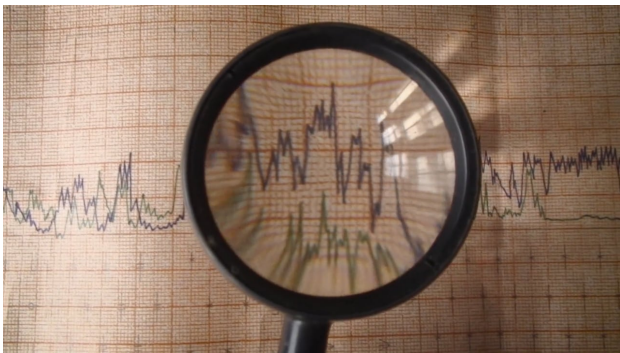
A Heap of Stones 1, 2024  
8 channel sound, loudspeakers, player., variable



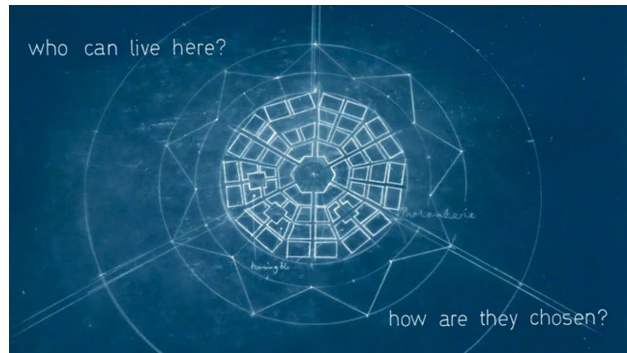
Secret Garden Malmö, 2022  
audio, app



Radio New Babylon, 2021  
audio, website



Vilgiskoddeoyvinyarvi - Wolf Lake on the Mountains, 2018  
25 minutes



Blueprint, 2017  
33 mins



Multiplicity (Horn), 2017  
metaal, plastic, geluid, 200 x 200 x 35



Multiplicity (Filters), 2017  
divers., div.



Vilgiskoddeoyvinyarvi, 2016  
Video, geluid, 25 min.



Secret Garden, 2014  
phone app, geluid, nvt.



HyperForum, 2014  
Geluid, staal, luidsprekers, 700 x 700 x 600