

Some information on this page is only available in Dutch

MARLOT MEYER

Marlot Meyer was born and raised in South Africa, and currently lives and works in The Hague, NL. Her mostly analogue life growing up stood in contrast to her experiences in The Netherlands, leading to a process of understanding and embracing technological tools and digital spaces by refusing to believe that these were so different from things we call 'natural'. Since graduating her works have explored how to redefine the term 'body', to include not only the physical human body, but also the online, ecological, electric, and collective, shared body. This journey led her to see technology in a unique light: an extension of the human mind and body. She now uses technology as a tool to infiltrate, examine, and reconstruct the often unseen relationships inside and between bodies, and their environment. Her works utilise components such as electromagnetic field sensors, live streaming online bodies, capacitive sensors, electrical stimulations and air - all things that cannot be seen, but rather felt. Her intention is to allow visitors to directly experience the invisible forces that exist around us, allowing them to reconsider their perspectives on reality. As a maker and teacher, her work is always driven by the intention to provide an embodied form of learning for her audience. Embracing the DIY mindset, her practice is driven by an intuitive curiosity for how systems work. She stresses the importance of open source access to these tools, believing that the more people understand how things work, the more the agency over these tools and technologies can be distributed. Working with her body as a performer, mover, runner, and as a source of information and material, she explores what embedded knowledge lies within our physical bodies, and how we have created cultures, systems, and tools around it. In doing so, she collaborates with researchers and scientists to understand the biological body, and explore alternative practices of harnessing and creating embodied knowledge. The result creates a dynamic interaction between physical installation, human body, digital interface, and human and non-human agents, creating spaces that encourage intuition through playful participation. By seeing all things as sources of energy, Meyer explores how these energies can be sensed, grown, and interacted with. In doing so she breaks barriers and binaries and overcomes the problematic notions of separation between the self and other.

WEBSITES

Website

marlotmeyer.com

KABK Tutor Info

www.kabk.nl/en/teachers/marlot-meyer

SOCIAL MEDIA

www.linkedin.com/in/marlot-meyer-524bbb1b2

www.instagram.com/marlotmeyer/?hl=en

www.facebook.com/marlot.meyer

MEMBER OF ARTISTS' INITIATIVE/COLLECTIVE/INCUBATOR

De Besturing

EDUCATION

2023 - Artist as Teacher course De Koninklijke
2024 Academie van Beeldende Kunsten in Den
Haag

2017 - Interactive Media Design Den Haag,
2020 Koninklijke Academie van Beeldende

EXHIBITIONS

- 2023 BEYOND BORDERS AND BINARIES MU Hybrid Art House Eindhoven, Netherlands While divisions in the world seem to be getting sharper and sharper, for those who look closely, ever more complex realities are actually emerging. Many of these complexities have a relationship, to a greater or lesser extent, with what we think of as nature. Strangely enough, that very nature and our knowledge of it is often used to justify black-and-white and binary thinking. As a result, the paradigmatic dualistic ways of thinking so long dominant in economies and cultures, sciences and societies are increasingly crumbling to make way for more polyphony and less dogma. For daring to think and imagine beyond existing borders and binary oppositions. In Beyond Borders and Binaries, the three winning teams (of which I was one of) of the Bio Art & Design (BAD) Award 2022 all present good examples of daring to break through and enrich existing visions. www.badaward.nl/expo/beyond-borders-and-binaries Group
- 2023 Realities in Transition TestLab V2_Lab for the Unstable Media Rotterdam, Netherlands Test lab showcasing the results of a three month long residency program exploring alternative XR (extended realities) futures. Together with Leo Scarin we developed a work together, which focused on extending the body's capabilities to see and feel more through hacking vr technologies. Working with thermal vision, and heat as a means to communicate the concept of care to an algorithm. v2.nl/works/the-collective-algorithm-of-care Group
- 2023 Ars Electronica Festival: Who Owns the Truth POSTCITY Ars Electronica Linz, Austria From September 6 to 10 2023, Ars Electronica in Linz, Austria, once again turned into a meeting place for artists, scientists, developers, designers, entrepreneurs, and activists from all over the world. The question focused on by Europe's largest festival for art,

PROJECTS

- 2023 The Collective Algorithm of Care Realities in Transition Rotterdam, Netherlands v2.nl/works/the-collective-algorithm-of-care This work was made in collaboration with Leo Scarin during the RIT Residency. The Collective Algorithm of Care is an experience that imagines alternative ways of recording, archiving, and regenerating 'data of care' based on the principles of Thermodynamics. To begin learning how to develop horizontal collaborative algorithms and realities between humans and non-humans, we first need to consider what sensing capabilities we give our machines, and how this determines their life-world. Thermal imagers (such as the one used in the work) originate from military developments for smart weaponry, and although its employment suggests a design rooted in violence, The Collective Algorithm of Care attempts to rewrite this narrative by defining heat, therefore energy spent, as 'care'. By creating a sensing system with temperature as its only sensory capacity, this algorithm does not exclude a human from a compost heap or a hard working computer.
- 2022 Hacking Heuristics Dept. of Neuroscience Erasmus MC Rotterdam, Den Haag, Eindhoven, Netherlands mu.nl/nl/txt/hacking-heuristics-2022 Together with Marcel de Jeu from the department of Neuroscience, Erasmus MC, we developed Hacking Heuristics: A new form of embodied language that perceives and communicates the world more intuitively and non-anthropocentrically is exactly what artist Marlot Meyer and neuroscientist Marcel de Jeu are looking for with their project Hacking Heuristics. They want to challenge and, if at all possible, break through our deep urge to control everything with our words and our eyes. It is time to recognize that our language and visual culture are dominant and determine the nature and quality of our thoughts and actions. As a result, Meyer and De Jeu say, we now need a more multidisciplinary sense and holistic awareness to understand and respond to the complexities that have become part of our lives. With Hacking

technology and society was: “Who Owns the Truth?” The central location was— again—the legendary POSTCITY, in which the festival was already able to guest-host from 2015 to 2019.

ars.electronica.art/who-owns-the-truth/en/
Group

2023 Museumnight Lange voorhout Den Haag, Netherlands Outdoor installation during the annual museum night.
Group

2022 Sim-Biocene Art Claims Impulse Berlin, Germany Exhibited as part of the ‘Voorspiel’* of Transmediale Festival, the work simulated a new symbiotic relationship between humans, nature and technology where reciprocity lies at the core. The public is invited to offer themselves as a contribution to the system. Electromagnetic field sensors in the space detect human presence, and communicate and react to each other and the environment, which in turn facilitate the light, water, and air necessary for organic matter to grow. This organic matter, specifically, wheatgrass, is offered in return for the public’s energetic contribution. By harvesting and digesting the cold pressed grass, visitors are changed, from the inside out. Wheatgrass contains unmatched benefits for the body, and recent discoveries in psychobiotics confirm that our gut-health and psychological well-being are intimately connected. A new form of ‘consumer-culture’, one which alters intestinal bacteria, allows humans to adapt their own bodies, relieving depression and anxiety whilst improving physical well-being. ** transmediale and CTM’s Vorspiel is a program of distributed partner events in the field of digital art and culture and experimental sound and music, where a variety of partner venues invite local and international audiences to a series of exhibition openings, performances, interventions, artist talks and special events across the city of Berlin. www.art-claims-impulse.com/en/exhibitions-2023/bioscene-marlot-meyer
Solo

2021 Touch-Ground Heden Den Haag, Netherlands During this two month exhibition, Heden was occupied by a living organism encompassing of growing grass

Heuristics, they therefore tune in to bodily sensations and unconscious responses in the prefrontal cortex, which may have hindered human survival in the past but might now offer a more inclusive, dynamic relationship with the world. Unlike other human-machine research, Hacking Heuristics does not start with a pre-programmed machine that is given a command that already builds in an advance of output. Meyer and De Jeu are primarily concerned with genuine collaboration in which scientist, artist, audience and algorithm learn from each other and possibly find new forms of interaction. In doing so, are we completely surrendering ourselves to technology, handing over the last vestige of what makes us human to an artificial intelligence, or are we instead seeking genuine mutual understanding in which both human intuition and machine intelligence are given space? Experiencing how others -humans and a machine-manipulate what you feel and think can cast doubt on who is in control. But it also puts into focus how much control we have over our own reactions anyway as opposed to how much is already influenced by technology or instinct. By hacking into our biological responses and learned reasoning, we can begin to see beyond what we cognitively think we know and potentially explore new meanings and interpretations of knowledge.

2022 LocalxGlobal Haagsche Schouw Den Haag, Netherlands www.kabk.nl/nieuws/kabk-x-haagsche-schouw-trust-as-trigger-for-a-concept A collaboration between first-year Interactive/ Media/Design (I/M/D) students, alumna of the department, and the Haagsche Schouw, a network organisation with Dutch top officials. The theme: bringing localisation and globalisation together. In collaboration with IMD first year students and former CEO of Shell, Jeroen van der Veer, and former CEO of Siemens, Ab van der Touw, we developed a work addressing the local and global understanding of Climate, taking inspiration from the Sahara sand which traveled across the world to Europe earlier that year.

2022 ȩichti@ { cyber-performance } sWitches Utrecht, Den Haag, Netherlands ssswitchesss.earth/Process-Lichtia The collective sWitches (pamela varela, ella hebendanz, Ines DeRu) for their work exhibited and performed at Come Alive

and seeds, water, air, fire, human bodies, technology, flies, mushrooms and electricity. The organism grew, and was influenced by the public. Touch-Ground offers a fascinating interactive experience: nothing rests, everything vibrates. Each component plays its own role, including you. Just as all cells in your body shape you, every cell of Touch-Ground contributes to a larger whole. Life Form Touch-Ground is a life form that encompasses technology, human, and nature. It functions as an ecosystem built on changing behavioral patterns and wave movements, similar to those seen in bird flocks or economic fluctuations, such as stock prices. As one large organism, Touch-Ground carries the biological characteristics of a living being: it is composed of cells, exchanges matter and energy with the environment, maintains balance, has metabolism, grows, and responds to stimuli. The cells of Touch-Ground manifest as fire, air, water, electricity, earth, technology, body, seeds, wifi signals, and electromagnetic fields. The organism responds to both visible and invisible forces; it converts water into vapor, electricity into heat, and presence into action. From Duality to Unity The current individualistic lifestyle creates a separation between the individual and the surrounding world. This division is further intensified by the overwhelming daily information overload. We have lost the balance, the connection to each other, ourselves, and our environment. To restore this balance and return to our natural state, it is important to become aware of your 'being,' your mind, and body. You become aware that, together with others, you contribute to a larger whole, where everything influences each other. In this way, you will respect each element - both human and technological - in this greater whole. Chaos and order can form a harmonious union, restoring the natural rhythm in which our body is meant to function. Thus, Touch-Ground becomes a shared learning experience between people, technology, and the elements of air, water, fire, and earth. Touch-Ground offers us a communication and awareness form that may have been forgotten but is in harmony with our nature. Touch-Ground was developed in collaboration with Innovation:Lab, an initiative of Theater Utrecht.

www.heden.nl/tentoonstellingen/touch-

Festival. Using technology to channel the pelvic floor energy. The collaboration involved developing the technology and interaction for a cyber performance, where we were able to influence each other's bodies, and the physical exhibition space via the internet.

2021

InnovationLab: Theatre Utrecht Theater Utrecht Utrecht, Netherlands
www.theaterutrecht.nl/nieuws/214-theater-utrecht-selecteert-makers-innovationlab A several month trajectory in partnership with Theatre Utrecht to work from concept to prototypes exploring the future of theatre and new technologies.

2020

Summer Sessions 2020 V2_Institute for the Unstable Media and Nederlands Instituut Voor Beeld en Geluid Rotterdam, Netherlands v2.nl/works/limb-o

2020

LIMB-O V2_ Lab for the Unstable Media Den Haag, Netherlands
marlotmeyer.com/Links/LIMBO.html Information is everywhere yet we rely increasingly on the mind of a computer and the power of images. We separate virtual from physical, mind from body, input from output, knowledge from feeling, technology from nature, and individual from collective. In LIMB-O, we experience, both online and offline, through the bodies of the audience, and the network's participation, that one intimately and inescapably involves the other, that the inside and the outside are the same thing, and are continuously creating the other. In these liminal spaces where contrasts meet, rub and create friction, in the uncertain in-between, liveness is created. One cannot exist without the other. The way we 'think' the world is shaped by the tools at our disposal. LIMB-O uses technological elements as tools to emphasize the already existing powers and dialogues that is present within our bodies, and our physical and digital environments. In doing so it produces a space where human intuition is encouraged with the aid of technological ability to push them into a wider range of possible experiences. The structure of the installation reflects the interconnectedness of the digital network and physical world. But it also reflects our internal network of veins and vessels that carries oxygen, chemicals and electricity through our body which is constantly in communication with the outside environment, whilst keeping us alive and creating action. These structures

[ground](#)
Solo

2021 Een Museum Voor Jezelf +1 Maakhaven Den Haag , Netherlands The exhibition ran during the corona lockdowns, offering the exhibition to two visitors at a time, proving much needed cultural experiences that were deprived of for many months.

[eenmuseumvoorjezelf.online/](#)
Group

2020 Uit het Gareel x Future Intel Future Intel Den Haag, Netherlands Interactive performance to accompany dj live streaming at Future Intel. Although it was lockdown and no parties or exhibitions were allowed, the intention was to still be able to feel each other's influence via virtual interaction. Users were able to influence the colour while muscles influenced the brightness.

[futureintelradio.com/news/uit-het-gareel-at-future-intel](#)
Group

2020 Nieuwe Oogst Expo Bart Nijmegen, Netherlands For the New Harvest project, Expo Bart has invited artist Marlot Meyer to exhibit. Marlot graduated last summer from the Royal Academy of Art in The Hague with a bachelor's degree in Interactive/Media/Design. With her carefully composed installations of materials and colors, she creates interactive experience spaces. As a visitor, you can engage with the work both offline and online. For her exhibition at Expo Bart, Marlot will continue her graduation project LIMB-O during a working period of three weeks. The annual Nieuwe Oogst expo will be inaugurated during the Young Art Weekend, taking place from November 6 to 8. Six Nijmegen institutions for contemporary art, including Expo Bart, will each showcase their own selection of recently graduated artists during this weekend.

[www.expobart.nl/projecten/komend-nieuwe-oogst-marlot-meyer/](#)
Solo

2020 TEST_LAB: SUMMER SESSIONS 2020 V2_Lab for the Unstable Media Rotterdam, Netherlands The final results of the Summer Sessions residency is shown and tested out on public for the first time. Every year, V2_ invites a group of emerging artists to spend the summer

are reflections of each other, and thus reflections of how communication occurs constantly on micro and macro scale. The installation surrounds you, envelops our bodies and entangles us with the digital world. But it is too big to see in its entirety. It is only perceived through its influence on other things. The involuntary movement of muscles of the performer, the twitches and inflation of the structure carrying powerful, yet unseen air, the tingling of your fingers or the movement of your camera view can be accessed via a live stream at [limbo.marlotmeyer.com](#). The experience encourages users to let go of the idea of action and non-action, of connection and isolation. Because we are always connected, also long before there were telecommunications or satellites in the sky. Our bodies are the sole guardians of the knowledge of survival and communication between our inside and outside worlds. LIMB-O attempts to show you that without you having to do anything, you are affecting the world, and shows you were always doing it.

2020 LIMB-2.0 Expo Bart Nijmegen, Netherlands [www.expobart.nl/projecten/komend-nieuwe-oogst-marlot-meyer/](#) LIMB-2.0 A web of snakes that suddenly move, fill balloons with air and control body parts via electrodes. Marlot Meyer (Cape Town, South Africa 1997) recently graduated from the Royal Academy of Art in The Hague with 'LIMB-O': an interactive experience installation, of which she herself is physically a part. With cables and sensors connected to her work, she is at the mercy of the actions of the viewer, who - offline in the exhibition space or online from home - can control the installation and therefore also her body. The body plays an increasingly smaller role in our mutual, often digital interactions. With 'LIMB-O' Marlot wanted to find out whether you can feel someone's presence when they are not in the same room. The result is an installation that, with a tangible appearance and an online interface, depicts the twilight zone between the digital and physical world. The touch of sensors triggers a combination of reactions, from inflating inflatables to electric shocks, that make Marlot's body make uncontrolled movements. In this way she makes visible what is invisible and points out the indirect consequences of our actions. After all, a simple action can trigger a chain reaction.

at V2_Lab in an intensive short-term residency. During the Summer Sessions, each artist is given the opportunity to develop an artwork in close collaboration with V2_'s expert developers, curators and project managers. Representing a range of countries and media-art disciplines, the Summer Sessions facilitate an exchange of ideas, skills and perceptions that has been surprising audiences for a decade.

v2.nl/events/test_lab-summer-sessions-2020/view
Group

2020 KABK Graduation Show 2020 Royal Academy of Art Den Haag Den Haag, Netherlands
graduation.kabk.nl/2020/marlot-meyer
Group

2020 The Self Design Academy MU Hybrid Art House Eindhoven, Netherlands From self-malleability and self-realisation to selfcare and self-reliance, a good life seems to begin and end with a well-functioning self. A flourishing self-help industry is more than happy to assist us with books, workshops, courses and inspirational quotes. At the same time, our existence is determined by hyperrealities like climate change, mass migration, big data, and now a pandemic, that we as individuals can't comprehend, leave alone influence. But can we at least try to understand our self? Can we start at a small level, with the I? mu.nl/nl/exhibitions/the-self-design-academy
Group

Marlot will further develop this fact in 'LIMB-2.O', a new installation that she will build at Expo Bart. Anyone standing in the middle of the room sees how their actions influence the surrounding 'landscape'. The floor is littered with transparent snakes and colored balloons, which seem to breathe or move back and forth like plants in an underwater world. You can also communicate remotely: 'LIMB-2.O' is connected to her graduation work that was on display simultaneously (until November 21) in MU (Eindhoven) and a website (limbo.marlotmeyer.com). You can interact with the installation via the livestreaming platform. What reactions do your actions provoke? And do you feel the presence of the other?

REVIEWS

2020 Marlot Meyer talks about LIMB-O and self design Blog/Vlog MU Eindhoven, Netherlands vimeo.com/497307193 Together with Noam, Emma and Marlot, we look back on our previous exhibition The Self Design Academy. Via Zoom they reflected on their personal definition of self design and the way this came to life in their works, both offline at MU and online via theselfdesignacademy.nl

2020 Beeldende Kunst Nijmegen: de kleurrijke installatie van Marlot Meyer in Expo Bart Blog/Vlog Loes van

AWARDS AND GRANTS

2023 BAD Award Bio Art and Design Award Netherlands The yearly Bio Art & Design (BAD) Award aims to stimulate emerging designers and artists to delve into the world of bio art and design, and produce new multidisciplinary work. The award offered the opportunity to collaborate with a research institute, in my case the department of neuroscience at the Erasmus Medical Centre, to develop and exhibit a new work.

2020 Stroom Encouragement Award 2020 (sinds 2004) Stroom, Den Haag Den Haag, Netherlands Every year, the presentation of

Beuningen Nijmegen, Netherlands
www.beeldendekunstnijmegen.nl/nieuws/beeldende-kunst-nijmegen-de-keurrijke-installatie-van-marlot-meyer-in-expo-bart Normaal gesproken toont Expo Bart het werk van meerdere afstudeerders tijdens de jaarlijkse Nieuwe Oogst, maar dit keer gaat alle eer naar Marlot Meyer en haar interactieve installatie LIMB-2.0. Meyer rondde deze zomer de bachelor Interactive/Media/Design af aan de KABK met LIMB-O, die tot 22 november nog te zien is in The Self Design Academy bij MU in Eindhoven. Voor Expo Bart maakte ze een nieuwe, site-specific versie.

2020 Glamcult: KABK: ART Graduates Conceptual wonderlands and the digitalised-self. Blog/Vlog Rose Holmshaw for Glamcult Den Haag, Netherlands
www.glamcult.com/articles/kabk-art/

the Stroom Den Haag Encouragement Award is eagerly awaited. Due to the recognition and incentive this awards offers in the further development in the winner's artistic career. "Marlot Meyer (BA Interactive/ Media/ Design) reminded the jury about the importance of being playful and experimental, the importance of mediation and combining different platforms to address the relation between technology and the body and how this affects us. The work is multisensory, and brings together technology, the physical and performative action into a wholesome work. It is well thought through in terms of engaging audiences, and interacts directly with them both onsite and offsite. Meyer involved fellow students in the project - not only in realising it, but also in the onsite mediation of the work."

2020 Heden Start Prize Heden Startprijs Den Haag, Netherlands Tijdens de opening van het Eindexamenfestival van de Koninklijke Academie van Beeldende Kunsten (KABK) in Den Haag is de Heden Startprijs 2020 toegekend aan Marlot Meyer voor haar eindexamenwerk LIMB-O. Deze startprijs doelt op begeleiding van talentvolle alumni van de KABK en omvat een solotentoonstelling bij Heden, een jaar lang begeleiding én productiebudget voor het maken van nieuw werk. In het werk van Marlot Meyer vormen interactieve media, performance, participatie en de wisselwerking tussen offline en online de vitale elementen. Met haar zorgvuldig uit lijnen en kleuren samengestelde installaties maakt Marlot interactieve ervaringsruimtes. Deze installaties worden levende organismen zodra het publiek participeert: iedere toeschouwer kan door persoonlijke input bepalen hoe het werk zich 'gedraagt.' Marlot maakt zelf fysiek deel uit van haar installaties en poogt zo te komen tot een nieuwe definitie van 'het lichaam.' Ze onderzoekt hoe 'het lichaam', samen met 'energie' en 'geest' tot interactie kan komen met de fysieke of virtuele wereld of de wereld als 'tussenruimte.' Het winnende kunstwerk: een levend organisme dat reageert op de input van de beschouwer Met enthousiasme en overtuiging heeft de jury dit jaar gekozen voor Marlots eindexamenwerk LIMB-O. Het is een werk dat een dynamische interactie laat zien tussen fysieke installatie, menselijk lichaam, digitale interface, menselijke- en niet menselijke deelnemers. Eerst is er vooral de

fysieke ervaring. Maar al snel wordt ook de conceptuele gelaagdheid onthuld. Via publieksdeelname, 'lichaam' en netwerk, zowel online als offline, wordt hier veraanschouwelijkt hoe het één voortdurend het ander voortbrengt. Daarmee vormt de installatie een prachtig web waarin door een continu proces van actie en reactie alles zich met elkaar verbonden toont. Met behulp van technologische tools wordt in deze ruimte de menselijke intuïtie aangemoedigd en een ongekend scala aan ervaringen mogelijk gemaakt. Heden verheugt zich op de aanstaande samenwerking met Marlot en het presenteren van haar solotentoonstelling.

- 2020 Department Prize Nomination 2020
Koninklijk Academie van Beeldende Kunst
Den Haag, Netherlands
- 2020 Bachelor Thesis Prize Nomination
Koninklijk Academie van Beeldende Kunst
Den Haag, Netherlands
- 2020 VPRO Tegenlicht Pioneer Nominatie VPRO
& Netherlands Online Film Festival
Netherlands

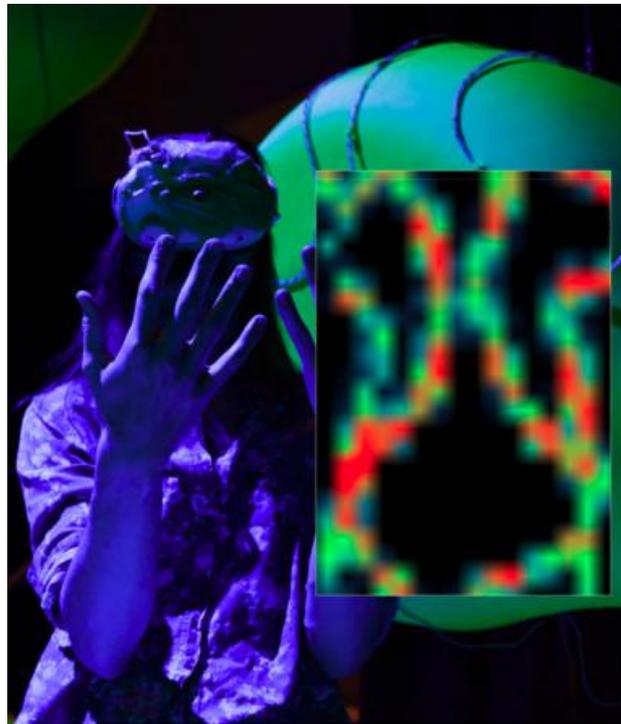
REPRESENTATION

- Art Claims Impulse Berlin, Germany
<https://art-claims-impulse.com/en/marlot-meyer-en>

SECONDARY ART-RELATED ACTIVITIES

- 2023 - Deep Futures Research Lectorate, Royal
2024 Academy of Art (KABK), Den Haag
<https://www.kabk.nl/en/lectorates/design/announcing-the-deep-futures-research-group-23-24>
- 2020 - -- Teacher at the Interactive Media Design
Department, Royal Academy of Art (KABK),
Den Haag On-going

Bio Art & Design winners 2022 - Marlot Meyer & Marcel de
Jeu (EMC), 'Hacking Heuristics', 2023
5:12



THE COLLECTIVE ALGORITHM OF CARE, 2023
Multi Media Installation



Workshop Hacking Heuristics, 2023



Hacking Heuristics, 2023



Hotspot, 2023



Hotspot, 2023



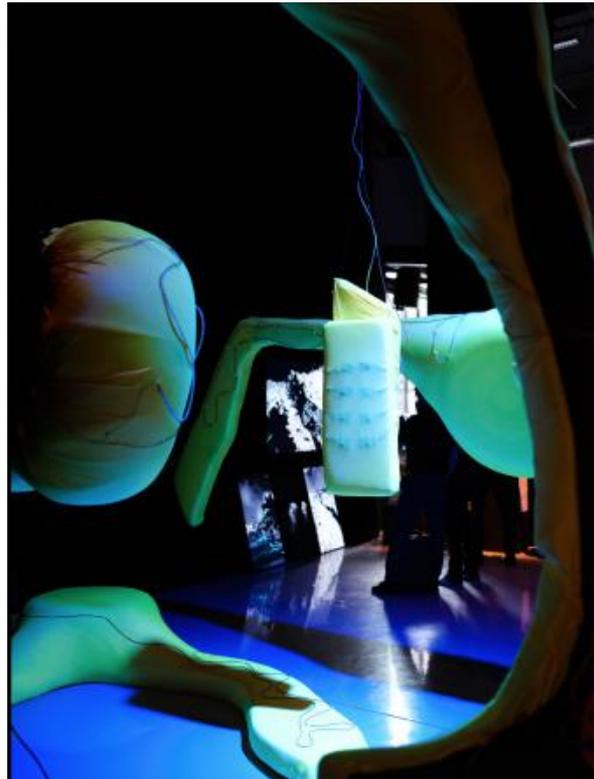
Hotspot, 2023



Hotspot, 2023



Hotspot, 2023



The Collective Algorithm of Care, 2023