

DASHA ILINA



Center for Technological Pain, 2018-ongoing

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Center for Technological Pain

Video, objects, leaflets

Exhibited at Die Digitale, Düsseldorf

MU Artspace, Eindhoven

HMKV at Dortmunder U, Dortmund

La Gaîté Lyrique, Paris

Mona Bismarck American Center, Paris

2018-ongoing

Center for Technological Pain (CTP) is a mock company conceived by Dasha Ilna that offers DIY and open source solutions to solve health problems caused by digital technologies such as smartphones and laptops. Among the prototypes it has developed are mechanical eye shields that reduce eye-strain, a headset to free the user's hands, an insomnia-free box and various more or less absurd contraptions to relieve strained elbows and fingers. Ilna, who is part of a generation of millennials who never take their eyes off their smartphone, also offers DIY manuals on how to build low-tech accessories from cheap materials. *CTP* further questions the negative effects of technology by adapting self-defense techniques to fight this contemporary addiction.

<http://centerfortechpain.com>



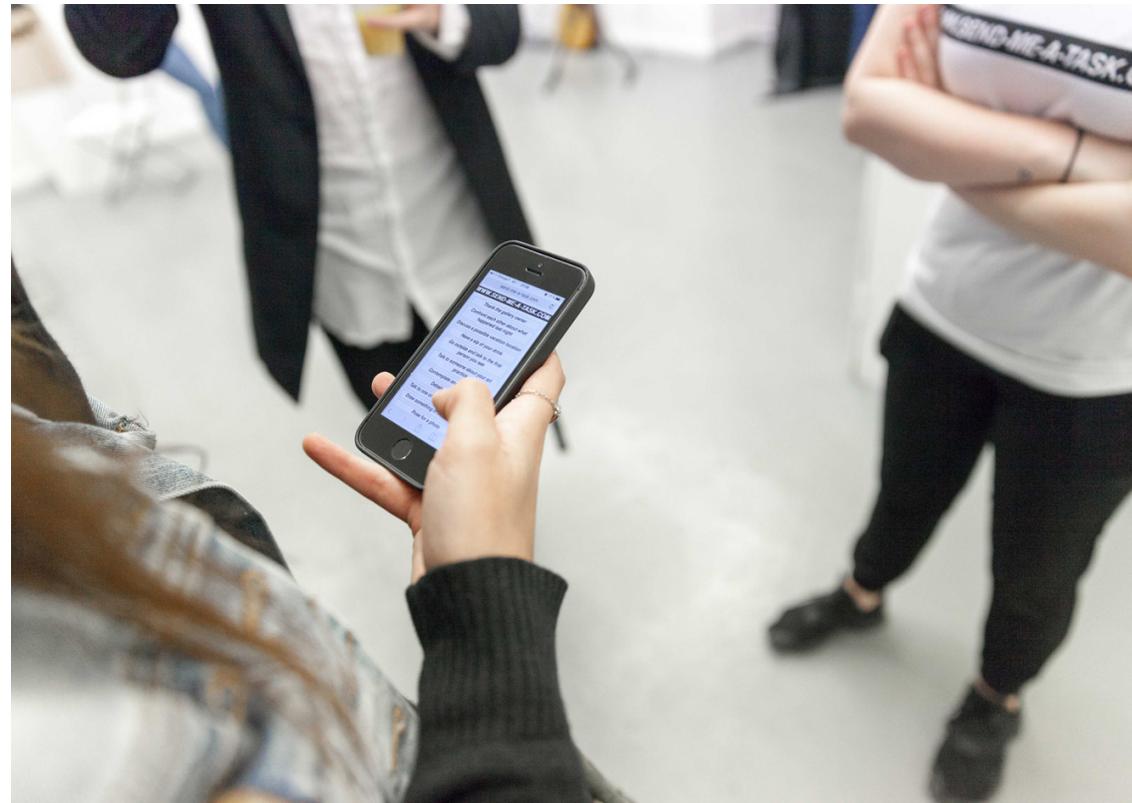
DASHA ILINA

www.send-me-a-task.com

In collaboration with Amanda Lewis.
Performance, PHP, HTML, CSS, screen, t-shirts,
webcam
Exhibited at Plateforme gallery, Paris
2017

www.send-me-a-task.com is an online service directing artists Dasha Ilna and Amanda Lewis to fulfill algorithmic tasks emulating the demanding workflow that workers subjected to gig economy standards, more specifically those of Amazon Mechanical Turk, experience every day. During the performance, the visitors are invited to send a task for the artists to perform during the entirety of the exhibition. The artists will perform the task as soon as they see the changes on the screen. The show is also recorded and streamed on youtube, so that users can send tasks from a distance. The tasks are simple and stereotypical to the activities usually performed at gallery openings, and range from Have a sip of your drink to Debate art politics or Confront each other about what happened last night.

<http://www.send-me-a-task.com>



DASHA ILINA

Choose Your Own Quarantine

Online game

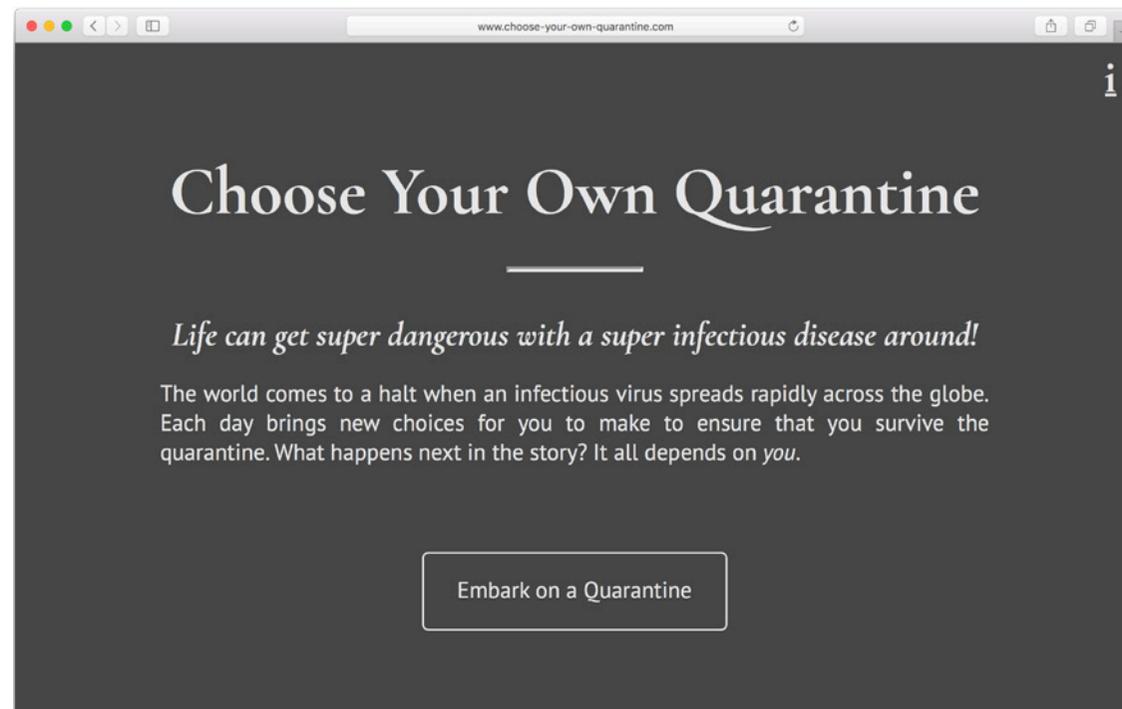
Exhibited at KONTINUUM (Kleine Humboldt Galerie), Berlin
Suojä/Shelter Festival, Helsinki
2020

Choose Your Own Quarantine is a web-based game, inspired by the Choose Your Own Adventure books series first made popular in the 1980s. The game consists of three parts: Before, During, and After the quarantine. The user is presented with a scenario that initially follows the real timeline of COVID-19 development, but as the game goes on, users will notice that the options become increasingly speculative and fictitious. Choose Your Own Quarantine reflects the uncertainty of the current situation at large by showing the ways in which we attempt to reconcile our unexpected present with our unknown future. The various outcomes of the game are intended to raise questions as to which values, practices, and cultures will ultimately be enduring, and which may become outdated remnants of the pre-pandemic world.

<http://www.choose-your-own-quarantine.com/>

Choose Your Own Quarantine

Life can get super dangerous with a super infectious disease around!



DASHA ILINA

$$T = a + b \log_2 (1+D/W)$$

Robotic arm, laptop
2018

$T = a + b \log_2 (1+D/W)$ comes from Fitts's Law that is used to predict human movement in human-computer interactions and the formula can be used to quantify the time needed to perform a point-and-click action. $T = a + b \log_2 (1+D/W)$ is a robotic arm with an attached 3D printed finger that points at various parts of a computer screen and directs the user to follow and click on where it points. The work is a commentary on the recent progress in automation and the fear of robots taking over our lives that comes with it. As well as being a physical manifestation of the point-and-click action. The work is presented as a series of 3 videos, in which the robotic arm "aids" with 3 daily computer-related tasks: Googling, Illustrating and Facebooking.

<http://dashailina.com>



DASHA ILINA

Nothing to Hide

In collaboration with Amanda Lewis.
Webcam, printed out map, marker, string,
microphone, HTML, CSS
2017

Nothing to Hide highlights the three most notable aspects of surveillance. In order to do that, three devices were created to show all of the evident ways with which we're being tracked. These devices have been particularly exaggerated to show how obvious it has become that we are being tracked throughout the day. In the video, the first subject is having their conversations recorded. The second subject is under video surveillance and the last subject has their geolocation tracked. These specific device augmentations were chosen as representations of the information that is constantly being stored on us. The title "Nothing to Hide" is a reference to a phrase repeated by many pro-surveillance activists. They claim that one shouldn't be against surveillance if they have nothing to hide from the government.

<http://dashailina.com/nothingtohide>



DASHA ILINA

Are You Watching?

In collaboration with Tatiana Astakhova.
Online webcams, performance
Exhibited at Centre Pompidou
SPAMM (Super Art Modern Museum)
2016

“Are you watching?” discusses issues of privacy around publicly accessible data on the internet and beyond. The video is a collage of live footage recorded in realtime in Paris while the performance took place in public squares in Moscow. This communication between the artist and her friend created in them the feeling of scopophobia - a fear of being watched. In addition to the elusive feeling of being watched, Tatiana, the performer, also experienced real fear of being seen as a political activist by the authorities in Moscow while performing this work. When this work was made in 2016, Tatiana’s fear seemed somewhat irrational to the artist, already then based in Paris, however now in 2019, the artist would not ask anyone to do this sort of performance, due to the recent events of regular passersby being arrested for allegedly being part of protests.

<https://vimeo.com/165925567>



DASHA ILINA

Beauty Prescribed

In collaboration with Remina Greenfield and Sarah Gasper.

Performed at the Musée des Arts Décoratifs, Paris 2017

Beauty Prescribed is a performance within the Cabinet des Fables, a room which is a reconstruction of an eighteenth century boudoir which was once part of the Hôtel Dangé, located at 9 place vendôme. A solo performer takes the role of an eighteenth century noble woman who performs the ritual of the toilette in front of a small audience. Drawing on beauty advice from eighteenth century beauty manuals, the woman follows the recipes and instructions prescribed to her by a narrative male voice. Beauty recipes were often written by male physicians who dictated what was beautiful. The performer follows this dictation and engages in this prescribed ritual of beautification. In addition to the excessive application of make-up, the cosmetics used during this time were actually poisonous and eventually killed the women who used them.

<https://vimeo.com/215401663>



DASHA ILINA

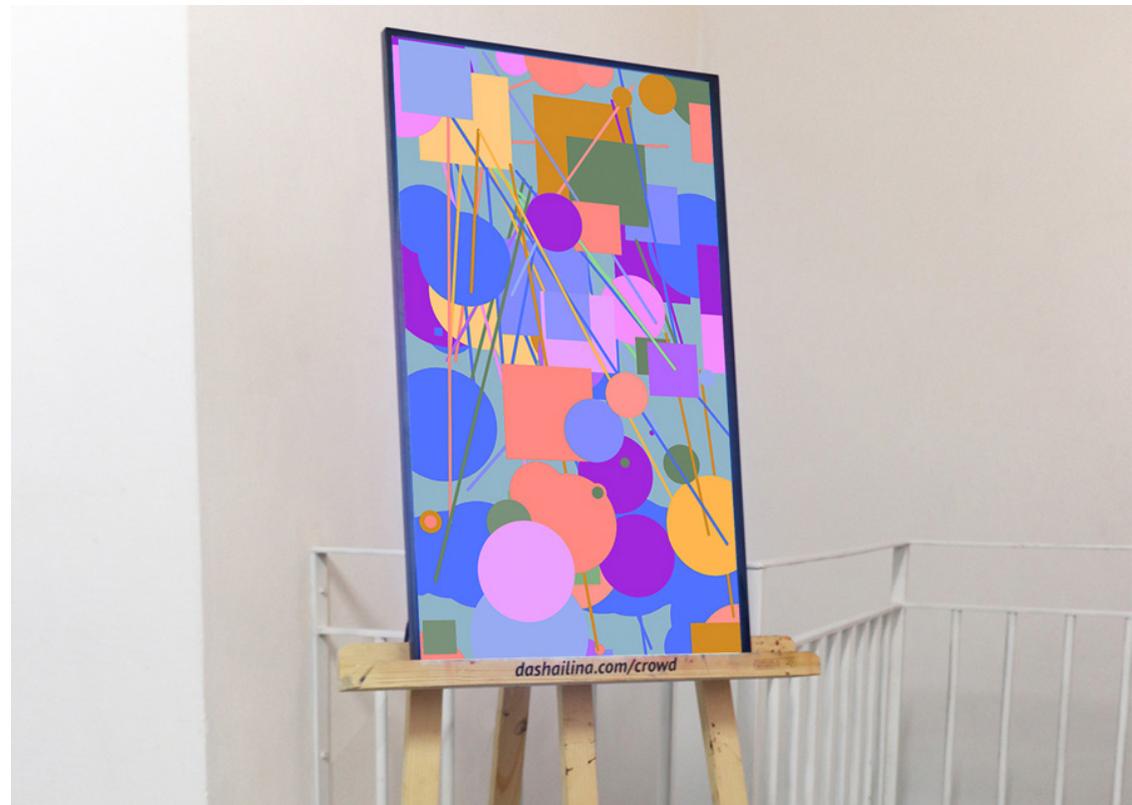
Crowdsourced Automated Painting

Javascript, PHP, MySQL, HTML, CSS, MAC Mini,
Screen

Exhibited at Plateforme gallery, Paris
2017

Crowdsourced Automated Painting is an interactive website commenting on the process of creating an artwork in the digital age and therefore its value. The visitors of the exhibition are invited to participate in the creation of a digital painting using a service provided by the artist, not only to contribute to the exhibition, but to the future of the artwork that might in turn be exhibited in other art spaces. The two images show the starting and ending point of the first painting, documenting all of the contributions made during the show.

<http://dashailina.com/crowd>



DASHA ILINA

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dashailina.com

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EDUCATION

- 2014-2018 Parsons The New School for Design, *BFA in Art, Media et Technology*, Paris, France
2011-2014 Walnut Hill School for the Arts, *Visual Arts*, Natick, United States

SELECTED EXHIBITIONS

- 2020 Hors Pistes Exhibition, *Centre Pompidou, Paris*
2020 Mensch Maschine, *Le Botanique, Brussels*
2019 The Wrong biennale: EPICENTRE, *Press-Refresh, Across Valencia & Online*
2019 Die Digitale, *Weltkunstzimmer, Düsseldorf*
2019 Radical Immersions, *Watermans, Brentford*
2019 Computer Grrrls, *MU Artspace, Eindhoven*
2019 Function Fest, *Centre Cultural Casa Planas, Palma de Mallorca*
2019 Computer Grrrls, *Gaîté Lyrique, Paris*
2018 Monitor, *AIR Gallery, Manchester*
2018 Computer Grrrls, *HMKV at Dortmund U, Dortmund*
2018 Le Futur De La Création, *Mona Bismarck American Center, Paris*
2017 MERGE: An Exhibition of Art & Design Made with Code, *Plateforme Gallery, Paris*
2017 The Wrong Biennale (SPAMM Power pavilion), *Online at thewrong.org*
2017 A More Fruitful Way to Spend Free Time, *Plateforme Gallery, Paris*
2017 SPAMM, *Parsons Paris, Paris and Online at spam.fr*

PERFORMANCES

- 2020 PD5Live with Ted Davis, *Espace multimédia gantner, Bourogne*
2019 NØ LIVE, *Église Sainte Bernadette du Banlay, Nevers*
2018 ReFrag, *Espace En Cours, Paris*
2017 Beauty Prescribed, *Musée Des Arts Décoratifs, Paris*
2016 ReFrag, *Parsons Paris, Paris*
2016 ReFrag, *Parsons Paris, Paris*
EXIT Festival, *Maison des Arts de Créteil, Créteil*

AWARDS & RESIDENCIES

- 2019 Koumaria Residency, *Sellasia, Greece*
2019 Residency at *SimplonLab, Paris*
2018 Prix #Makeuses, *Simplon.co, Montreuil*

CONFERENCES & WORKSHOPS

- 2020 Talk Center for Technological Pain at *Les Féminins, Théâtre de Verre, Paris*
2020 An artist and an engineer walk into a bar. *CPDP conference 2020, Brussels*
2019 Talk & Workshop at *Duper le Numérique, Stereolux, Nantes*
2019 Talk Center for Tech Pain, *L'abbaye de Maubuisson, Saint-Ouen-l'Aumône*
2019 Workshop Tech Pain Solutions, *Hackers&Designers, Amsterdam*
2019 Talk Tech Self-Defense, *NØ SCHOOL, Nevers*
2019 Talk & Workshop Solutions to Health Problems, *Tech Companies Don't Want You to Know About, Meta Marathon, NRW-Forum Düsseldorf, Düsseldorf*
2018 How technology affects us, *Blue \x80, Villette Makerz, Paris*
2018 bienvenue dans la vie sans douleur !, *Le Cube, Issy-les-Moulineaux*
Creation des Objets Contre Technodouleur, *Le Cube, Issy-les-Moulineaux*
2018 DIY and Tech Pain: Center for Technological Pain, *Refrag:Use, Espace En Cours, Paris*
Talk Center for Tech Pain, *Open Source Body Festival, La Gaîté Lyrique, Paris*
2018 Inspecting Gadgets Workshop, *Parsons Paris, Paris*
2017
2020 Dasha Ilina's DIY solutions to "Fool the Machine" - Interview, *Stereolux Blog (in french)*
2019 Computer Grrrls, *ZeroDeux Revue (in french and english)*
2019 Le bricolage, remède à la techno-dépendance, *Arte Tracks (in french and german)*
2019 Dry eyes? Insomnia? Poor posture? The Center for Technological Pain has the solution!, *We Make Money Not Art*
2019 L'oeuvre de la semaine : "Center for Technological Pain de Dasha Ilina", *La Gaîté Lyrique (in french)*
2018 Berechnende Frauen. "Computer Grrrls" in Dortmund (11-12), *WDR1 (in german)*
2018 Curator's choice (page 70), *Kunst Bulletin 9/2018 (in german)*
2018 Interview Devenir transform'acteur, *Les Rendez-Vous Du Futur (transmitted live online, 38:00)*
2018 They made Open Source Body, *Makery*