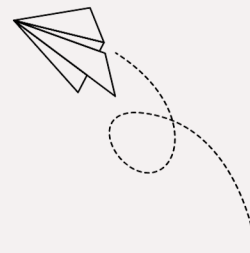


**MY
INSTA
FEED
@SAM**



“

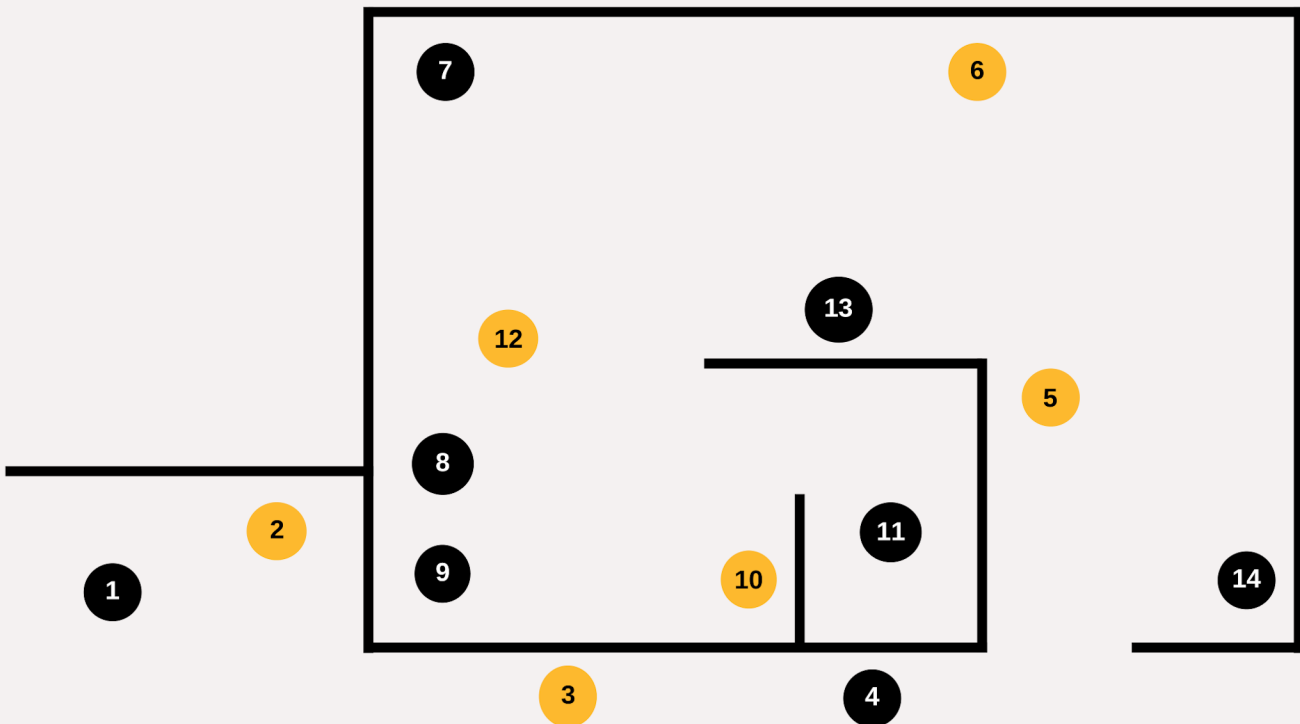
**WHERE DO YOU STAND
IN THIS
INCREASINGLY
DIGITALISED WORLD?**

This resource features six artworks from the exhibition, ***Can Everybody See My Screen?***

New technologies evoke new ideas about embodiment and how our understanding of human realities has changed. Several intersecting concepts drive this exhibition: how bodies engage with and are engaged by technologies, how bodies in space reconcile the “real” and the virtual, and how these relationships have fundamentally transformed the way we live our lives and connect—not just with one another, but also with ourselves.



EXHIBITION LAYOUT

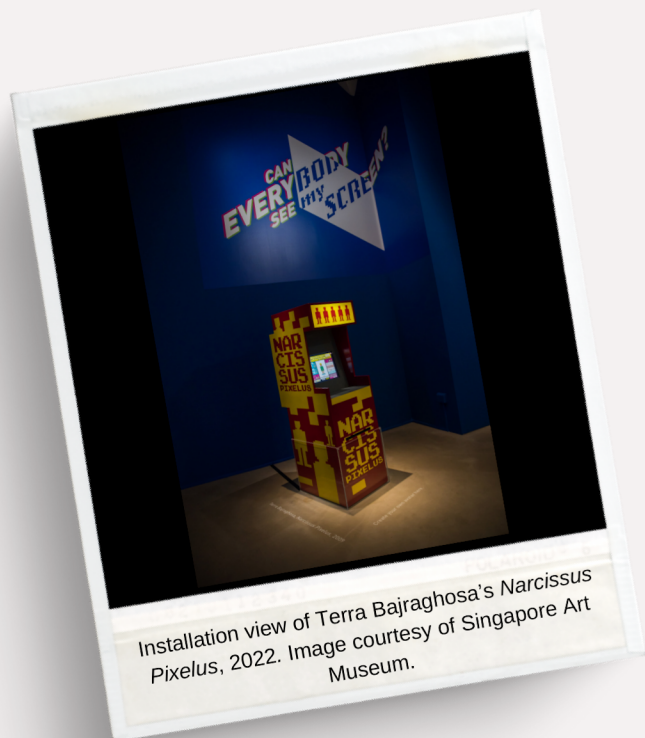


The artworks featured in this resource are **highlighted**.

- | | | | |
|-----------|----------|-----------|--|
| 1 | 7 | 14 | Teow Yue Han
<i>Trace2: Entry Contact Hub; Trace2: Intermediary Contact Hub; Trace2: Exit Contact Hub</i> |
| 2 | 5 | 9 | Terra Bajraghosa
<i>Narcissus Pixelus</i> Urich Lau
<i>Life Circuit</i> Liana Yang
<i>A Souvenir</i> |
| 3 | 6 | 10 | Chong Kim Chiew
<i>Unreadable Wall</i> Kill Your Television (KYTV)
<i>The P.O.P Station Greatest Hits</i> Xafiér Yap
<i>2nd Puberty</i> |
| 4 | 8 | 11 | Urich Lau
<i>Code File: Three Domes</i> Chatchai Puipia
<i>Windows (Love Me...Love Me Not... Love Me)</i> Cao Fei (SL avatar: China Tracy)
<i>i.Mirror</i> |
| 12 | | | Muhammad Akbar
<i>Il Fait Bleu</i> |

S N A P S H O T

CAN EVERYBODY SEE MY SCREEN?



Installation view of Terra Bajraghosa's *Narcissus Pixelus*, 2009. Image courtesy of Singapore Art Museum.

Terra Bajraghosa

Narcissus Pixelus

2009

Interactive computer game, 210 × 70 × 70 cm

Collection of Singapore Art Museum

2

Styled like an arcade booth, *Narcissus Pixelus* invites players to create their **idealised digital self** by using a **swatch of pixelised styles or templates** created by the artist. Though these selfies are seemingly unique, upon scrutiny, they are all limited by the fixed style palette. As the title suggests, the **obsession with taking selfies** translates into an obsession with the **digital ideal**, in which freedom of choice is mistaken for autonomy.

Chong Kim Chiew

Unreadable Wall

2013

Bricks made of pulped newspaper, dimensions variable

Collection of Singapore Art Museum

Unreadable Wall is an installation comprising hundreds of bricks made from **shredded and pulped newspaper sheets** from Malaysia's vernacular papers. Presented in this form, they are rendered unreadable and thus impotent. Arranged in a way that deliberately obstructs the gallery's entrance, the work **acts as a metaphor for the limited press freedoms** experienced in the artist's home country. Extending this line of thought to online news platforms and cyberspace, the work **symbolises the disruption of the flow of information and other fragmentary pressures that endanger the globalised, interconnected space of the internet**. Meanwhile, a **confrontation with the physicality** of the wall brings us back into **awareness of the bodies that we still inhabit** on the other side of a digital screen.



Installation view of Chong Kim Chiew's *Unreadable Wall*, 2013. Image courtesy of Singapore Art Museum.

3

S N A P S H O T

CAN EVERYBODY SEE MY SCREEN?

Urich Lau

Life Circuit

2009–2016

Multimedia installation with CRTs, head mount, modified device (welding goggles, earmuffs, gas mask, LCD monitors, spy-cams, speakers and amplifiers), and aluminium prints, dimensions variable

Collection of Singapore Art Museum

Life Circuit was initially conceived as a video demonstration centred around a wearable device reconstructed from industrial safety equipment. Presented here as a multimedia installation, audiences encounter **live projections of themselves** as captured by the **spy cams** on the device. However, their images quiver and convulse from the **overwhelming amount of input** channelled through this singular device.

It reflects on **the conditions of living in a technologically advanced Singapore** and, by playing on the **human impulse to look at images of ourselves for self-affirmation**, it contemplates issues of **privacy, data collection and the trading of human touch for digital capabilities**.

5



Installation view of Urich Lau's *Life Circuit*, 2022.
Image courtesy of Singapore Art Museum.

Kill Your Television (KYTV)

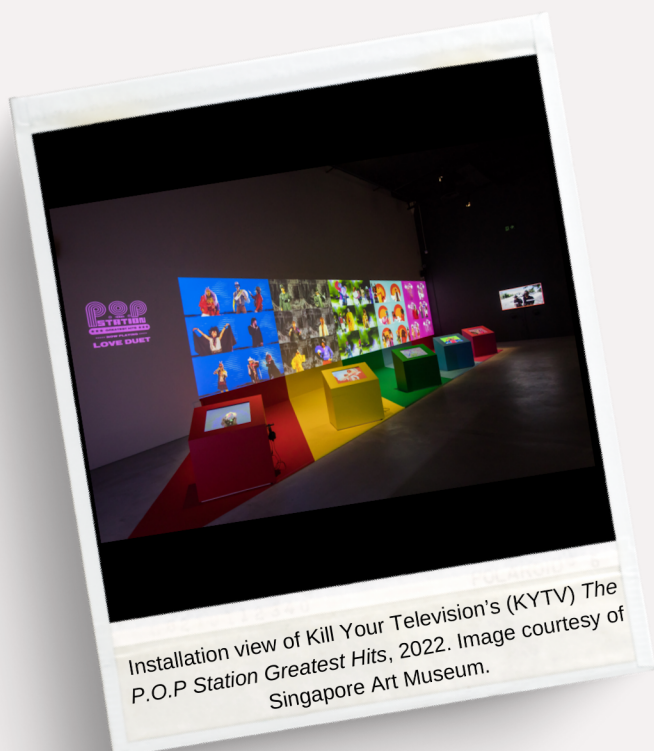
The P.O.P. Station Greatest Hits

2004–2009 / 2022

Multimedia installation, dimensions variable

Commissioned by Singapore Art Museum

6



Installation view of Kill Your Television's (KYTV) *The P.O.P. Station Greatest Hits*, 2022. Image courtesy of Singapore Art Museum.

This year, *The P.O.P. Station* returns with its latest iteration, *Greatest Hits*—a vibrant multimedia presentation tracing the journey of KYTV's creative endeavour. Featuring a video wall of **self-made stars** and an accompanying **mockumentary** of the work's evolution, *The P.O.P. Station* exemplifies the early beginnings of social networking sites while acknowledging the **role and dreams of ordinary citizens** and the **Internet's shared humanity**.

S N A P S H O T

CAN EVERYBODY SEE MY SCREEN?

Xafiér Yap

2nd Puberty

2022

Game installation, dimensions variable

Commissioned by Singapore Art Museum

10

Taking the form of a 2D video game, *2nd Puberty* is an experiential work that **considers gaming a portal to reimagine time, space and ways of being**. Tapping on our propensity for **world-building and discovery through video games**, Yap constructs a space where the **virtual is not viewed in opposition to the "real" but as a constituent of it**. In the process, the work **introduces new ways to connect, communicate and understand each other and ourselves**.



Installation view of Xafiér Yap's *2nd Puberty*, 2022.
Image courtesy of Singapore Art Museum.

Muhammad Akbar

Il Fait Bleu

2014

Single-channel video projection, dimensions variable

Collection of Singapore Art Museum

The blue evening sky in France reminds the artist of the digital blue field or screen, the backdrop against which all special effects can be created. It is also what one sees when there is a **no signal**. This "blank slate" and suggestion of disconnection became **an apt metaphor for the artist's experience of being in a foreign place**. *Il Fait Bleu* captures the changing sky, from sunrise to sunset. Immersed under the changing blue lights, one can **detach from their environment** and engage in **meditative gazing**.

12






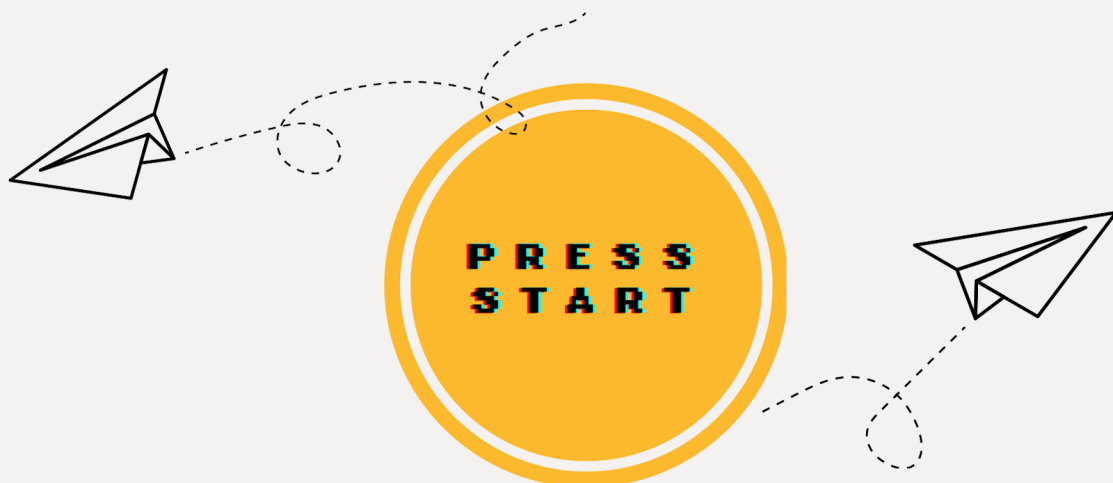
Installation view of Muhammad Akbar's *Il Fait Bleu*, 2022. Image courtesy of Singapore Art Museum.

MY INSTA FEED @ SAM

COMPLETE THE POSTS

All the activities are inspired by the six artworks featured in the Snapshots. The activities are in the format of Instagram posts or stories.

1. Follow the instructions stated on each post.
2. You could be asked to:
 - a.  Fill in the blanks in response to the artwork
 - b.  Draw images that come to your mind
 - c.  Insert photos of your experiences
3. If you have an Instagram account, don't forget to tag us @singaporeartmuseum in your post!





me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



Installation view of Terra Bajraghosa's *Narcissus Pixelus*, 2022.
Image courtesy of Singapore Art Museum.



2022 likes

me/myself/I #popularculture #avatar #bodyproxies #myinstafeedatSAM

How other people see me: _____, _____, _____

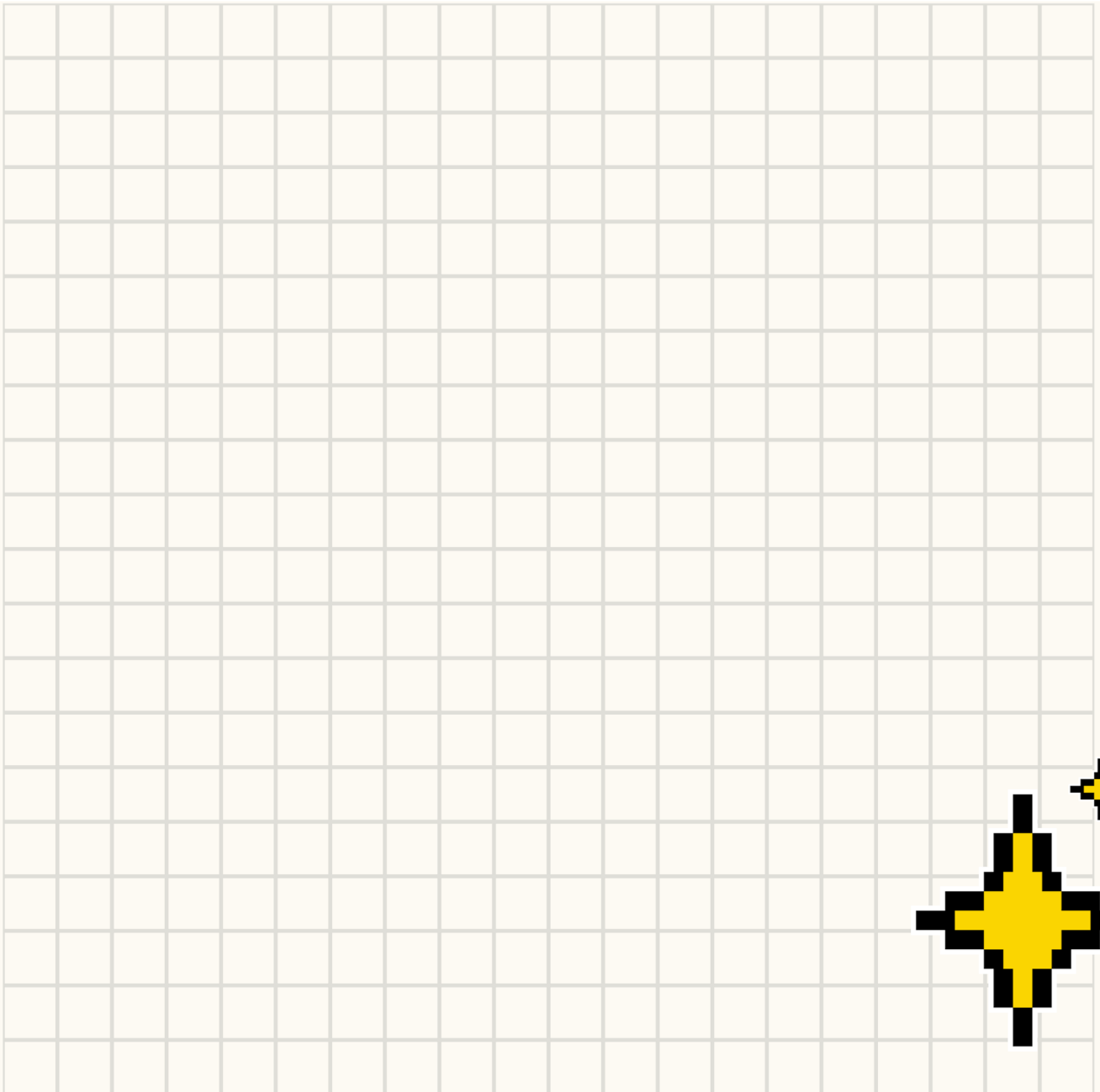
How I see myself: _____, _____, _____

*Think of some adjectives that describe you!



me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



2022 likes

me/myself/I #popularculture #avatar #bodyproxies #myinstafeedatSAM

*Shade the squares in the grid above to create your own avatar. Go wild with colours!



me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



As we navigate the spaces of the virtual, physical, digital, phygital – terms which have gained new meanings in and after the time of the pandemic – discover how artists explore the relationship between technology and the human body, and the space of the screen for interaction, bonding, imagination and worlding.



Installation view of Chong Kim Chiew's *Unreadable Wall*, 2022.
Image courtesy of Singapore Art Museum.



2022 likes

me/myself/I #blocked #misinformation #myinstafeedatSAM

To me, this wall symbolises _____.

I think that free flow of information is important / not important,

because _____.



me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



2022 likes

me/myself/I #blocked #misinformation #myinstafeedatSAM



*Fill up the wall with factors that stop you or others from sharing information.



me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



2022 likes

me/myself/I #privacy #datacollection #digitalcapabilities #myinstafeedatSAM

Installation view of Urich Lau's *Life Circuit*, 2022.
Image courtesy of Singapore Art Museum.

I think that spy cameras are _____.

I protect my privacy by _____.



me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



Most recent candid photo!
#donotcheat



Add yours

Send Message





me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



Installation view of Kill Your Television's (KYTV) *The P.O.P Station Greatest Hits*, 2022. Image courtesy of Singapore Art Museum.



2022 likes

me/myself/I #videosharing #socialmedia #usergenerated #myinstafeedatSAM

I love listening to _____ by _____.

It makes me feel _____

and reminds me of _____.



me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



#dancedance
revolution



Showcase your favourite
dance moves!

Send Message





me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



Installation view of Muhammad Akbar's *Il Fait Bleu*, 2022.
Image courtesy of Singapore Art Museum.

2022 likes

me/myself/I #bluescreen #canvasprojection #realityvsvirtual #myinstafeedatSAM

I feel disconnected when _____.

When I look up the sky, I feel _____

because _____.



me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



Show me your sky!

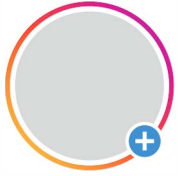
#lookup



What do you wish to see
when you look up?

Send Message





me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



Installation view of Xafiér Yap's *2nd Puberty*, 2022.
Image courtesy of Singapore Art Museum.

2022 likes

me/myself/I #2dvideogame #worldbuilding #newways #connect
#myinstafeedatSAM

If I made a 2D game, it would be called _____.

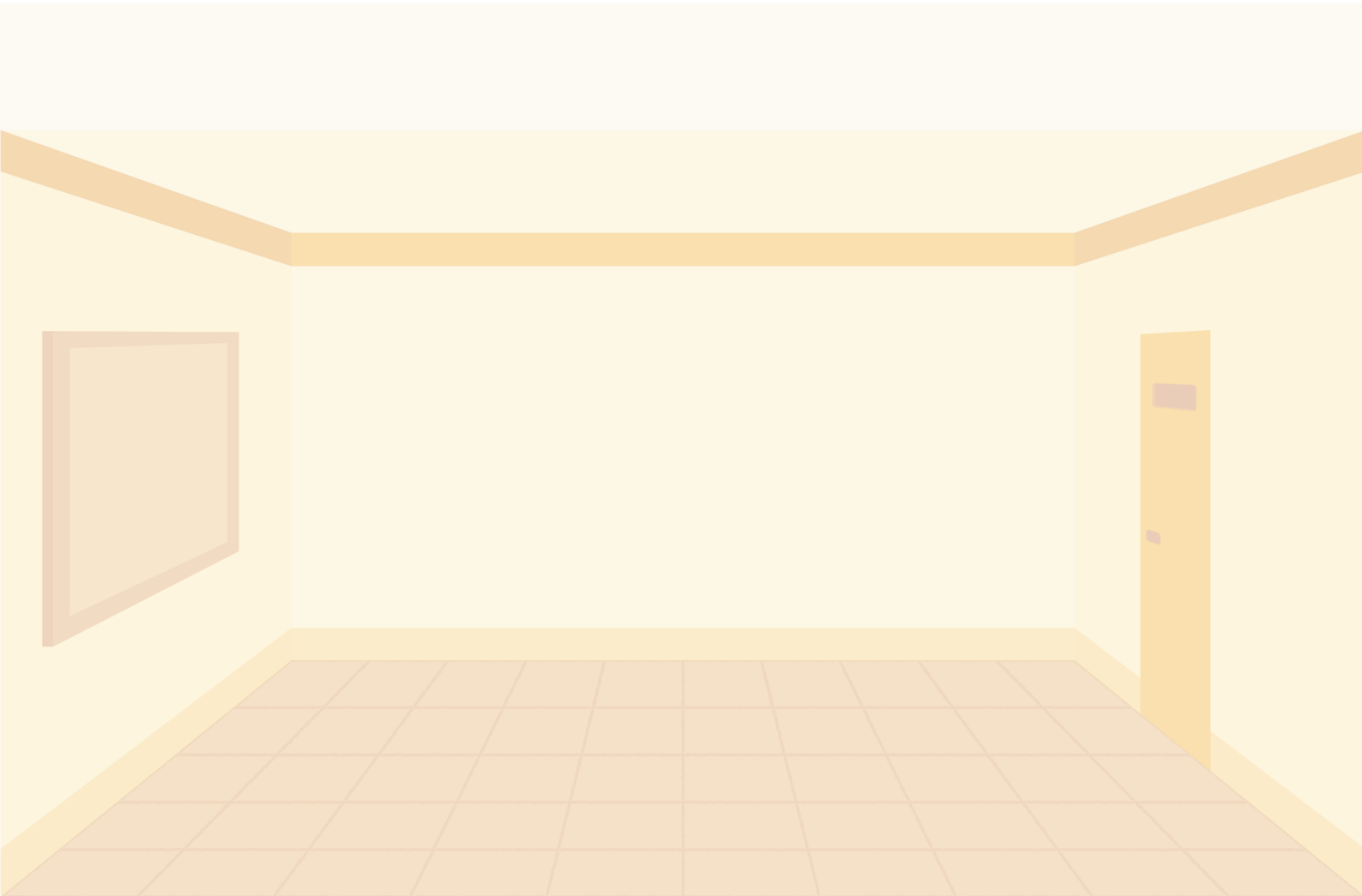
My world would be called _____, and my character

would be a _____ who can _____.



me/myself/I

39 Keppel Road, Tanjong Pagar Distripark



2022 likes

me/myself/I #2Dvideogame #world-building #newways #connect
#myinstafeedatSAM

*Design your bedroom and showcase your character!

Other than a bed and a closet, what else do you want in your room?

ARE YOU A SOCIAL MEDIA EXPERT?

CHALLENGE YOURSELF!

BEGINNER

1. Take a photo of an artwork.
2. Include in your caption the artwork's title, artist and one thing you like about it.

INTERMEDIATE

1. Take a photo of an artwork.
2. Include in your caption the artwork's title, artist and one thing you like about it.
3. Tag a friend and ask for their views #whatsayyou.

ADVANCE

1. Take Instagram stories with an artwork.
2. Include in your caption the artwork's title, artist and one thing you like about it.
3. Add polls/questions/quiz stickers on your stories.
4. Tag your location and #whatsayyou!



PRESENTED BY



SAM
MUSEUM
IN
ACTION


singaporeartmuseum ✓

09 SEP
—
11 DEC
2022

CAN EVERYBODY SEE MY SCREEN?

TANJONG
PAGAR
DISTRI PARK

#bodies #technologies #reality #virtual
#senses #selfidentification #mediation #relationship

 VISIT PROFILE

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