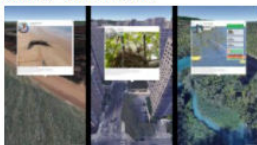


Used to Be My Home Too - Real time data-visualization



HEK, Basel



ADAF, Athens



OnCurating Project Space, Zurich

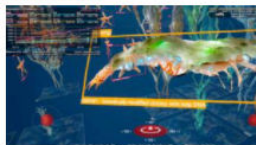
YANTO - yaw and not tip over - Mobile App as Interface for Interactive Installations



HEK, Basel



HEK, Basel



Screenshot, YANTO

New Media Art Reflects the Coronavirus Pandemic, 24/7 Online - Interactive Net-Based Installation



Screenshot COVID-19



Screenshot COVID-19

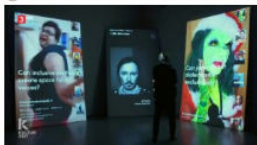


Screenshot COVID-19

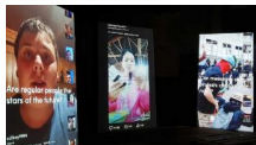
Unfiltered - Tiktok and the Emerging Face of Culture - Net-Based Multi Screen Installation



SPACE10, New Delhi



Kunstraum Walcheturm, Zurich



Reithalle, St. Moritz

Echolocation - Interactive Net-Based Multi Screen Installation



ZKM, Karlsruhe



Aktionshalle, Zurich



Fak'ugesi, Johannesburg

10.000 Moving Cities (Real Cubes) - Interactive Net-Based Installation



MMCA National Museum, Seoul



ZKM, Karlsruhe



MAK Museum of Arts, Vienna

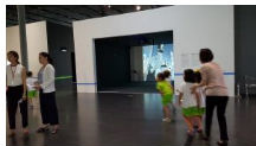
10.000 Moving Cities (VR) - Interactive Net- and Telepresence-Based Installation



HeK, Basel



ZKM, Karlsruhe



NJPAC, Seoul

Marc Lee

<https://marclee.io> | m@marclee.io

BIOGRAPHY

Marc Lee *1969 is a Swiss artist. He focuses on real-time processed, computer programmed audio visual installations, AR, VR and mobile apps. He reflects critically creative, cultural, ecological, social, and political aspects. His projects reflect the visions and limits of our information society in an intelligent and artistic manner.

Marc has exhibited in major art exhibitions including: ZKM Karlsruhe, New Museum New York, Transmediale Berlin, Ars Electronica Linz, HeK Basel, MoMA Shanghai and MMCA Seoul.

Lee's works are in private and public collections including the Federal Art Collection Switzerland and the ZKM Karlsruhe and he has won many prizes and honorary mentions at international festivals, including Transmediale Berlin and Ars Electronica Linz.

SELECTED EDUCATION

2000-2003 University of Art and Design, ZHdK Zürich, Switzerland, "New Media" Department
1995-1999 University of Art and Design, HGK Basel, Switzerland, "Installation" Department
1994-1995 Eastern Institute of Technology, EIT Napier New Zealand, Arts and Design Department
1993-1994 Bern University of the Arts, BFH Bern
<https://marclee.io/en/about/>

PROJECTS

<https://marclee.io>

PUBLICATIONS

<https://marclee.io/en/publications/>

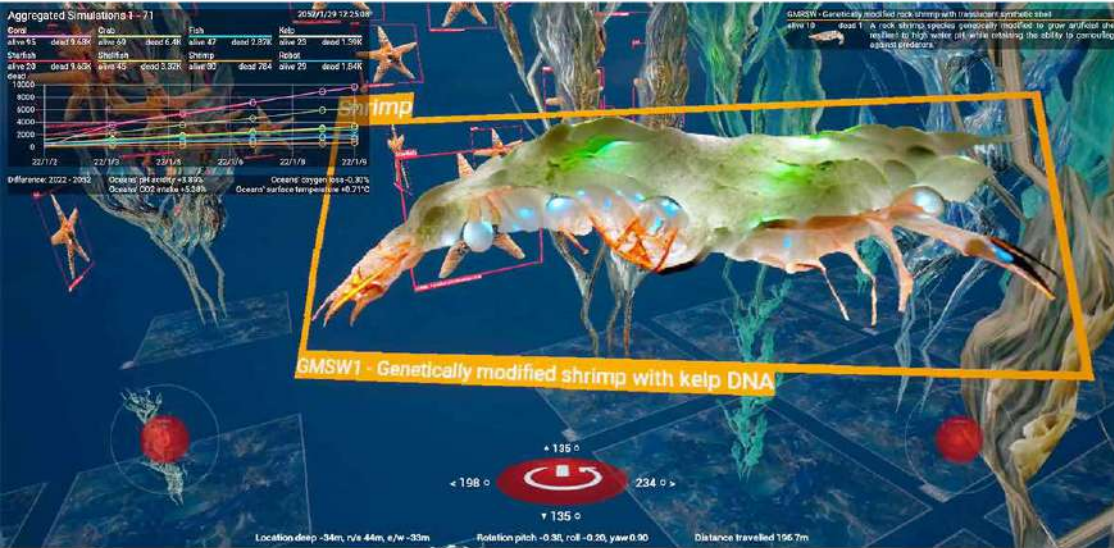
SELECTED AWARDS

2021 Pax Art Award 2021 - HEK (House of Electronic Arts), Switzerland
2018 Shortlist of the Net-Based Art Award, Magazine Kunstbulletin and HeK, Switzerland
2017 Bogdanka Poznanovic Award for the best video installation and software art, Serbia
2017 Shortlist of the Net-Based Art Award, Magazine Kunstbulletin and HeK, Switzerland
2015 Social Media Art Award, Phaenomenale 2015, Wolfsburg, Germany
2015 Japan Media Arts Festival, Art Division, Tokyo, Japan
2015 ZKM Stipendium in Karlsruhe, Germany
2008 SuMa Award 2008, Berlin, Germany
2008 Netart Award 2008, Hamburg, Germany
2006 Viper International Award in "Transposition", Basel, Switzerland
2003 tpc CreaTVty award of new media, TPC Zurich, Switzerland
2003 Förderpreis, Award of University of Art and Design, HGK Zurich, Switzerland
2003 Honorary Mentions, media art festival Ars Electronica Prizes, Linz, Austria
2002 Transmediale Award in the category 'Software', Berlin (2002)
2002 Transmediale Public Vote Award in the categories 'Interaction' and 'Software', Berlin
2002 Transmediale 'Honorary Mention' in the category 'Interaction', Berlin, Germany
2002 Viper Swiss Award "for Newcomers", Basel, Switzerland
2002 Read_Me Festival 2002, "Honorary Mention", Moscow, Russia
2001 Europrix Student's Award, Europrix

EXHIBITIONS 2020 – 2022 (SELECTION)

- 2022 KB22, Karachi Biennale, Karachi, Pakistan
Shenzhen Museum of Contemporary Art and Urban Planning, Shenzhen, China
Unfold X - Shaping the Future, Space A S-Factory, Seoul, South Korea
Swissnex San Francisco, Swiss Consulate at Pier 17, San Francisco, USA
Augsburger Kunstlabor - Lab30, Kulturamt der Stadt Augsburg, Augsburg, Germany
1.5° CELSIUS, MSU Science Gallery, Michigan, USA
Ecological Integration, Beijing Media Art Biennale (BMAB) at CAFA Art Museum, Beijing, China
Marrakesh Unfiltered, Arab Media Lab, Marrakesh, Morocco **Solo**
Earthbound - In Dialogue with Nature, European Capitals of Culture, Möllerei Esch, Luxembourg
Tate AI, Annka Kultys Gallery, London, United Kingdom **Solo**
AMT Inaugural Exhibition Digital Resonance, Inaugural Exhibition AMT Center, Gwangju, Korea
Can Tech Save the World and Art Heal It, Sustainable Singapore Gallery, Singapore
Saigon Urban Arts Festival, Tan Binh District, Ho Chi Minh City, Vietnam
IN-SONORA 12, International Sound and Interactive Art Festival, Madrid, Spain
Hacking Identity - Dancing Diversity, European Capitals of Culture, Möllerei Esch, Luxembourg
Infrastrukturen, Galerie für Gegenwartskunst E-Werk, Freiburg, Germany **Solo**
Swiss Media Art - Pax Art Awards, HEK (House of Electronic Arts), Basel, Switzerland **Solo**
- 2021 Chengdu Biennale, Chengdu Museum of Contemporary Art and Tianfu Gallery, Chengdu, China
Festival for expanded media, 35. Stuttgarter Filmwinter, Stuttgart, Germany
PIKSEL Festival 2021, BEK - the Bergen Centre for Electronic Art, Bergen, Norway
West Bund Art & Design Fair with Raiden INST, Art West Bund Center, Shanghai, China
Are we all here? ONCURATING Project Space, Zurich, Switzerland
25th Festival Videomedija, Museum of Contemporary Art of Vojvodina, Novi Sad, Serbia
Digital Art Collection, Verein für zeitgenössische Kunst, EIGENHEIM Weimar Berlin, Germany
my home is my castle, Forum Schlossplatz, Aarau, Switzerland
1st Macao International Contemporary Art Biennale, Advance and Retreat of Globalization, Macao
Stormy Weather, Centre culturel suisse, Paris, France
SEND ME AN IMAGE, CO Berlin Foundation, Berlin, Germany
HeK Net Works - Bobi Wine vs Museveni, House of Electronic Arts, hek.ch Online
Video of the Month - Marc Lee: Corona TV Bot, HMKV Dortmund, Germany
- 2020 Black Swan: Unpredictable Future, Oil Tank Culture Park, Seoul, South Korea
Da Z Festival, Kunstraum Walcheturm and Museum für Gestaltung, Zurich, Switzerland
MORE AND LESS - Zurich liest, Karl der Grosse, Zurich, Switzerland
Stormy Weather, Kunstraum Niederoesterreich, Vienna, Austria
Unter Beobachtung - Kunst des Rückzugs, Kunsthalle Villa Merkel, Esslingen, Germany
Captured in between Dys-Utopia, Kunstverein, Friedrichshafen, Germany
MORE AND LESS, Stadtmuseum, Aarau, Switzerland
Netz Werke, re:publica Campus Neukölln, Berlin, Germany
Window of the World, Reithalle, St. Moritz, Switzerland
3x3: Looking Back Stepping Forward, Qinhuai Yi Art Space, Nanjing University of the Arts, China
India Unfiltered, Palladium, Chennai, India
Games.Fights.Encounters, ONCURATING Project Space, Zurich, Switzerland
Pixels Fest Digital Utopia, Yeltsin Center Gallery, Yekaterinburg, Russia
India Unfiltered, SPACE10, New Delhi and Chennai, India **Solo**
Kolkata Literary Festival, ParkStreet, Kolkata, India
Sculpture garden, Schaffhof - European Center for Art Upper Bavaria, Freising, Germany

Since 2001 to present: <https://marclee.io/en/about/#Exhibitions>



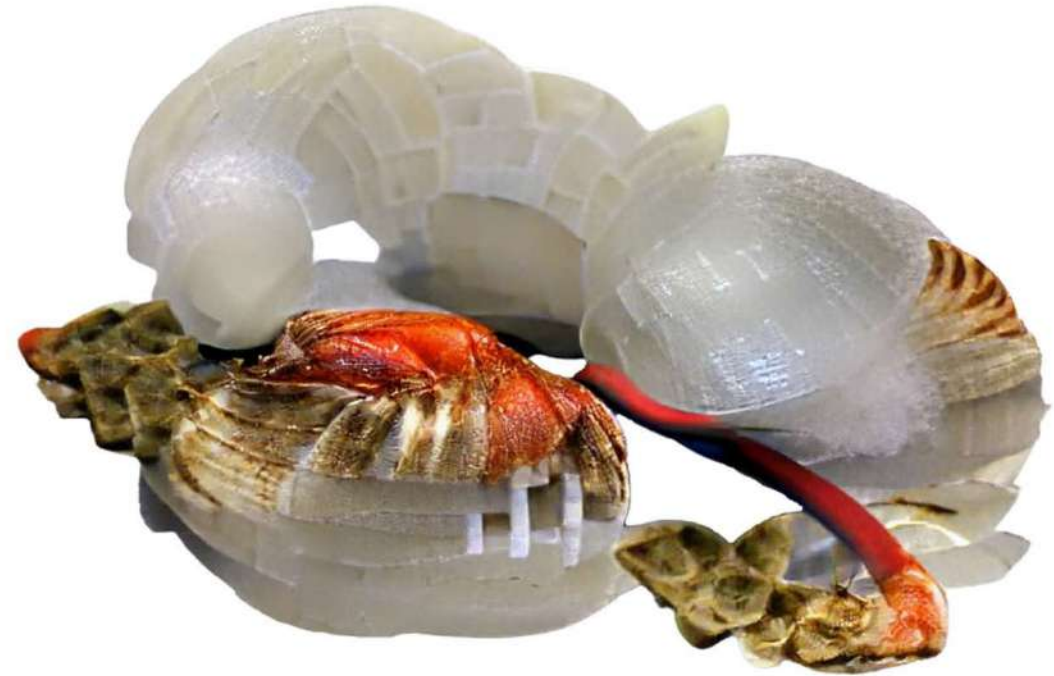
Iris Qu, Marc Lee and Shervin Saremi (sound)

Screenshot ↑
AI generated species →
HEK Basel ↓

Due to accelerating acidification and industrial aquafarming, our ocean is becoming increasingly uninhabitable. Aquaculture workers, scientists and veterinarians now rely on genetic engineering, synthetic biology, and machine learning as potential tools to mitigate climate change. «YANTO – yaw and not tip over» imagines a speculative aquaculture farm 30 years from now, where artificial intelligence is used to create and optimize synthetic species to withstand the increasingly hostile ocean environment. Through the point-of-view of an A.I. simulator, the audiences are invited to swim with the engineered/mutated species and observe the changing ecosystem. YANTO responds to the trend of technology-assisted solution-making by constructing narratives of an uncomputable system under extreme control – what do we optimize, and what are we ignoring as a result? The project aims to inspect our tendency to simplify complex ecosystems by treating nature as a system that can be fixed.

Through the point-of-view of an A.I. simulator, the audiences are invited to swim with the engineered/mutated species, and create newsimulations to observe the changing ecosystem. When the audience approaches a species, they will have the chance to learn about the species' backstory. We hope to invite the audience to investigate our tendency to engineer nature and treat ecosystems as a system that can be fixed.

Video



Scallop/mussel hybrid species grown on plastic waste

A hybrid shellfish species with scallop and mussel DNAs adaptive to habitats with plastic pollution. This species was engineered to inhabit plastic waste and consume micro-plastic particles, making it an ideal candidate for aquafarming. (Generated by VQGAN - not photoshopped. Backstories are rooted in real-life scenarios)



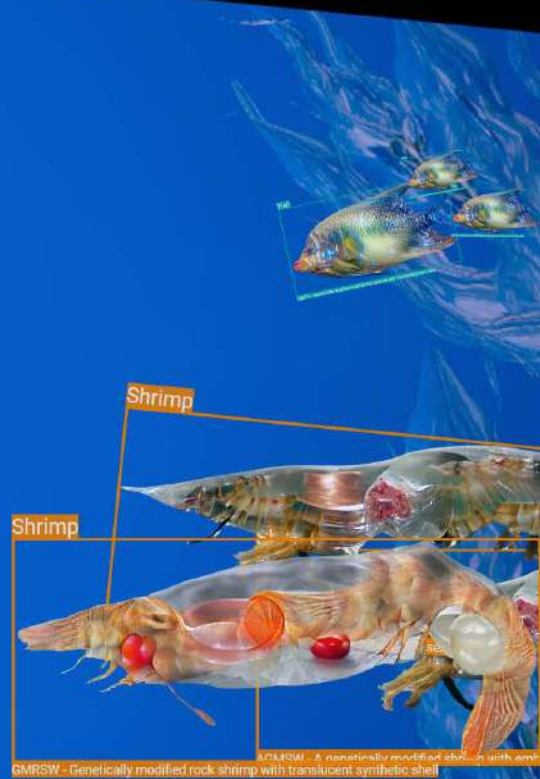
Wrasse/salmon hybrid species designed for industrial fish farms

Hybrid wrasse/salmon breed engineered to consume sea lice as a primary food source and improve overall water quality. The synthetic skin color makes them identifiable by an AI-assisted underwater camera. (Generated by VQGAN - not photoshopped. Backstories are rooted in real-life scenarios)

Robot



3DPU2 - 3D-printed underwater robot in the shape of a codfish



GMRSW - Genetically modified rock shrimp with translucent synthetic shell

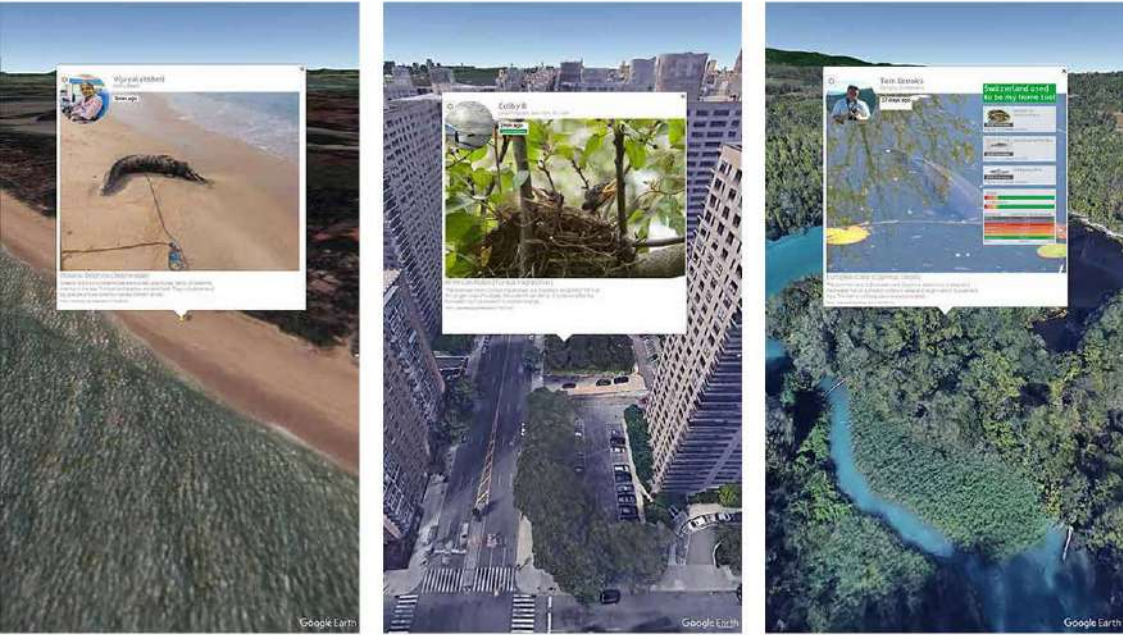


▲ 109 ◦
◀ 36 ◦ ▶ 28 ◦
▼ 54 ◦

Rotation pitch 0.56, roll 0.33, yaw 0.75

Distance travelled 0.0m

ation deep -25m, n/s 24m, e/w 0m



Marc Lee
Screenshots ↑→
HEK Basel ↓

Are we living in a globalised world that is becoming more and more homogeneous? Plants, fungi and animal species are continuously decreasing. In the distant future, will only domesticated species survive? What impact does this homogenisation process have on our lives and our environment?

Video

«Used to be my home too» reflects on how humans have become biodiverse agents interacting with the most fundamental processes of the earth, our rich biodiversity, and how we are continually losing species.

In this experiment, you fly via Google Earth continuously to the locations, where observations are sent to iNaturalist.org, right now. From Red-List.org, endangered and extinct plant, fungus and animal species are automatically added, which occurred in the same country and are taxonomically most similar, are automatically added.

Filters can be set to limit the vast number of observations. For example: Insect observations in Tokyo or Bird sightings in the Sahara

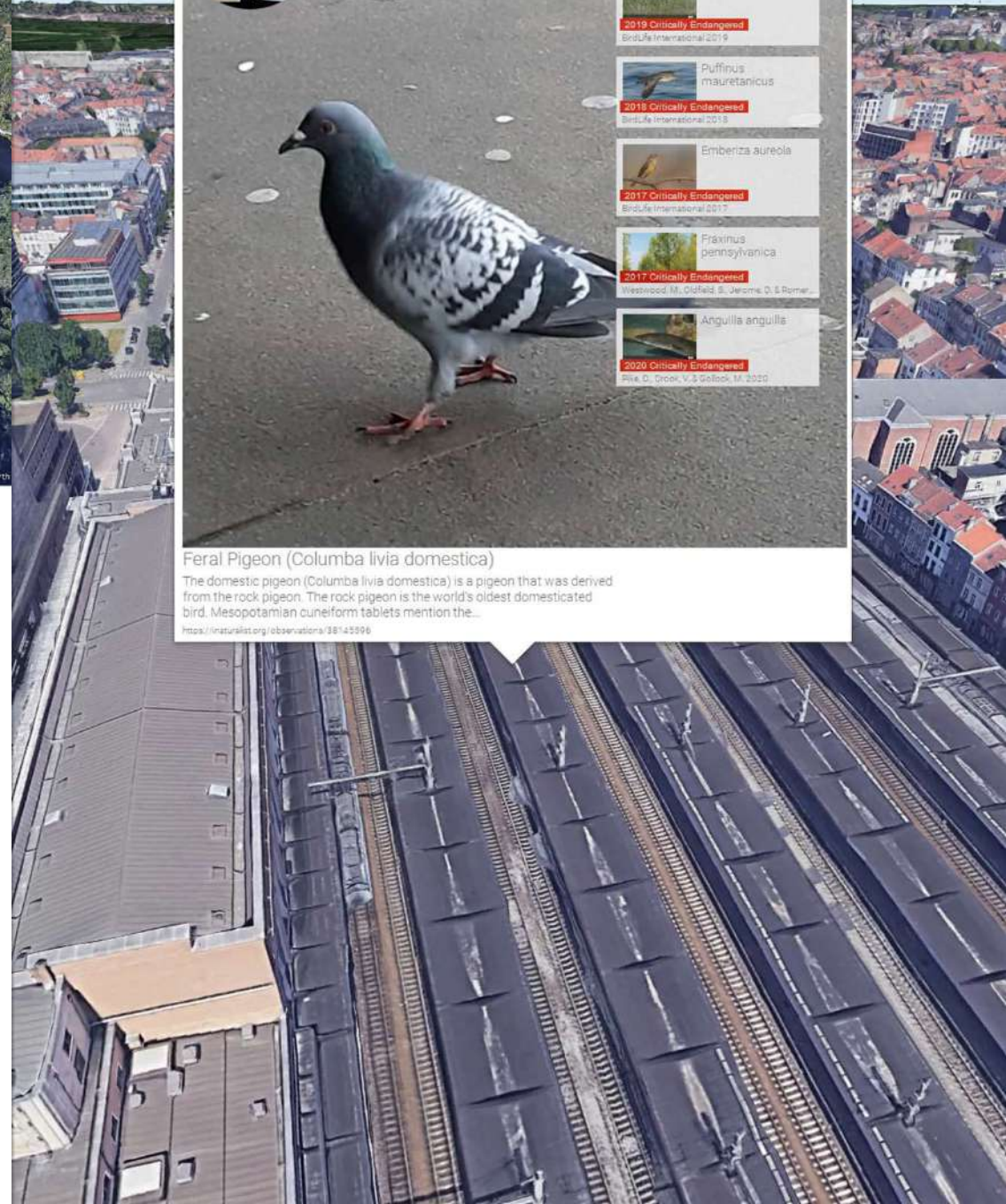
Damiano Oldoni
1030, Schaarbeek, België
2 min ago

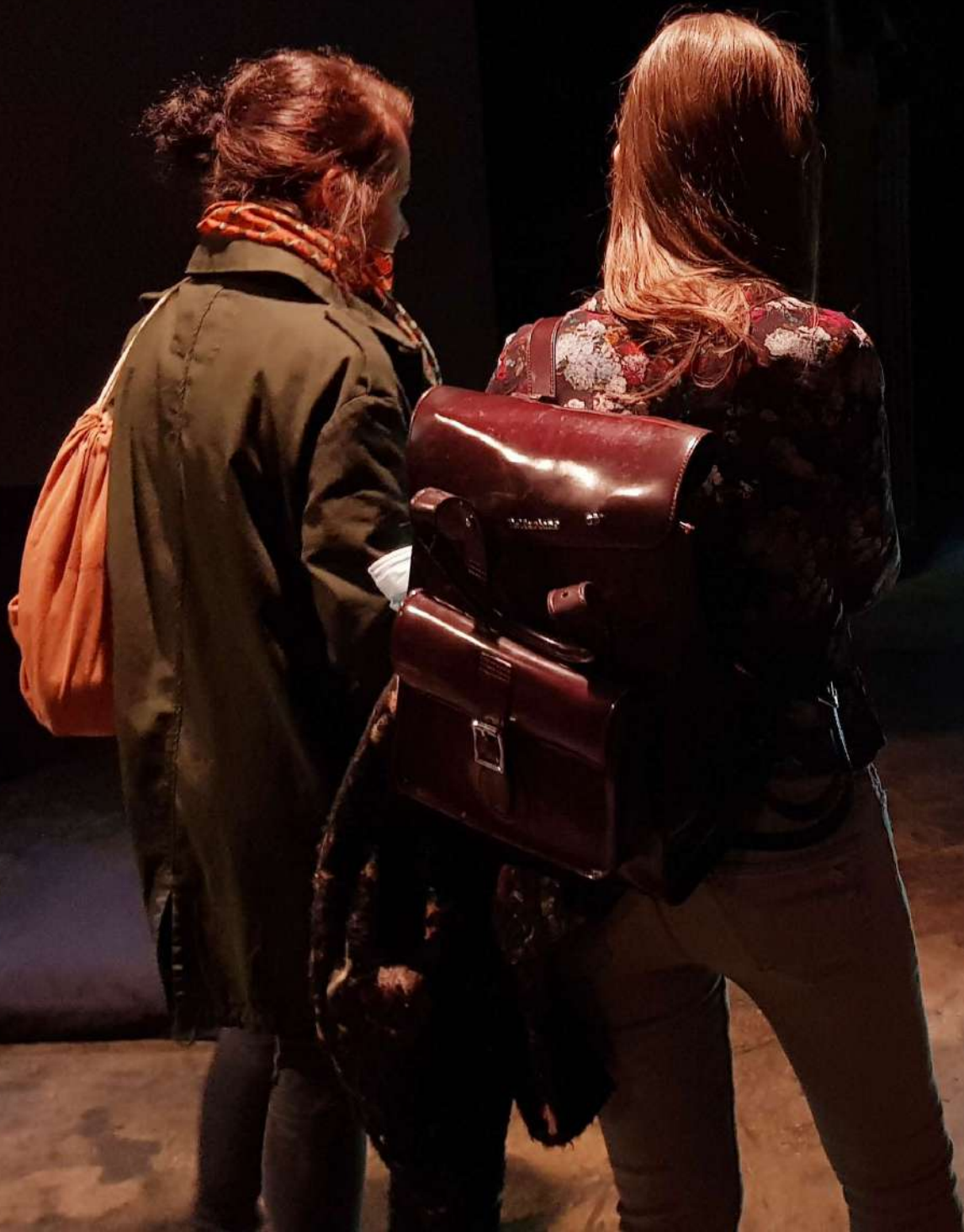
Belgium used to be my home too!

- Vanelius gregarius
2019 Critically Endangered
BirdLife International 2019
- Puffinus mauretanicus
2018 Critically Endangered
BirdLife International 2018
- Emberiza aureola
2017 Critically Endangered
BirdLife International 2017
- Fraxinus pennsylvanica
2017 Critically Endangered
Hessbrook, M., Oldfield, S., Jerome, D., & Romer, P.
2017 Critically Endangered
- Anguilla anguilla
2020 Critically Endangered
Piva, D., Crook, V., & Gallock, M. 2020

Feral Pigeon (*Columba livia domestica*)
The domestic pigeon (*Columba livia domestica*) is a pigeon that was derived from the rock pigeon. The rock pigeon is the world's oldest domesticated bird. Mesopotamian cuneiform tablets mention the...

<https://inaturalist.org/observations/38745996>







Marc Lee in collaboration with Akshat Nauriyal
SPACE10, India Art Fair 2020, Delhi ↕

With unprecedented and ever increasing access to mobile phones and the internet, digital hierarchies are being broken. Platforms like TikTok are the new town hall, with 'influence' no longer restricted to the urban elite. What have been the missing voices within mainstream narratives? Can their messages truly help shape an inclusive, socially conscious future? What impact does positive content have on its audience?

Video

«Unfiltered – Tiktok and the Emerging Face of Culture» is an immersive installation showcasing the influence of digital accessibility and questioning its impact on public consciousness, visual aesthetics, and identity structures. For each exhibition location, new posts, hashtags and user profiles from local TikTokers are researched. And new questions are formulated which appear in large letters in front of the videos like:

- How does the next gen tell stories?
- Can inclusive platforms create space for all voices?
- Are regular people the superstars of the future?
- How young is too young to become a content creator?

SUPPORTED BY
St+art India Foundation, SPACE10, India Art Fair and Pro Helvetia





#respectgirls
879.7M views



Do messages of
respect make the
country safer for
women?

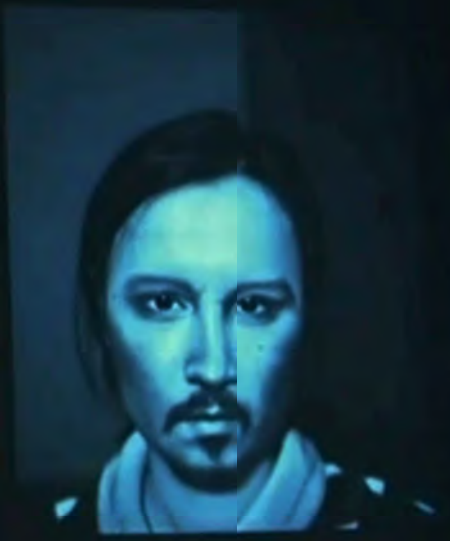


15777950663971432065

inclusive platforms
ate space for all
es?

daakshukakk ●
KAR
ich 5.6M Follower 92.2M Likes
Of Space 2
s- mr.akakkar@gmail.com
thezaadakakkar

宇芽YUYAMIKA · 2019-2-2
原聲 · 宇芽YUYAMIKA

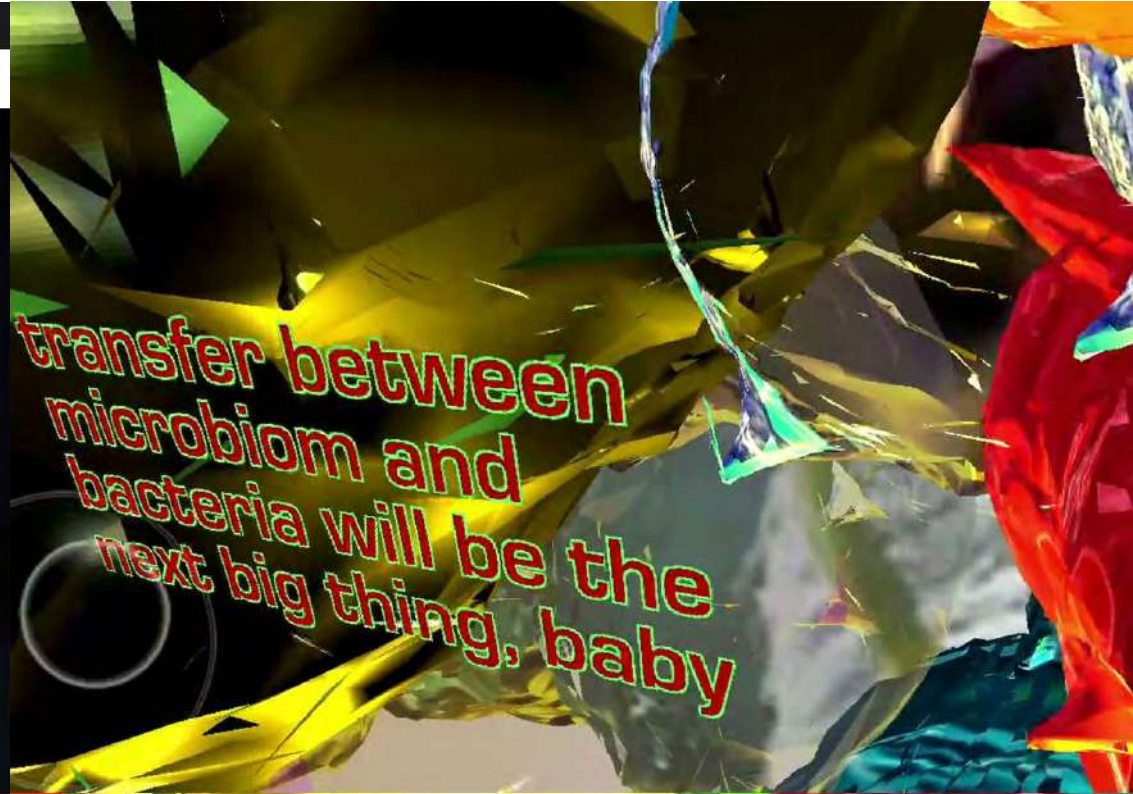


TikTok
TikTok ID: 31483658969

Can jokes about
dialectics be
exclusionary?

#schwizerdütsch
160.5M Aufrufe

UR



Marc Lee in collaboration with Birgit Kempker and Shervin Saremi

Kunstverein Friedrichshafen ↑
Screenshots →
Reithalle St. Moritz ↓

With «Time to Nist Time to Migrate» you fly through your own inner world. What happens in there?

Bacteria, cells, fungi, parasites, phages, protists, prions, viruses communicate. Do they determine what we are?

Not scientific, but rather fake scientific, philosophical and emergency poetically. We know that we know nothing, we know.

A little dance of life and death.

Mobile App

Using a mobile phone or tablet, you can navigate endlessly through bacteria, cells, fungi, parasites, phages, protists, prions, viruses. They speak to you and move constantly and uncontrollably. Click on them to additionally set them in motion. The virtual environment is endless and can be navigated interactively in every direction. The sonic sound experiences are specially composed for the app and respond to all these movements and navigation modes. In the exhibition space, the display of the mobile app can be projected on to one or more walls.

Video





potassium ions
regulate the
metabolism of the
bacteria

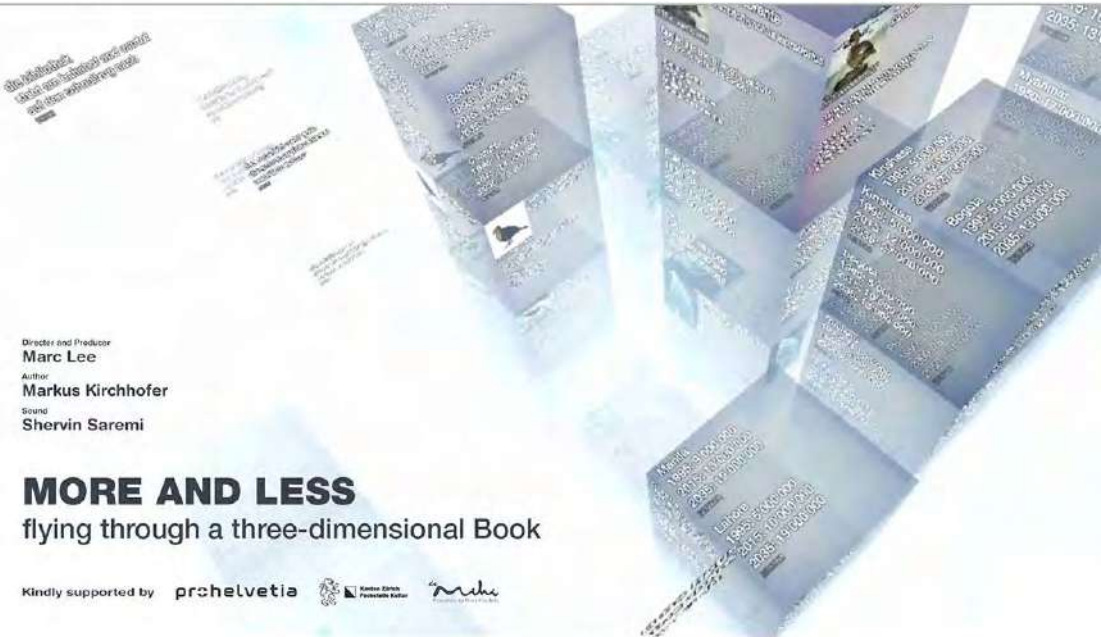
woooooosh

woooooosh

woooooosh

and mules
enz azelup
to maled
air

ma
hell
car



Director and Producer
Marc Lee
Author
Markus Kirchofer
Sound
Shervin Saremi

MORE AND LESS

flying through a three-dimensional Book

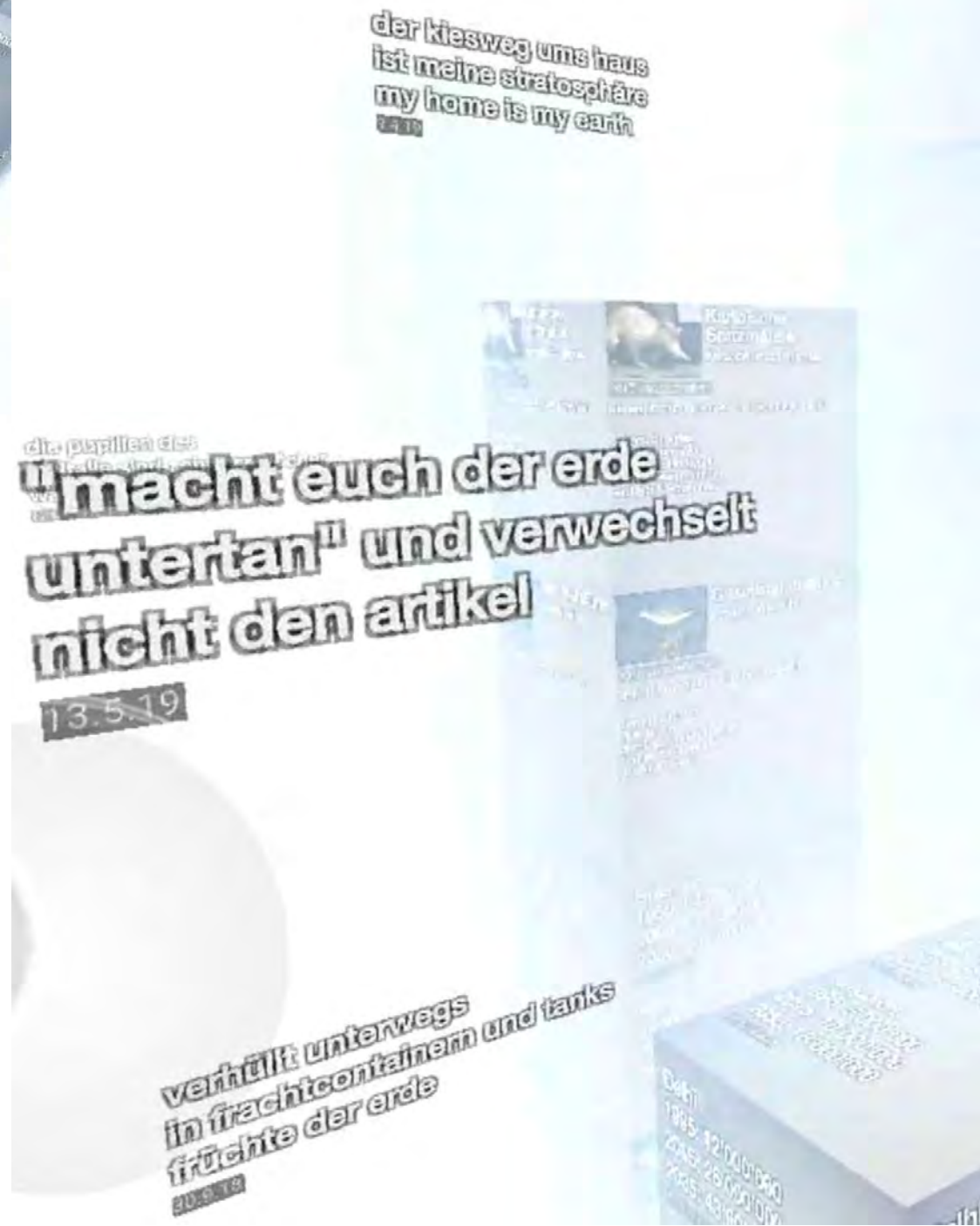
Kindly supported by **prchelvetia**     

Marc Lee in collaboration with Markus Kirchofer and Shervin Saremi

Since 1950, the urban world population has risen by over three billion people. The world's population continues to grow from today's 7.6 billion to an estimated 9.8 billion people in 2050. People are in need of more space, and animals habitats are being threatened. Some animal species have died out and become extinct; such as the European Terrestrial Leech, the Pyrenean Ibex, and the Chinese Freshwater Dolphin. Every day, a three-digit number of species perish. From a European perspective, many animals disappear in remote areas unnoticed. How do people and artists deal with this constellation?

Video

Media art, lyrics, facts about population development and animal extinction are brought together in a unique interdisciplinary project: the recipient is taken on a virtual flight through a metropolis in a playful way, without showing a moral finger. High-rise buildings built of text and images form a three-dimensional book. The recipient flies self-controlled through a transparent architecture, consisting of numbers of population of the United Nations (facts), haikus form the author's individual viewpoint (poems) and of animal species declared extinct in the 21st century.



der kiesweg ums haus
ist meine stratosphäre
my home is my earth
20.10

die pupillen der
"macht euch der erde
Untertan" und verwechselt
nicht den artikel
13.5.19

verhüllt unterwegs
in frachtcontainern und tanks
früchte der erde
20.9.18



Marc Lee in collaboration with Shervin Saremi

PRE liverpool
Hangzhou (CN) ↑→

Video

NVIDIA got the world talking in December 2018 after showing off a new AI that can create ultra-realistic photos of people who don't actually exist. Friends is playing with this massive amount of AI-generated ultra-realistic photos and offers a novel and fascinating way of experimenting with machine learning and automated AI-generated content that is not limited to face generation.

Using a mobile phone or tablet, countless faces constantly looking at the me, observe me from all directions. These rather ordinary looking portraits, they're all fake. Not in the sense that they were Photoshopped, but rather they were completely generated by artificial intelligence. None of these people actually exist.

The project looks at the idea of rigged systems from different points of view, from turning the profiling and modelling tools back toward the platforms that enable them, through the potential to disrupt the world of photography, to the field of surveillance – here AI is literally monitoring us and ethics related to technology.





Marc Lee

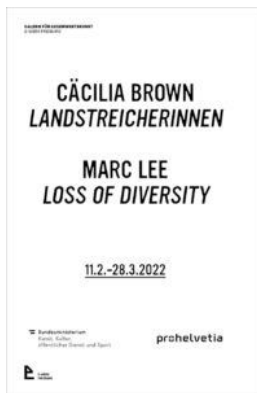
Publications 2020 - 2022



Swiss Media Art, Marc Lee, Chloé Delarue, Laurent Güdel – Pax Art Awards

HEK (House of Electronic Arts), Basel, Switzerland
Exhibition brochure, 6 pages
2022
Deutsch, English, Français
Boris Magrini
Exhibition brochure (PDF) EN, DE, FR

The Pax Art Award jury is pleased to award Marc Lee (*1969) with this year's Pax Art Award for an established voice in the domain of media arts in Switzerland.
more...



Infrastrukturen – Doppelausstellung: Cecilia Brown – Landstreicherinnen, Marc Lee – Loss of Diversity

Galerie für Gegenwartskunst, E-Werk Freiburg
Exhibition brochure, 35 pages
2022
Deutsch
Heidi Brunnschweiler
Ausstellungsbooklet (PDF)

The Pax Art Award jury is pleased to award Marc Lee (*1969) with this year's Pax Art Award for an established voice in the domain of media arts in Switzerland.
more...



Pax Art Awards 2021

Art Foundation Pax
Brochure, 2 pages
2021
Deutsch, English
Art Foundation Pax

<https://www.artfoundationpax.ch>, Brochure (PDF)

The Pax Art Award jury is pleased to award Marc Lee (*1969) with this year's Pax Art Award for an established voice in the domain of media arts in Switzerland.

With his net-based practice he has been a long-standing and important voice within the media art field in Switzerland and he has created a striking body of work. Marc Lee creates impressive and immersive installations that expand through spaces which simultaneously enchant and overwhelm.
more...



SEND ME AN IMAGE

Steidl GmbH & Co. OHG (Verlag)
Book, color, 328 pages, 17 x 27 cm
2021
English, German
by Felix Hoffmann und Kathrin Schöneegg, CO Berlin
Foundation, Berlin, Germany
ISBN 978-3-95829-962-7
<https://shop.co-berlin.org/produkt/send-me-an-image/>

Photography has always been a social medium shared with others. But why do we communicate with each other using images? And how do the virtual essences that are photographs change our societies? Featuring works by Moyra Davey, Gilbert & George, Theresa Martinat, Thomas Ruff and

Clare Strand, among others, Send me an Image. From Postcards to Social Media explores the development of photography from a means of communication in the nineteenth century to its current digital representation online. Its focus lies on the dialogue between traveling images throughout photography's 150-year history and contemporary artists beginning in the 1970s who work with both traditional and modern photographic techniques, uses and modes of dissemination.
more...



EIGENHEIM EDITION 5 – Digital Art Collection

Galerie Eigenheim in cooperation with mkv
Book, black and white, 70 pages, 21 x 29.7 cm
2021
English, German
by Konstantin Bayer & Bianka Voigt
galerie-eigenheim.de, PDF

The EIGENHEIM EDITION #5 – Digital Art Collection, a project by EIGENHEIM Weimar/Berlin in cooperation with

media art association Berlin.

The digital is real. Our everyday lives are significantly shaped by technologies such as the Internet, smartphones and computers. Such technologies are constantly dissolving boundaries between physical and virtual spaces and connecting these spheres together. Art as a mirror of our time uses these media to freshly approach both artistic forms and contemporary discourses. In doing so, the works make us aware of opportunities and challenges, forcing us to examine them on a content-related, formal and technical level.
more...

A Case for Keeping It Random, The New York Times

nytimes.com
Website
2021
English



Alexis Kleinman
nytimes.com, PDF

PAID POST by Dashlane — A Case for Keeping It Random explores the role of randomness in art, science and cybersecurity.

... Marc Lee, a Swiss artist, also makes art for and with the internet. His project “Airport Lounge” shows social media posts sent from airport lounges laid on top of satellite images of airports. Lee doesn’t choose which posts end up in the piece. “I just take the newest social media posts,” he

says. “It’s a strict concept. I always start with the youngest posts in the beginning. You never know who is posting what.” Without this randomness, Lee says, “the piece would not work.”
more...



Captured in-between Dys-Utopia

Kunstverein, Friedrichshafen, Germany
Catalogue, color, 90 pages, 21 x 30 cm
2021
English, German
Hannah Eckstein

kunstverein-friedrichshafen.de, PDF (page 38-63)

The catalogue includes a detailed documentation of the exhibition, a foreword by the curator, Hannah Eckstein, and texts by Ulrike Bergermann, John Brennan and Heiderose Langer on the works of the participating artists Ira Konyukhova, Marc Lee and Lena Policzka.

Utopias as well as dystopias are profoundly human concepts. The first utopia can be traced back to antiquity and Plato’s Politeia, in which the notion of an ideal society was recorded for the first time in human history. The term ‘utopia’ itself was coined in 1516 by the English statesman and humanist Thomas More in his novel On the Best State of a Republic and the Island of Utopia. The title already suggests that this work shares as its theme an ideal society in an ideal state. Evidently, both Plato’s and More’s works

arose from a humanistic way of thinking that believes in a better form of existence for mankind.
more...



Stormy Weather

Verlag für moderne Kunst

Book, color, 72 pages, 21 x 15 cm

2020

English, French

by Katharina Brandl, Claire Hoffmann

ISBN 978-3903796157

<https://www.vfmk.org/books/stormy-weather>, (PDF)

The metaphor and the reality of the 'cloud' are omnipresent in our daily lives. It is not only the place where data are stored but also-by cloud computing, cloud gaming, or cloud streaming-the place where the central functions of computational power and auto-learning artificial intelligence have migrated to. The cloud is not a storage folder-it is our super brain. The exhibition project "Stormy Weather" questions the relationship between the human-made clouds of our present to humans, climate and politics.
more...



KUNSTFORUM International, Bd. 267

post-futuristisch. Kunst in dystopischen Zeiten

Zeitschrift / Serie, 335 pages

2020

Deutsch

Herausgegeben von Ann-Katrin Günzel

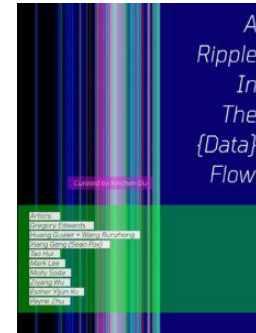
<https://www.kunstforum.de/band/2020-267-post-futuristisch/>, Book P. 140-147 (PDF)

Dass wir uns so unvermittelt und mit einer solch harten Vollbremsung in einer Entschleunigungsphase wiederfinden würden, hätte vor wenigen Wochen noch

niemand vermutet: Unsere wachstumsorientierte, schnelllebige Leistungsgesellschaft

wird derzeit geradezu dramatisch vom Corona-Virus ausgebremst, das dabei ein atemberaubendes Tempo an den Tag legt und sich wie im Flug über alle Landesgrenzen hinweg verbreitete. Im Gegensatz zum utopischen Fortschrittsdenken der italienischen Futuristen am Anfang des 20. Jahrhunderts befinden wir uns heute in einer Zeit des Post-Futurismus, in der die Auswirkungen der Wachstumsideologie zwar noch andauern, Stimmen des Widerstands aber angesichts einer nicht mehr zu leugnenden Klimakrise immer lauter werden und der Zustand der zunehmenden Erschöpfung alternative soziale, politische und ökonomische Entwürfe erfordert. Das spiegelt sich auch in der Kunst.

more...



A Ripple In The {Data} Flow

MA Curatorial Practice, School of Visual Arts, NY

Catalogue

2020

English

by Xinchen Du

www.macp.sva.edu/a-ripple-in-the-data-flow, Catalogue (PDF)

A Ripple in the {Data} Flow proposes a series of urgent questions too often ignored in this age of global connectivity: What kind of self-awareness can users maintain when they are actively, passively, or indirectly accessing data? If data is structured in a rational way, to what extent are we rational when using data? What are the perils of infatuation with the networked world and the many kinds of information, pleasure, convenience, and fantasy it offers? Curated amid the unprecedented human novel coronavirus (COVID-19) pandemic,
more...

2004 - 2020 Complete list: <https://marclee.io/en/publications/>