



Eva Davidova: Global Mode >



PERFORMING ARTS
ONLINE

Tue, December 08–
Fri, April 30, 2021

Admission
Free

More information
[ISSUE Project Room](#)

Credits
Presented by ISSUE and
Harvestworks. Sound by Matthew D.
Gantt. XR Interactions and
development by Danielle McPhatter

An experimental work on ecological disaster, inertia, and manipulation of information, “Global Mode >” is a commissioned residency project from multidisciplinary Spanish artist Eva Davidova.

GLOBAL MODE >

- **On Tuesday, December 8 at 8 pm (EST).** Streaming premiere.
- The audience will have the choice to participate via their cameras, or watch the event as spectators. The work will continue on [ISSUE's website](#) after the premiere.
- Featuring Naicha Diaby as Cassandra > Low Witness Objects, Mx. Oops as Prometheus Herding PigGooses, and Heather Mo'Witz as Narcissus and Drowning Animals.

Global Mode > is an interactive, experimental online performance on ecological disaster, inertia, and manipulation of information. Occupying three reimagined mythological stories: Cassandra > Low Witness Objects; Prometheus Herding PigGooses; and Narcissus and Drowning Animals, the virtual space is presented as a playground, in which to find agency in uncertainty, reconfigure relationships with “others,” and invent new actions. Amid immense immersive flowers, falling heads, cement landscapes and dirty waters, the audience is invited to collectively affect the performance, and to explore open-ended, fluid roles crisscrossing between themselves, virtual 3D animals, and the performers from the past.

The non-linear world of *Global Mode >* has no ultimate goals, nor wins or losses. Rather, it compels an almost unconscious response and activity in the midst of blindness to evident horrors, predictable disasters, and



baffling cruelty. Involving viewers through unscripted movements and intuitive gestures, the performance explores the instability of our actions, their unintentional outcomes, and the continuous/constant mediation these actions are subject to.

Playing with a paradox, Davidova imagines us as being built by our descendants (human or cyborg), and poses a question: “If we are the games our children will program one day, can we influence the code they are writing?”

ABOUT EVA DAVIDOVA

[Eva Davidova](#) is an interdisciplinary artist with focus on new media, information, and their socio-political implications. Challenging a singular narrative, she combines influences from ancient mythology and practices with the current technological moment and the impending ecological catastrophe. Davidova has exhibited at the Bronx Museum, the Everson Museum, the Albright Knox Museum, MACBA Barcelona, CAAC Sevilla, Instituto Cervantes and La Regenta among others.

Recent exhibitions include *The Sound of One Computer Thinking* at the IMPAKT Festival (Netherlands), *Intentions: Who Owns Our Emotions* at EdgeCut series at the New Inc (New York) and *Global Mode > Narcissus and Drowning Animals* at the Circulo de Bellas Artes in Madrid. She was a fellow of Harvestworks’ Technology Immersion Program for Artists (TIP), and is currently a member of NEW INC, the New Museum’s Incubator program.

COLLABORATING ARTISTS

- Naicha Diaby is a dancer with influences from traditional West African and modern hip hop dance style.
- Matthew D. Gantt is an artist, composer and educator whose practice focuses on sound in virtual spaces, generative systems facilitated by idiosyncratic technology, and production presets as sonic readymades.
- Danielle McPhatter is an interdisciplinary artist and programmer interested in exploring new forms of interactions and interconnectedness between media, machines, and mankind.
- [Mx. Oops](#) is a multimedia performance artist and professor at Lehman College, focusing on ecstatic disobedience in both live and meditated spaces between us.