



Ruth Catlow

Ruth Catlow (b. 1968, London, United Kingdom) is a British artist, writer and curator. Her undergraduate background is in Fine Art Sculpture from Falmouth School of Art, and she received her M.A. degree in Networked Media Environments at the Ravensbourne College of Design and Communications in 2004. Her focus has been on working with emancipatory network cultures, practices and poetics in arts, technology, and social change. These interests of hers came to fruition through the establishment of Furtherfield in 1997, a London-based non-profit organization for art, technology, and social change, for which she is the co-founder and co-director. In 2011, she was appointed the Head of School of the Writtle School of Design. Catlow has been producing artworks, curating, researching and publishing actively up to date, and she has also collaborated with a number of other artists including Mary Flanagan, who is also featured in Free Play.

Ruth Catlow currently lives and works in London, United Kingdom.

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Mary Flanagan

Mary Flanagan is a contemporary digital media artist, author, educator, and designer, who redefines the boundaries of medium and genre across writing, visual arts, and design through her research and digital works. Flanagan received her BA degree at the University of Wisconsin-Milwaukee, WI. She is currently a professor at the University of Wisconsin-Milwaukee, WI. She is also a co-author of the book "Digital Media Art: A Guide to the Creative Process" (2010) and "Digital Media Art: A Guide to the Creative Process" (2010).

Futurefarmers

Founded by Amy Franceschini in 1995, Futurefarmers is an international artist collective that practices a form of cultural activism through various media including web design, database development, interactive sculptures and installations. Members include the founder Amy Franceschini, Michael Swaine, Stijn Schiffeleers, Lode Vranken, Dan Allende, and Cooley Windsor, who come from different professional backgrounds but work together to produce art that is participatory and relevant to the time and place surrounding us. Futurefarmers' design studio serves as a platform to support art projects and an artist in residence program. The core values highlighted in their works are: interaction, play & accessibility, visualization of abstract ideas, local, and the power of connection.

Futurefarmers is based in California, and works closely with various art programs at California College of the Arts, Mills College, and Stanford University.



Ryan Gander

Ryan Gander (b. 1976, Chester, UK) is a London-based conceptual artist who works with mainly with installations and sculptures. He received his BA degree for Interactive Art at Manchester Metropolitan University and has been a post-graduate fine art participant at the Jan van Eyck Akademie (Maastricht, Netherlands) and Rijksakademie van Beeldende Kunsten (Amsterdam, Netherlands). Gander often incorporates in his works narratives that stem from cultural history and personal anecdotes that are often playful but puzzling. A number of his works also take the form of games and puzzles that encourage audience participation. Most recently Gander has expanded his artistic practice to fashion design by collaborating with a fashion firm based in Tokyo to create a pattern design. His works have been shown worldwide including the exhibitions at the Guggenheim Museum, Museo Tamayo in Mexico City, Taro Nasu Gallery in Tokyo, and the Frieze Art Fair.

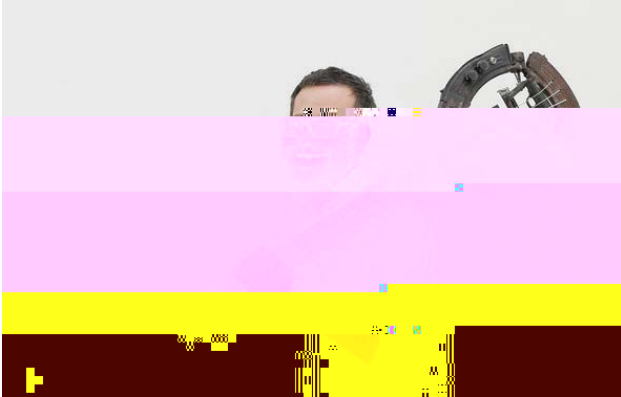
Ryan Gander currently lives and works in London and Suffolk.

Allan McCollum

Allan McCollum (b. 1944, Los Angeles, California) was born to a family of artists, and initially started as a theater student in Essex, England with hopes to become an actor. In 1965, McCollum changed his career plans, returned to California and studied restaurant management and industrial kitchen work at Los Angeles Trade Technical College. In the late 60s, he shifted careers again and began to train himself as an artist. McCollum applied mass production strategies, which he acquired from training in school and airline companies, to handmade objects. His works, which are often composed of small-scale works that are systematically arranged to make a whole, reflect this creative strategy. McCollum's works also produce a theatrical effect while conveying a collaborative and democratic form of creativity. He has collaborated with many artists, including Matt Mullican and Allen Ruppersberg, who are also participating artists in *Free Play*, and he has exhibited in well over 100 solo and group exhibitions, nationally and internationally. His works have been included in a number of biennials including the Venice Biennale (1988), Sã11(u6(n)-6(n)--1(a)ã11(u6(n)-68-eb'

Paul Noble

Paul Noble (b. 1963, Dilston, Northumberland, UK) is a British artist and sculptor. He received academic training at the Sunderland Polytechnic (1982-1983) and completed his degree in Fine Art at Humberside College of Higher Education (1983-1986). In 1987, he moved to London and co-founded City Racing, an influential artists' space with Matt Hale, John Burgess, Keith Coventry and Peter Owen. Noble first began publicly showing his work at City Racing, where he exhibited small paintings and drawings, and later created installations based on a single narrative. His works often take the form of games with accompanying



Pedro Reyes

Pedro Reyes (b. 1972, Mexico City, Mexico) is an artist and architect whose works convey complex themes of space, human interaction, utopia, and function. While he works with a variety of media including performance and video, his major works often take the form of public sculptures or architecture, which stems from his initial training as an architect. By constructing structures that become created spaces, Reyes cultivates communication, creativity, interaction, and participation for the audience. His works also touch on social issues and thus become campaigns to a certain extent. For example, *Palas por Pistolas* (2008) spoke on the issue of weapon trade and high death rate caused by gunshots in the city of Culiacán and Reyes has exhibited in institutions and art events worldwide including the Queen's Museum in New York, Walker Art Center in Minneapolis, Harvard University's Carpenter Center, Serpentine Gallery in London, Reina Sofia in Madrid, the Venice Biennale, and the Shanghai Biennale.

Pedro Reyes lives and works in Mexico City.

Jason Rohrer

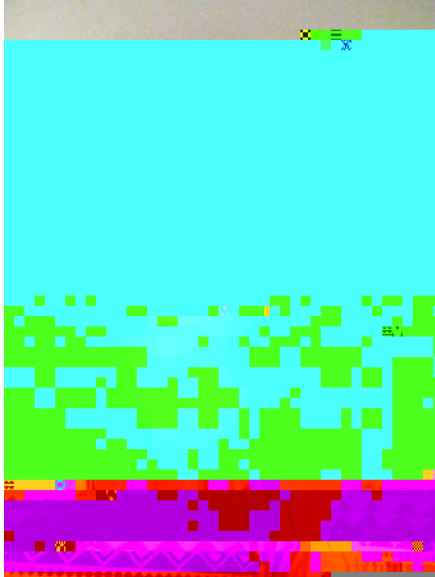
Jason Rohrer (b. 1977) is an American computer programmer, writer, musician, and game developer. His first game, *Transcend*, was released in 2005, and has now create



David Shrigley

David Shrigley (b. 1968, Macclesfield, England) is a contemporary British artist, with training in art, design, and environmental art from Leicester Polytechnic and the Glasgow School of Art. He works in various media including drawing, photography, painting, sculpture, animation videos, and music, and he is best known for humor embedded in his comical line drawings. Shrigley's works extend outside of what can be exhibited in the gallery space through various writings and publications. Despite the critique he receives from the public for his works that are often only considered humorous and not serious enough, he has also received acclaims from some of the most prestigious art institutions such as the Tate. Shrigley has been actively exhibiting his works since the early 90s in both the United States and Europe, and the most recent exhibition in the U.S. was *Signs of Life*, which opened in early 2013 in Chelsea.

David Shrigley lives and works in Glasgow, Scotland.



Erik Svedäng

Erik Svedäng (b. 1968, Uppsala, Sweden) is a contemporary Swedish game developer and media artist who mainly works with video games. He is best known for *Blueberry Garden*, a puzzle platform video game that he developed in 2009. It was designed so that the experimenter gets to play with the concepts of curiosity and exploration by taking the role of a creature investigating a mysterious world. Svedäng won the Seumas McNally Grand Prize for “Best Independent Game” at the 2009 Independent Games Festival with *Blueberry Garden*. Erik Svedäng also collaborates with other contemporary artists in creating new video games.

Yoko Ono

Yoko Ono (b. 1933, Tokyo, Japan) is a multimedia artist and performer who began her career in the New York City downtown arts scene. She was an active creator and participant in the Fluxus movement where she debuted the controversial and seminal performance art happening *Cut Piece* (1964). Around the same time, Ono began publishing conceptual art books, including the instructional art book *Grapefruit* (1964) and directing structural films such as her Fluxus film, *No. 4* (1966). A retrospective at the Whitney Museum of American Art in 1989 brought renewed critical attention to her work. Ono also composed and performed experimental music, releasing several conceptual albums and collaborating with popular contemporary musicians. Ono founded the Imagine Peace foundation in memory of John Lennon.