

MARLOT MEYER

INTER (Active|Net) - **MULTI** (Media|Disciplinary) - **ARTIST**

CURRICULUM VITAE

marlotmeyer.com

marlotmeyercontact@gmail.com

+31621802980

Saturnusstraat 91

2516AG, Den Haag, Nederland

KvK 78473047

BTW-ID NL003335528B75

ONGOING

2020 - present

Teacher Interactive Media Design

The Royal Academy of Art, Den Haag, NL
Involves teaching classes, workshops, and mentoring both theoretical and practical skills to develop the students ability to develop and produce work.

2020 - present

Artist (Freelance)

Research, create, and exhibit concepts which involve technology, digital and physical space, the human body, and natural systems, which can be experienced, performed in, and interacted with.

EXHIBITIONS

16.12.2022 - 19.03.2023

BEYOND BORDERS AND BINARIES

Group Exhibition

MU Hybrid Art House, Eindhoven, NL

[LINK FOR MORE INFO](#)

Exhibition of Hacking Heuristics, the work produced after winning the BAD (Bio Art and Design) Award. The work was created in collaboration with a neuroscientist, which explores a non-verbal form of communication with each other thanks to the help of an artificial intelligence.

21.01.2022 - 28.02.2022

SIM-BIOCENE

Solo Exhibition

Art Claims Impulse, Berlin, Germany

[LINK FOR MORE INFO](#)

Exhibited as part of the 'Voorspiel' of **Transmediale Festival**, the work simulated a new symbiotic relationship between humans, nature and technology where reciprocity lies at the core.

17.09.2021 - 19.11.2021

TOUCH-GROUND

Solo Exhibition

Heden, Den Haag, NL

[LINK FOR MORE INFO](#)

During this two month exhibition, **Heden** was occupied by a living organism encompassing of growing grass and seeds, water, air, fire, human bodies, technology, flies, mushrooms and electricity. The organism grew, and was influenced by the public.

01.04.2021 - 11.04.2021

LIMB + 1

Group Exhibition: **Een Museum Voor Jezelf+1**

Maakhaven, Den Haag, NL

[LINK FOR MORE INFO](#)

The exhibition ran during the corona lockdowns, offering the exhibition to two visitors at a time, proving much needed cultural experiences that were deprived for many months.

13.12.20

Future Intel x Uit Het Gareel

Den Haag, NL

[LINK TO WORK](#)

Live streamed performance with technology reacting to both online input and muscle sensor input.

06.11.20 - 31.01.21

LIMB-2.0

Nieuwe Oogst: Solo Exhibition

Expo Bart, Nijmegen, NL

[LINK FOR MORE INFO](#)

Invited by Bart to create a new work for their exhibition Nieuwe Oogst. This 2.0 version was digitally connected to the version 1 which was exhibiting in Eindhoven at the same time.

18.09.20 - 22.11.20

LIMB-O

The Self Design Academy: Group Exhibition

MU Hybrid Art House, Eindhoven, NL

[LINK FOR MORE INFO](#)

Group

exhibition also shown as part of DDW. The interactive installation stood on its own, and was also performed in where my body acted as the mediator between digital and physical space, using muscle sensors and electrical stimulants.

10.09.20 - 13.09.20

LIMB-O (v1)

KABK GRAD SHOW, Group Exhibition

Royal Academy of Art, Den Haag, NL

[LINK FOR MORE INFO](#)

04.09.20

KunstAvond XL: Summer Sessions

Group Exhibition, V2, Rotterdam, NL

As part of KunstAvondXL, the results of the residency were visited by public.

03.09.20

Test_Lab: Summer Sessions

Group Exhibition V2, Rotterdam, NL

[LINK TO WORK](#)

The final results of the residency is shown and tested out on public for the first time.

30.07.2020 - 04.10.2020

Summer Sessions Residency

V2 Lab for Unstable Media, Rotterdam, NL

[LINK FOR INTERVIEW](#)

Artist residency period to develop a concept. The final results are exhibited at a TestLab event, and as part of Kunstavond XL Rotterdam.

COLLABORATIONS

03.06.2022 - 03.07.2022

īichti@, collaboration with switches

Come Alive, Utrecht, NL

[LINK FOR MORE INFO](#)

The collective sWitches, for their work exhibited and performed at **Come Alive Festival**. Using technology to channel the pelvic floor energy. The collaboration involved developing the technology for a cyber performance, where we were able to influence each other, and the physical exhibition space via the internet.

04.02.2022 - 10.06.2022

Haagsche Schouw X KABK

Royal Academy of Art, Den Haag, NL

[LINK FOR MORE INFO](#)

A collaboration between first-year Interactive/Media/Design (I/M/D) students, alumna of the department, and the Haagsche Schouw, a network organisation with Dutch top officials. The theme: bringing localisation and globalisation together. Our sub-topic was Climate. Together we developed a work which was exhibited at the KABK.

PROJECTS/RESIDENCIES/ WORKSHOPS

06.2022 - 12.2022

Bio Art and Design BAD Award

Eindhoven, NL

[LINK FOR MORE INFO](#)

In collaboration with the department of Neuroscience, Erasmus Medical Centre, Rotterdam, the BAD Award supports the six month trajectory in which we research and develop a new work to be exhibited at the end of the research period.

07.11.2022 - 13.11.2022

Development Week TETEM

Enschede, NL

A development week hosted by TETEM, consisting of meetings with experts in diverse fields, and support both conceptually and technically on a developing work.

09.2022

De Besturing School voor Jong Talent Workshop week

Den Haag , Nederland

Hosted a week long workshop with students part of the school for young talent of KABK.

08.2022 - 12.2022

Applemoes & Couscous Zeeheldentheatre Set

Den Haag , Nederland

Interactive theatre props for a travelling performance for Zeeheldentheatre.

04.2021 - 07.2021

Innovatie Lab: Theatre Utrecht

Utrecht , Nederland

[LINK FOR MORE INFO](#)

A trajectory in partnership with Theatre Utrecht to work from concept to prototypes exploring the future of theatre with new technologies.

12.11.2020

MU Play & Learn Artist Workshop

MU Hybrid Art House, Eindhoven, NL

3D Vormgeving workshop at St Lucas VMBO.

30.07.2020 - 04.10.2020

Summer Sessions Residency

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EDUCATION

2016-2020

BA INTERACTIVE MEDIA DESIGN

The Royal Academy of Art

Den Haag, Nederland

2015-2016 (not completed)

BA AUDIO VISUAL COMMUNICATION

Cape Town Creative Academy

Cape Town, South Africa

2015

IEB MATRICULATE 7 Distinctions

Reddam House Constantia

Cape Town, South Africa

AWARDS & NOMINATIONS

Bio Art & Design Award

Winning proposal where they each receive €25.000 to develop their proposal and create an installation that will be exhibited at the end of this year at MU Hybrid Art House.

VPRO Tegenlicht Pioneer Nomination

VPRO & Netherlands Online Film Festival

Heden Start Prize: LIMB-O

Stroom Encouragement Award: LIMB-O

Thesis Department Award

Interactive Media Design (I/M/D), Royal Academy of Art (KABK), Den Haag, NL

Department Prize Nomination

I/M/D, KABK, Den Haag, NL

PUBLICATIONS

TOUCH-GROUND

2022, People in Print, Stichting PIP

Den Haag, NL

REPRESENTATION

2021 - present

Art Claims Impulse

Berlin, Germany

[LINK FOR MORE INFO](#)

ONLINE

[MU: Marlot Meyer talks about Self Design](#)

[I/M/D ALUMNUM Marlot Meyer Interview](#)

[Interview Beeldende Kunst Nijmegen](#)

[Dutch Design Week: The relinquishment of Touching](#)

[Glamcult: KABK Graduates Interview](#)

[Filosofie.nl "Het zelf staat niet of zichzelf"](#)

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