

**Palle Torsson**

Born 1970

Currently living in Stockholm

**Current position since 2014 (50%)**

- Senior Lecture at Konstfack University of Art, Craft and Design
- Roles: Lecturing and tutoring at Graduate and Master levels, responsible for developing a experimental hackerspace for digital media, interactive systems and moving image.

**Education****University degree 1999**

- Master of Visual Arts, Royal Institute of Art, Stockholm As part of the education, Internship at Gallery White Columns New York (96) and student at Hochschule der Kunst Berlin (95)

**University courses prior to 1993**

- History of ideas, aesthetics and philosophy at Uppsala University

**Higher vocational education 2011 - 2014**

- KYH - Agile Web Developer

**Previous positions and works and work experience****Until January 2015**

From 2012: Conducting a three-year artistic research project supported by the Science Council (Vetenskapsrådet) called Performative strategies and participation at the edge of network society. The research is about the changing role of creativity in network society and the knowledge economy.

**2014**

- *Riot chat*. The project was realized with the javascript framework Meteor, additionally using a python backend as Markov chain based chatbot.  
Exhibition: Piratbyrån and Friends, Furtherfield Gallery, London (annex)

**Co-organizing**

- 3 x *Cryptoparty*, Teaching cryptography to the public at Konsthall-C, Stockholm

**2013****Collaborative Project**

- *Cortex*, with Sparvnästet, creating a visual feedback loop to the brain with Unity3d, Oculus rift, and Emotiv EEG headset, Internetdagarna, Stockholm
- *DeathRay*, with Sparvnästet. This visualization of leaking SSID from mobile devices was realized with Flask, MongoDB, Arduino, Shell Scripting, HTML5, and Javascript, Art Hack Day, Bonnier Art Hall, Stockholm
- Hackerspace meetings at Royal Institute of Art, Stockholm, with Sparvnästet on such themes as mesh networks and 3d printing.

**2013 - 2010****Founding and Co-organizing**

- The Secret Garden (Hemliga trädgården), a Social Center in Midsommarkransen in Stockholm. Organizing lectures, workshops, exhibitions, seminars, meetings and events.

**2012 - 2006**

- Teacher at Department for Studies of Social Change and Culture (ISAK) at the program of Culture, Society and Media production (KSM), Linköping university. Lecturing on digital culture and tutoring at both Graduate and Master levels, responsible for single subject course 3D/Animation at Graduate level, at Master level theme courses in science fiction and and computer game development. Research and Practice in Game design 2008 at Linköping University.

**2012**

## Co-organizing

- *Make all*, the first hackspace convent in Stockholm with Sparvnästet, Tekniska Museet, Stockholm
- *Hacking the Art of exploitation*, workshops with Sparvnästet, Hemliga Trädgården, Stockholm

**2012 - 2011**

- *Free fall*, Visualization with Unreal Game Engine.
- Exhibitions:
  - <<<((( Mods & Hackers )))>>>, Youngprojects, Los Angeles (annex)
  - Spam SuPer, Art Moderne Museum, online
  - Kulturhuset, online

**2011**

## Co-organizing

- *Power of Adhocracy*, with Sparvnästet, conference on information freedom, Stockholm
- *Pirate Paintings, Trolled* - Milton Manetaz, Gallery Niklas Belenius, Stockholm
- Embassyofpiracy.org, with Piratbyrå, The Venice Biennial, Venice

**2008**

- *S23m*, Manifesta 7, Stockholm, Sweden - Berlin to Bolzano, Italy  
Project managing; the acquisition and renovation of a bus, bus trip from Sweden to Italy, via Exhibition in Berlin, to install the bus as an installation in the exhibition in Bolzano opening party and video documentation.
- *Who Makes and Owns Your Work*, at IASPIS and Årsta Folkets Hus, Stockholm.  
Piratbyrå (represented by me and Rasmus Fleischer) participated in discussion on ownership and art in the knowledge economy and conditions for cultural circulation. At the final event, we among other things organized the screening of Swedish premier of the film *Steal This Film*.

## Workshop/course

- *Performance, Play, Piracy* at Royal University College of Fine Arts, Stockholm, in collaboration with Tobias Bernstrup about the hybridization of the analogue and digital.

## Fix term contract

- *TV-null*. A collaboration between The Linköping University, The Interactive Institute, and Ericsson Research to develop near future TV-concepts with the use of high-speed mobile technology. Leading the creative process and project management.

**2006 - 2004**

- *Production of Architecture, Unreal Central Perspective*
  - at School of Architecture KTH, Stockholm.
  - Co-organized with Tor Lindstrand. With the Island, named The Office, we became among the first

in the world to open up university studies in the virtual world Second Life. Our common research question was how do social platform like Second Life and 3d visualization change the production of architecture. Concept of workshop, lecture and tutoring.

#### 2004

- Artliberated.org, an online archive of censored artworks and free culture discourse in collaboration with Piratbyrån

#### 2003 - 2005

- *Evil Interiors*,
  - Large sized photo prints realized in Unreal game engine.
 Exhibitions:
  - Gallery Andréhn-Schiptjenko, Stockholm
  - Channel Zero, Netherlands Media Art Institute, Amsterdam
  - Gallery NO5, Bergen Kunsthall, Bergen
  - La Casa Encendida Madrid and Koldo Mitxelena, San Sebastián, Spain

#### 2003 - 2004

- Glimz.net, Online distribution for art, short and documentary film  
Role: Concept, everyday management and co-founder

#### 2002

- *Text Voyeur*, a 24 hours online streaming project, in collaboration with Beeoff.  
Exhibitions:
  - Kiasma Museum of Contemporary Art, Helsinki

#### 2001

- *Sam*, Game modification based on Half-life about the five-year-old girl, Sam.  
Exhibition:
  - Tokyo Games, Palais de Tokyo, Paris

#### 1996 - 2003

- *Museum Meltdown*, Reconstruction of art museums in game engines like Half-life with Tobias Bernstrup.  
Exhibitions:
  - Museum of Modern Art, Ishoj, Copenhagen
  - The Contemporary Art Centre, Vilnius
  - Moderna Museet, Stockholm
  - Kunsthalle, Wien
  - La Casa Encendida Madrid and Koldo Mitxelena, San Sebastián, Spain

#### 1999 - 2000

- *Minus Porn*, Digital photo prints  
Exhibitions:
  - Gallery Andréhn-Schiptjenko, Stockholm
  - Metronom, Barc
  - Baltic Art Centre, Visby
  - Catalyst Arts, Belfast
  - The Armory show, New York
  - Latznia, Gdansk