

Lawrence Lek

Bibliography

Books & Catalogues

- 2022 Lin Yi-Hsiu (ed.), *C-LAB Future Media Arts Festival* (Taiwan: Taiwan Living Arts Foundation, 2022)
- 2021 Alex Quicho, *Small Gods* (Hampshire: Zero Books, 2021)
- 2020 Kim Yoonseo (ed.), *The Future of Silence: When your tongue vanishes* (Seoul: Nam June Paik Art Center, 2020)
- Janna Keegan and Claudia Schmuckli, *Beyond the Uncanny Valley* (San Francisco: Fine Art Museums of San Francisco, 2020)
- Claudia Emmert, Jurgen Bleibler, Ina Neddermeyer and Dominik Busch (eds), *Game Of Drones: Of Unmanned Aerial Vehicles* (Friedrichshafen: Zeppelin Museum Friedrichshafen, 2020)
- Anya Harrison, 'All Systems Go', *Science Fiction* (London: Whitechapel Gallery and The MIT Press, 2020)
- Ana Teixeira Pinto, 'Alien Nations', *Science Fiction* (London: Whitechapel Gallery and The MIT Press, 2020)
- 2019 Johanna Gosse, 'Broken English: Allegories of Media Ruin in The Digital Age', *Artists' Moving Image in Britain Since 1989* (New Haven: Yale University Press, 2019)
- Lawrence Lek and designed by Kellenberger-White, *Lawrence Lek: 2065* (London: Sadie Coles HQ, 2019)
- 2017 Naomi Pearce, *Neither One Thing or Another: Patrick Hough, Lawrence Lek* (London: Jerwood Charitable Foundation, 2017)
- 2015 Lawrence Lek and Andi Schmied, *Jing Jin City* (Budapest: Andi Schmied, 2015)
- 2014 Lucy A. Sames, Lawrence Lek et al, *Sci Fi Paganism* (London: Enclave, 2014)

Selected Press

- 2023 Lawrence Lek, 'Lawrence Lek', *CURA*, Issue 40, Spring Summer 2023
- Steve Goodman, 'Interview - Lawrence Lek', *Metrograph*, June 2023
- Eli Anapur, 'Lawrence Lek Presents a New Site-Specific Iteration of His CGI-Film Black Cloud at Sadie Coles HQ', *Widewalls*, 21 May 2023
- 'Works in Focus: Nepenthe (Summer Palace Ruins) | Lawrence Lek', *Generazione Critica*, February 2023
- ArtReview Editors, '10 Ways to Kickstart Your Year in the Artworld', *ArtReview*, 04 January
- 2022 Venus Lau, 'The Future of Memory', *ArtReview*, 06 December 2022
- 'Art Lovers Movie Club: Lawrence Lek, 'Sinofuturism (1839-2046 AD)''', *ArtReview*, 25 August 2022
- John McDonald, 'Unreality bites: Searching for substance at the MCA's new exhibition', *The Sydney Morning Herald*, 04 August 2022
- Henry Bruce-Jones, 'Future Shock: Lawrence Lek', *Fact Magazine*, 21 July 2022

- Fi Churchman, 'Lawrence Lek Tests the Limits of Consciousness', *Art Review*, 12 July 2022
- Fi Churchman, 'Where Is My Mind? Lawrence Lek explores the edgelands of consciousness, disembodied intelligence and existential suffering', *ArtReview Asia*, Vol. 10, No. 2, Summer 2022, pp. 30-39
- Claire Voon, 'Enter the Labyrinth', *Hyundai Artlab*, 24 June 2022
- Will Jennings, 'Worldbuilding' exhibition review: a trip through the uncanny valley of art and gaming', *Wallpaper*, 17 June 2022
- Günseli Yalcinkaya, 'Hans Ulrich Obrist on how video games are revolutionising the art world', *Dazed*, 17 June 2022
- 'Spotlight: Artist Lawrence Lek Melds Video-Game Technology and Eerie Films to Peer Into Our A.I.-Dominated Future', *Artnet News*, 15 June 2022
- Dorian Batycka, 'How Artists Are Increasingly Blurring the Lines Between Fine Art and Video Games', *Artnet News*, 15 June 2022
- 'Frieze New York Diary: cyborgian bacchanalia, a sentient self-driving car and a Gagolian vending machine', *The Art Newspaper*, 20 May 2022
- Emily Dinsdale, 'The immersive art show blurring the boundaries of the physical and virtual', *Dazed*, 12 May 2022
- 'Future Shock exhibition opens at 180 Studios with new immersive works by Caterina Barbieri, UVA, Weirdcore, Gaika, Romain Gavras, Ryoichi Kurokawa and more', *FACT*, March 2022
- Stephanie Bailey, 'Art Dubai 2022: Artist Highlights', *Ocula*, 16 March 2022
- Alexandra Chaves, "'Nepenthe Valley': how artist Lawrence Lek built a virtual world of healing at Art Dubai', *The National News*, 12 March 2022
- 2021 Mitra Abbaspour, 'Lawrence Lek's Virtual Worlds', *Princeton University Art Museum*, Winter 2021 Magazine, pp. 4-5
- 'Fourth VH AWARD Grand Prix Winner: Lawrence Lek', *e-flux*, 11 November 2021
- Mark Westall, 'WE TALK TO LAWRENCE LEK GRAND PRIX WINNER OF THE 4TH VH AWARD.', *FAD Magazine*, 10 November 2021
- Nuray Bulbuk, 'Hyundai names Lawrence Lek winner of VH Award for new media art', *Wallpaper*, 10 November 2021
- Sam Gaskin, 'Lawrence Lek Wins VH Award for Asian New Media Artists', *Ocula Magazine*, 10 November 2021
- Victoria Chan, 'Virtual Reality Artwork Wins The 4th VH Award', *ArtAsiaPacific*, 10 November 2021
- 'Lawrence Lek Wins the Grand Prix at Hyundai Motor Group's 4th VH AWARD', *Hyperallergic*, 09 November 2021
- 'Lawrence Lek for New Mystics: posthuman creativity & weirded climates in a new text collaboration between writer, artist & AI', *AQNB*, 22 September 2021
- Lauren Moya Ford, 'LACMA Announces New Art + Technology Lab Grant Winners', *Hyperallergic*, 14 July 2021

- Tina Rivers Ryan, 'Token Gesture', *Art Forum*, Vol 59, No. 9, May 2021, pp. 65 - 66
- 2020 Cameron Lee, 'Confronting 'virtual' dualities in the work of multimedia artist Lawrence Lek', *The Daily Princetonian*, 06 December 2020
- Kareem Ghezawi, 'Sci-Fi Lullabies: Lawrence Lek's AIDOL 爱道 OST', *The Quietus*, 03 December 2020
- 'Speculative imaginings on AI, authenticity & a future Singapore in Lawrence Lek's AIDOL 爱道 (OST)', *AQNB*, 27 November 2020
- Lewis Gordon, 'A New Chinese Video Game that Makes you Pay for Love', *Frieze*, 20 November 2020
- Tom Faber, 'The Futuristic Visions of Multimedia Artist Lawrence Lek' *Financial Times*, 18 November 2020
- 'Spotlight: Lawrence Lek in conversation with Alex Quicho', *CURA 35*, The Changing World, Fall-Winter 2020, pp. 102-115
- Fanny Singer, 'Uncanny Valley: Being Human in the Age of AI', *Frieze*, no. 212, July/August 2020, pp. 50-51
- 'Art of Gaming', *Wallpaper* China*, 17 June 2020
- Vladimir Shlygin, 'Empathy For The Machine: Inside Lawrence Lek's Virtual Worlds', *Strelka Mag*, 15 May 2020
- 'Nøtel Lawrence Lek and Kode9. Scary Artificial Intelligence Hospitality', *Project Russia*, 09 April 2020
- Mahoro Seward: 'The CGI artist merging human and artificial experience', *i-D Magazine*, 24 March 2020
- VF Team: 'Lawrence Lek conjures "soundtrack to an unreal nightclub" in new Temple OST', *Vinyl Factory*, 24 March 2020
- Caterina Riva, 'AI, Celebrities and Singapore: An Interview with Lawrence Lek', *SoFar*, 11 March 2020
- Matt Turner, 'Using AI to Question What Art Is', *Hyperallergic*, 11 February 2020
- 2019 Toh Wen Li, 'Curators' art picks: Six works you don't want to miss at the upcoming Singapore Biennale', *Straits Times*, 18 November 2019
- Lawrence Lek, 'Sinofuturism (1839-2046 AD)', *Arts of the Working Class*, No. 8: Beyond the Metaphysics of the West, Fall Issue, October 2019, pp. 21-23
- 'AI, the exact embodiment of Sinofuturism', *Tenyun*, October 2019
- 'Lawrence Lek's "Farsight Freeport": A Journey into the Year 2069', *Digicult*, 10 September 2019
- Tom Faber, 'When does a video game become art?', *Financial Times*, No. 40,156, 31 July 2019, p. 8
- Anders Modig, 'Move over, Ai Weiwei – 5 Chinese contemporary artists who are making a splash around the world', *Style Magazine*, South China Morning Post, 26 July 2019

- Jyni Ong, 'AIDOL is a computer-generated fantasy world set during the 2065 eSports Olympics', *It's Nice That*, 12 July 2019
- Felice Moramarco, 'The Biggest Other', *NERO*, 12 July 2019
- 'Lawrence Lek, Jaeho Hwang & bod [包家巷] Takeover Cafe OTO For A Live Audiovisual Show', *Something Curated*, 18 June 2019
- Alex Bennet, 'Reviews: Lawrence Lek. AIDOL', *FLASH ART*, No. 326, Vol. 52, June – August 2019, pp. 116-117
- Nick Axel, 'Lawrence Lek: Real Worlds', *e-flux*, June 2019
- Joel McKim, 'Into the Universe of Rendered Architectural Images', *unthinking photography*, June 2019
- Eddy Frankel, 'Lawrence Lek: AIDOL 爱道, review', *Time Out*, 11 May 2019
- Lexi Manatakis, 'What You Need to Know About the Barbican's Epic Ai Exhibition', *Dazed Digital*, 26 April 2019
- Alice Bucknell, 'Augmented Urbanism', *ICON*, issue 190, April 2019
- Henry Broome, 'Lawrence Lek – interview: 'AI could become the ultimate content creation mechanism. It could also signal the death of the author'', *Studio International*, 16 May 2019
- 'The Bomb Factory and FVU Present... Dystopian Futures', *FVU*, 02 May 2019
- Chris McCormack, 'Lawrence Lek dreams up a hotel for wealthy nomads in his computer-generated dystopia', *Art Basel*, May 2019
- Michael Eby, 'Lawrence Lek: AIDOL 爱道', *The Brooklyn Rail*, May 2019
- Exhibition 'Aidol' by Lawrence Lek at Sadie Coles HQ London', *CLOT*, 20 April 2019
- 'The Philistine: The Very Best of London Culture This April', *Something Curated*, 01 April 2019
- 'Bonus Levels', *British Council Korea*, online Blog, 25 March 2019
- 2018 Iris Lang, 'A conversation with Lawrence Lek', *Sine Theta Magazine via medium.com*, 10 October 2018
- Ysabelle Cheung, 'Lawrence Lek: Architect of Virtuality', *Art Asia Pacific: 25th Anniversary Special*, September-October 2018, pp. 76-77
- 'Lawrence Lek: Farsight Corporate Launch', *TANK Magazine*, 01 August 2018
- Mark Westall, 'Lawrence Lek Farsight Corporation: The future of "Smart Cities"', *FAD Magazine*, 30 July 2018
- Gabrielle Schwarz, 'Dystopia lands in London's Docklands', *Apollo Magazine*, 26 July 2018
- Laura Snoad, 'Lawrence Lek, Hardeep Pandhal and Daria Martin among Film London Jarman Award Shortlist', *It's Nice That*, 27 June 2018
- Dale Berning Sawa, 'Jarman Award 2018 Shortlist Announced', *The Guardian*, 27 June 2018
- Stephanie Bailey, 'Lawrence Lek', *ARTFORUM International*, Summer 2018, p. 331
- Ana Teixeira Pinto, 'Alien Nations', *Mousse*, Summer 2018, pp. 167–175
- Danni Shen, 'A Portrait of the Artist as a Young AI', *Hyperallergic*, 18 May 2018

- Alvin Li, 'Lawrence Lek: Future 2065', *Mousse Magazine*, No. 63, April-May 2018, pp. 204-206
- 'What to do in Hong Kong: 1 – 15 April 2018', *Lifestyle Asia*, 01 April 2018
- Stephanie Bailey, 'A Conversation With Lawrence Lek', *Ocula*, 23 March 2018
- 'The Lowdown: Shows to see during Hong Kong Art Week', *Post-ism*, 23 March 2018
- 2017 Josh Feola, 'Yin: Lawrence Lek's Geomancer OST', *Radii China*, 29 December 2017
- Francis Blagburn, 'The Virtual Darkness of Lawrence Lek's Imagined Future', *Crack Magazine*, 18 November 2017
- Anya Harrison, 'All Systems Go: Lawrence Lek's Geomancer', *Flash Art*, September – October 2017
- Niamh Leonard-Bedwell, 'What happens when capitalism decides humans are useless?', *Dazed*, 17 July 2017
- Henry Broome, 'The weird + eerie: an interview with Lawrence Lek on crossing the line + exposing the deeply embedded through VR', *AQNB*, 13 June 2017
- Gary Zhexi Zhang, 'WHERE NEXT? Imagining the down of the 'Chinese century'', *Frieze*, May 2017
- DJ Pangburn, 'In 2065, a Military Satellite Becomes Self-Aware—and Wants to Become an Artist', *Creators Project*, 03 April 2017
- 2016 Cécile B. Evans, Lawrence Lek, 'CHECK MARKS', *Mousse*, issue 55, October 2016, pp. 84-95
- Robert Barry, 'Delirious New Wick: Lawrence Lek's Post-Brexit Apocalypse', *The Quietus*, 24 July 2016
- George Kafka, 'ScareBnb: Step into Kode9 and Lawrence Lek's eerie post-human hotel', *Fact*, 20 June 2016
- 'A Q&A with... Lawrence Lek, artist and creator of digital environments', *a-n*, 05 April 2016
- 2015 Harry Thorne, 'In Focus: Lawrence Lek', *frieze*, 23 October 2015
- Nora N. Kahn, 'Simulation as Institutional Critique: Lawrence Lek's 'Unreal Estate'', *Rhizome*, 27 August 2015
- Thomas McMullan, 'Digital Dystopias: An Interview with Artist Lawrence Lek', *Alphr*, 18 June 2015
- Lorena Muñoz-Alonso, 'Lawrence Lek Wins 2015 Dazed Emerging Artists Award with Site-Specific Video Game', *Artnet*, 17 April 2015
- 2014 Ruth Saxelby, 'Interview: Lawrence Lek Turns London Into a Video Game', *Fader*, 25 April 2014