



MUDAM

Musée d'Art Moderne Grand-Duc Jean

EN 

Radical Software

Women, Art & Computing

1960–1991

Booklet in simple language

mudam.com

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About the exhibition



These pages are written in easy-to-read English.

The exhibition is called 'Radical Software: Women, Art & Computing 1960–1991'.

The exhibition takes place in the galleries on the ground floor, the Jardin des Sculptures and the auditorium.

You can see the exhibition until 2 February 2025.
These pages give a sneak peek of the exhibition.

You can get more information:

- by phone: 45 37 85 531

- by e-mail: visites@mudam.com

You can also book a guided tour.

The theme

This exhibition is about women artists who have used computers.

Computers have been around for over 200 years.
They were first used to calculate,
before they could process images and text.

The exhibition shows works from 1960 to 1991.
There are over 100 works made by 50 women
from 14 countries.

These artists worked with:

- Computers
- Ideas related to new technologies
- Mathematical principles

The exhibition is about the evolution of access to computers.
At first, computers were only in laboratories and universities.
Computers came to people's homes only later.

So artists had to work on computers available in laboratories
or universities before they could work from home.





The exhibition shows artworks created before the internet.
These works have influenced art until today.

At that time, there was also a women's rights movement.
This movement wanted men and women to be equal.

The exhibition also pays tribute to pioneers like **Ada Lovelace**.
She was the first programmer in history.
These artists were also pioneers,
they explored the creative potential of computers.

Some developed very original techniques:
like using programmes and punch cards.
These cards are the ancestors of our USB keys.
They are used to store information.
Artists made images or poems with them.

Others were inspired by the functioning of the first computers.
These computers were used for calculations.

For example, **Hanne Darboven** created works
that represent the passage of time.
She transformed hours, days and years
into abstract graphic patterns.

Vera Molnár used the computer
to imitate her mother's handwriting.

Alison Knowles even programmed a poem
that generates itself randomly,
by combining different words and expressions.
It was a way of making art automatically.

Some artists have also been interested in the aesthetics
of new technologies.

Ulla Wiggen and **Deborah Remington** reproduce elements
that come from machines in their painting:
such as cables and metal surfaces.





The last part of the exhibition is about the relationship between human beings and machines.

We see works that evoke the 'cyborg'.
It is a half-human half-machine being.

Lynn Hershman Leeson made a sculpture that mixes human and mechanical elements.

Other artists like **VALIE EXPORT** and **Anna Bella Geiger** have played with this idea of a hybrid body, between nature, architecture and technology.

This exhibition shows the remarkable work of women artists who have used computers to create original artworks.

They have contributed to the history of digital art.

This exhibition makes us think about our relationship with computers and artistic creation.



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