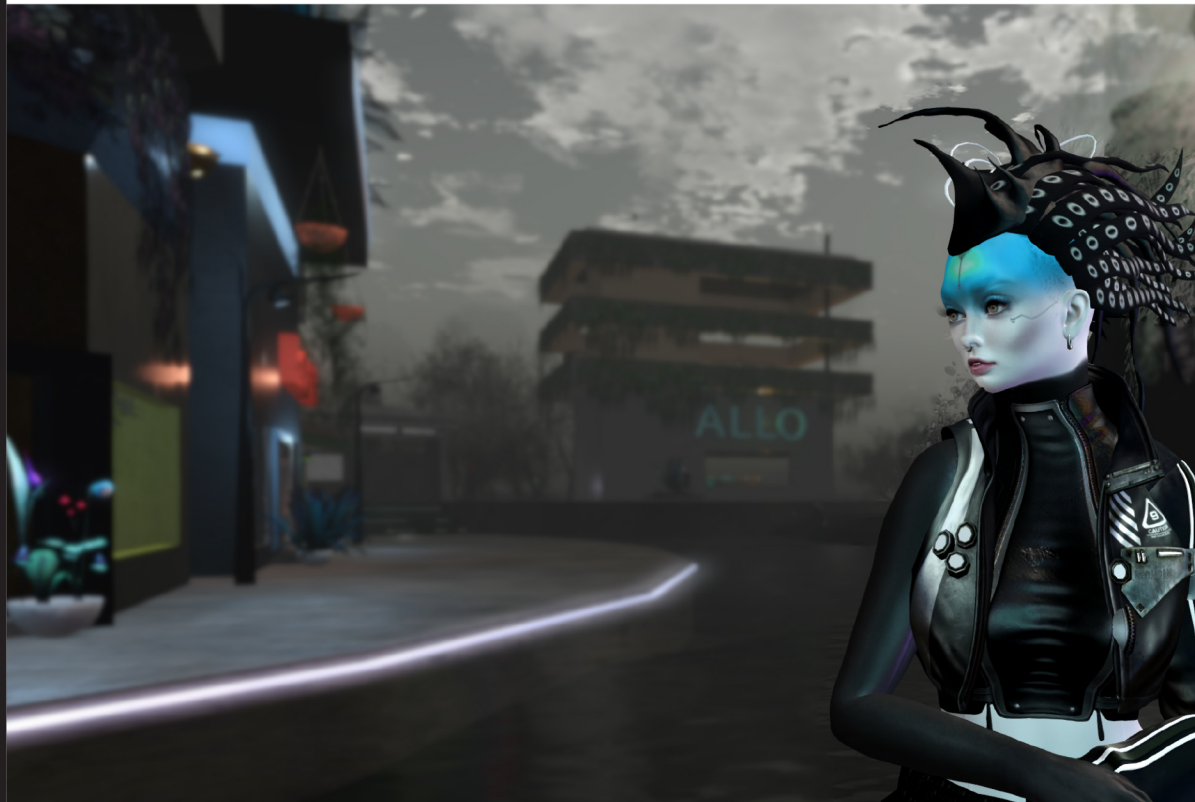


Kelly Ruth



Reality Is Not As It Seems

What can we learn from creating and presenting art in avatar-based social virtual worlds? What unique possibilities do these spaces offer compared to traditional “real-world” art making and exhibiting and should we be considering these spaces more as we look toward the future? Artist Kelly Ruth has a long history of engagement with material culture through her work in craft and sound, and in recent years, she has expanded her practice to include performing and creating installations in virtual worlds. Immersing herself in the culture of these digital spaces, Ruth explores how virtual environments challenge conventional ideas about physical space, community, and the nature of “presence.”

Her experiences have prompted her to re-evaluate the hierarchy that often places physical spaces above virtual ones, highlighting the distinctive value and expressive possibilities inherent in virtual worlds.

Thursday Jan 16

5:15 in FAB 2-20