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**FOR IMMEDIATE RELEASE**  
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**NEW INC, THE NEW MUSEUM'S CULTURAL INCUBATOR,  
ANNOUNCES ITS FIFTH ANNUAL CLASS FOR 2018–19**

***NEW INC Refines its Focus with Four Tracks at the Intersection of Art,  
Design, and Technology***



*Yago de Quay, BREAKDOWN, 2014 (still). Courtesy the artist*

**New York, NY...**NEW INC, the New Museum's cultural incubator, welcomes its fifth annual class for the September 2018 to June 2019 program cycle, with renewed partnerships and new membership tracks.

Around one hundred members working at the intersection of art, design, technology, and entrepreneurship will gain access to NEW INC's year-long professional development program, new and upgraded equipment and resources, and an expanding network of mentors. This year, members range from individual practitioners, such as artists, designers, and storytellers, to collectives, studios, nonprofits, and startups. In keeping with NEW INC's mission to foster cultural value, many of its members are committed to projects that prioritize social impact, addressing issues of surveillance, climate change, discrimination, disability, and access, among other pressing humanitarian concerns.

With renewed support from the **John S. and James L. Knight Foundation**, a second cohort of six teams on the Museum Technology Track will explore and develop transformative new technology applications for art museums. The Museum Technology Track includes fully subsidized memberships, custom-designed workshops, multiple research trips, and opportunities to receive seed grants.

**Nokia Bell Labs** will continue to support three projects spearheaded by artists in the Experiments in Art and Technology (E.A.T.) Residency. NEW INC is also pleased to have the support of the **Ford Foundation** for its Social Impact Track.

Over the course of the ten-month program, NEW INC members receive professional development training and mentorship to support their projects and foster individual growth. Previous members have been recognized as emerging leaders in their respective industries, and have presented work at Art Basel in Miami Beach, Sundance Film Festival, SXSW, the Cannes Film Festival, Tribeca Film Festival, SIGGRAPH, Moogfest, and Panorama Music Festival. Additionally, Members have the opportunity to present their work at NEW INC's Demo Day presentation and an end-of-year Summer Retreat.

Members of the 2018–19 **Museum Technology Track**, supported by Knight Foundation, include **ABNOMAD, Bika Rebek, Dome, DOTDOT, Micah Walter Studio, and Movers & Shakers.**

Members on the **Creative Experiments Track** for 2018–19 include **Andrew Demirjian, Andrew J. Levine, BetaBeer, Channel Studio, Charlotte McCurdy, Lou Huang, Open Vault, slow immediate, Studio TheGreenEyl, and Wearable Media.**

Members on the **Immersive Experiences Track** for 2018–19 include **2n, FOVRTH, Pussykrew, little GIANT Wolf, Rad Mora, Raycaster, Superimpose, Sarah Rothberg, and Superficial.**

Members on the **Social Impact Track** for 2018–19 include **Abhita Austin, Editors Over Algorithms, OBRA, Project Inkblot, Rapport Studios, Scope of Work (S.O.W.), and US&A.**

Nokia Bell Labs–supported members in the **E.A.T. Residency** 2018–19 include **Fei Liu, Yago de Quay, and Stephanie Dinkins.**

Community Members for 2018–19 include **Arternal, Bayeté Ross Smith, BOFFO, Brett Wallace, Collecteurs, Cynthia X. Hua, Daily Plinth, Damjanski, Dena Muller, Double Take Labs, Elaine Young, ELIA Life Technology, Gan Golan, Graham Sack, Julia Sinelnikova, Kristin Lucas, Liminal Space, MAD+FAB, Mattia Casalegno, Mebrak Tareke, Michael Namingha, Nikolas Bentel, Oketša, Patricia Correa Velasquez, Scott M. Lawin, Shelley Vidia Worrell, State of Mind Media, Stefani Bardin, Superbright, The Black School, The New Inquiry, Wallplay, and Wendy W Fok.**

## MUSEUM TECHNOLOGY TRACK MEMBER BIOS

**Abstract Nomadic Media** (aka AbNomad) is a film production company based in New York. AbNomad will develop an AR-enabled app to be used as a visitor engagement tool for experiencing video art.

**Bika Rebek** is the founder of Tools for Show, a collaborative digital platform for curating, designing, and archiving exhibitions. She is a principal at Some Place, a design studio with locations in New York City and Vienna, that focuses on architecture and exhibition projects. Rebek serves as an Adjunct Assistant Professor at Columbia GSAPP and sits on the Advisory Board of the Future Architecture Platform. This is her second year in the Museum Technology Track cohort.

**Dome** is an experience design studio that gathers designers, thinkers, and builders to solve unusual problems. Founded in 2014 in Brooklyn, New York, Dome is a women- and minority-owned small business that builds teams to traverse multiple disciplines and mediums, responding to complex projects with original solutions. Dome will focus on working with museums to translate its service-based practice into a scalable resource for the museum field.

**DOTDOT** are interactive content specialists working in both augmented and virtual reality (VR). Their team consists of filmmakers, software developers, game designers, and hardware manufacturers working together to create the most immersive experiences possible. They will explore a low-cost, portable VR solution for museums.

**Micah Walter Studio** will return to continue developing its toolsets for museums looking to expand their ability to interface with technology. The studio is using two existing public museum collection datasets to support an API that will allow two studios (Luxloop and Studio TheGreenEyl) to express these collections in a new and unique way.

**Movers and Shakers** is a coalition that executes direct action and advocacy campaigns for marginalized communities using virtual reality, augmented reality, and the creative arts. The coalition will explore how to apply their methodology in a museum setting.

## CREATIVE EXPERIMENTS TRACK MEMBER BIOS

**Andrew Demirjian** is an interdisciplinary artist who creates image, sound, and text assemblages. His work questions the systems, typologies, and languages that construct consciousness and guide behavior. Drawing from conceptual art, experimental music, and computer science, he creates poetry and audiovisual compositions that use constraint systems, chance operations, and remixing. The pieces take the form of interactive installations, generative artworks, and single channel videos.

**Andrew J. LeVine** is a New York-based creative researcher focusing on the intersections of analog and digital imaging through the manipulation of hardware and product design, programming, and photographic reproduction. He builds tools to enable quick viewing, editing, and capturing of hi-resolution images from photographic negatives directly to smartphones and digital platforms. LeVine is a graduate of NYU's Interactive Telecommunications Program (ITP) and was a fellow at NYU Shanghai. His work has been featured by Adobe, Vice Media, Gizmodo, and on interactive display at MTV, Times Square.

**BetaBeer** employs bioengineering to preserve two threatened food systems: beer and honey bees. Their work reframes business practice, which typically operates using models that deplete

resources. Through bio-design and systems thinking, BetaBeer can transform beer from a human indulgence into a product that benefits the entire ecosystem. One aim of this project is to abide by a circular economy model of business and highlight sustainable, ethical production practices.

**Charlotte McCurdy** is an interdisciplinary designer and researcher based in Brooklyn. Her current research, "After Ancient Sunlight," investigates materials and climate change. She is a Global Security & Design Fellow at RISD through the support of the MacArthur Foundation. Previously, McCurdy consulted major multinational corporations on sustainability strategy. She holds an MID from the Rhode Island School of Design and received her BA from Yale University in global affairs.

**Channel Studio** is a design and technology studio based in Brooklyn, making identities, installations, and experiences with an emphasis on creative technology and interactive applications. As a studio, Channel is focused on developing the potential for new modes of interaction and engagement on the web and in real life to deepen connections between brands and audiences.

**Lou Huang** is an open-source developer and designer working on software for urban planning, placemaking, and civic engagement. Huang is currently a user interface engineer and product lead at Mapzen, an open-source mapping lab. He previously worked as an architect and an urban designer before joining Code for America in 2013, where he created Streetmix, a tool for communities to reimagine streets in their neighborhoods using a simple drag-and-drop interface in the browser used by thousands of planners around the world.

**Open Vault** is a cyber-arms vendor specializing in the most advanced weaponized malware gathered from state-sponsored cyber defense programs and advanced persistent threats worldwide.

**slow immediate** is the creative studio of Gershon Dublon and Xin Liu. As artists and electrical/mechanical engineers, slow immediate believes taking things slow can make everything feel that much more immediate. They believe immediacy to the self and to our environment is pivotally important to being human on our shared planet. They devise surprising, intimate sensory encounters that invite audiences to perceive themselves as connected sums of connected parts, and, in turn, to appreciate what we are and what we share.

**Studio TheGreenEyl** creates installations and exhibitions that translate complex subject matter into sensory, spatial experiences. They particularly focus on the aesthetic potential of established and new technologies. Extensive research, experimentation, and collaborations across a broad range of disciplines allows them to develop radically new formats for the exhibition context.

**Wearable Media** delivers cutting-edge, interactive fashion for the next generation of influencers, creating a world of futurist fashion powered by design and technology, and providing an accessible solution for audiences to engage with e-textile technologies in a fashionable and innovative way. Wearable Media is composed of Yuchen Zhang, Jingwen Zhu, and Hellyn Teng, graduates from the Parsons Design and Technology and New York University Interactive Telecommunications Program.

## **IMMERSIVE EXPERIENCES TRACK MEMBER BIOS**

**2n** is an experiential studio that designs and creates beautiful and engaging immersive content.

Jesse Ayala is a director and immersive storyteller at **Fovrth**. His work has premiered at AFI, the Cannes Film Festival, Tribeca Film Festival, and SXSW. He is an Oculus Launch Pad fellow, as well as an alumnus of Oculus's VR for Good Creators Lab and FoST for Good. His VR series *Authentically Us* is the first doc series from Oculus. His film series, *#ImmigrantVoices*, launched the 2017 New York Global Citizen Festival. He has worked with the Clinton Global Initiative, the United Nations, Al Jazeera, Teach for America, and Modavanti. Jesse is proudly LGBTQ and Latinx.

**little GIANT Wolf** is a transcultural, transmedia story studio servicing brands, agencies, publications, and non-profits, to engage with their audiences and consumers more meaningfully. little GIANT Wolf's original content production focuses on multi-platform serialized projects that help make global issues personal.

**Pussykrew** is an interdisciplinary duo composed of Ewelina Aleksandrowicz (Tikul) and Andrzej Wojtas (mis gogo), whose creative practices range from multimedia installations, 3D animation, and 3D scanning and sculpture design, to video clips and audiovisual performance. Pussykrew explores post-human concepts, surreal and futuristic urban landscapes, and fluid identities with synthetic-organic notions. Their work has been presented in various contexts, which include digital arts and film festivals, art spaces, club environments, and commercial events.

**Rad Mora** is a New York-based motion design art director collaborating with artists, designers, clients, "creatives," "non-creatives," weirdos, friends and/or foes with a vision to create poetic visuals that evoke deeply resonant emotional responses and subconsciously engage the senses. Mora looks to harness this powerful medium as it integrates itself into our daily lives in a way that is not only informative but also emotionally aware.

**Raycaster** is an interaction design studio focused on innovation in the fields of nonfiction storytelling, cultural preservation, and speculative making. Cofounded by Ziv Schneider and Shirin Anlen, the studio's work highlights the use of open source and community-oriented technologies across various evolving immersive platforms, exploring new ways to challenge existing constructs through engaging in alternative realities and future narratives.

**Superimpose**, a creative technology studio, builds immersive experiences that emphasize interactive and spatial audio with the belief that sound and form are inextricable and that sonic environments are enmeshed in spatial perception. Superimpose's work has appeared in *Artforum*, *The Creators Project*, and *The Cut*, and includes clients such as MoMA PS1, Tribeca Film Festival, and Red Bull Arts New York.

**Sarah Rothberg** is an artist who captures the interplay between technology, systems, and the personal, creating meaning through unique and strange interactions. Her work takes the form of virtual reality experiences, images, animations, performances, and writing. She is adjunct faculty at NYU's Interactive Telecommunications Program and at The New School's Eugene Lang College.

**Superficial** is a design studio dreaming up original content and experiences through a combination of video, photography, CGI, and code. Working at the intersection of fashion, art, and technology, Superficial investigates new formulations of immersive storytelling and responsive experiences to create meaningful, visionary content that is constantly evolving.

## **SOCIAL IMPACT TRACK MEMBER BIOS**

**Abhita Austin** is the founder and creative director of the Creator's Suite, a community-driven platform for women in music production. Moved by the underrepresentation of women in music technology, over the past two years, Austin has worked diligently to create opportunities for women creatives to become more visible and vocal. Austin collaborates with brands and industry thought leaders to program workshops, masterclasses, and networking meetups.

Amelia Pisapia is the founder of **Editors Over Algorithms**, a consulting service that uses the frameworks of journalism to investigate algorithms for bias. Prior to starting her own consultancy, she cofounded and served as the editorial director of Novel, a creative agency incubated by *The New Republic*. She also formerly served as the head of editorial for NewsCred, a content marketing platform. Pisapia holds a BA in journalism from the University of Wisconsin-Madison.

**OBRA** is a premium footwear brand focused on utilitarian comfort. Their core values are superior quality, social and manufacturing ethics, and support for the arts. The OBRA mission is to deliver modern, best-in-class products; to conduct ethical business practices by contributing to positive social efforts and pursuing responsible manufacturing solutions; and to invest in contemporary culture by funding, producing, and promoting outstanding art projects and artists.

**Project Inkblot** is a New York-based consultancy that uses Design for Diversity™ (D4D), a powerful design framework that increases a team's capabilities in creating better services, products, and content that authentically reach expanded markets.

**Rapport Studios** is a creative education agency that designs interactive learning experiences out of any content by harnessing the power of media, technology, and pedagogy to scale empathy and inspire. Using augmented reality, virtual reality, media, and music, Rapport Studios turns environments into interactive experiences and transports users, classrooms, museum visitors, teachers, and students to another plane of learning where they see themselves reflected in the content. CEO and cofounder Armando Somoza is a new media artist, technologist, social entrepreneur, and educator.

**Scope of Work (S.O.W.)**, founded by Eda Levenson, aims to realize a diverse and impactful creative sector by closing the opportunity gap for New York City's underrepresented youth. Levenson received a BA in community studies from University of California, Santa Cruz.

**Uniting Strategists and Activists (US&A)**, is a data-driven product design agency that helps organizations engage in the social impact their users care about. US&A was founded by Henry Kaye, a product designer with a background in neuroscience, creative nonfiction, and product design. He has worked for Puma, Nike, Converse, OkCupid, eBay, Target, and more, and has also written essays and works of art criticism.

## E.A.T. RESIDENCY MEMBER BIOS

**Fei Liu** is a designer, artist, educator, and writer whose work questions how digital interfaces and networked technologies construct new futures, facilitate and fragment intimacy, and create opportunities while maintaining inequality. The subjects of her work include feminist technology, artificial intelligence, emotional and invisible labor, algorithmic oppression, and collective decision-making. Fei Liu teaches in the Design and Technology department at Parsons, the New School for Design, and has participated in residences and fellowships including IdeasCity Athens and Akademie Schloss Solitude in Stuttgart, Germany.

**Yago de Quay** is an award-winning artist and researcher. For the last eight years he has conducted scientific research in the field of digital media at the University of Texas Austin and the University of Porto, resulting in ten articles, one book, and over a dozen talks. His interactive shows have been recognized with multiple awards and honors, gallery exhibitions, TV and radio appearances, and press mentions. He has received five international grants to produce technology-driven shows and interactive installations.

**Stephanie Dinkins** is a transdisciplinary artist who creates platforms for dialog about artificial intelligence as it intersects race, gender, aging, and our future histories. She is particularly driven to working with communities of color to cocreate more inclusive, equitable artificial intelligence. Her art is exhibited internationally at a broad spectrum of community, private, and institutional venues. She is a 2018 Truth Resident at Eyebeam and a 2018 Sundance New Frontiers Story Lab Fellow. Her art practice has been covered by Vice Media, *Art in America*, *Artsy*, *Art21*, the *New York Times*, *Washington Post*, *Baltimore Sun*, and *SLEEK* magazine.

## NEW INC COMMUNITY MEMBER BIOS

**Arternal** was designed and developed for professionals and organizations that sell art. It's a powerful tool that helps you manage client relationships by storing contact information, tracking sales activity, and collecting data to help you make better business decisions.

**Bayeté Ross Smith** is the creative director of IDEA (Interactive Design Environments Alliance) New Rochelle, which works with public sites in downtown New Rochelle to conceptualize and build an arts and technology district. He is an interdisciplinary artist, photographer, and multimedia artist from Harlem, NY, who has worked for the *New York Times* and AMDoc/POV (PBS).

**BOFFO**, cofounded by Faris Al-Shathir, is a nonprofit organization that presents innovative and experimental art, architecture, and design. BOFFO Fire Island Art & Ecology Center is an initiative dedicated to the transformation of the historic Carrington House and adjacent landscapes into a space that fosters the creative spirit of artists while giving the public a chance to experience the art, ecology, and culture of the region.

**Brett Wallace** is a conceptual artist and entrepreneur whose art practice involves an exploration of the labor model and territories within accelerated capitalism through video, narrative storytelling, and installation. Wallace has had solo exhibitions at Silas Von Morisse Gallery and TFNF in New York, and studied technology's impact on society through his work at Forrester Research and LinkedIn/Microsoft. He received a BFA from University of Massachusetts, Amherst, and is an alumnus of Harvard Business School. He is currently pursuing an MFA at Maryland Institute College of Art.

**Collecteurs'** mission, as a public-benefit corporation, is to give the public access to unseen private art collections.

**Cynthia X. Hua** is a researcher and artist, working to understand artificial intelligence and the processes behind algorithmic technologies that tie them to culture, identity, and economy.

**Daily Plinth** is the first platform dedicated to discovering and promoting video content produced by the art world. Daily Plinth believes that the deeper engagement afforded by video content will lead to increased real-world engagement with art and art institutions.

**Damjanski** is an artist mostly living in a browser. He is a cofounder and member of the incubation collective, Do Something Good, and also the cofounder of the MoMAR gallery within New York's Museum of Modern Art. His work has been featured in major art, tech, and culture publications including *Wired*, *Hyperallergic*, *artnet*, *The Verge*, the *Huffington Post*, the *Los Angeles Times*, the *New York Times*, and others.

**Dena Muller** specializes in project management services for artists and organizations. Clients include Faou Foundation/Mariko Mori Studio, the Feminist Institute/Google Arts & Culture, For Freedoms/Hank Willis Thomas Studio, Slave Rebellion Reenactment/Dread Scott, Spiderwoman Theater, and the Laundromat Project. Muller was previously a director at CUE Art Foundation, NYFA, ArtTable, and A.I.R. Gallery. Muller is developing the Living Trust for the Arts, a professional services and legacy-planning platform for visual artists.

**Double Take Labs** is a transdisciplinary design studio, making installations, robots, events, and exhibitions with a touch of absurdity. The partnership between creative technologist Josh Corn and designer Eden Lew constantly aims to draw out the surprising and unfamiliar from the seemingly ordinary.

**Elaine Young** is the founder of LABYrithn PROJECT, which designs fashion objects that promote critically informed perspectives on humanitarian issues related to technology using scientific images, information, and processes. Young is a Hong Kong-based biotech fashion designer.

**ELIA Life Technology**, led by Andrew Chepaitis, develops assistive products for people who have visual impairments. Under Chepaitis's leadership, the company has been awarded roughly \$2.5 million in research and development grants, which ELIA Life Technology will use to develop a suite of products that enable consumers to achieve greater levels of education, employment, literacy, and independence. Chepaitis has worked as a grant reviewer at the National Institutes of Health since 2010. He is the author of four patents, has served on the national alumni boards of Lehigh University and the Hopkins School, and was formerly an equity research analyst at Credit Lyonnais USA.

**Gan Golan** is a *New York Times* bestselling author, artist, and activist who has worked in direct action and mass social justice movements for 25 years. His work combines grassroots community organizing with high-profile, media-genic public spectacles that shift popular narratives and mobilize communities. Golan's immersive film work has been featured at the Tribeca Film Festival. He was a lead designer for the largest climate mobilization in history, The People's Climate March. As an artist he has created visual works for Erykah Badu, Henry Rollins, Willie Nelson, and Neil deGrasse Tyson. He is a cofounder of the the Movement NetLab, which studies and supports decentralized mass social movements. His newest book, *Goodnight Trump*, arrives November 2018.



**Graham Sack** is an award-winning screenwriter and director. He wrote and directed *Lincoln in the Bardo*, a VR experience for the *New York Times* based on the novel by George Saunders, and *The Interpretation of Dreams*, an episodic series inspired by Freud's case studies as part of Samsung's VR Pilot Season. In 2018, Sack cocreated the AR installation "objects in mirror AR closer than they appear" for Tribeca Storyscapes. He is currently developing an AR/VR series for Felix and Paul Studios.

**Julia Sinelnikova** is a Brooklyn-based interdisciplinary artist who works with holograms, performance, and digital culture. Her light installations have been exhibited internationally, and she has performed widely as The Oracle. She has received commissions from the New York City Parks Department, Pace University, Refinery29, GIPHY, and Michael Madden (of Maroon 5). Her work has been reviewed in the *New York Times*, *Wall Street Journal*, *VICE*, *artnet*, the *Huffington Post*, *The Creators Project*, and *PAPER*.

**Kristin Lucas** is an artist exploring the impact of technological change, human activity, and climate change on human-wildlife relationships. Her AR/MR works are made in consultation with conservation scientists, and innovate technology to extend its storytelling capabilities in social, fun, and ecologically ethical ways. Lucas has recently presented work at And/Or, Engadget Experience, Pioneer Works, EarthxFilm, TIFF, and WSJ Future of Everything festivals. She is a member of the art faculty at the University of Texas Austin.

**Liminal Space** builds immersive audio-visual experiences for brands, live touring performances, and institutions worldwide.

**MAD+FAB** is an architectural design and fabrication studio that creates healthy living environments for people through building, innovation, and product design. MAD+FAB was founded in 2012 by Namita Modi, a LEED-accredited architect, and later joined by Lily Tagiuri, an environmental industrial designer. They started the Air Series to design a system of objects that address large-scale urban air purification, which can be installed in public spaces in New York City, improving air quality and public health awareness.

**Mattia Casalegno** is an Italian artist known for his sculptures and his immersive, relational, and participatory installations. He often deploys emerging technologies to investigate themes of phenomenology, ecology and cybernetics. In 2017, Casalegno moved his studio from Los Angeles to New York, and is currently based at the Elizabeth Foundation for the Arts. He has received many awards and fellowships by institutions such as NYFA, GAI, Eyebeam, and the Chronus Art Center in Shanghai.

**Mebrak Tareke** is building a creative agency that will shape the future of storytelling. She has written for Hyperallergic, Kilimanjaro, and NEW INC Stream. Mebrak has also curated shows on Artsy, at cutlog NY, and Spring Break Art Show. She has led strategic communication projects for the United Nations, Play Bac Presse and virtual museums, working mainly in print, digital and experiential media across Europe, Africa and North America.

**Michael Namingha** is a multidisciplinary artist who received his BBA from Parsons School of Design in New York. His work is collected and shown internationally, most recently in "Vantage Points" at the Newark Museum, and at the Georgia O'Keeffe Museum in "The Black Place: Georgia O'Keeffe and Michael Namingha."

**Nikolas Bentel** is an artist and designer who creates products, performances, and media projects that engage the public to think critically about cultural, environmental, and social issues. Bentel has been commissioned by brands to create exciting, strange, and engaging experiences using alternate forms of advertising. A graduate of the Brown-RISD dual degree program, Bentel has shown at Paris Fashion Week, Milan Design Week, and the United Nations Climate Summit.

**Oketša** is a fashion brand that was born in South Africa and bred in New York. Conceived by award-winning South African designer, Thulare Monareng, Oketša is a visual expression of the African diaspora, its rich, diverse culture and unique iconography, which combines traditional design with modern attributes. Oketša embodies all that is local and global about Africa.

**Patricia Correa Velasquez** is an architect with a background in mathematics and dance. She holds a master's degree with distinction in Computational Design from Harvard University, and works in the intersection of architecture, technology, and performance. Previous projects include energy analysis for HCGBC; the canopy geometry for Google's new HQ at Bjarke Ingels Group; concept development for the founder of Cirque du Soleil; and the Samsung Pavilion at the Korean Olympics, New York, and Tokyo.

**Scott M. Lawin** is the founder of the Museum of the Street, a new museum devoted to the history, exploration, and celebration of urban contemporary art, graffiti, and street culture. He is also the CEO of Parametric, LP, and previously served as COO of Moore Capital and Fortress, and has worked at Goldman Sachs & Co. He is vice-chair of Hudson River Park Friends and an advisory board member of The Kitchen. He has a BS in architecture from MIT.

**Shelley Vidia Worrell** is cultural entrepreneur who was born in New York City and raised between Brooklyn and the Caribbean. She is the creator of CaribBeing, a thriving venture that stands at the crossroads of culture, art, and film. Based in Brooklyn, aka Little Caribbean, CaribBeing spans contemporary culture and provides a hub for creativity and collaborations with some of the Caribbean's most visionary talent and innovative brands.

**State of Mind Media** is a creative production studio bringing the power of immersive storyscaping to life-evoking, positive social change. The studio's focus is amplifying Indigenous voices by changing the narrative to empowerment, reclamation of culture, and sharing the knowledge of the original caretakers of Mother Earth.

**Stefani Bardin** explores the influences of corporate culture and industrial food production on our food system and the environment. She works with neuroscientists, biologists, engineers, and gastroenterologists to ground her research in the scientific world. These investigations take the form of immersive and interactive installations and tools for measuring and/or mediating these influences.

**Superbright**, founded by Igal Nassima, is a creative studio that focuses on the intersection of art, technology, and design. Nassima is an engineer and artist from Istanbul, Turkey, who independently works on creating socially networked environments for communities.

**The Black School** is a New York City-based experimental art school that uses black history to educate black students, students of color, and allies on how to become radical agents of change through workshops in public art that address students' community needs. Coadministered by artists and educators Joseph Cuillier and Shani Peters, TBS is mobile in structure, currently transporting its programming to partnering schools and organizations.

**The New Inquiry** is a 501(c)(3) nonprofit and is not affiliated with any political party, government agency, university, municipality, religious organization, cadre, or other cult.

**Wallplay** is a matchmaking platform for experiential brand collaborations. It pairs artists, technologists, and creative professionals with brands and agencies for special projects.

**Wendy W Fok** trained as an architect, and is the creative director and founder of WE-DESIGNS (Architecture/Creative Strategy) and Assistant Professor of Integrated Design at the School of Design Strategies, at Parsons.

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## **ABOUT NEW INC**

NEW INC was cofounded by Lisa Phillips and Karen Wong in 2014 and is the first museum-led cultural incubator dedicated to supporting innovation, collaboration, and entrepreneurship across art, design, and technology. NEW INC's Director is Stephanie Pereira. For more information, visit [newinc.org](http://newinc.org).

## **ABOUT NEW MUSEUM**

The New Museum is the only museum in New York City exclusively devoted to contemporary art. Founded in 1977, the New Museum is a center for exhibitions, information, and documentation about living artists from around the world. From its beginnings as a one-room office on Hudson Street to the inauguration of its first freestanding building on the Bowery designed by SANAA in 2007, the New Museum continues to be a place of experimentation and a hub of new art and new ideas.

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