

## Algorithms of Resistance: The Work of Joseph DeLappe Opens October 16th at New Media Artspace, Baruch College, CUNY



Joseph DeLappe, *dead-in-iraq*, Game-based performative intervention and memorial, 2006-2011.  
Image courtesy of the artist.

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**NEW YORK, NY - October 10, 2024** – The New Media Artspace is proud to present *Algorithms of Resistance: The Work of Joseph DeLappe*, a solo exhibition of new and old works, from game-based performative interventions to experiments with AI, by Joseph DeLappe. The exhibition is curated by Dennis Delgado, Assistant Professor in the Fine and Performing Arts Department in the Weissman School of Arts and Sciences, Baruch College, CUNY and is produced by the New Media Artspace Student Docent Team.

*Algorithms of Resistance: The Work of Joseph DeLappe* will be on view October 16 through November 27, 2024 at the New Media Artspace website, [bit.ly/2024\\_joseph-delappe](https://bit.ly/2024_joseph-delappe), and at the New Media Artspace gallery in Baruch's Library and Information Building, 151 E. 25th Street. The New Media Artspace will host Joseph DeLappe for a public artist lecture on Wednesday, November 20 from 6:00–7:30 p.m. at the Baruch Performing Arts Center's Engelman Recital Hall. The event is free and open to the public. Please register [here](#) to attend.

The New Media Artspace will host casual discussions with the artist for Baruch students from 10-11 a.m. on November 18 in the New Media Artspace and room 415 in the Library and Information Building and 1:30-2:30 p.m. on November

20 in the New Media Artspace and room 320A in the Library and Information Building. A virtual discussion will be held via Zoom from 9:30-10:30 a.m. on November 19. Members of the public who wish to attend may RSVP to [newmediaartspace@gmail.com](mailto:newmediaartspace@gmail.com).

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As you enter Baruch College's Newman Library, immediately to the right of the circulation desk you encounter the very first screening room of the New Media Artspace. Beginning with the piece *Elegy: GTA USA Gun Homicides* (level 2) we have an immediate sense that the familiar action-adventure game environment of Grand Theft Auto V has been appropriated and reprogrammed in a specific way. The initial game introduction is absent and the otherwise active protagonist inadvertently becomes the viewer as a statistically-fed algorithmic cycle of violence is performed. With this unfolding we get a first glimpse into the practice of new media artist Joseph DeLappe. In a strategy familiar to contemporary artists today, DeLappe utilizes open-source and publicly available software as well as web-based news media to reconfigure and present a message within the space from which the media itself is drawn. At times collaborating with creative coders and game designers Joseph DeLappe performs or re-enacts his own message (or algorithm) which often undermines the chosen space's own ethos. DeLappe circulates and performs his complex collages or "mash-ups," within the platforms he often critiques. In the timely piece *The Origins of Totalitarianism: A Reading by Donald Trump* (on level 4) the artist adopts the form of familiar news spots (depicting former President Donald Trump speaking to the media) and juxtaposes them with the historical text by German-American historian and philosopher, Hannah Arendt. Using free, user-friendly and accessible artificial intelligence software (in this case a voice emulator) the artist generates a voice track and corresponding lip-reading of *The Origins of Totalitarianism* ultimately mapping the lip reading to the moving face of Donald Trump to create what the artist himself calls a "shallow-fake." A riff on the feared practice of using artificial intelligence's deep learning tools to deceive or construct media that is meant to pass as factual representation. In this case, the artist foregrounds the synthetic nature of the images by immediately delineating the two software packages used to create the piece in the opening credits. In other words, communicating to the viewer that this is not a "deep" fake, but rather a "shallow" one. It is this transparent and open approach to creating art work that invites the audience to participate in and possibly attempt their own intervention in our shared visual culture.

As stated above level 2 begins with *Elegy: GTA USA Gun Homicides*, a game modification and data visualization artwork that re-enacted the total gun homicides beginning in January of 2018. The project itself launched on July 4th of 2018 and would re-enact each midnight the updated statistics for gun homicides in the United States. Gun homicide statistics were updated daily and fed algorithmically into the game from the website Gun Violence Archive and each total was re-visualized in a different way using the algorithm and graphics of the video game. The piece was live streamed for the duration of the year ending on July 4th, 2019. In the video documenting the project (for this exhibition) inhabitants randomly brandish guns and begin shooting neighboring bystanders accompanied by the historical radio broadcast of "God Bless America" (as originally performed by Kate Smith in 1938). The violence abates for small periods of time as characters in the space walk through (or knock into) the cumulative bodies laid out within the virtual landscape. The seeming indifference of these inhabitants is an eerie reminder of just how accustomed (and perhaps numb) US citizens have become to the endless school shootings and random gun violence that continues to go unchecked in our society. The work provokes us to face our own inaction and conditioned indifference. Faced with these questions the viewer's experience of the exhibition begins. *Algorithms of Resistance: The Work of Joseph DeLappe* is a selection of artworks that look at how an artist enacts resistance and executes his own personal protocol (or algorithm) utilizing a variety of virtual tools and online media.

**(EXCERPT FROM CURATORIAL STATEMENT BY DENNIS DELGADO)**

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**Artist Bio:** Joseph DeLappe, born in San Francisco in 1963, is an artist, activist and educator. He relocated to Scotland from the USA in 2017 where he is the Professor of Games and Tactical Media at Abertay University, Dundee. Working with electronic and digital media since 1983, his projects using online gaming performance, sculpture and electromechanical installation have been shown throughout the world. He has developed works for venues such as Eyebeam Art and Technology in New York, The Guangdong Museum of Art, China, the Southern Utah Museum of Art, NTT InterCommunication Center [ICC], Tokyo, Japan and Transitio MX, Mexico City, among many others. Creative works and actions have been featured widely in scholarly journals, books and in the popular media, including the New York Times, The Australian Morning Herald, Art in America, The Guardian and the BBC. He has authored several book chapters, including “Me and My Predator(s): Tactical Remembrance and Critical Atonement, Drone Aesthetics: War, Culture, Ecology, Open Humanities Press, 2022; “Making Politics: Engaged Social Tactics, A conversation between Joseph DeLappe and Dr. Laura Leuzzi”, Art as Social Practice: Technologies for Change, Routledge, 2022; and co-edited with Leuzzi, the book “INCITE: Digital Art and Activism”, 2023, Peacock Visual Arts. In 2017 he was awarded a Guggenheim Fellowship in the Fine Arts.

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**Gallery Location:** New Media Artspace at Baruch College, Library and Information Building, 151 E. 25th Street, New York, NY 10010

**Gallery Hours:** The New Media Artspace is open to the CUNY community during regular library hours. Members of the public may visit the virtual exhibition on the gallery website, [www.newmediartspace.info](http://www.newmediartspace.info), or contact [newmediartspace@gmail.com](mailto:newmediartspace@gmail.com) to arrange an in-person visit by appointment. For updated information, please check the gallery website or dial a docent at 646-312-1664.

The New Media Artspace is a teaching exhibition space in the Department of Fine and Performing Arts at Baruch College, CUNY. Housed in the Newman Library, the New Media Artspace showcases curated experimental media and interdisciplinary artworks by international artists, students, alumni, and faculty.

**About Baruch College:**

[Baruch College](http://www.baruch.cuny.edu/) is a senior college in the [City University of New York \(CUNY\)](http://www.cuny.edu/) with a total enrollment of more than 17,000 students, who represent 160 countries and speak more than 100 languages. Ranked among the top 15% of U.S. colleges and the No. 4 public regional university, Baruch College is regularly recognized as among the most ethnically diverse colleges in the country. As a public institution with a tradition of academic excellence, Baruch College offers accessibility and opportunity for students from every corner of New York City and from around the world. For more about Baruch College, go to <http://www.baruch.cuny.edu/>.

**MEDIA CONTACTS:**

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