


Office Hours on appointment: felix.stalder AT zhdk.ch

## (Post-)Digital Culture

**“Technology is the active human interface with the material world.**

**Its technology is how a society copes with physical reality: how people get and keep and cook food, how they clothe themselves, what their power sources are (animal? human? water? wind? electricity? other?) what they build with and what they build, their medicine — and so on and on. Perhaps very ethereal people aren’t interested in these mundane, bodily matters, but I’m fascinated by them, and I think most of my readers are too.”**
(Ursula K. Le Guin, A Rant About Technology, 2005)

Our current interfaces are failing us, presenting a distorted image of the world and generating distructive relations. This is, in part, a failure of imagination and aesthetics for being in the world differently.

## Forschungsprojekte

Latent Spaces: Performing Ambiguous Data (2021-2024/25)

Creating Commons (2017-2020)

## Unterrichtsmodule

## MA Fine Arts, Major Artificial Studies

### HS 2025/26

- Introduction, 16.09.2025
- Art and the Techno-Politics of AI

## Minor Critical Thinking

- Kritik der Digitalität, Soziologische Perspektiven

# BA Fine Arts

### FS 2025

- Art & Copyright, Module Minor “Exhibiting and publishing”
- Art & AI, joint module with ETH Computer Science
- Posthuman Photography, Theory Module

### HS 2024

- Art and The Paradoxes of Copyright, Theory Module
- Commoning as Practice of Creation and Publication, Commoning als Arbeits- und Publikationspraxis. Context/Minor Module

### FS 2024

- What kind of AI do we want. Generative AI and normalization.
- Post-Human Photography and the Question of the Real.

### HS 2023

Sabbatical

### FS 2023

- Kunst + Künstliche Intelligenz, Z-Modul
- What kind of AI do we want. The Case of Generative AI. Bringing artistic and technological practices together, Digital Theory Module

### HS 2022

- (post)digitales Kuratieren, Theorie Modul
- The Paradoxes of Copyright, Theory Module

### FS 20222

- What kind of AI do we want? Bringing artistic and technological practices together, Digital Theory Module
- Art & Post-Human Photography. How to account for the real Digital Theory Module

### HS 2021

- Art + Artifical Intelligence, Z-Modul

- Art & Post-Human Photography, Digital Theory Module
- Art + The Paradoxes of Copyright, Digital Theory Module

**FS 2021**

- Art and AI. Machine Visions, Digital Theory, Module
- Art and Appropriation, Digital Theory, Module

**HS 2020/21**

- Kunst + Künstliche Intelligenz, Z-Modul
- Digitale Ausstellungsformate, Theorie Modul
- Unlearning Copyright, 2020, theory module

**FS 2020**

- Art and AI -- How Machines Think (and See), II, Digital Theory, Module
- Praxis, 2. Semester, Praxismodul

**HS 2019/20**

- Cybernetics -- How Machines Think, I, Digital Theory, Module
- James Bridle -- How an Artists acts, Digital Theory, Module

**FS 2019**

- Commoning as artistic practice, Digital Theory, Module
- Praxis FS 2019

**HS 2018/19**

- Painted by Numbers: Leben in Quantifizierten Welten. Digitale Theorie, Modul
- Praxis GS18/19

**FS 2018**

- Appropriation in Art and Culture Digital Theory, Module
- Praxis GS18 Praxismodul Grundstudium

**HS 2017/18**

- Unlearning Copyright Digital Theory, Module
- Praxis GS17 Praxismodul Grundstudium

### FS 2017

- Distributed Agency Praxis Modul, FS 2017

### HS 2016/17

- Kybernetik & Neoliberalismus Digitale Theorie, Modul

### Ältere Module

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