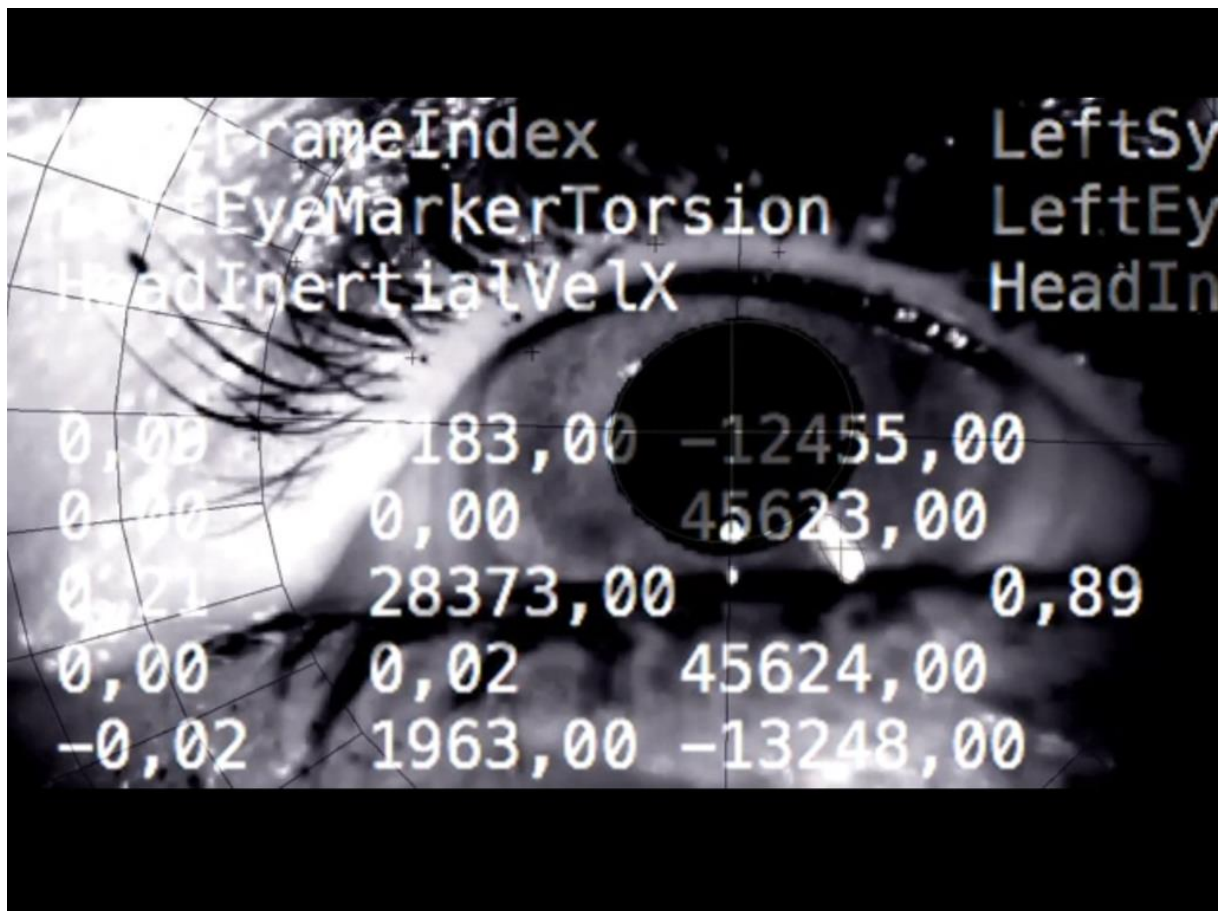


**Game Art and Artistic Research**{ } <http://www.margaretejahrmann.net> { }

Margarete Jahrmann works in artistic research and critical game activism, focusing on experimental systems as hermeneutical surface. Stemming from a decade of experience in game art exhibitions, Augmented Reality performances, game design and game culture publications, she intensified her focus on arts research in life sciences and neurophilosophy. With her latest art works and articles she critically questions scientific experiments in relation to the recent increase of brain reading practices, self-optimization and data surveillance in gamified life style technologies. Her main actual interest lies in the artistic inquiry of the attributed social meaning of neurosciences and aesthetics in relation to very personal “data” as potential inscription about the human condition. Her ongoing performance field studies and film shootings are conceived on iconic data scanning locations worldwide, such as the *Neurospin* Paris, the collapsing NSA monitoring towers in Berlin *Teufelsberg*, the very active Onyx satellite field *Signalhorn* in the Swiss French Alps or the *Run Run Shaw Film Studios* Hongkong.



01FLOW\_EYE\_2016.jpeg

image: Filmstill “mindreading”, Jahrmann&Dématraz, 2016.