

GLADSTONE GALLERY

IAN CHENG

Exhibition Catalogues, Artist Books and General Publications

- 2019 *Life After BOB*. New York: Metis Suns, 2019.
- 2018 *Ian Cheng: Emissaries Guide to Worliding*. London: Serpentine Galleries, 2018.
- 2017 *Envision 2116 Shanghai Project, Chapter 2*. Shanghai: Shanghai Project, 2017.
- 2016 *Ian Cheng: Forking at Perfection*. Zurich: Migros Museum Für Gegenwartskunst and JPR|Ringer, 2016.
Iles, Chrissie, Dreamlands: Immersive Cinema and Art, 1905-2016. New York: Whitney Museum of American Art; Yale University Press, 2016.
Take Me (I'm Yours). New York: Jewish Museum, 2016.
Julia Stoschek Collection: Welt am Draht. Berlin: Julia Stoschek Foundation, 2016.
Stranger. Cleveland: Museum of Contemporary Art Cleveland, 2016.
- 2015 *Live Simulations*. Düsseldorf: Kunsthalle Dusseldorf and Spector Books, 2015.
Kaunas Biennial NETWORKED. Kaunas: NGO Kaunas Biennial, 2015.
Taipei Biennial 2014: The Great Acceleration. Taipei: Taipei Fine Arts Museum, 2015.
Screen Play: Life in an Animated World. Buffalo: Albright Knox Art Gallery; London: D Giles Limited, 2015.
- 2013 *12th Lyon Biennale – Meanwhile... Suddenly and Then*. Dijon: Les presses du reel, 2013.
- 2011 *Ian Cheng: This Papaya Tastes Perfect*. Miami: Formalist Sidewalk Poetry Club, edition of 75, 2011, 48 pages.

Selected Articles and Reviews

- 2022 Han-sol, Park. "AI, video game engines become philosophical tools for Ian Cheng," *Korea Times*, March 7, 2022.
- 2021 Irizarry, Elvis. "A little girls life, an AI's future," *International Examiner*, December 2021.
"The Apollo 40 Under 40 Art & Tech podcast: the art of gaming," *Apollo*, December 3, 2021.
Kissick, Dean. "The Downward Spiral: Five Years," *Spike Art Magazine*, December 8, 2021.
Frey, Angelica. "Ian Cheng's Life After BOB," *ARTnews*, October 20, 2021.
Rose, Frank. "Very Personal Computing: In Artist's New Work, A.I. Meets Fatherhood," *The New York Times*, September 1, 2021.
- 2020 Goodman, Matthew Shen. "Lurking in an AI World," *Art in America*, January 01, 2020.

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- 2019 Armstrong, Annie. "There's Something Maniacal About Basic Desires': Ian Cheng on His Gladstone Gallery Show, Artificial Intelligence, and His Fear of Snakes," *Art News*, February 4, 2019.
Yerebakan, Osman Can. "Ian Cheng with Osman Can Yerebakan," *The Brooklyn Rail*, February 5, 2019.
Goodwin, Connor. "An Interactive Encounter with A. I. in New York," *Blouin Art Info*, February 13, 2019.
Ugelvig, Jeppe. "8 Artists Pushing the Limits of Digital Effects and VR," *Artsy*, February 20, 2019.
Laddaga, Reinaldo. "Ian Cheng," *4 Columns*, February 22, 2019
"Ian Cheng – Emissaries," *Parameter*, February 28, 2019.
Chan, Dawn. "Ian Cheng," *Artforum*, May 2019
Aima, Rahel. "BOB Meets World: Ian Cheng Arrives at the Venice Biennale With His AI Simulations," *Cultured*, May 7, 2019
Davis, Ben. "Does Ian Cheng's AI Creature 'BOB' Mark the Dawn of the 'Centaur Artist?' Or the 'Satyr Artist?'" *artnet news*, March 18, 2019
Creahan, Daniel. "New York – Ian Cheng: 'BOB' at Gladstone Gallery Through March 23, 2019," *Art Observed*, March 13, 2019.
- 2018 "Ian Cheng," *Living Content*, Issue 18, Summer 2018
Quack, Gregor. "On the Other Side of the Gate," *BLAU Magazine*, May 2018.
Armstrong, Stephen. "Ian Cheng's art is inspired by The Sims and created with AI," *Wired*, May 6, 2018
Rafferty, Penny. "Spring in Berlin: Five Shows to See," *Elephant*, April 13, 2018.
Hamilton, Isobel. "Meet BOB, an interactive AI creature living in Hyde Park," *Mashable*, April 6, 2018.
"Ian Cheng: Emissaries, Serpentine Gallery," *Culture Whisper*, March 27, 2018.
Fontaine, Pearl. "Anthea Hamilton, Ian Cheng, Andreas Gursky and More Must-See London Shows," *Whitewall Magazine*, March 21, 2018.
Sims, Alexandra. "40 dreamy things to do in London this weekend," *TimeOut London*, March 16, 2018.
Judah, Hettie. "Ian Cheng's A.I. Artwork Has Come to Seduce You," *Garage Magazine*, March 15, 2018.
Crosby, Eric. "In Plain View: Ian Cheng's Live Simulations," *art21*, March 2, 2018.
Harrison, Anya. "Ian Cheng and Sondra Perry at Serpentine Gallery," *Modern Painters*, March 2018.
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Solway, Diane. "How the Collectot Patrizia Sandretto Re Rebaudengo Became Italy's Peggy Guggenheim," *W Magazine*, February 26, 2018.
- 2017 McDermon, Daniel. "Down an Internet Rabbit Hole With an Artist as Your Guide," *New York Times*, December 13, 2017.
Casadio, Mariuccia. "Infiniti altrove," *Vogue Italia*, November 9, 2017.
"Lost Track of Your Favorite Artist? Here's a Guide to the Latest Round of Rising-Star Gallery Swaps," *Artnet News*, September 21, 2017

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- Schwendener, Martha. "What to See in New York Art Galleries This Week," *The New York Times*, September 7, 2017.
- Crow, Kelly. "Ian Cheng's Videogames Take On a Life of Their Own," *The Wall Street Journal*, September 5, 2017.
- Freeman, Nate. "Gladstone Now Represents Ian Cheng," *ARTnews*, September 5, 2017.
- Wong, Mimi. "Ian Cheng: Emissaries at MOMA PS1," *Art Asia Pacific*, July/August 2017.
- Keats, Jonathan. "Discover How Video Games Predict Global Catastrophes at This Innovative MoMA PS1 Exhibit," *Forbes Magazine*, August 14, 2017.
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- Vickers, Ben. "Virtual Reality: Dreaming Awake at the End of Time," *Spike Magazine*, Summer 2017.
- Wu, Danielle. "Confronting our Existential Dilemmas in a Live-Simulated Fantasy World," *Hyperallergic*, May 2017.
- Lau, Charlene K. "*Ian Cheng: Emissaries*," *The Brooklyn Rail*, May 2017.
- Clayton, Jace. "One Take: Ian Cheng's Emissaries," *Frieze Magazine*, May 2017.
- Scott, Andrea. "Watch the Absorbing and Tedious Simulations of Ian Cheng," *The New Yorker*, 16 May 2017.
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- Halter, Ed. "Ian Cheng: Welcome to the Sentient Atoll: the artist brings his cyber-biological worlds to MoMa PS1," *4 columns*, April 26, 2017.
- "Espace Louis Vuitton München – Ian Cheng: EMISSARY FORKS featuring THOUSAND ISLANDS," *E-flux*, April 18, 2017.
- Scott, Andrea. "Spring Art Preview", *The New Yorker*, March 13, 2017.
- Greenberger, Alex. "MOMA names recent acquisitions: James Turrell's 'Meeting,' a 12-foot-long Mark Bradford painting, K8 Hardy video and more," *Art News*, January 20, 2017.
- Schrock, Roddy. "Understanding the Building Blocks of Our Machine World with Art." *Hyperallergic*, January 2017.
- 2016 Meyers, Todd. "Critics' Picks: Overpop," *Artforum*, September 2016.
- Archev, Karen. "Ian Cheng: Forking at Perfection," *Artreview*, September 2016.
- Mellin, Haley. "Creatures of Narrative: Ian Cheng in conversation with Haley Mellin," *Garage Magazine*, Fall/Winter 2016.
- Wilk, Elvia. "Ian Cheng," *Cura 23*, Fall 2016.
- Fite-Wassilak, Chris. "Liverpool Biennial 2016," *Frieze Magazine*, October 2016.
- Kerr, Dylan. "Artificial Ecology: Ian Cheng on the Strange Art of Simulating Life, and the Conceptual Merits of Pokémon Go," *Artspace*, August 2016.
- Farago, Jason. "Interview: Ian Cheng," *Even Art*, Summer 2016.
- Obrist, Hans Ulrich. "Future Without Humans," *Numéro*, Summer 2016.
- Farokhmanesh, Megan. "The Museum of Modern Art is currently streaming a game that plays itself on Twitch," *The Verge*, June 7, 2016.
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- Vickers, Ben. "Hermetic Engineering," *Artforum*, March 2016.
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- Taylor, Phil. "Reviews: Ian Cheng Pilar Corrias Gallerym" *Artforum*, February 2016.
- Herbert, Martin. "Previews: Suspended Animation," *Artforum*, January 2016.
- Godfrey Larmon, Annie. "Previews: Ian Cheng," *Artforum*, January 2016.
- 2015 "Ian Cheng", *Interview Magazine*, December 2, 2015.
- Bier, Arielle. "Review: Ian Cheng at Fondazione Sandretto Re Rebaudengo, Turin," *Frieze Magazine*, November/December 2015.
- Sansom, Anna. "Ian Cheng: If the simulation game never ends," *Modern Weekly*, November 28, 2015.
- McLean, Matthew. "Ian Cheng's "Emissary Forks at Perfection," *Art Agenda*, November 17, 2015.
- Sansom, Anna. "Ian Cheng: Emissary Forks at Perfection," *DAMN*?, November 2015.
- Steer, Emily. "Play, Pause, Repeat?: Video at FIAC," *Elephant Magazine*, October 2015.
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- "Neighbourhood watch," *British Vogue*, October 2015.
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- 2014 McClean-Ferris, Laura. "The Great Acceleration: Art in the Anthropocene," *art agenda*, September 15, 2014.
- Fite-Wassilak, Chris. "Review: Three Summer Shows," *Frieze Magazine*, September 2014.
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- Shannon, Thor. "Interview: Ian Cheng," *Out of Order Magazine*, August 2014.
- 2013 Pancotto, Pier Paolo. "Critics' Picks: The Time Machine (The Survivors)," *Artforum*, December 2013.
- Pinkerton, Nick. "Film: In Rare Form," *Artforum*, December 2013.
- Kerr, Dylan. "Ian Cheng," *Bomb Magazine*, October 10, 2013.
- Rittenbach, Kari. "Focus Interview: Ian Cheng," *Frieze Magazine*, May 2013.
- 2012 Katrib, Ruba. "Info Touch", *Mousse Magazine*, December 2012.
- "24 Artists to Watch," *Modern Painters*, December 2012.

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- 2019 Cheng, Ian. "Worlding Raga: 2 – What is a World?" *ribbon farm*, March 5, 2019.
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- 2017 Cheng, Ian. *Portal_Ranch.txt*, *Art in America*, April 2017.
Cheng, Ian and Adam Thirwell, *CRASH AND a habit*, 2017.
- 2015 Cheng, Ian. "Forking at Perfection", *Mousse Magazine*, Summer 2015.
Cheng, Ian. "Infinite Game of Thrones", *The Machine Stops*, edited by Erik Wysocan, 2015.
- 2014 Cheng, Ian. "Infinite Game of Thrones", *Mousse Magazine*, November 2014.
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- 2013 Cheng, Ian. "Future Fictions", *Frieze Magazine*, June/August 2013.