AKWASI BEDIAKO AFRANE

PORTFOLIO

SELECTED EXHIBITIONS:

2023

- Group Exhibition, "Sharing Knowledge on Common Ground" part of the three-phase show as an extended show of the DRIVING THE HUMAN: 7 PROTOTYPES FOR ECO-SOCIAL RENEWAL PROGRAM. August 12th – September 24th at ZKM (Center for Art and Media Karlsruhe) curated by Sarah Donderer and assisted by Nina Liechti

- Group Exhibition, "WHAT'CHU LOOKING AT? WHO YOU SPEAKING WITH?" A GAZING ALL ROUND, a project by Christine Xuereb Seidu Curated by Bernard Akoi-Jackson at Space A, SPAZJU KREATTIV, Valletta, Malta, January 27 - March 5, 2023.

2022

- Group Exhibition, DRIVING THE HUMAN: 7 PROTOTYPES FOR ECO-SOCIAL RENEWAL PROGRAM Hosted by Forecast at Silent Green in Berlin, Germany November 25–27, 2022.

- Group Exhibition, *Triennale Game Collection Volume 2*, Downloadable virtual exhibition of video games created for the 23rd International Exhibition of Triennale Milano. Curated by Pietro Righi Riva and produced by Santa Ragione, Italy July 11, 2022.

- Group Exhibition, *Magic Machines* A project by Rosy DX at TECHNISCHE SAMMLUNGEN in Dresden, Germany., July 1- September 12, 2022.

2021

- Group Exhibition, DRIVING THE HUMAN: 21 VISIONS FOR ECO-SOCIAL RENEWAL PROGRAM Hosted by Forecast at Radialsystem in Berlin, Germany, October 15-17, 2021.

- Group Exhibition, *'of Materials and things'*, curated by Exit Frame, presented as part of the season "Un Quartier Généreux" by La Condition Publique in Roubaix, France on the occasion of the Africa2020 Season., April 21 - July 25, 2021.

2020

- Group Exhibition, *Jibambe Na Tec: A Festival of Digital Media*, November 16 – 30, 2020, Alliance Française, Nairobi, Kenya. Curated by Isabelle Arvers and Thorsten S. Wiedemann.

2019

- Group Exhibition, 12th Rencontres de Bamako: *Stream of Consciousness*, November 30 2019 - January 31, 2020, Bamako, Mali. Artistic Director Bonaventure Soh Bejeng Ndikung, with co-curators Aziza Harmel, Astrid Sokona Lepoultier and Kwasi Ohene-Ayeh.

- Group Exhibition, *UmStand der Dinge: A State of Affairs*, October 22 – October 26, The Hochschule fur bildende Kunste (HFBK) Art Gallery, Hamburg, Germany. Curated by Julia Gyemant and Dr. Bernard Akoi-Jackson.

- Solo Exhibition, *Enter the TRONS*, VR, AR, Performance and installation using discarded electronic gadgets. September 2 – September 9, Kwame Nkrumah University of Science and Technology (KNUST) Ceramics Section, Kumasi, Ghana. Curated by Frederick Ebenezer Okai.

2018

- Group Exhibition, *Spectacles. Speculations…*, February 8 – March 10, Ablade-Glover Hall (blaxTARLINES KUMASI project space), KNUST, Kumasi, Ghana, MFA Thesis exhibition curated by Kwasi Ohene-Ayeh.

2017

- Group Exhibition, *Orderly Disorderly*, End of Year Exhibition, June 30– September 1, Museum of Science and Technology, organized by blaxTARLINES KUMASI in Accra, Ghana, Curated by Bernard Akoi-Jackson, Kwasi Ohene-Ayeh (IUB), Mavis Tetteh-Ocloo, Selom Kudjie, Patrick Nii Okanta Ankrah.

- Group Exhibition, *Something Played…*, April 21– May 5, Green building near VIP Parcel Office, M-Plaza Drive, Asafo, Kumasi, Ghana, MFA Thesis exhibition curated by Selom Kudjie.

2016

- Group Exhibition, *Cornfields in Accra*, End of Year Exhibition, June 17– August 31 2016 Museum of Science and Technology, organized by blaxTARLINES KUMASI in Accra, Ghana, Curated by Bernard Akoi-Jackson.

- Group Exhibition, *if you love me......*, April 15 - May 05, Loco Shed, Kumasi Railway, Kumasi, Ghana, MFA Thesis exhibition co-curated by Robin Riskin, Selom Kudjie, Patrick Nii Okanta Ankrah.

SELECTED PROJECTS:
2023
- *PHALANX-T2,* Generative Video Work
- *RSOC-MOTES*, Generative Video Work
- *SPECTRE,* Interactive Generative Art

2022
- *FRAGMENTS*, Documentary Video, created as part of the TRONS 'R' US project, fashioned within the framework of the Driving the Human: 7 Prototypes for Eco-Social Renewal.

2021

- *Random Segments of Code*, 2D video and 360 video installation, created as part of the TRONS 'R' US project, shaped within the framework of the Driving the Human: 21 Visions for Eco-Social Renewal.

2020

- *TRONS Factory*, PC Game

2019

- *Kwasiada Frankaa*, 3D animation and VR video work
- Solo show, *Open Studio*, AR, VR, Gaming, Animation installation.

2016

- Solo show, *Ghosts in Shells*, Video installation.

SELECTED ART PRIZE:

2020

- Selected as one of the top three finalists for the 2020 Henrike Grohs Art Award

SELECTED RESIDENCIES:

2021

- Guest Projects Digital 2021, Artist in Focus 2021, A collaborative venture with Guests Artists Space Foundation, generously supported by the British Council SSA Arts Digital Catalyst Fund, August 23 – September 4, 2021.

2016

- Ofkob2016, WriTe Art right; RighT, Art write, organized by the Department of Painting and Sculpture of the Kwame Nkrumah University of Science and Technology (KNUST) in Akuse, Ghana, August 19 – 30, 2016.

SELECTED WORKSHOPS:

2022

TRONSFORMATION, workshop run as part of the TRONS 'R' US project, created within the framework of the Driving the Human: 7 Prototypes for Eco-social Renewal.
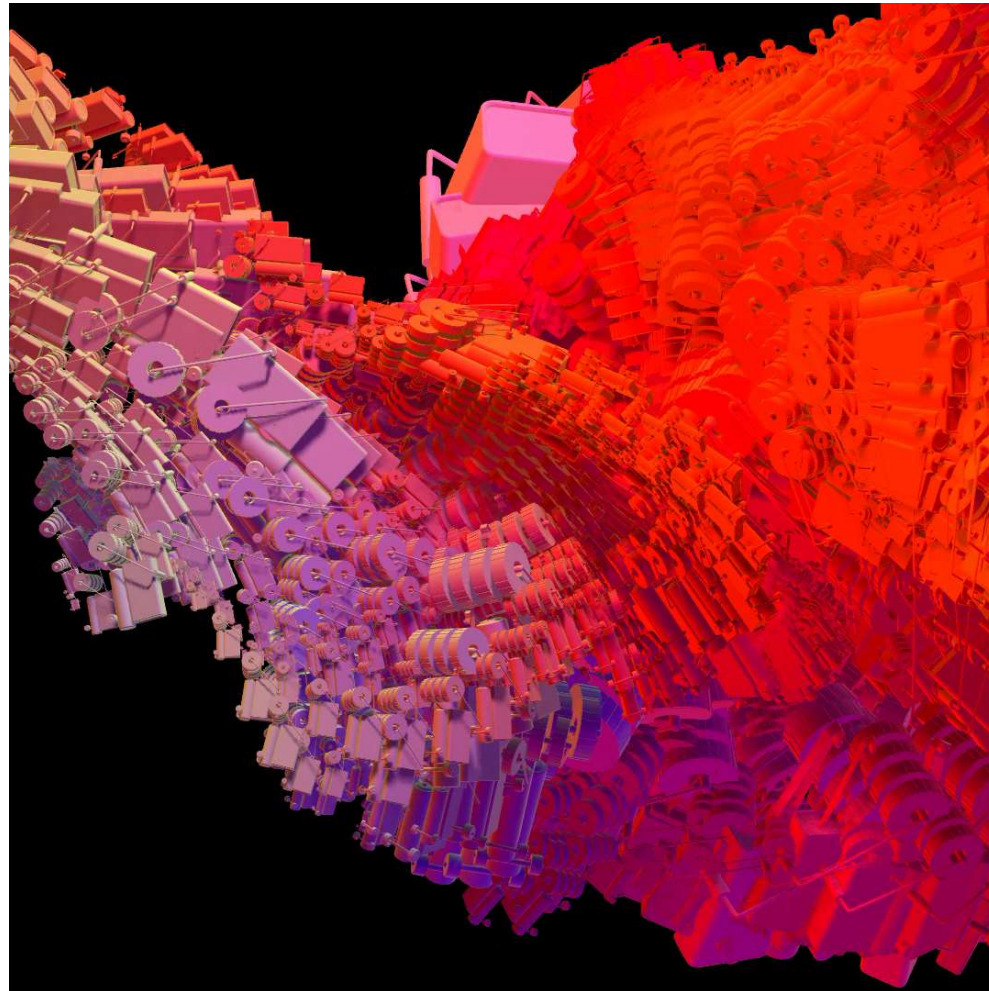
Akwasi Bediako Afrane, PO-EM, 2022 at the *Sharing Knowledge on Common Ground* exhibition
by ZKM (Center for Art and Media Karlsruhe), 2023, as part of the Driving the Human: 7 Prototypes for Eco-social Renewal
4 Car seats, 2 HTC VIVE VR headsets with discarded electronic gadgets installation. Image by Samuel Baah Kortey.

Akwasi Bediako Afrane, PO-EM, 2022 at the *Sharing Knowledge on Common Ground* exhibition
by ZKM (Center for Art and Media Karlsruhe), 2023, as part of the Driving the Human: 7 Prototypes for Eco-social Renewal
4 Car seats, 2 HTC VIVE VR headsets with discarded electronic gadgets installation. Image by Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *PHALANX-T2*, 2023 Generative Video Work.
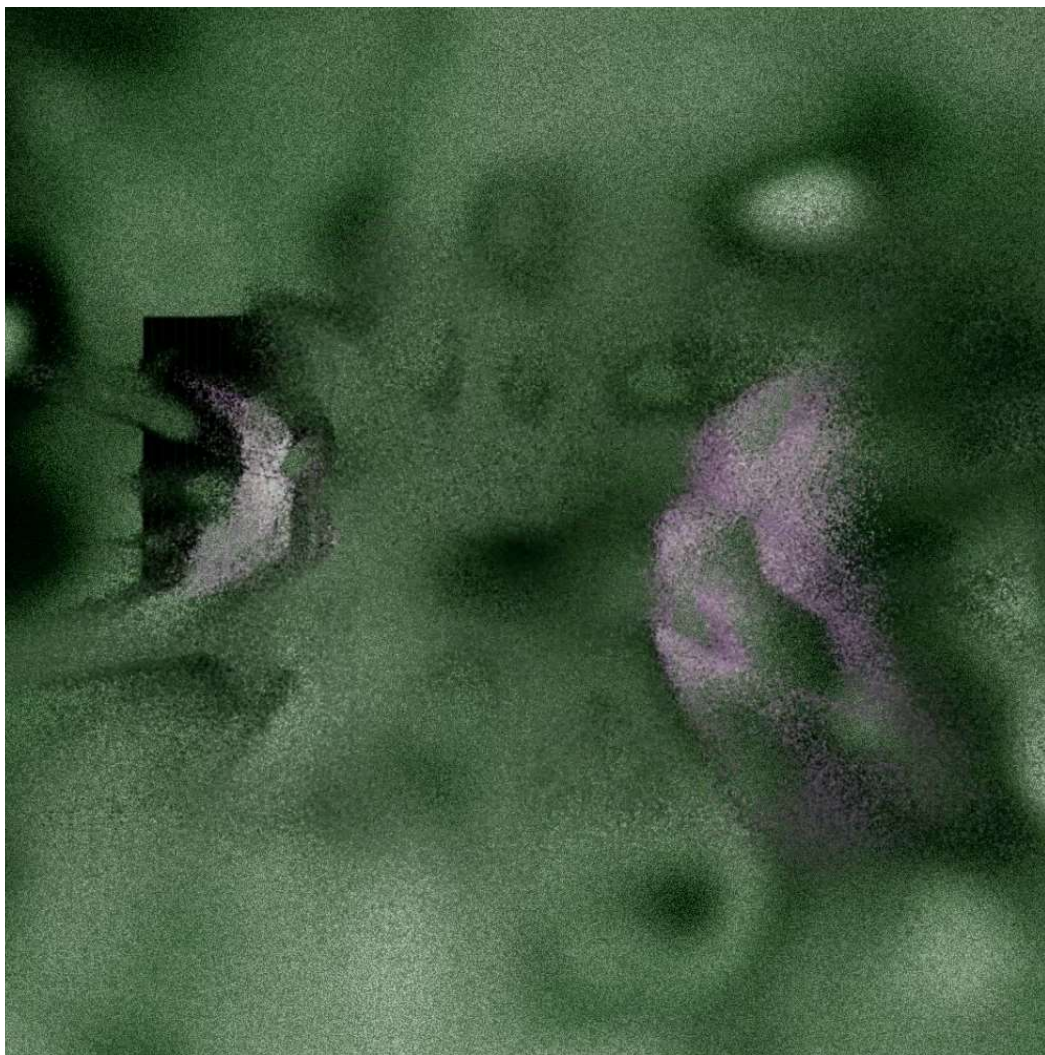
Image credit, Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *PHALANX-T2*, 2023 Generative Video Work.

Image credit, Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *RSOC-MOTES*, 2023 Generative Video Work.

Image credit, Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *RSOC-MOTES*, 2023 Generative Video Work.

Image credit, Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *SPECTRE*, 2023 Interactive Generative Video Work.

Image credit, Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *SPECTRE*, 2023 Interactive Generative Video Work.

Image credit, Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Kwasiada Frankaa*, 2019 "WHAT'CHU LOOKING AT? WHO YOU SPEAKING WITH?" A GAZING ALL ROUND, Exhibition, 2023. VR video and game on Oculus Quest 2 VR headset, 3D animation and Windows PC game on two 55" screens

Image credit, Akwasi Bediako Afrane.
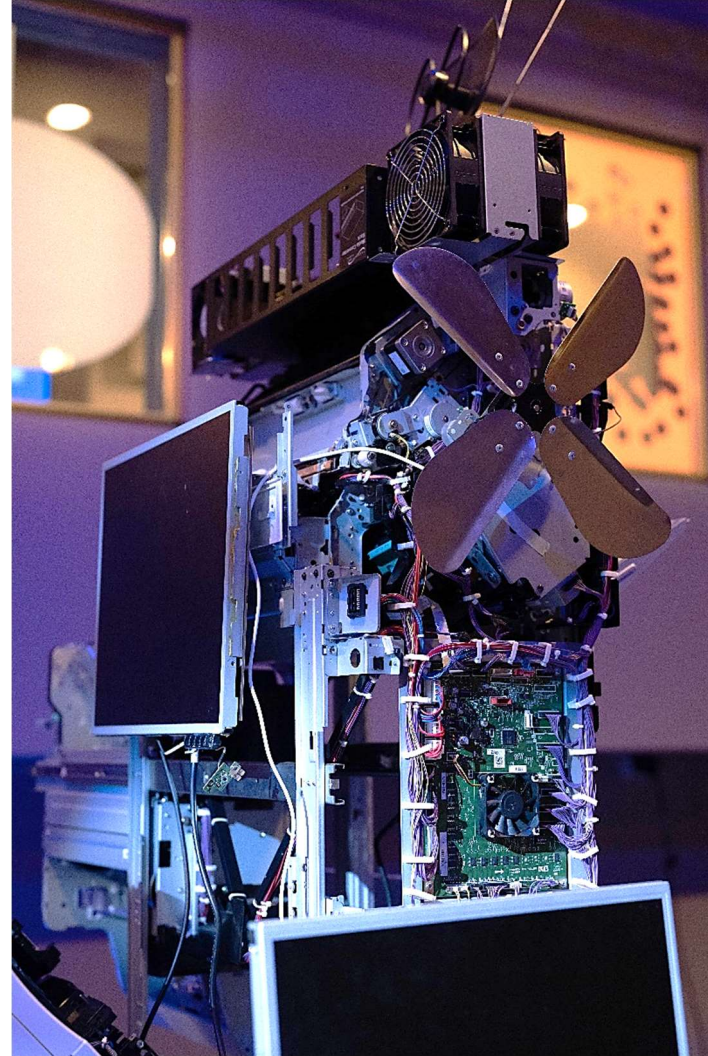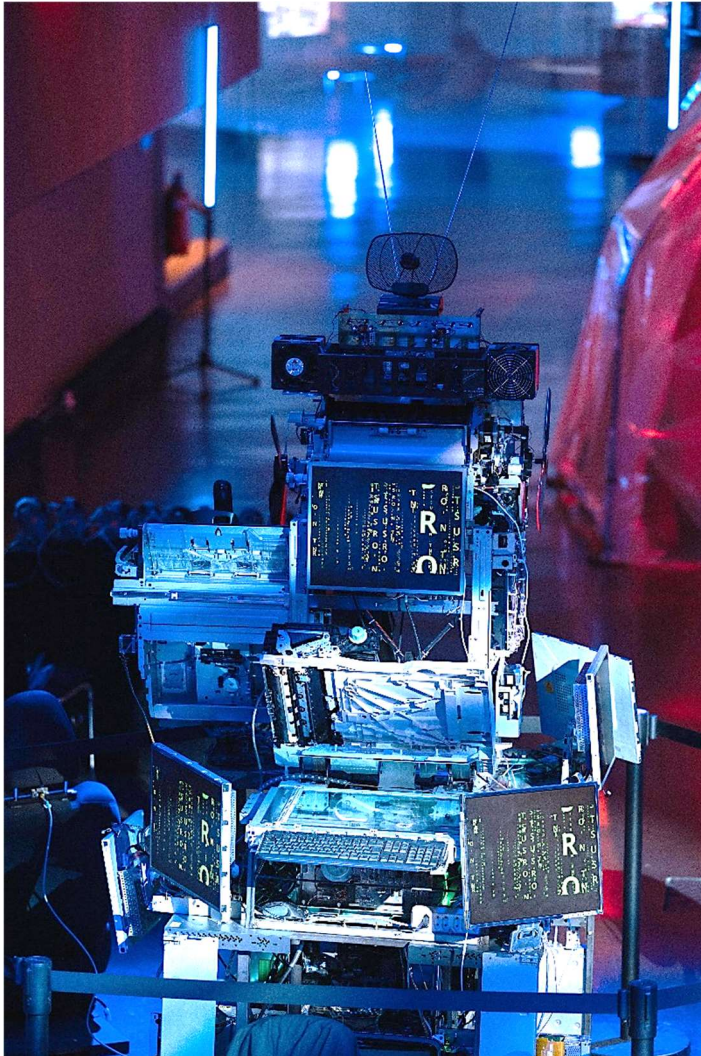
Akwasi Bediako Afrane, *Kwasiada Frankaa*, 2019 "WHAT'CHU LOOKING AT? WHO YOU SPEAKING WITH?" A GAZING ALL ROUND, Exhibition, 2023. VR video and game on Oculus Quest 2 VR headset, 3D animation and Windows PC game on two 55" screens

Image credit, Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Kwasiada Frankaa*, 2019 "WHAT'CHU LOOKING AT? WHO YOU SPEAKING WITH?" A GAZING ALL ROUND, Exhibition, 2023. VR video and game on Oculus Quest 2 VR headset, 3D animation and Windows PC game on two 55" screens

Image credit, Jacob Sammut.
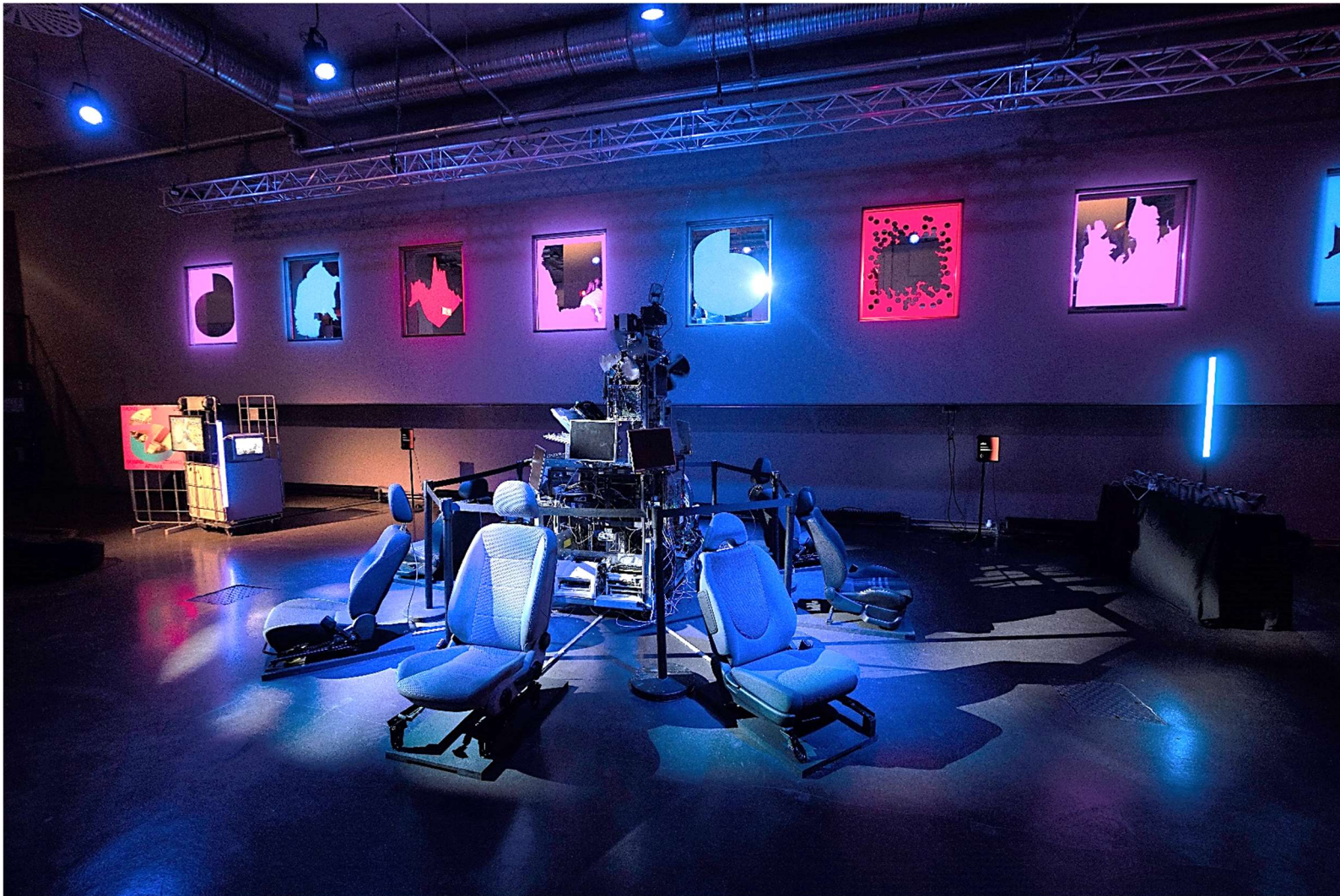
Akwasi Bediako Afrane, PO-EM, 2022 created as part of the TRONS 'R' US project, created within the framework of the

Driving the Human: 7 Prototypes for Eco-social Renewal, 2022,

8 Car seats, 8 Oculus Go VR headsets with discarded electronic gadgets installation. Image by Camille Blake.

Akwasi Bediako Afrane, PO-EM, 2022 created as part of the TRONS 'R' US project, created within the framework of the

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Akwasi Bediako Afrane, PO-EM, 2022 created as part of the TRONS 'R' US project, created within the framework of the

Driving the Human: 7 Prototypes for Eco-Social Renewal, 2022,

Discarded electronic gadgets installation. Image by Camille Blake.

Akwasi Bediako Akwasi, *FRAGMENTS*, 2022, Documentary Video created as part of the TRONS 'R' US project, created within the framework of the Driving the Human: 7 Prototypes for Eco-social Renewal.
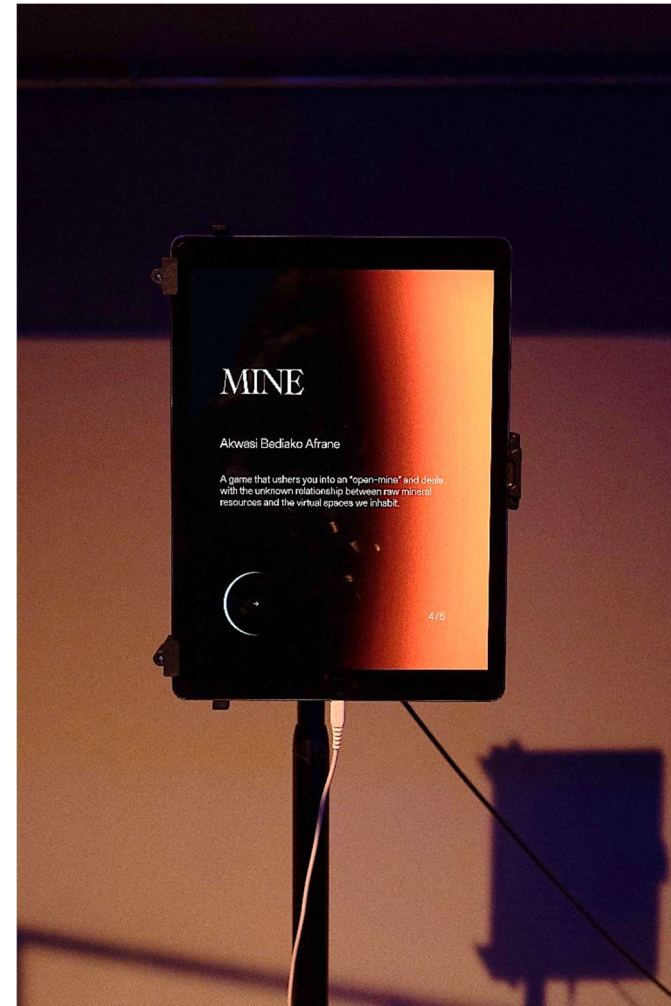
Image credit Anwar Sadat Mohammed.

Akwasi Bediako Akwasi, *FRAGMENTS*, 2022, Documentary Video created as part of the TRONS 'R' US project, created within the framework of the Driving the Human: 7 Prototypes for Eco-social Renewal.
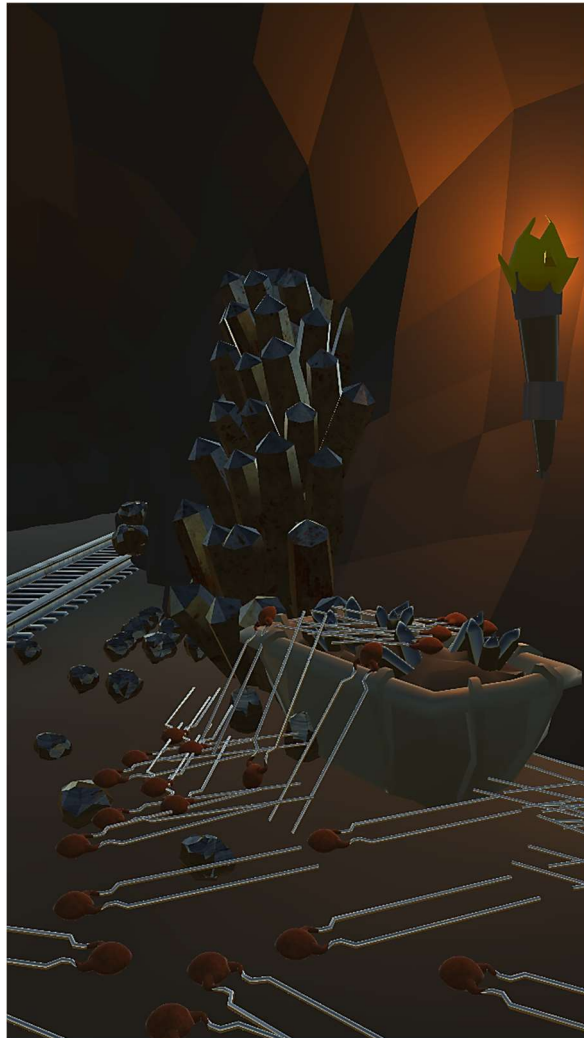
Image credit Anwar Sadat Mohammed.

Akwasi Bediako Akwasi, *TRONSFORMATION*, 2022, workshop with kids from the No-Limits Orphanage,

run as part of the TRONS 'R' US project, created within the framework of the Driving the Human: 7 Prototypes for Eco-social Renewal.

Image credit Anwar Sadat Mohammed.
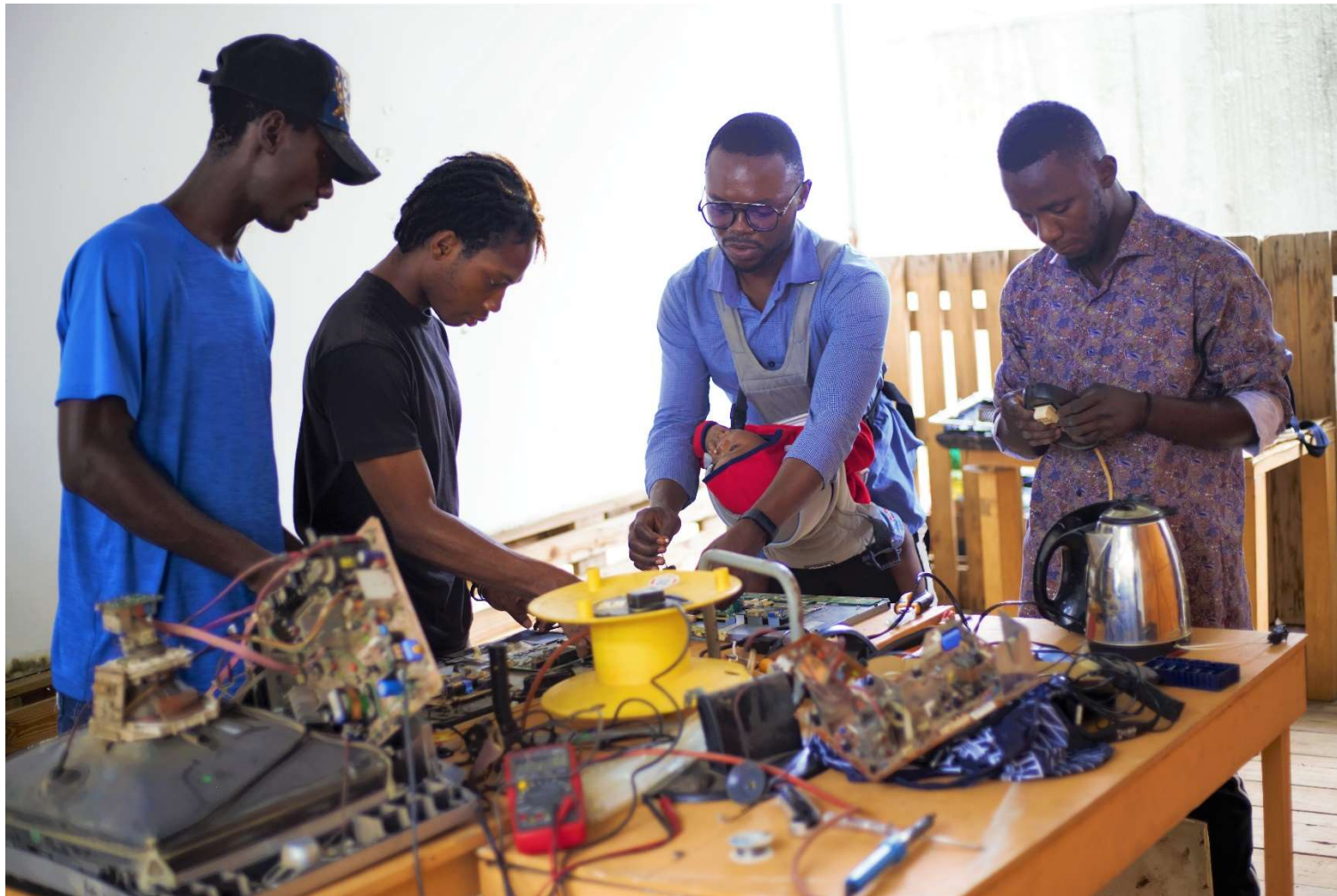
Akwasi Bediako Akwasi, *TRONSFORMATION*, 2022, workshop with repairers and street artist,
run as part of the TRONS 'R' US project, created within the framework of the Driving the Human: 7 Prototypes for Eco-social Renewal.
Image credit Anwar Sadat Mohammed.

Akwasi Bediako Afrane MINE, 2022,

Explorative digital mine-cave with crystals, rails, carts and electronic components. Image by Akwasi Bediako Afrane.
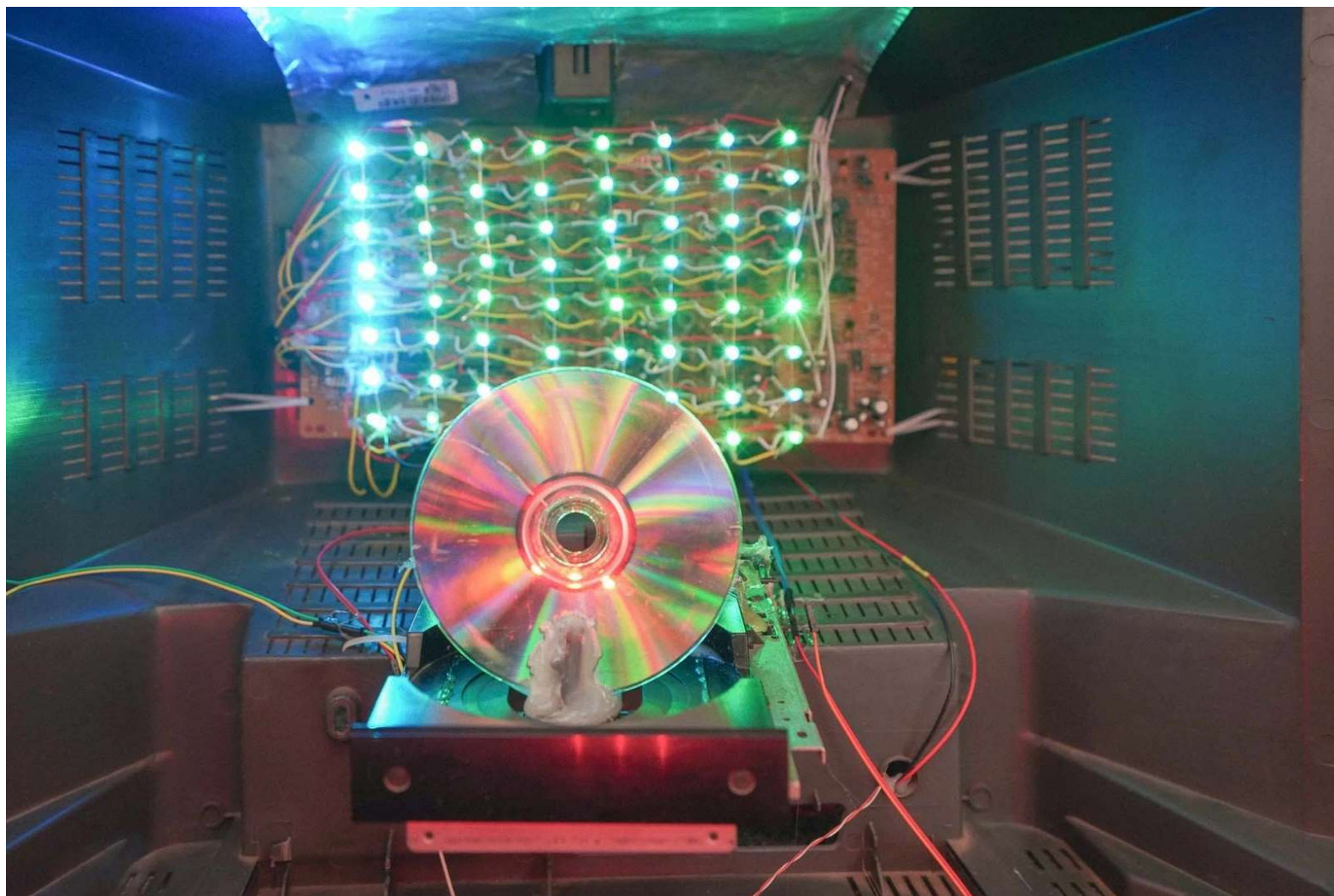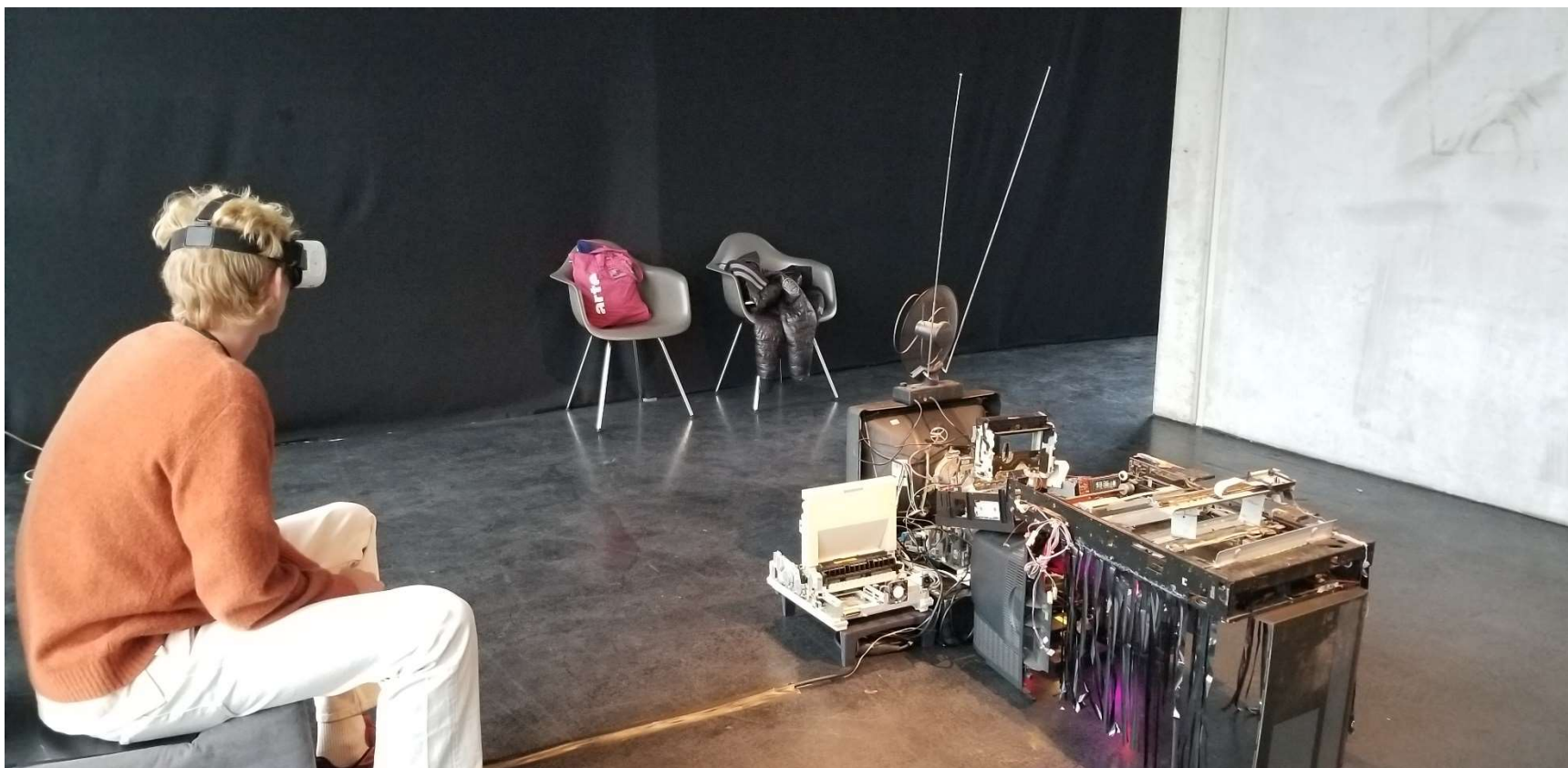
Triennale Game Collection Volume 2, downloadable on both **App Store** and **Play Store** also on **Steam.**

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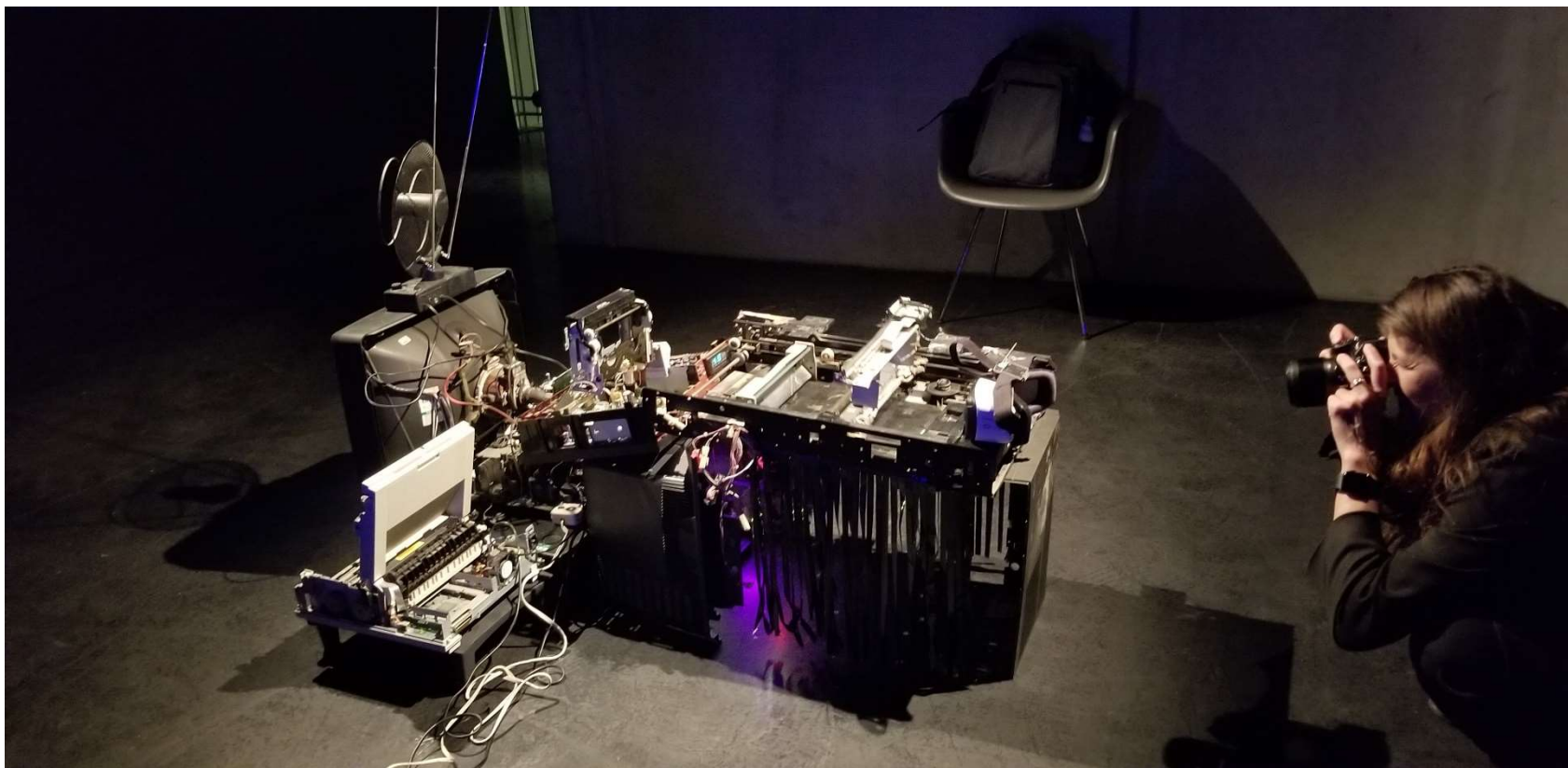
Akwasi Bediako Afrane MT-21, Magic Machines Exhibition, 2022,

Compact disc, compact disc tray, LEDS, PCB and Arduino nano installed in a television casing. Image by Andreas Ullrich.

Akwasi Bediako Afrane MT-21, Magic Machines Exhibition, 2022,

Compact disc, compact disc tray, LEDS, PCB and Arduino nano installed in a television casing. Image by Andreas Ullrich.

Akwasi Bediako Afrane, *Random Segments of Codes*, 2021 created as part of the TRONS 'R' US project
within the framework of the Driving the Human: 21 Visions for Eco-Social Renewal, 2021,
360 video on Gear VR headset with discarded electronic gadgets installation. Image by Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Random Segments of Codes*, 2021 created as part of the TRONS 'R' US project
within the framework of the Driving the Human: 21 Visions for Eco-Social Renewal, 2021,
360 video on Gear VR headset with discarded electronic gadgets installation. Image by Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Random Segments of Codes*, 2021 created as part of the TRONS 'R' US project
within the framework of the Driving the Human: 21 Visions for Eco-Social Renewal, 2021,
Installation setup of TRONS for 360 video. Image by Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Random Segments of Codes*, 2021 created as part of the TRONS 'R' US project within the framework of the Driving the Human: 21 Visions for Eco-social Renewal, 2021, Still of 360 video. Image by Akwasi Bediako Afrane.
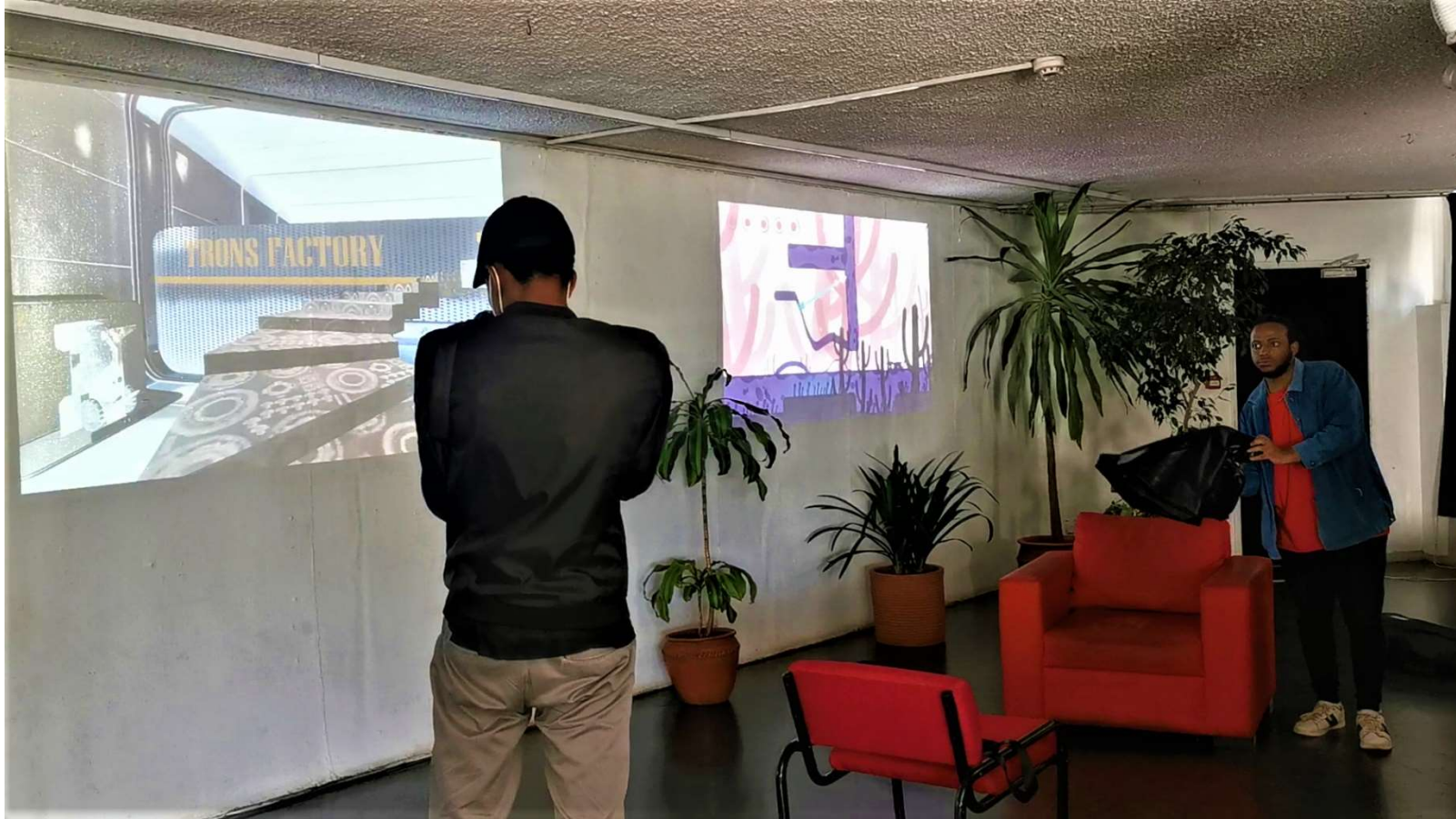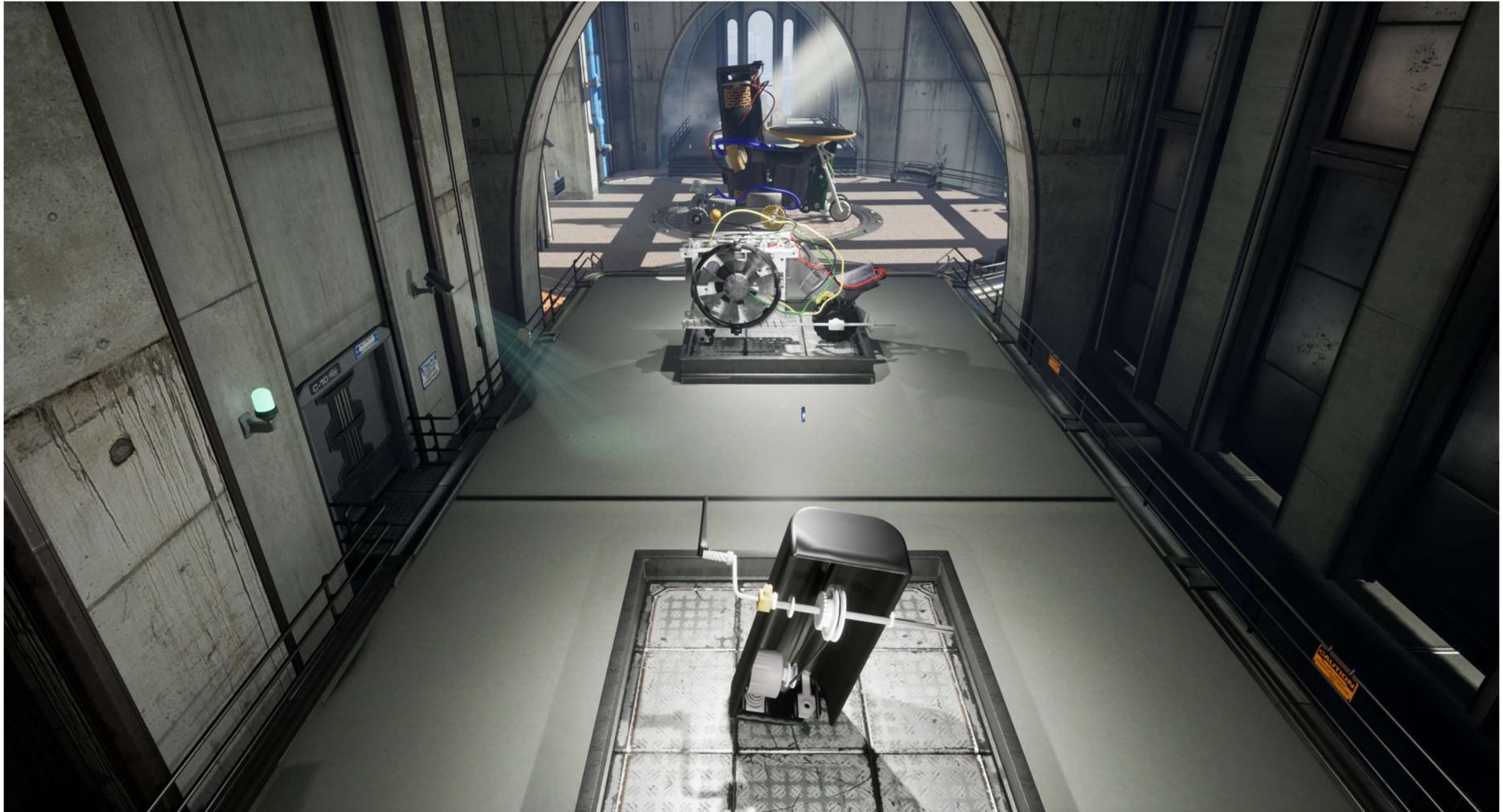
Akwasi Bediako Afrane, 3D animation Video, 360 V.R video, Windows Game, Augmented Reality android application of *Kwasiada Frankaa,* 2019 at "Of Materials and things" group exhibition,, Image by Kwesi Ohene-Ayeh.

Akwasi Bediako Afrane, 3D animation Video, 360 V.R video, Windows Game, Augmented Reality android application of *Kwasiada Frankaa,* 2019 at "Of Materials and things" group exhibition, Image by Kwesi Ohene-Ayeh.
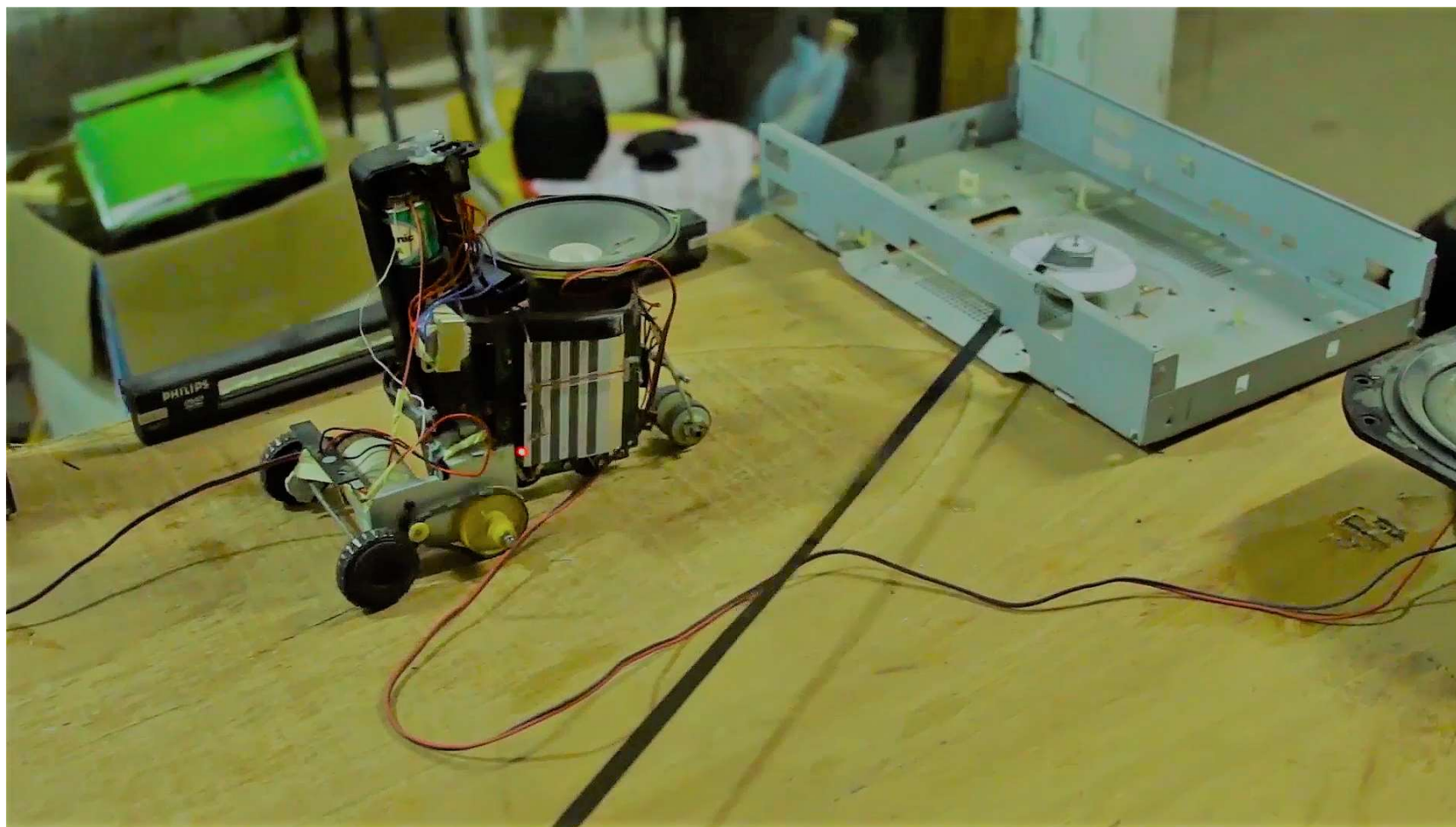
Akwasi Bediako Afrane, a projection of *TRONS Factory*, 2020 on the left side. Exhibited in Jibambe Na Tec: A Festival of Digital Media, 2020, Group Exhibition. Image by Isabelle Arvers.

Akwasi Bediako Afrane, a projection of *TRONS Factory*, 2020 on the left side. Exhibited in Jibambe Na Tec: A Festival of Digital Media, 2020, Group Exhibition. Image by Isabelle Arvers.
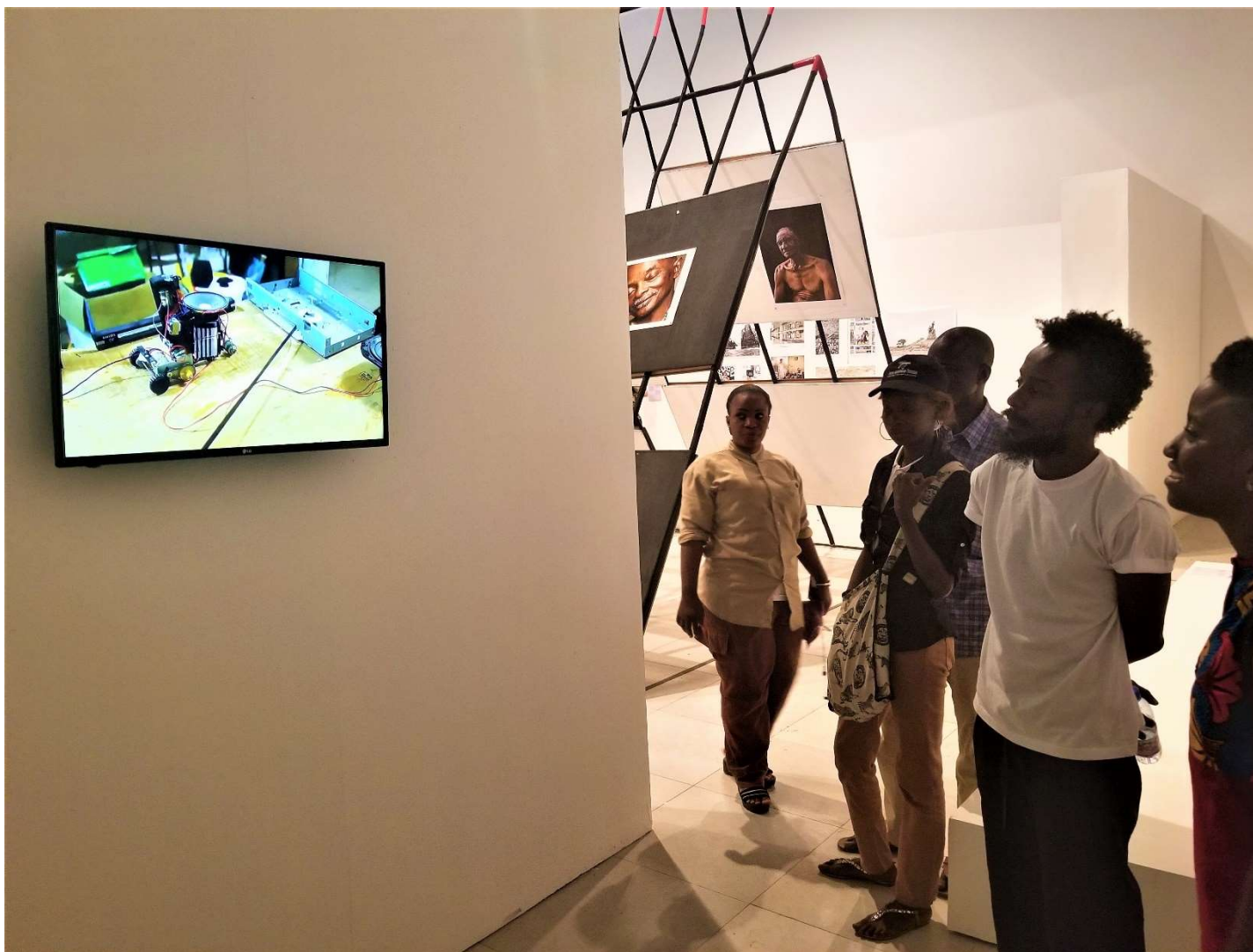
Akwasi Bediako Afrane, Screenshot of PC Game of *TRONS Factory,* 2020,
Studio project of virtual TRONS in Unreal Engine environment, Image by Akwasi Bediako Afrane.

Akwasi Bediako Afrane, Screenshot of PC Game of *TRONS Factory,* 2020,
Studio project of virtual TRONS in Unreal Engine environment, Image by Akwasi Bediako Afrane.

Akwasi Bediako Afrane, still from *Ghosts in Shells*, 2016. Exhibited in *12th Rencontres de Bamako: Stream of Consciousness*, 2019, Group Exhibition. Image by Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Ghosts in Shells*, 2016. Exhibited in *12th Rencontres de Bamako: Stream of Consciousness*, 2019, Group Exhibition. Image by Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Ghosts in Shells*, 2016. Exhibited in *12th Rencontres de Bamako: Stream of Consciousness*, 2019, Group Exhibition. Image by Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Untitled*, 2019, installation made with discarded television and desktop computers together with Video, AR, VR, and XBOX 360 game console.

UmStand der Dinge: A State of Affairs, Group Exhibition, Image by Frederick Okai.

Akwasi Bediako Afrane, *Untitled*, 2019, installation made with discarded television and desktop computers together with Video, AR, VR, and XBOX 360 game console.

UmStand der Dinge: A State of Affairs, Group Exhibition, Image by Frederick Okai.

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UmStand der Dinge: A State of Affairs, Group Exhibition, Image by Frederick Okai.

Akwasi Bediako Afrane, *Enter the TRONS*, 2019, city installation constructed using discarded electronic gadgets
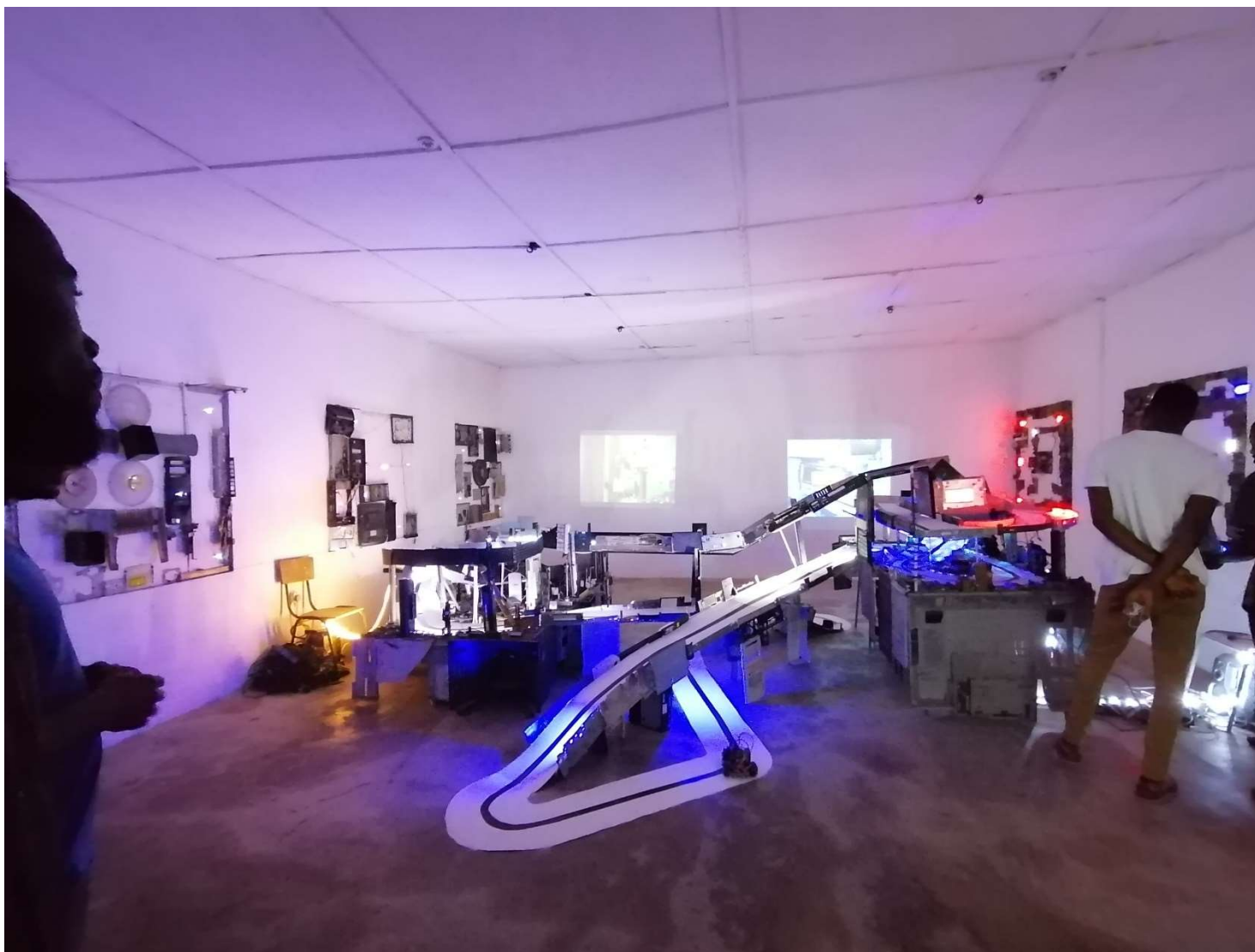
Image courtesy Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Enter the TRONS*, 2019, still image of 360 VR video recorded feed

Image courtesy Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Enter the TRONS*, 2019, still image of 360 VR video recorded feed

Image courtesy Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Enter the TRONS*, 2019, TRON city installation constructed using discarded electronic gadgets

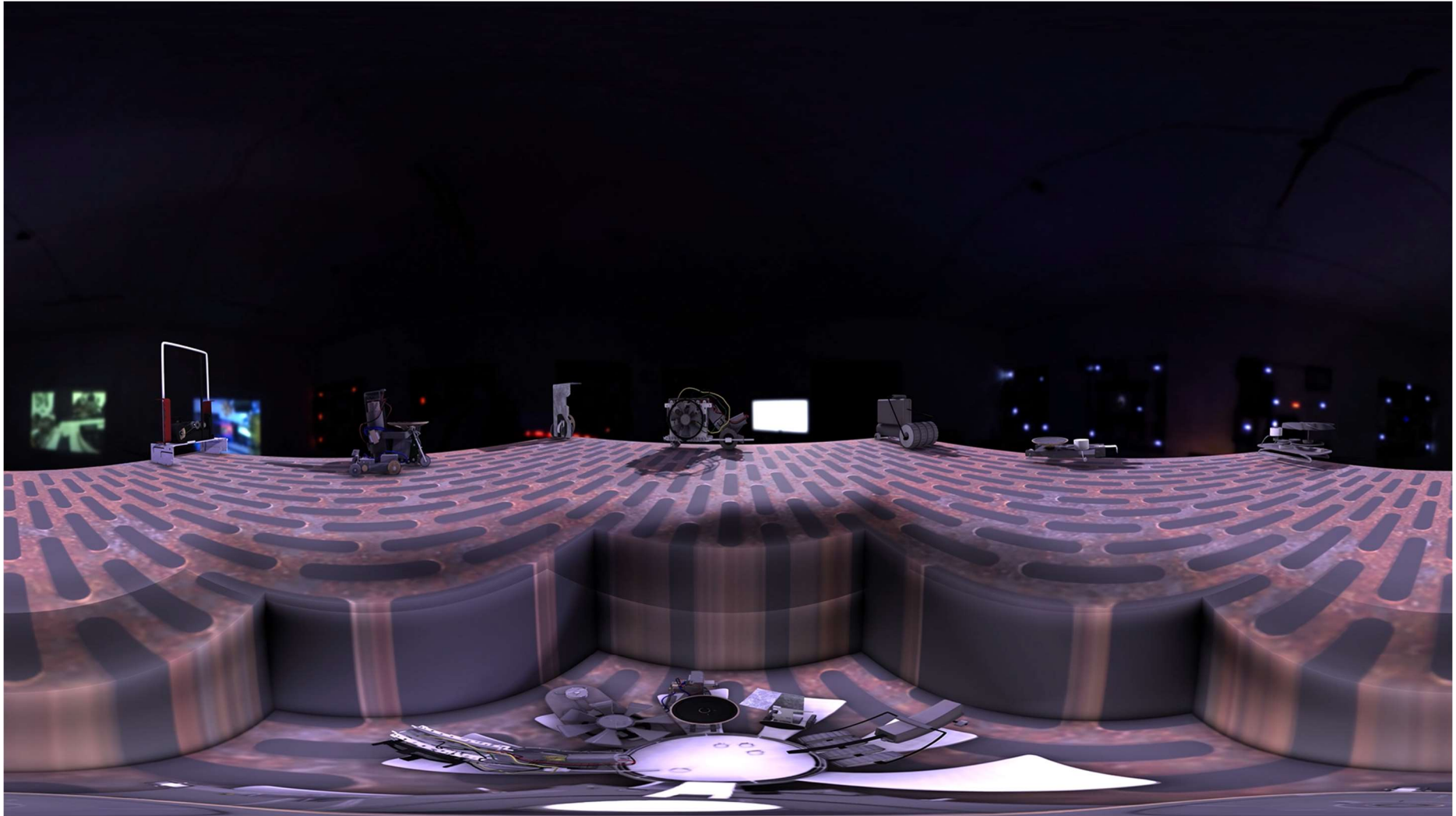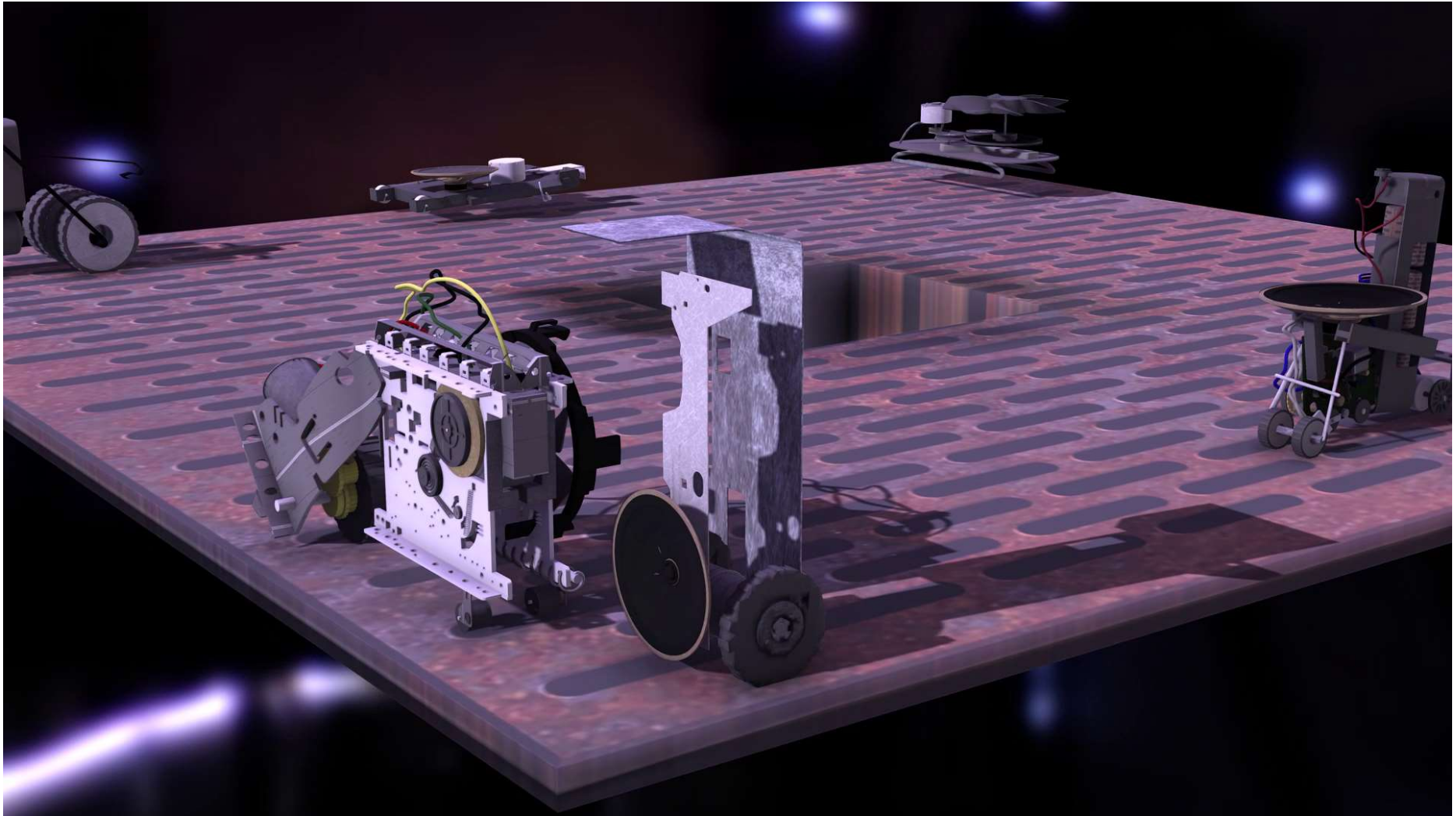Image courtesy Akwasi Bediako Afrane.

Akwasi Bediako Afrane, *Enter the TRONS*, 2019, TRON city installation constructed using discarded electronic gadgets

Image courtesy Anwar Sadat Mohammed.

Akwasi Bediako Afrane, *Enter the TRONS*, 2019, TRON city installation constructed using discarded electronic gadgets

Image courtesy Anwar Sadat Mohammed.

Akwasi Bediako Afrane, Still Image of *Kwasiada Frankaa,* 360 3D video 2019, 3D animation VR video work of virtual TRONS

Shown in *Enter the TRONS* Exhibition, 2019Image by Afrane Akwasi Bediako.

Akwasi Bediako Afrane, Still Image of *Kwasiada Frankaa,* 2019, 3D animation VR video work of virtual TRONS

Shown in *Enter the TRONS* Exhibition, 2019Image by Afrane Akwasi Bediako.
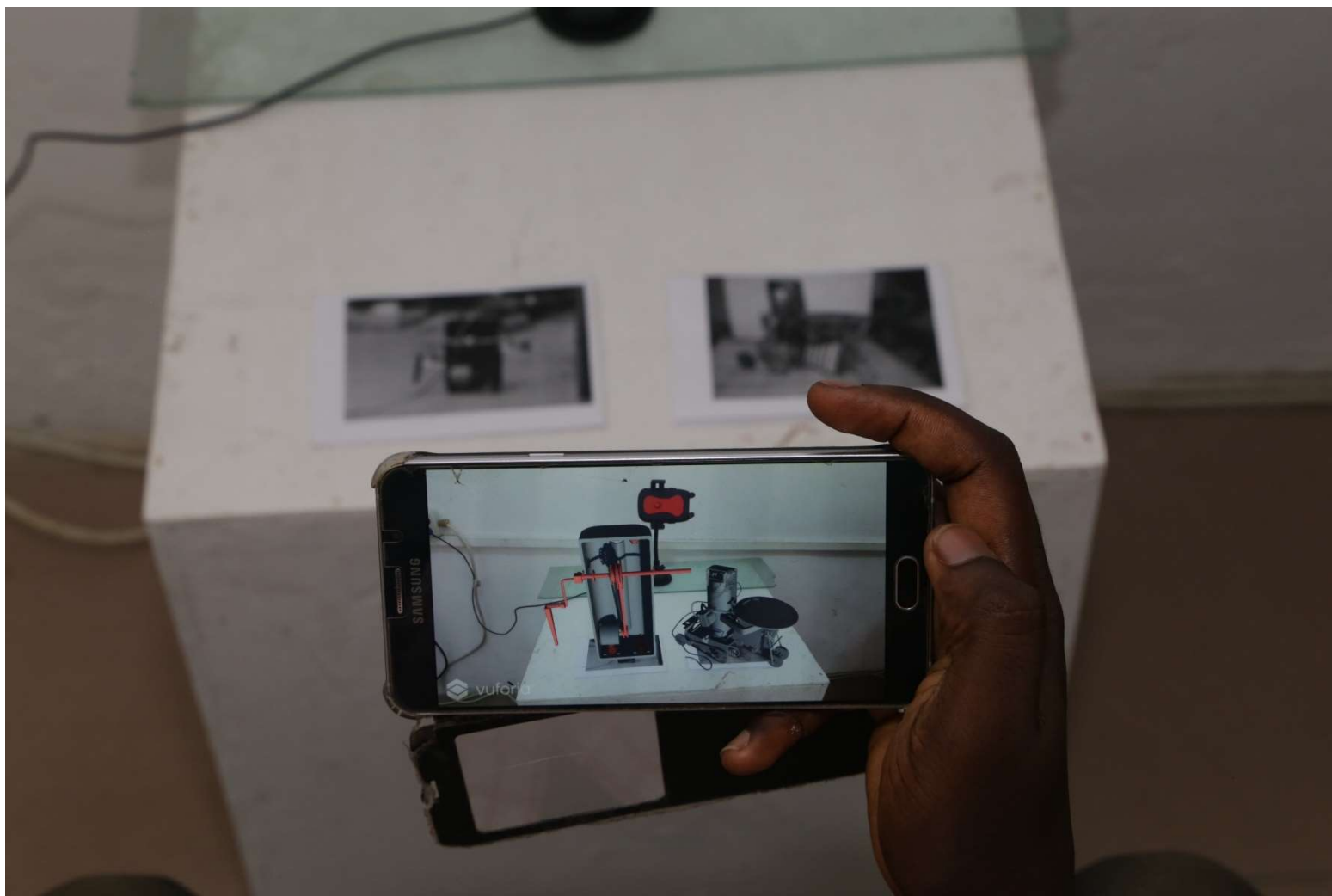
Akwasi Bediako Afrane, *Open Studio,* 2019, Vuforia AR app of virtual TRONS on Samsung Galaxy Note 5

Image by Frederick Okai

Akwasi Bediako Afrane, *Open Studio,* 2019, Virtual TRONS on Xbox 360 gaming console using UDK

Image by Frederick Okai

Akwasi Bediako Afrane, *Open Studio,* 2019, still of *Untitled, 2019,* 3D Animation video of virtual TRONS in Unreal Engine Environment

Image by Frederick Okai.

Akwasi Bediako Afrane, *Open Studio,* 2019, VR app of virtual TRONS, Unreal Engine environment

Image by Frederick Okai.

Akwasi Bediako Afrane, SF-T, 2018, Logitech HD webcam C270, Samsung Galaxy s4 phone and two (2) Samsung 32-inch LED Televisions

Spectacles Speculations, Group Exhibition, Image by Kwesi Ohene-Ayeh.

Akwasi Bediako Afrane, SF-T, 2018, Logitech HD webcam C270, Samsung Galaxy s4 phone and two (2) Samsung 32-inch LED Televisions

Spectacles Speculations, Group Exhibition, Image by Kwesi Ohene-Ayeh.
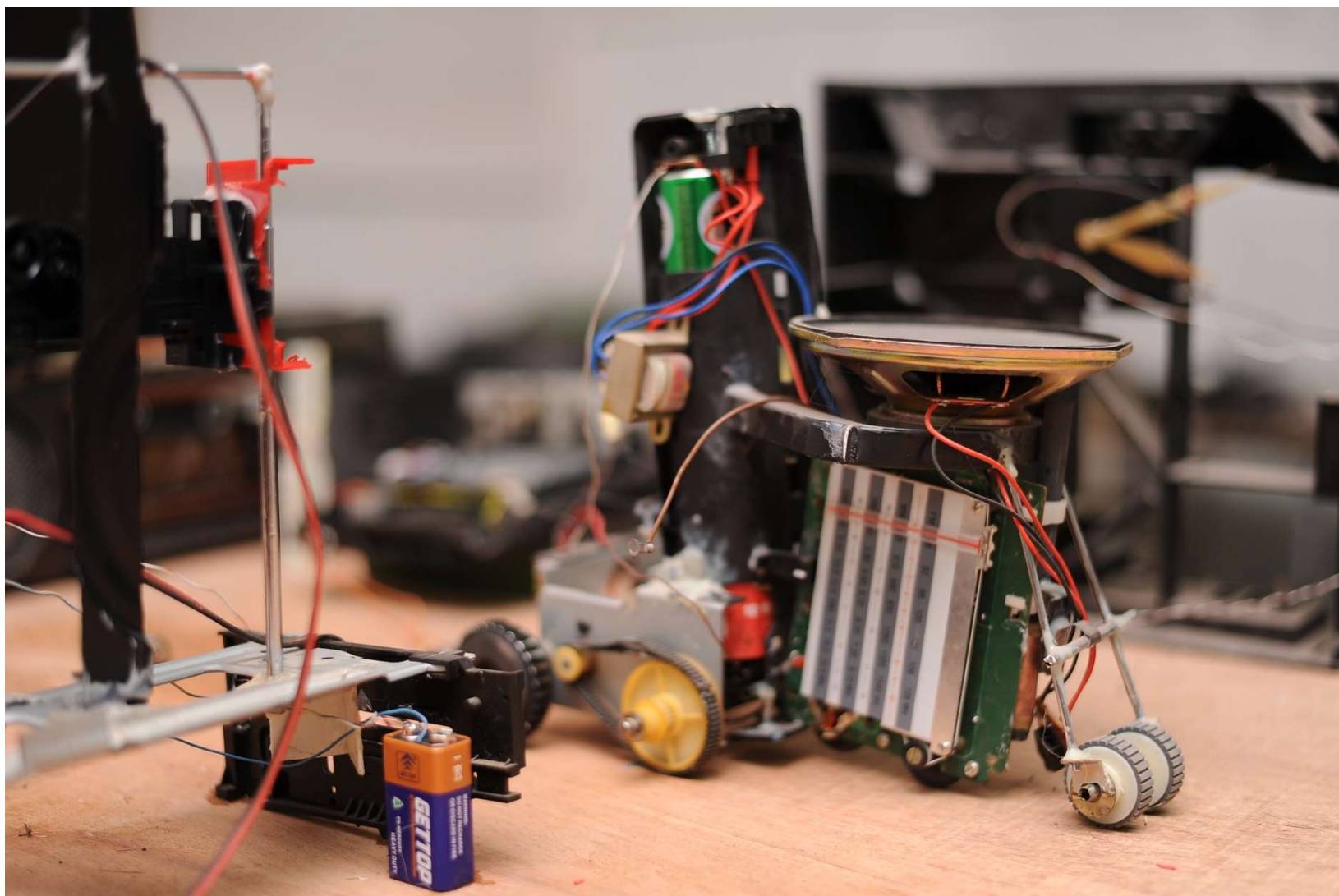
Akwasi Bediako Afrane, AP-T, 2017, cathode ray tube screen, keyboard, system unit, wide angle and close up view at *Something Played,* Group Exhibition

Green building near VIP Parcel Office, M-Plaza Drive, Asafo, Kumasi, Ghana. Photo by Bernard Akoi-Jackson
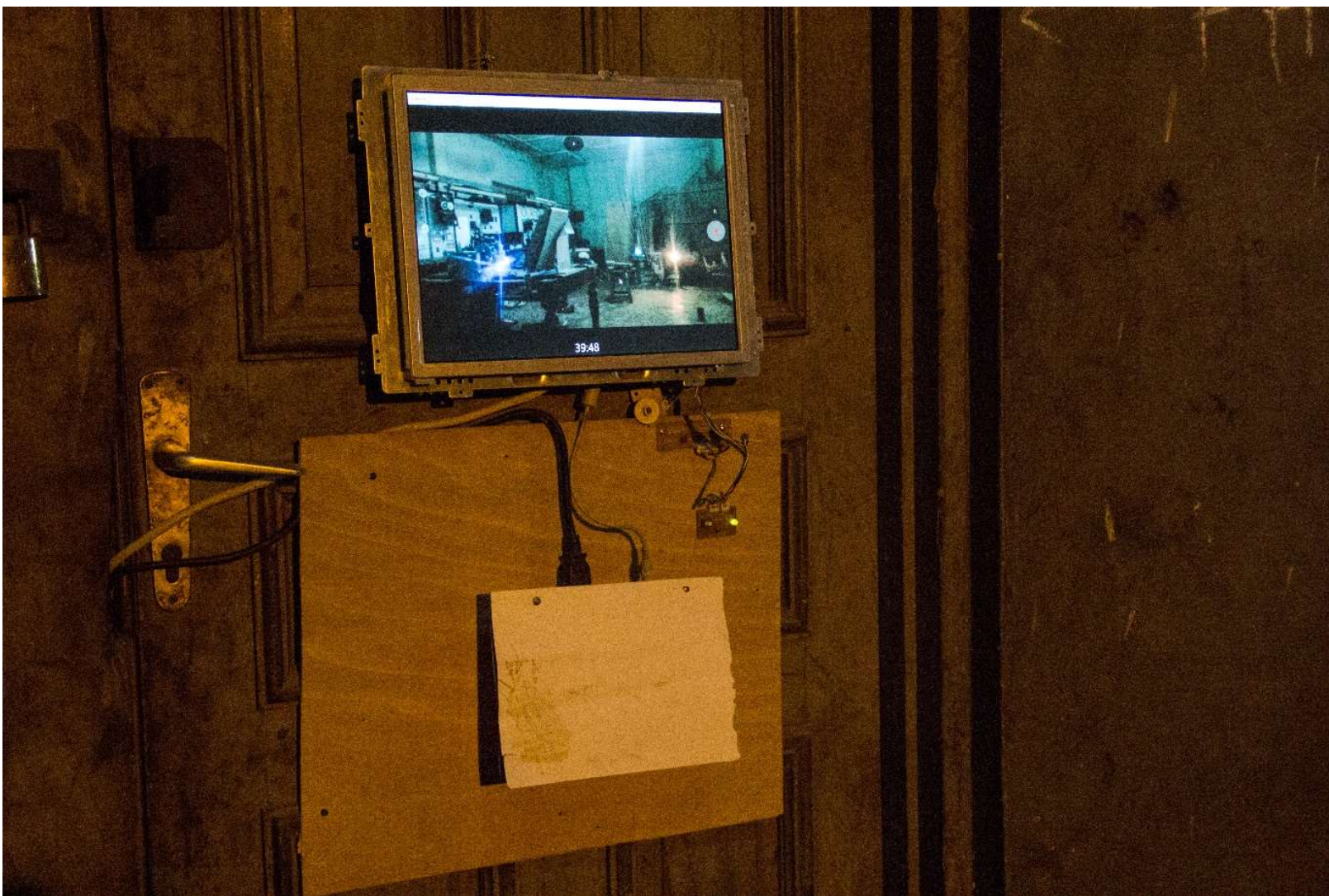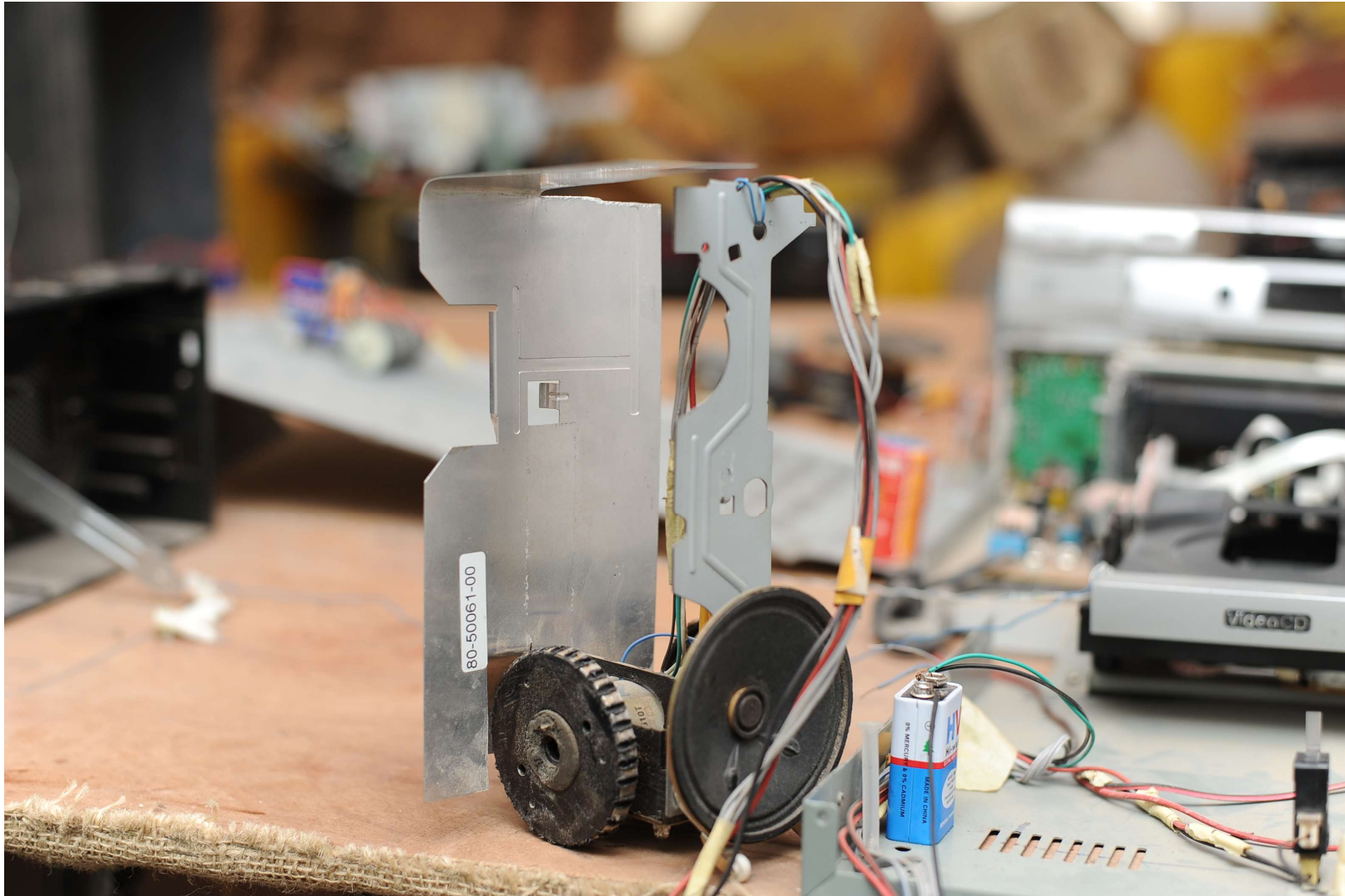
Akwasi Bediako Afrane, "Maintenance" (2016). Discarded Monitor used as surveillance feed, close up shot as seen at the exhibition "*if you love me......*" Group Exhibition, Loco Shed, Kumasi Railway, Kumasi, Ghana. Photo courtesy Anwar Sadat Mohammed.

Akwasi Bediako Afrane, "Maintenance" (2016). Discarded Electronic Gadgets, installation view at "*if you love me......*" Group Exhibition, Loco Shed, Kumasi Railway, Kumasi, Ghana. Photo courtesy Anwar Sadat Mohammed.

Akwasi Bediako Afrane, set-up of *Ghosts in Shells,* 2016, Discarded Electronic Gadget Refashioned into a TRON, Video,

Image by Anwar Sadat Mohammed.

Akwasi Bediako Afrane, set-up of *Ghosts in Shells,* 2016, Discarded Electronic Gadget Refashioned into a TRON, Video,

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