

Federico  
Poni

is an

artist  
cyborg  
pizzaiolo  
web architect  
net urbanist  
student  
teacher  
copy-paste champion  
garden lover  
dead mouse  
musician  
alive pigeon  
accelerationist  
precarious  
anarcho-defeatist  
professional frier  
wizard  
minister  
publisher  
friend of machines  
enemy of ASCII



## Selected projects

ETHERAXIS  
PRAXIS: Happiness, if collectivized, is subversive  
HABITAT  
Concert, Computation, Conviviality  
EARTHRISE x Zhōuwéi Network  
CAUTION WEIRD FLOOR  
~~Con/te~~  
FY(A)I [For Your Auto Information]  
iper- ozio % versi  
Dear Human, Who is Writing is the Network Itself  
Automazione e Barbarie

## My research is about

the relationship between [humans, networks, technologies]  
the tension between ludic and labor  
the complexity in which all this is fused

## I propose

imaginaries to trigger critic collective thoughts  
but also very useless imaginaries

## Also

I'm very obsessed with pigeons  
I really don't like dots

## I just graduated from

MA Experimental Publishing at Piet Zwart Institute  
Rotterdam

## I speak

Italian, English, Javascript and Python



# ETHERAXIS

LARP/CityGame + installation + reflection tool

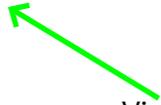
→ Overkill Festival, Enschede  
→ Roodkapje, Rotterdam

December 2022

Artistic Director and executive Producer – Louisa Teichmann  
Narrative Design by – Federico Poni, Louisa Teichmann  
Writer & Copy Editor – Erik Peters

App Design, Sound Design by – Federico Poni  
Visual Language by – Camilo García A.  
Installation Design by – Liminal Vision  
Performers – Sasa Hara, Federico Poni, Derk Over  
Procedural Animation by – Claudio Castro Chaponan

**!video:** <https://vimeo.com/664218227>



Video by a small production company :)



**ETHERAXIS is an interactive game, installation and reflection tool aiming to challenge the inner paradigms that shape our perception of realities.**

The physical relic that forms the base for this game shape-shifts in different contexts as an imaginative tool for queer worldbuilding.

The structure of the gameboard emphasises four main axes, each connected to multiple altered symbols of alchemy, hacked to uncover their original meanings.

The axes go towards **potential realities** which dwell in the *aether* ~ the alchemical quintessence, the path of the prophets, the highway of rays and waves.

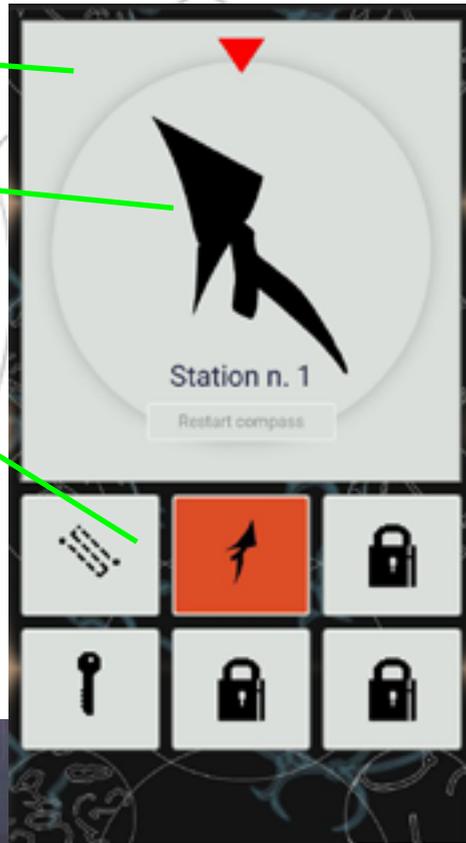
**In this constellation of four interlaced geographic grids, the travellers discover portals to dialogue with other realities, helped by *The Device*, a web simulator of an ancient wireless-based tool.**

Throughout the Overkill festival, EtherAxis lured you into the streets to find its messages hidden in plain sight, stepping over to the worlds floating in the *aether*.

The Device

equipped with a compass

and other tools to unblock at each station



Development and deploy of the *deeng*, a mysterious system to enter the aether.

If you are allowed to access, the bell from the board will ring when your hand approach the box. The secret URL will then appear...



The first iteration of the game board was built for the exhibition **From Then To Here** by Erik Peters at Roodkapje, Rotterdam

In the second iteration, EtherAxis found a new context within the surroundings of **The Overkill Festival** in Enschede





## PRAXIS: Happiness, if collectivized, is subversive

Mod of DOOM + HTML zine + *memetic* performance

- RGBXYZ, Amsterdam, Sep 2021
- Museum of the Future, Enschede
- Tecart, Rotterdam, May 2022
- Gogbot, Enschede, Sep 2022

April 2021

Music from Boy Stout, HCN, Mandingo

Roba Gourmet production



to download the mod:  
<http://federicoponi.it/praxis/>

at RGBXYZ in Amsterdam

30 years after the era of LAN parties it looks like we are stuck in a quasi digital dystopia, brought by only 20 years of bad choices and fast hypes.

Nowadays almost everything is based on the internet: **if the value of a network is given by its users, by their gestures, by their choice, by their desires, we can say the internet is quite a shitty place.**

Not a lot of people, in the 90s, could imagine that the internet would take this shape, a place governed by a bunch of entrepreneurs who changed humanity increasing inequality and panopticism.

**Happiness, if collectivized, is subversive: fight collectively some of the CEOs of the current big tech corps in a mod of the famous first-person-shooter game DOOM:** redistribute the infrastructures for a better techno-eco-system is the goal of the mod, but it should be one of the goals of the XXI century.



***deep fake? clickbait?  
privacy issue? big  
data? datacenters?  
big tech surveillance?  
crypto curry what?  
Stop to mumble and  
wake up, we have to  
try this new mod!***



an alterego from the past



performing at TecArt 22 in Rotterdam



Eat the Rich ;)

## HABITAT

*Habitat is a permanent cult(r)ural settlement and collective workshop based in Cà de Monti, Tredozio (FC) - Italy, carrying participatory practices of living (and publishing) within and beyond the local scale.*

I joined Habitat' team since Summer 2021 in the role of **Minister of Infrastructure**.

I mainly take care of our Server, where our partecipative archive wiki, our etherpad instance, our media archive, our icecast2 instance, our git, our NextCloud and (yet-to-come) Mastodon instance dwell in there.

Important aspect is **conviviality**, celebrated through cooking and eating, playing music together, spontaneous happenings and performances...



experimenting with materials  
questioning tools  
investigating primitive communication forms  
investigating current communication forms  
sharing knowledge  
walking  
documenting  
drawing  
crafting  
talking  
cooking  
wondering around  
mapping  
recording  
printing with rust  
modifying maps  
tracing new paths  
collaborating with nature  
recording the movements of the flowers  
orienting with stars and natural hints  
collective readings  
building shelters  
collecting stones  
filling spaces with new meanings  
making bread  
raising chickens  
building the chicken house  
occupying radio frequencies  
preparing the clay  
spending a morning in the Tabac Shop in Tredozio  
searching for mushrooms  
interacting with the landscape  
getting lost in the wood  
playing outside in the night  
creating symbols  
dancing  
scanning found patterns  
improvising  
preparing mythologies  
contemplating the noises

embracing slow connectivity  
protecting the shadow-areas  
recognizing all the elements of the ecosystem  
singing together  
singing alone  
gathering around the fireplace  
hanging the laundry in the sun  
facilitating conviviality  
hear the wind sing  
listening to Mr. Billi's records  
getting stuck in the brambles  
archiving



## Concert, Computation, Conviviality

*Tools for a community made by the community to celebrate the community*

→ HABITAT

→ shown at Walkie Talkie, XPUB gradshow @ s/ash Gallery, Rotterdam

→ shown at Walkie Talkie, XPUB gradshow @ WDKA gradshow

since 2022

Contributions from:

Pietro Bucciarelli, Riccardo Fantoni Montana (photographs)

Enrico Tarò, Lorenzo Travaglini (sound)

Jacopo Lega, Ilaria Marzolla, Anna Mengozzi, myself (voice)

Project Page: <https://hub.xpub.nl/sandbot/~poni/concerto/>

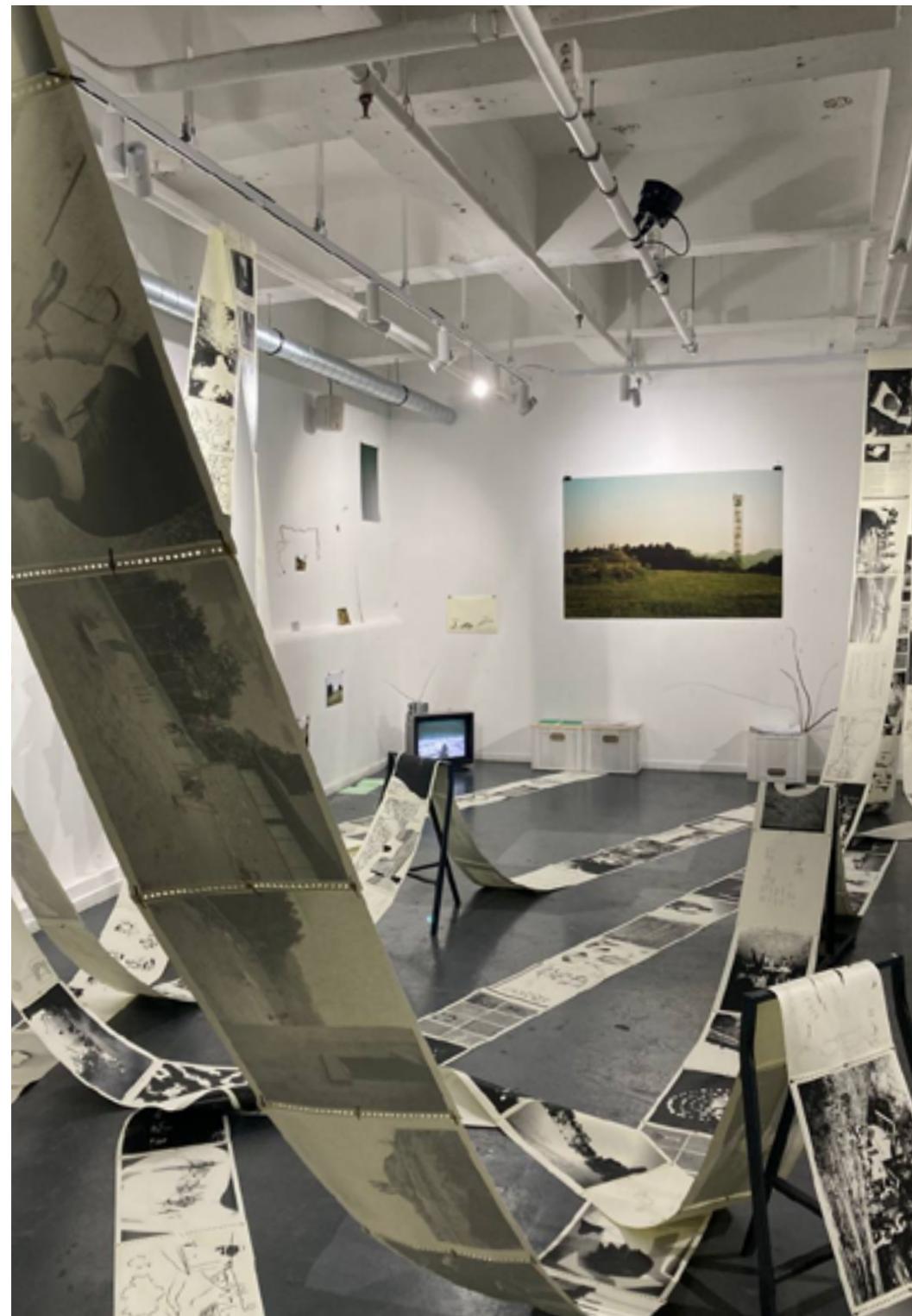
Conviviality, Concert, Computation are three words at the core of the development and deployment of the tools built in the last months in Habitat;

**the Concerto della Piana del Cavallo is a collective FM-based performance aimed to activate the tools and the community itself.**

It's a community-building experiment through different collective acts: a computational one, a listening one, a contemplation one, a convivial one, driven by the help of tools built ad-hoc.

**Artifacts, photographs, videos, radio waves, found objects that narrate what Habitat deals with.**

view from Walkie Talkie @ s/ash Gallery, documentation of the Concerto with Jacopo's stream of prints from our archive.





*Abilitati al teatro al Concerto  
un principio per inclusione  
e crescita insieme il nostro territorio!*  
**EDIZIONE 2022**

# 1o Concerto della Piana del Cavallo

**Concertare significa** *insieme*

raccontare  
condividere  
mangiare  
suonare  
scambiare  
danzare  
correre  
rotolare  
parlare  
camminare  
fotografare  
bere  
domandare  
scoprire  
registrare  
cogliere

**2 GIUGNO 2022**

**1° Concerto della Piana del Cavallo**

*Abiliti, residenza e laboratorio collettivo con base a Ca de Monti, si propone un pomeriggio di letture, ascolti, danza, teatro in scena di personaggi, esecuzioni musicali.*

*Il cuore del Concerto sarà una trasmissione Radio, mandata in onda dalla Piana del Cavallo, nei pressi di Ca de Monti. Ci saranno personaggi che vengono dalla mitologia della Comunità: una mitologia che deve essere creata lentamente, che affonda le sue radici nella tradizione locale e si evolve insieme nel dialogo.*

*Venite a raccontarci le vostre storie, recitare le poesie, esprimere desideri, immaginare cose che sono nei miti: Parlate con voi fotografate, film, giochi o storie, storie e storie da raccontare ai Tedeschi, le vicine valli, e i suoi personaggi... Ristrutturiamo insieme la memoria!*

*I il Concerto, cacheremo dei passercelli per tutti e tutti, questo covarà nei prati che fanno con un pasto condiviso!*

16.00 Incontro a Ca de Monti: un sacco di teatro e una chiacchiera di presentazione  
17.00 Inizio del Concerto  
18.00 Musica e inizio proiezione dei Passercelli  
19.00 Si mangia! (offerta libera)

**Ca de Monti**  
Piana del Cavallo

# EARTHRISE x Zhōuwéi Network

CityGame

→ Rotterdam

May 2021

Produced by Erik Peters + Ruta Genyte + Louisa Teichmann in collaboration with Roodkapje + MAMA + Mary Ponomareva  
Contributions by Gill Baldwin

Graphics by Camilo A. Garcia  
App Design by Federico Poni



This is not a render,  
this is Rotterdam;  
but now the pavillon is not  
there anymore, so now is it a  
render?

EARTHRISE x Zhouwéi Network is a hybrid reality Rotterdam based game which reacts on the future visions of the film Zhouwéi Network: Embodied Ambitopias by Liminal Vision (Victor Evink and Emilia Tap- prest).

How does it feel to live in 2041?

Something is rising in the midst of the city surrounding us. In a game of chance, players are led to a series of geographical locations, to try and unlock artefacts of the societies of Zhōuwéi Network. **In the form of an ephemeral soundscape, EARTHRISE infiltrates your perception of the changing sceneries you find yourself in as you follow the directions of the game makers.**

Enter three near-future worlds driven by different value paradigms: Dolphin Waves, a corporate playbour & wellness hub; Dragonfly, a technocratic state focusing on safety and harmony; and Project Gecko, a network of decentralised liquid democracies founded on inner healing through dance and movement.

***Who has power in these worlds? How is technology shaped by ideology? What does it mean to our relationships with and through our bodies?***

Zhōuwéi Network is a worldbuilding research umbrella that explores the design of affective undertones in different speculative future societies, in dialogue with currently emerging technocultural developments.

Find symbols in given location on map

App's Screenshots

Translate symbols with dictionary inside app

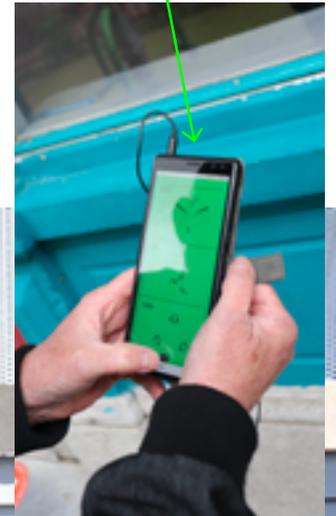
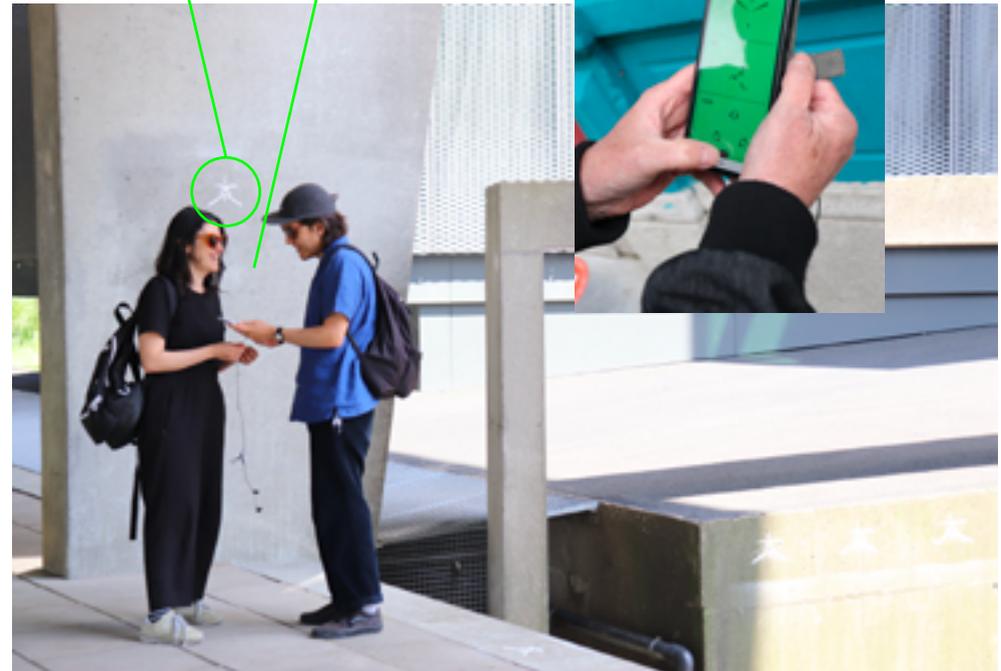
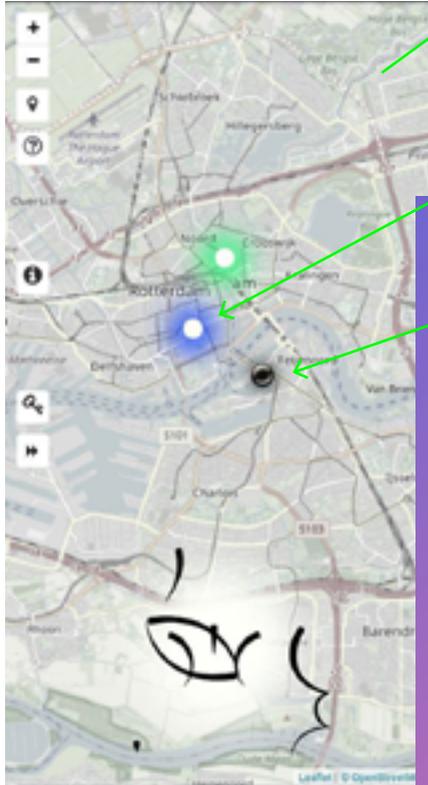
Enter translations into the location dot

Make your choice at the end of every audiopiece

The game will give you a next location

Complete the six locations to unlock the final one

Camilo checkin' his graphic creations + Avital enjoying the game



## CAUTION WEIRD FLOOR

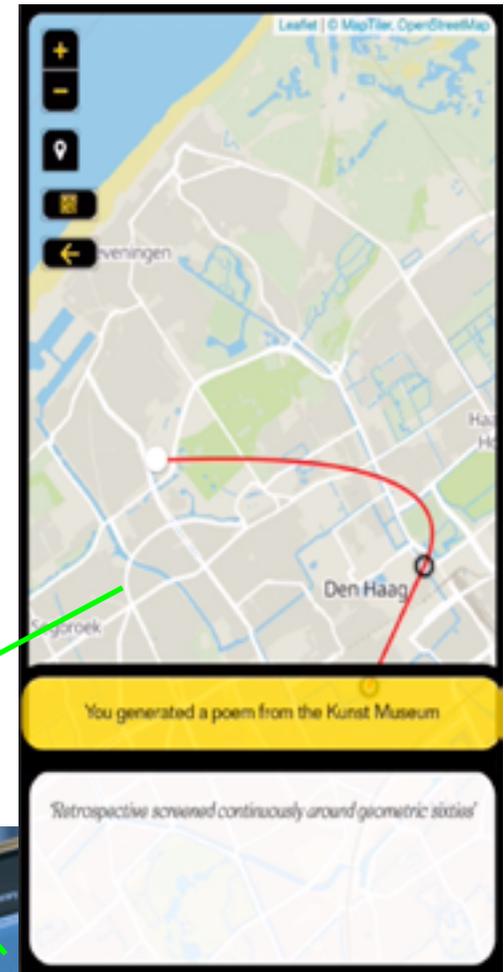
CityGame / Poetry Generator

WebApp + tf-idf + NaturalLanguageToolKit

→ around Den Haag, for The Hague Contemporary

June 2021

w/ [Martin Foucaut](#)



The Web App interface

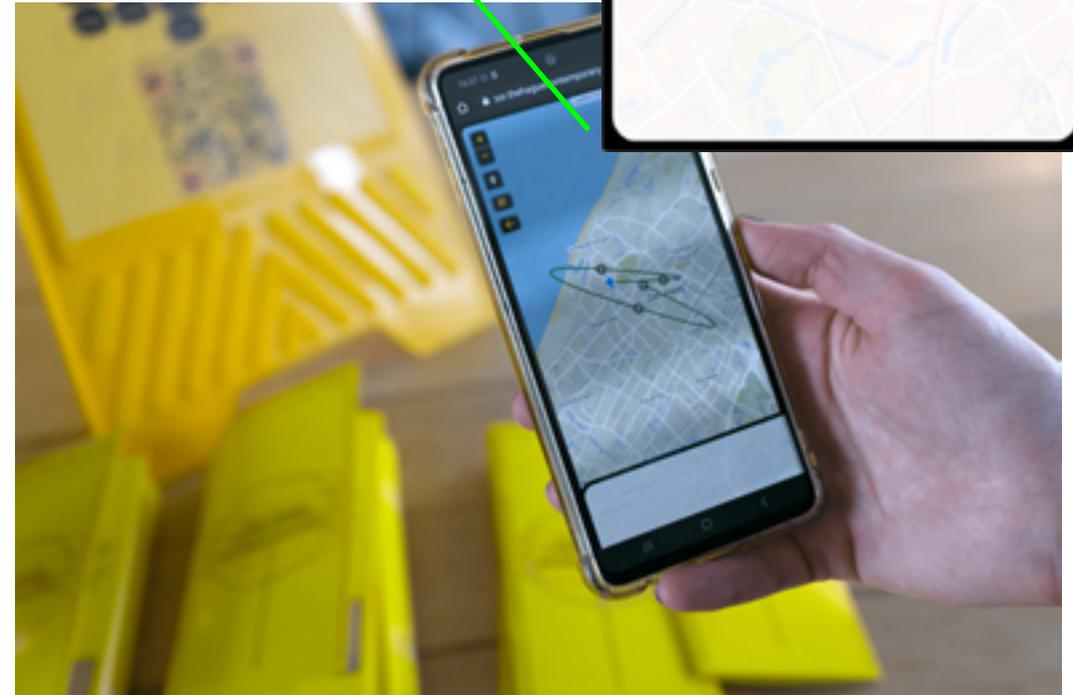
"The city as *glistening greasy icy perilous polished silky unstable wet* floor.

The THC Art Weekend's locations as *foothold niche perch toehold crevice hold footing device.*"

With Martin Foucaut, a colleagues and friend, **we developed a web app allowing the user to compose and generate custom routes across the different locations of the city during The Hague Contemporary Weekend event.**

The routes were generated from a series of combined words picked by the player, then creating speculative poetry when attending the exhibition (through QR code) and offering many ways to explore the diverse manifestations from the event's partners.

***During the Art Weekend, derive through Den Haag catching the Weird Yellow Signboards around the locations and get a Weird Slippery Poem!***





Our yellow Slippery Signs at Page not Found and at Gallery Maurits van de Laar

## Con/te

### Video

found footage + openCV + Machine Learning + FFT

→ Ventunesimo, Turin

→ <http://rifting.xyz>, the internet

May 2021

w/ [Alessandro Gambato](#)



**We understood disintegration in a literal way: the speech, algorithmically treated, is progressively deprived of the conventional meaning attributed to words and phonemes. To arrive at a full autonomy of the sound material per se. In fact, the generation takes place by controlling live various parameters of the algorithms. Through free improvisation, we try to explore the destructive/demiurgic possibilities in relation to the sound of language and the autonomous sound.**

**The images generate feedback to the sound disruption by segmenting through machine learning the face of the former Italian Premier.**

The new images behave as a visual mantra, echoing the deprivation: even Conte's name cancels, splits creating a tuple with a new meaning.

*Con/te, is based on the speech given to the nation by Giuseppe Conte on the occasion of the final tightening of the anti-Covid-19 prevention rules, which inaugurated the period of the so-called "lockdown". We thought of altering this video for the multiple readings that can be undertaken: a very strong hype was created around the conference, since it would mark what and what would not be allowed to be done in the weeks to come, creating an increased threshold of attention, which is rare; the attempt by Conte to create unity among people, with words of (sincere?) hope; the fear that could cause the speech to those who must necessarily go to work to make a living (without smart working); the mystery of any consequence that would have caused the speech at the socio-economic level, among the entire population. We wanted to exasperate and destroy the words of the Premier, compromising that oracle that would soon alter the concept of time and space for the next 3 months. The speech worked like an icon that, when activated, changed the variables of the operating system.*



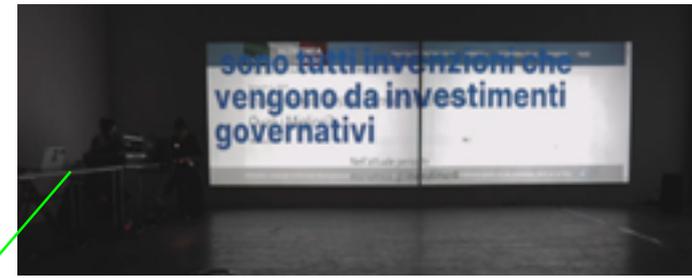
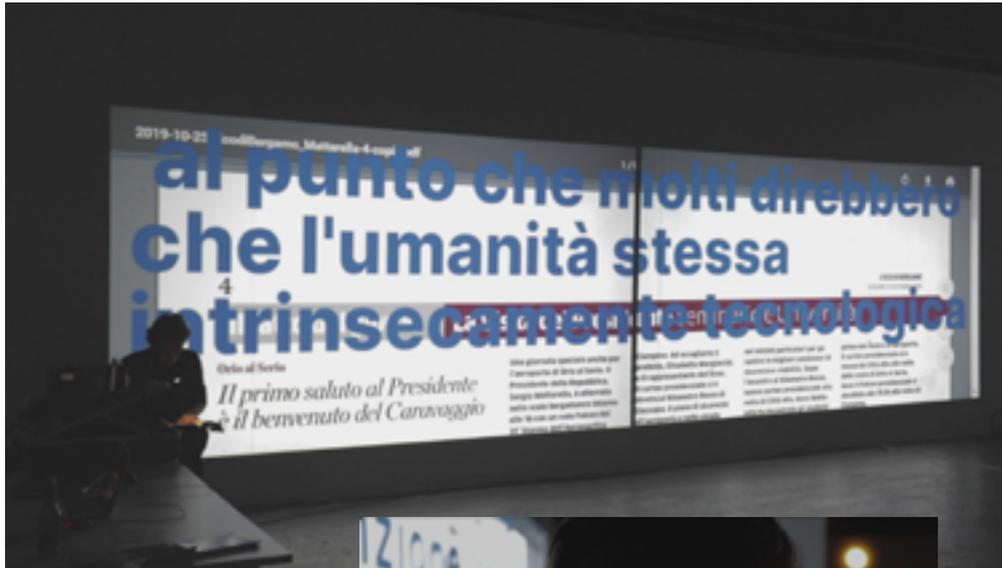
**FY(A)I**  
**[For Your Auto Information]**

Expanded Talk  
Speech-to-Text + DuckDuckGo.com + TouchDesigner

→ Post-Screen 2020, Milan

February 2020

**!video** <https://vimeo.com/394644261>



My friend and fellow artist Guglielmo Anfossi here to check if the automation was working

The human being does not master the machines which it designs, assembles and produces. Humanity plays a passive roles towards technology, it is only a medium through machines and capital reach maturity. As it known, we are in the information era and technologies, like AI, start to play an important role in the dynamic of the real: a collaboration must be born. Joining forces with automation, we could hypotesize a post-capitalism world, but humans must question their role in the world and begin to literate to comprise complexity.

**Thanks to the tool "I'm feeling ducky" of DuckDuckGo.com, the recited text forms a multi layered vision of the given informations to explore the stack of the reality.**

Funny Italian folk/pop jokes



## iper- ozio % versi

Zine on Transparent Paper

Python + Tesseract + tf-idf

contents from *Maria Virginia Fabroni contest*

→ HABITAT + Tredozio (FC)(Italy)

August 2021

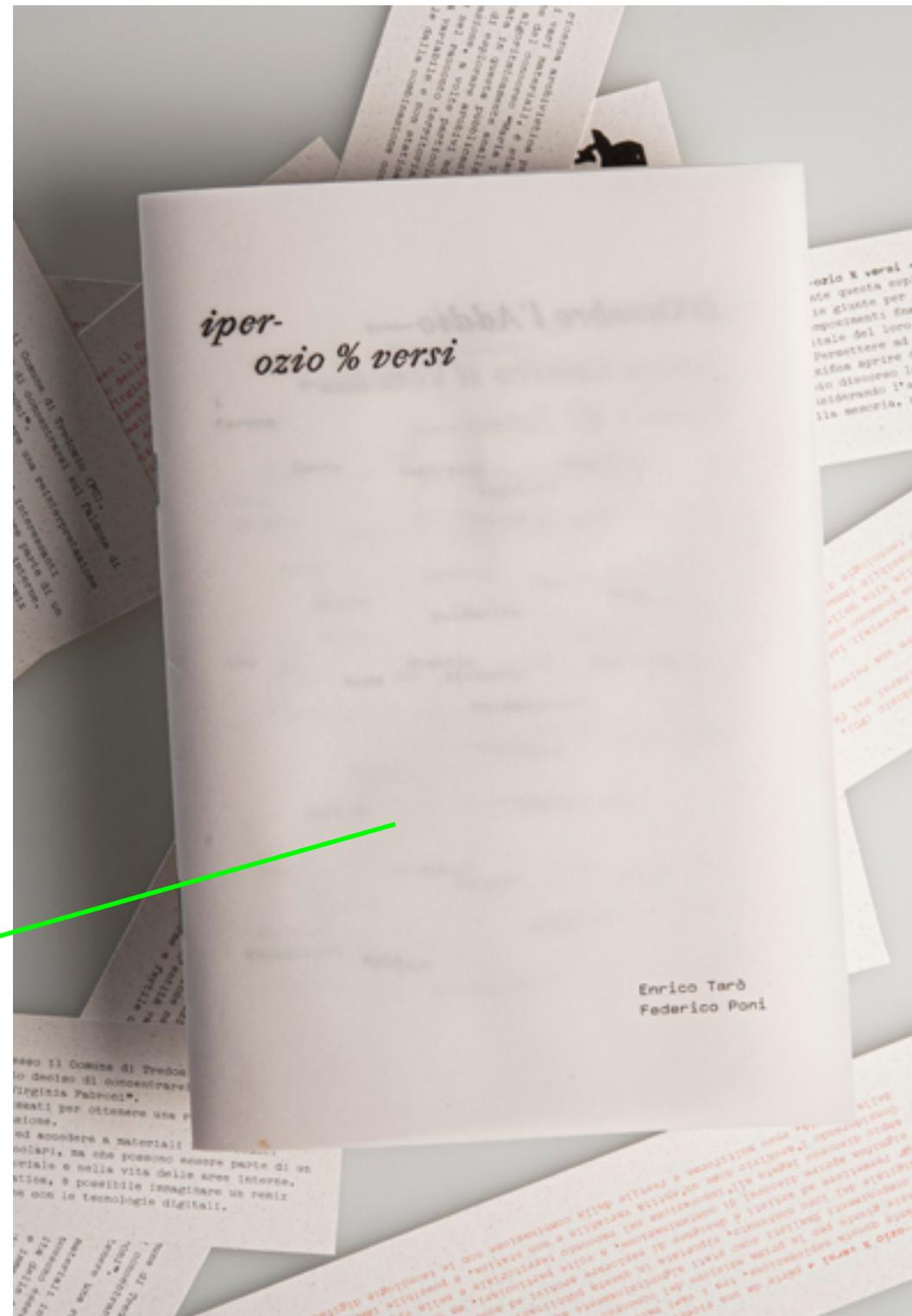
w/ Enrico Tarò

iper- ozio % versi ⇒ starts from an archive research at the Municipality of Tredozio (FC).

Allowing artists and designers to explore collections of materials in small municipalities and internal areas ⇒ stimulus through which to open discourses necessary for a new territorial reading.

In this case, **we have algorithmically analyzed the finalist poems of the first edition of the Maria Virginia Fabroni Poetry Competition.**

Thinking of the archive as a variable and non-constant system → we imagine a remix of memory, multifaceted and fertile → with the help of digital technologies, worldmates.





*D'Ottobre l'Addio* →

*Diritto Contro il Vento* →

*Strade di Terra* →

*Fiori di Campo* →

Stradelli  
Chiacchiericcio

Gramigna

Cicale

← *Il Vento di Maggio*

Lume  
Trifoglio  
Celle

Morbidi

Sonno

Sussurrare

Dischiusi  
Soadiglio  
Fiori Passaggio

Torti

Del

Invitati

Tornate

Traini

Voli

Falce

Cenacolo

Devoti

Brindisi

## Dear Human, Who is Writing is the Network Itself

Expanded Talk

Speech-to-Text + DuckDuckGo.com + TouchDesigner

→ Climb the Firewall, Rotterdam

December 2020

<http://funix.xyz/dearHumans>

Performance aimed to trigger a clue in occasion of "Climb the Firewall", a IRL game organized by [Louisa Teichmann](#).



## Automazione e Barbarie

+

## Automazione o Barbarie

Expanded Talk

Speech-to-Text + 3D + TouchDesigner

+

Thesis (italian)

→ Bachelor graduation dissertation, online

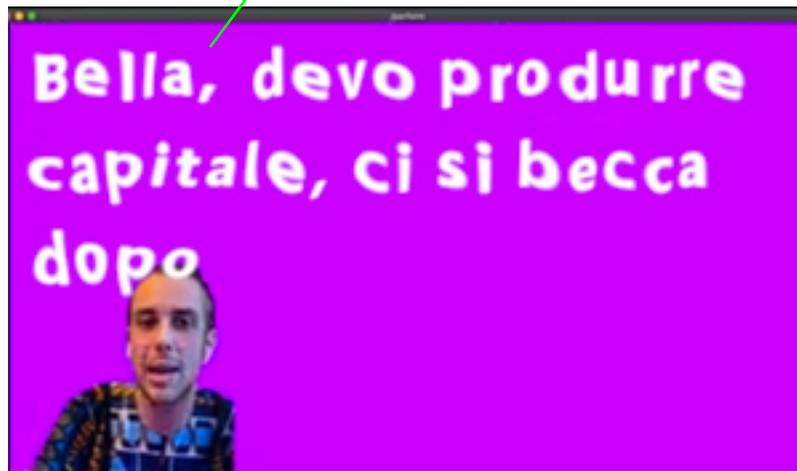
May 2020

<http://funix.xyz/automazioneEbarbarie>

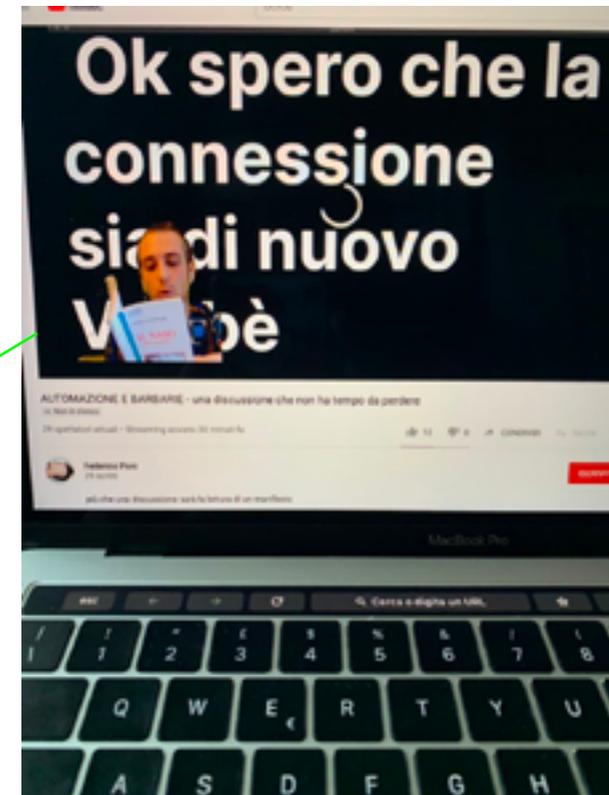
<http://funix.xyz/automazioneObarbarie>



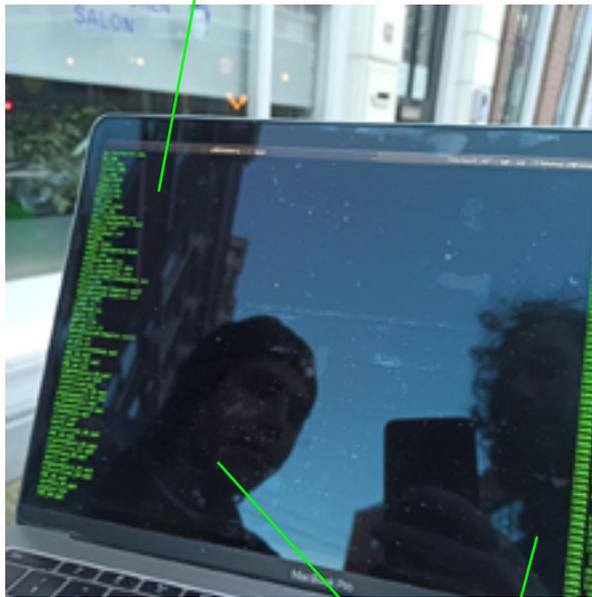
Fake documentation from my not-friend Salvatore: "Yo, I need to create capital, catch you later bros"



Documentation from my friend Valla, while I read "The Nose" from Gogol



Around Den Haag communicating  
with wireless hotspots through SSH



Camilo Garcia and I

Martin Foucaut and I...



...respecting each other at  
Kunstmuseum, Den Haag