

BIO

Amy Chen is an artist, writer, and programmer from Clackamas County, Oregon. Currently, Amy is pursuing a B.S. in Computer Science with an Art Practice Minor at Stanford University, and will continue to study computer science in pursuit of an M.S. next year at Stanford. Her work spans installation, performance, and interactive art and focuses on themes of representation, truth, and vulnerability. She is heavily influenced by the Fluxus movement as well as her background in technology. You can see her work at amyjchen.myportfolio.com/all.

STATEMENT - LIFE AS EXPERIMENT, EXPERIMENT AS ART.

I throw every aspect of my life into my art and integrate my art practice into my own life. As such, my work is often both performative and interactive, often pushing the boundaries of what is socially acceptable. My work is heavily driven by concept and, as such, spans a wide variety of media.

In my practice, I consider my own life to be an experiment — my resulting works serve as data collected on the people, places, and moments I experience. This process requires a dedication to vulnerability and a willingness to include the whole truth into my work.

The performative acts I do for my artwork often require me to expose about myself what others consider to be private, forcing both me and my audience to confront our own comfort zones. My installations are created from remnants of these performative acts, done either as I go about my day or in the context of a performance piece. My interactive art pieces, on the other hand, test the audience and make them part of a performance themselves.

Aside from maintaining a dedication to vulnerability in my work, I also practice unnecessary exertion (which I refer to as "anti-automation") — in which I do a task that could be more easily done by a machine to the same visual effect, but to emphasize the idea behind a work — and passivity as action, in which viewers who choose not to interact with a piece are, in some way, interacting with and affecting the piece. These practices come from my background in computer science and wariness of how technology influences human behavior.

As a series of experiments, my practice pushes and examines dynamics present in my own life, resulting in works that serve as representations of my environment and my place within it.