

# Introduction to Exhibition

**Theme:** Digital Childhood 数码童年

**Exhibition Time:** June 25 - June 29, 2026

**Introduction to the theme:**

The century turned, and the world didn't end. Instead, a new one was created. In computers, monitors, consoles, cell phones, TV screens, billboard screens, earphones, cameras, computers, computers, computers. We were born (or born again) in these devices, we created a new civilisation in them. MySpace, Facebook, Weibo, Skype, etc..

We ruled the pixel world with real-life friends and digital friends. Growing up in the digital space meant that we created our own language, our own etiquette, and our own spaces. Personal websites were our “homes,” social media was our playground.

It's different now. These pixels are ruling us. Personal websites are obsolete, ownership is obsolete. We're paying \$10/month for some abstract concepts. Maybe it's just nostalgia, but my old computer felt friendlier.

For this exhibition, we invite artists to think about your experiences with growing up in a digital world. Is technology advancing to our advantage? Is there a platform that no longer exists, that you would do anything to bring back? Express your thoughts with art.

*For this call for submission, we welcome works of any medium. We would love to see works that are produced digitally—whether it's a digital drawing, 3D modelling, photography, video, etc. For digital works and photographic works, please make physical prints for display. For video and films, please prepare your own monitor and power supply.*

**Prompts for inspiration:**

1. Digital relationships: have you had online friends? Online communities, or even online dating experiences? How did that make you feel when you were younger, how does it make you feel now?
2. Video games: are there any video games that inspired you to make art? Think of a character you love, or a game with beautiful scenery. Maybe it has a moving plot, or an entertaining mechanic.
3. Obsolete technology: digital does not equal permanent. What is something that you miss? Maybe digicams, miniDVDs, or platforms like Skype, MySpace, etc. What do

you think of the resurgence of some old technology? Could you use some of these technologies to make art?

4. Exploring digital programs: choose a medium-forward focus on your art, let the material guide your results. Explore a digital program like Blender, Photoshop, or use hardware and coding to create a sculpture or installation. Or maybe you're just using something accessible, like your smartphone camera and apps.
5. Exploring the digital world: art is not just paintings and photos. Do you have a personal website that you coded yourself? Do you post images of your daily life on social media? Some things don't seem to have an aesthetic value, but who dictates what you can and can't hang on a gallery wall?

The above are simply provided for inspiration. We welcome many more interpretations and creative expressions.