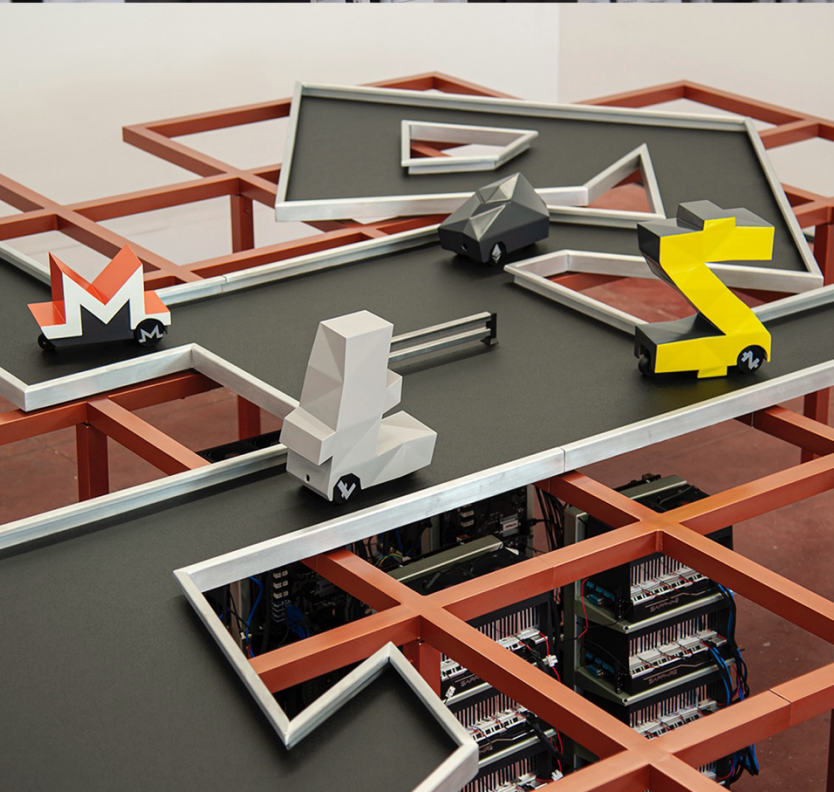




LARBITSSISTERS

WORKS 2012-2025

PHOTOSYNTHESISING FLOWERPOTS

CRYPTO MINER CAR

BITSOIL POPUP TAX & HACK CAMPAIGN

BITREPUBLIC

EU4YOU

ALGORITHMIC TUBE TALES

TUBE PLOT

FLANOGRAPH

MYMINIMAXILOVELIFE

CURRICULUM VITAE

LarbitsSisters

BIO

Since 2010, social media researcher Bénédicte Jacobs (BE) and media artist Laure-Anne Jacobs (BE) form the Brussels-based duo LarbitsSisters. Their work unfolds at the intersection of art, technology, ecology and social inquiry, exploring the creative patterns and frictions of our digital and planetary condition. In 2011 they together founded Larbitlab a Research lab on Digital Visualization. Larbitlab functions as a research platform where digital visualization, art and science converge. It has grown into a dynamic environment for international collaborations, generating installations, performances and events that critically engage with networked systems and their social, political and ecological dimensions.

More recently, their works have increasingly addressed energy use, ecological balance and resource inequality, reflecting an urgent search for new and speculative models of coexistence between human and non-human actors. Their methodology combines observation, technological experimentation and social reflection, probing how connected societies can nurture renewed relations with the ecosystems they affect.

Their works have been exhibited internationally, among others at iMAL (Brussels), BOZAR (Brussels), Ars Electronica (Linz), McaM (Shanghai), Kellen Gallery (New York), ISEA 2020 (Montreal), ELEKTRA 2021 (Montréal–Brussels) and TOKAS Arts & Space (Tokyo). LarbitsSisters received the NOVA New Media Interactive Art Prize, the Prix Ars Electronica Golden Nica, and the NTAA New Technological Art Award, and were selected for various international residency programs.

SELECTED EXHIBITIONS & PRESENTATIONS

Photosynthesising Flowerpots, Collectible NY 2025, New Garde, Water Street Projects WSA, New York, USA (2025) // Photosynthesising Flowerpots, New European Bauhaus Festival 2024, Fair Visions & Projects, Arts & History Museum, Parc du Cinquantenaire, Brussels, BE (2024) // Photosynthesising Flowerpots, As Above, So Below, TOKAS Creator-in-Residence 2023 Exhibition, Tokyo Arts and Space Hongo, Tokyo, JP (2023) // Crypto Miner Car, Life/Likeness, ICC Annual 2022 Exhibition, ICC InterCommunication Center, Tokyo, JP (2023) // Crypto Miner Car, NTAA'22, International Art Exhibition for New Technology, Liedts-Meesen Foundation, Ghent, BE (2022) // Crypto Miner Car, Tactus – 17th Athens Digital Arts Festival, Museum of Modern Greek Culture, Athens, GR (2021) // Crypto Miner Car, <MTL> Connect 2021, On-site Moving Programme, The Digital Springs, Montreal – Brussels, CA/BE (2021) // Crypto Miner Car, Gluon Art & Research, Brussels, BE (2021) // Bitsoil Popup Tax & Hack Campaign, ISEA2020, Montreal, CA (2020) // Crypto Miner Car, Entropies – Regional STARTS event on future energies, Snowball, Harelbeke, BE (2020) // Bitsoil Popup Tax & Hack Campaign, Currency, New media Gallery, New Westminster, Vancouver, CA (2020) // Bitsoil Popup Tax & Hack Campaign, The Question of Intelligence – AI and the Future of Humanity, Anna-Maria and Stephen Kellen Gallery, New York, USA (2020) // Bitsoil Popup Tax & Hack Campaign, Mind the Deep – Artificial Intelligence and Artistic Creation, Shanghai Ming Contemporary Art Museum (McaM), Shanghai, CN (2019) // Bitsoil Popup Tax & Hack Campaign, Brussels in SongEun: Imagining Cities Beyond Technology 2.0, SongEun ArtSpace, Seoul, KO (2019) // BitSoil Popup Tax & Hack Campaign, ERROR – The Art of Imperfection, Drive, Berlin, DE (2018) // BitSoil Popup Tax & Hack Campaign, NOVA New Media Interactive Art Prize, BIG HOUSE Contemporary Art Center, Wuhan, CN (2018) // BitSoil Popup Tax & Hack Campaign, CyberArts 2018, Prix Ars Electronica Exhibition, OK Center for Contemporary Art, Linz, AT (2018) // BitSoil Popup Tax & Hack Campaign, Enter the BitRepublic, Gluon Platform for Art, Science and Technology, Brussels, BE (2018) // BitSoil Popup Tax & Hack Campaign, Media Fast Forward, and& summit festival, Leuven, BE (2018) // Bitsoil Trader, Internet Yami-Ichi (インターネットヤミ市), iMAL Brussels, BE (2017) // Claims on public space: on disruptive designs and narrative futures for an open free Internet, Making Public Domain, Middelheim Museum, Antwerp, BE (2017) // BitREPUBLIC, John Doe in the Metacity - Utopia & Distopia in Architecture, Halles Saint-Géry, Brussels, BE (2017) // BitREPUBLIC, Blockchain Fact. Fiction. Future, Showcase, iMAL Center for Digital Cultures and Technology, Brussels, BE (2016) // eu4you, Coding/Decoding Borders, antiAtlas, Espace Architecture, Brussels, BE (2016) // Algorithmic Tube Tales, RRI-ICT forum, iMAL Center for Digital Cultures and Technology, Brussels, BE (2015) // Algorithmic Tube Tales, D.ART, Mechelen 2015, BE (2015) // TubePlot, 'Art & Digital Technologies: Disruptive Innovation practices for an Unknown Future', Bozar Electronic Arts Festival (BEAF), Brussels, BE (2014)

// TubePlot, Vice versa : From research to media arts, Quinzaine numérique 2014, Mons, BE (2014) // Algorithmic Tube Tales, Citysonic #12, International Sound Arts festival, Mons, BE (2014) // The Flanograph, 20th International Conference on MultiMedia Modelling, Dublin, IR (2014) // MyMiniMaxiLoveLife, 5th International Conference on Intelligent Technologies for Interactive Entertainment, Numediart Institute for Creative Technologies, Mons, BE (2013) // The Flanograph, Sensing by Interface Design, 5th International Conference on Intelligent Technologies for Interactive Entertainment, Numediart Institute for Creative Technologies, University of Mons, BE (2013) // Flânographier l'espace : pour une poétique computationnelle de saisie de l'expérience Urbaine, HyperUrbain 4: Hybrid Mobility, Valenciennes, FR (2013) // The Flanograph, Conference Art and Geography Aesthetics and practices of spatial knowledges, University of Lyon, FR (2013)

AWARDS & GRANTS

Photosynthesising Flowerpots, Grant for production – Flemish Community, Belgium (2024) // Crypto Miner Car, Japan Media Arts Festival (2022) // Crypto Miner Car, NTAA New Technological Art Award (2022) // Crypto Miner Car, TOKAS International Creator Residency Program (2021) // Crypto Miner Car, Grant for production VG, Innovatieve Partnerschappen (2019) // BitSoil Popup Tax & Hack Campaign, award winner, NOVA New Media Interactive Art Prize (2018) // BitSoil Popup Tax & Hack Campaign, award winner, Golden Nica, Ars Electronica Interactive Art+ (2018) // bitREPUBLIC, Grant for production VGC – Flemish Commission Community (2018) // bitREPUBLIC, Grant for research and development – Flemish Community (2017) // eu4you, antiAtlas of Borders (2016) // MyMiniMaxiLoveLife, ICT ART CNECT Open Call (2014) // MyMiniMaxiLoveLife, Expériences Interactives 2013 – Pictanovo (2013) // The Flanograph, LinkedTV Contest (2013) // MyMiniMaxiLoveLife, Grant production VAF – Flanders Audiovisual Fund (2013) // MyMiniMaxiLoveLife, Grant for research and development – Flemish Community (2013) // MyMiniMaxiLoveLife, Grant production Digital art – Wallonia-Brussels Federation (2012) // The Flanograph, Grant for research and development – Flemish Community (2012) // MyMiniMaxiLoveLife, Grant for conception Digital art – Wallonia-Brussels Federation (2011)

PHOTOSYNTHESISING FLOWERPOTS | 2022-2025

Craft & Symbiotic Manufactures

Photosynthesising Flowerpots is an experimental work featuring a flowerpot that performs photosynthesis — crafted from an uncanny symbiosis between a computer-generated 3D-printed biostructure and photosynthetic microorganisms.

A mineral-based porous form and photosynthetic cyanobacteria grow in tandem, giving rise to a living artefact. While the pot provides support and habitat — feeding the microorganisms with soil, moisture, sunlight and air — the cyanobacteria, in turn, strengthen the surface through biomineralisation.

The project explores regenerative and sustainable modes of production urgently needed in the context of climate change. Technologies and techniques that have long separated humans from their living environment are challenged by processes that foster convergence and renewed proximity between humans and the more-than-human world.

Photosynthesising Flowerpots reunites human artefacts and the living environment in a symbiotic relationship. Crafts that for millennia embodied human mastery over nature — through art and the harnessing of fire — are reimagined as gestures of reciprocity with the living. Thousands of years of craftsmanship are thus reshaped and restored. As in the natural world, each flowerpot grows into a unique form, shaped by the local climate and the specific conditions of the place where it takes root.

Exhibitions:

Photosynthesising Flowerpots, Collectible NY 2025, New Garde, Water Street Projects WSA, New York, USA

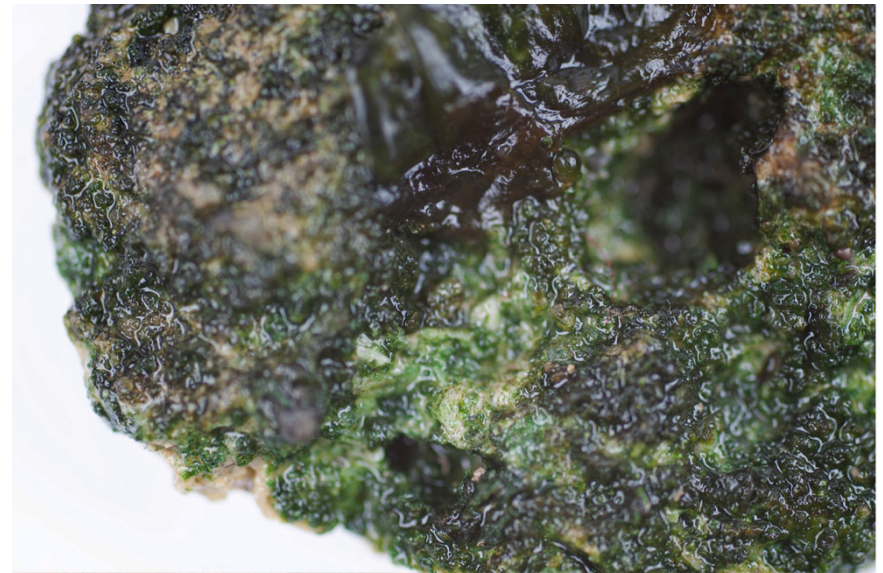
04/09 > 07/09/2025

Photosynthesising Flowerpots, New European Bauhaus Festival 2024, Fair Visions & Projects, Arts & History Museum, Parc du Cinquantaire, Brussels

09/04 > 14/04/2024

Photosynthesising Flowerpots, As Above, So Below, TOKAS Creator-in-Residence 2023 Exhibition, Tokyo Arts and Space Hongo, Tokyo

19/08 > 24/09/2023



Photosynthesising Flowerpots 2022-2025

Link: <https://larbitlab.info/project/photosynthesising-flowerpots/>

CRYPTO MINER CAR | 2021

Installation

The CRYPTO MINER CAR speculates on the changing nature of the data economy in light of the ecological and social crisis. The Crypto Miner Car is a blockchain-based installation presenting a prototype for wealth redistribution that confronts today's technological and environmental challenges with disruptive thoughts on an alternative vision of energy use. Central to the work is a crypto mining platform with GPU units hacked to recover waste heat and power a car while mining crypto coins.

Once status symbol of modernity, the car acts here as a visionary trigger probing possible visions of the future between reality and fiction. Ideas about modernity are shattered and technological challenges are approached in a playful and provocative manner. Visions of sustainable energy production and self-driving vehicles are brought together here in a disruptive scenario.

The Crypto Miner Car brings a car that moves towards a new, contemporary and disruptive form of mobility. Within the critical discourse on climate change, CO2 emissions and global warming, this work explores how the computational process and massive computing power involved in the mining process of cryptocurrencies can be deployed in the urban and social fabric, within the context of climate change.

Exhibitions:

Crypto Miner Car, Life/Likeness, ICC Annual 2022 Exhibition, ICC InterCommunication Center, Tokyo

25/06/2022 > 15/01/2023

Crypto Miner Car, NTAA'22, International Art Exhibition for New Technology, Liedts-Meesen Foundation, Ghent

5/02 > 13/03/2022

Crypto Miner Car, Tactus – 17th Athens Digital Arts Festival, Museum of Modern Greek Culture, Athens

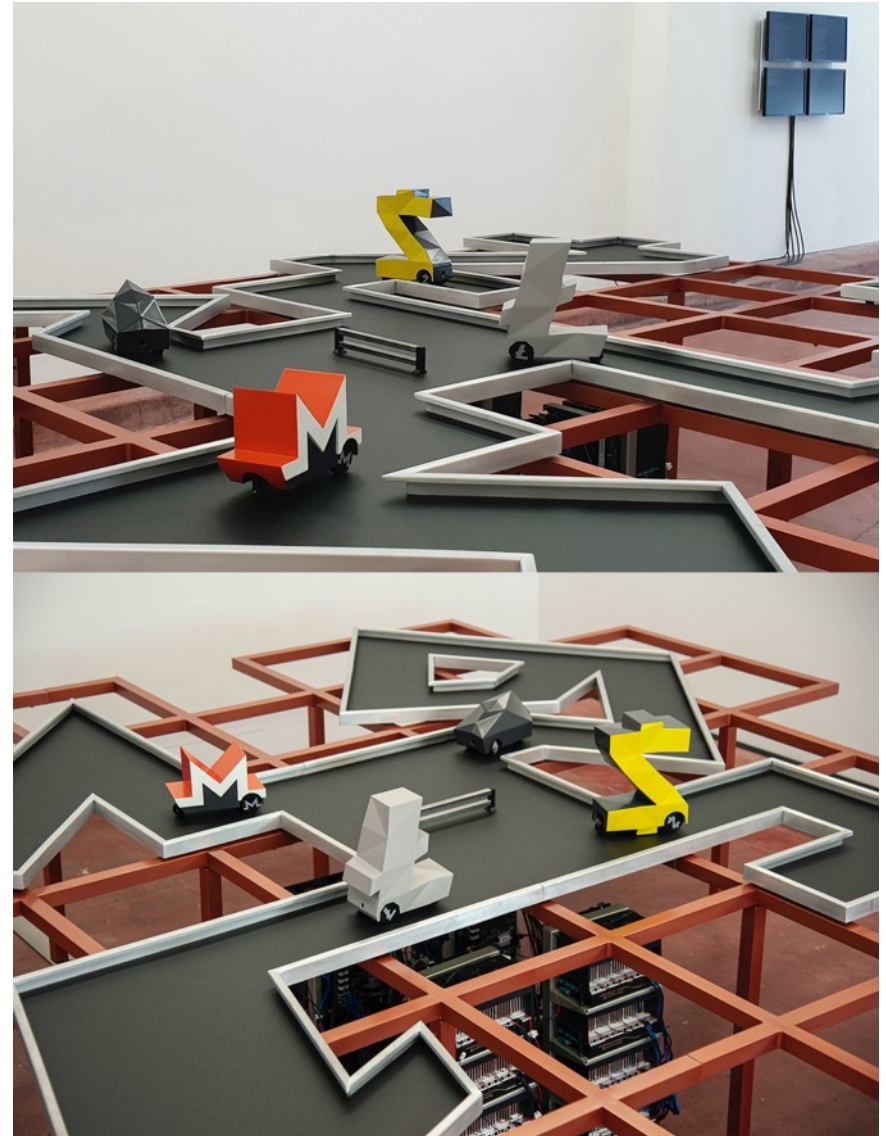
15/10 > 19/10/2021

Crypto Miner Car, <MTL> Connect 2021, On-site Moving Programme, The Digital Springs, Montreal – Brussels

12/10 > 17/10/2021

Crypto Miner Car, Gluon Art & Research, Brussels

09/09 > 19/09/2021



Crypto Miner Car 2021

Link: <https://www.larbitslab.info/project/cryptominercar/>

CRYPTO MINER CAR - ETHEREUM MODULE I 2020

Installation

The CRYPTO MINER CAR is a conceptual experiment exploring the shifting nature of digital economy and digital welfare. The Crypto Miner Car prototypes a future of wealth redistribution that confronts today's technological and ecological challenges with disruptive thoughts at the edge of the possible, plausible and probable future scenarios. In this project the car acts as a visionary trigger and symbol for an alternative scenario of future uses of energy and social and economic renewal just as in the 19th century oil and the automotive industry boosted the economy and created an item - the car - that remains a status symbol of daily modern life and individual freedom. Central to the work is a crypto-mining structure with GPU units that are hacked to retrieve waste heat to fuel a car while ethereum currency valuta are mined.

Exhibition:

Crypto Miner Car, Entropies, Regional STARTS event on future energies, Snowball, Harelbeke
15/10/2020

Lecture:

Imagine a place that's a lot like Earth... we'll call it planet B, ONLINE MEETUP – planet B expedition meetup #8, Waag AI Culture Lab
16/04/2020



Crypto Miner Car I Ethereum Module, 2019-2020

Link: <https://www.larbitlab.info/project/crypto-miner-car-ethereum-module/>

BITSOIL POPUP TAX & HACK CAMPAIGN I 2018

On-Offline Media | Interactive installation

The BITSOIL POPUP TAX & HACK CAMPAIGN consists essentially of a campaign on Twitter led by a troupe of happily trolling social media bots trained to send digital tax-claim postcards to world leaders. The aim is to return the value built up on users' data by the data economy into hands of the anonymous mass of internet users. Central to the project is the bitsoil hypothesis; data are the new 'black gold' of the internet economy and up until now not enough thought has been given to questions regarding the distribution of this wealth that is currently concentrated in the hands of big tech companies such as Facebook and Google. The project combines online and offline spaces that flow into each other to create the BitREPUBLIC, an environment where bitsoil is redistributed across its citizens, the participants in the campaign.

Selected exhibitions:

Bitsoil Popup Tax & Hack Campaign, Currency, ISEA2020, Montreal
17/10/2020

Bitsoil Popup Tax & Hack Campaign, Currency, New media Gallery, New Westminster, Vancouver

03/09 > 13/12/2020

Bitsoil Popup Tax & Hack Campaign, The Question of Intelligence – AI and the Future of Humanity, Anna-Maria and Stephen Kellen Gallery, New York

07/02 > 08/04/2020

Bitsoil Popup Tax & Hack Campaign, Lying Sophia and Mocking Alexa – An Exhibition on AI and Art, Hyundai Motorstudio Art District 798, Beijing

12/07 > 21/10/2019

Bitsoil Popup Tax & Hack Campaign, Brussels in SongEun: Imagining Cities Beyond Technology 2.0, SongEun ArtSpace, Seoul

25/03 > 08/06/2019

BitSoil Popup Tax & Hack Campaign, ERROR The Art of Imperfection, Drive, Berlin
16/11/2018 > 28/02/2019

BitSoil Popup Tax & Hack Campaign, BIG HOUSE Contemporary Art Center, Wuhan
27/10 > 20/12/2018

BitSoil Popup Tax & Hack Campaign, CyberArts 2018, Ars Electronica, Linz
06/09 > 16/09/2018



bitSOIL Popup Tax & Hack Campaign, 2018
Link: <https://www.larbitslab.info/project/bitsoil-popup-tax-hack-campaign/>

BITSOIL TRADER I 2017

Performance

BITSOIL TRADER is a cash-making market on personal data where people's data lost in platform havens are traded on a high profitable rate. Exchange rate is based on the bitSOIL resource: the volume of assets monetised by net giants on your personal data.

Performance:

Internet Yami-Ichi (インターネットヤミ市) Brussels #2, iMAL Center for Digital Cultures and Technology, Brussels
30/09 > 01/10/2017



bitSOIL Trader, 2017

Link: <https://www.larbitlab.info/project/bitsoil-trader/>

BITREPUBLIC I 2017

Installation

bitREPUBLIC is a work of tactical media that situates the blockchain technology – the infrastructure behind the bitcoin – as a critical, disruptive force, challenging EU's controversial management of the migration crisis. The aim is to implement an open DIY framework guarantying those disenfranchised, displaced or excluded, an unconditional right to socio-economic inclusion, restoring, beyond the control of states, some actual shortcoming on the refugee status as, for instance, the right to move freely and work. This aim shares an awareness of the condition of migrants. Taking a grassroots, bottom-up approach in regard to the migration crisis, bitREPUBLIC is an attempt to redefine and redesign socio-economic strategies beyond national and international prevailing systems.

The main resource of the bitREPUBLIC is the bitsoil. Bitsoil is a digital artificial primary resource. It is the basic unit of the bitREPUBLIC. This unit is to be considered as a new collective resource, a common, shared and distributed value produced by anonymous users. As once, people dig mines to get valuable mineral resources, today the lifeblood of the digital economy is bitsoil; the data generated by the crowd. A Google search on any topic, a post or a like on facebook or twitter is enough to trigger loops of value.

Showcase & Lecture:

Blockchain Fact. Fiction. Future, iMAL Center for Digital Cultures and Technology, Brussels

04/11 > 05/11/2016

Exhibition:

John Doe in the Metacity/Utopia & Distopia in Architecture, Halles Saint-Géry, Brussels

24/03 > 21/05/2017



The bitSOIL popup hack campaign, 2016
Link: <https://www.larbitlab.info/project/bitrepublic/>

EU4YOU I 2016

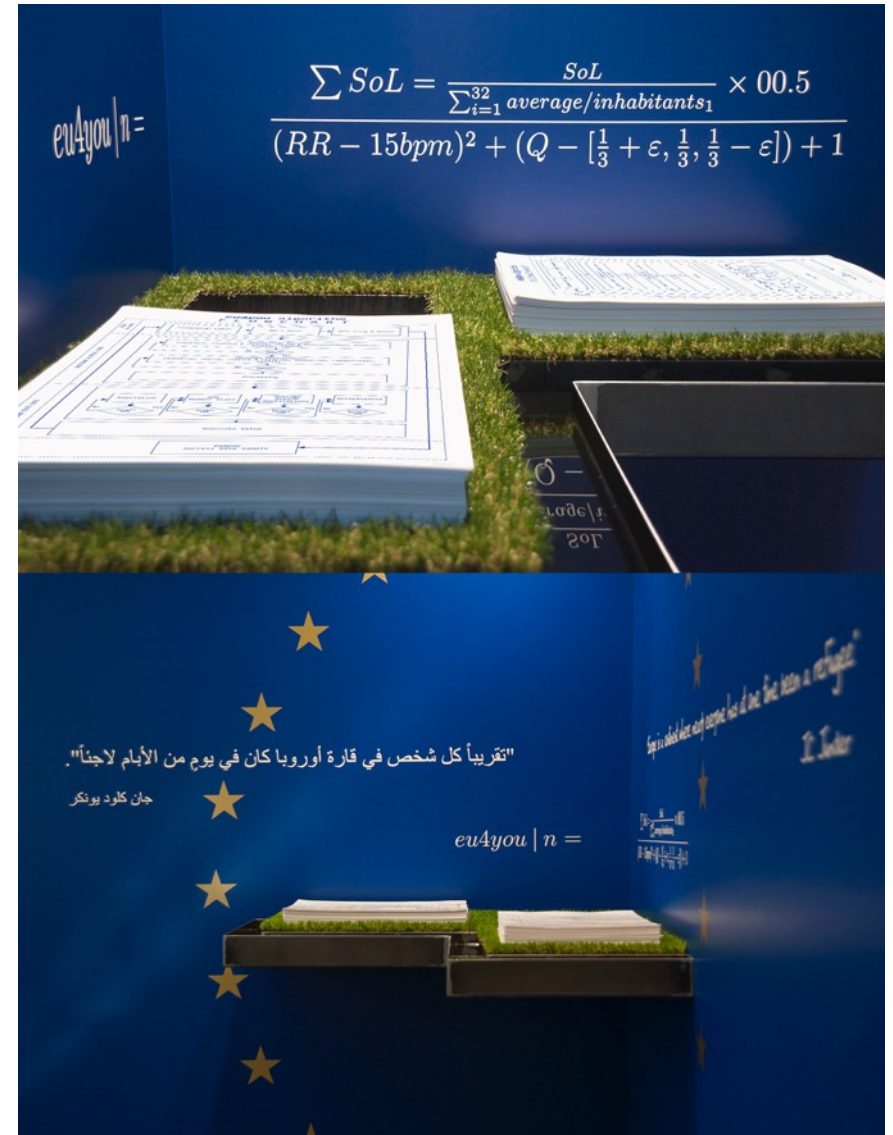
Installation

eu4you reflects on the centrality that algorithms have progressively taken in the control of people movements and access. eu4you is a work of speculative design proposing a disruptive fiction that questions the European Union management of the migration crisis in a time of algorithmic governance of human affairs. Revisiting John Rawls theory of distributive justice, the installation eu4you presents an algorithm that speculates on the fate of visitors looking for a golden future on the European soil; whether they are or are not citizens of the European Union, living in one of the Member States, potential candidates, asylum seekers, legal or illegal refugees.

Starting with an equal chance of freedom, equality and prosperity, and taking into account different parameters, the eu4you algorithm performs an equation that reconstitutes the visitor's computational DNA. It rules on the visitor's destiny for the promise of a golden future on European soil, or not.

Exhibition:

Coding/Decoding Borders, Espace Architecture Flagey, Brussels
13/04 > 31/05/2016



eu4you, installation, 2016
Link: <https://www.larbitlab.info/project/eu4you/>

ALGORITHMIC TUBE TALES I 2015

Installation

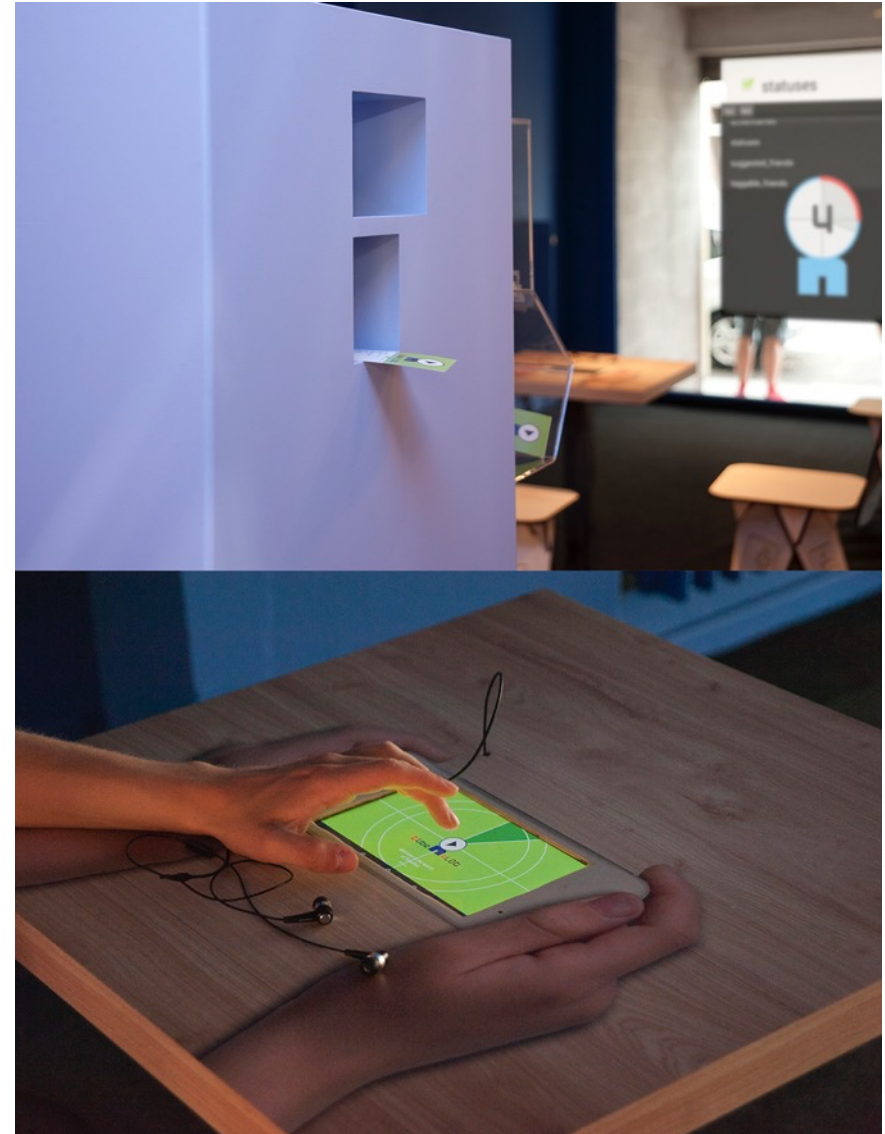
Algorithmic Tube Tales is an installation that speculates on the phenomenon of quantification of human behavior on social networks. Social networks are software-driven platforms ruled by algorithms that draw unknown forms of society, based on statistical and quantitative techniques. These algorithms are not only at the basis of disruptive shifts in our sociability, but question the fundamental principles on which society is built: from the most fundamental rights, standards, laws to our conventions and habits. Starting from Facebook as a case study, Algorithmic Tube Tales, approaches this phenomenon, building an installation that speculates on the possible outcomes generated by quantitative driven practices on social networks.

Exhibition:

D.ART, Artenova, Mechelen
1/07 > 05/07/2015

Lecture:

Responsible Research and Innovation in ICT Symposium, iMAL Center for Digital Cultures and Technology, Brussels
10/11/2015



Algorithmic Tube Tales, installation, 2015
Link: <https://larbitlab.info/project/algorithmic-tube-tales/>

TUBE PLOT | 2014

Android App

TubePlot is an application for smartphones and tablets, designed specially for Facebook, which uses personal data to generate short audiovisual fictions. Using the method of probability calculation, the application generates customized video clips. The app designs video clips featuring in real-time the digital lives of Facebook-users analysing user's personal data made available by Facebook via the Graph API. The clips generated by the application are similar to stories released by users on their Facebook accounts. However, there is one crucial difference: the clips produced by TubePlot are based on intrigues resulting from probability calculations generated on the basis of statistical and semantic analysis of user's personal data.

Exhibitions:

Art & Digital Technologies: Disruptive Innovation practices for an Unknown Future, Bozar Electronic Arts Festival (BEAF), Brussels

28/09 > 05/10/2014

Vice versa – From research to media arts, Quinzaine numérique 2014, Mons

27/09 > 16/10/2014

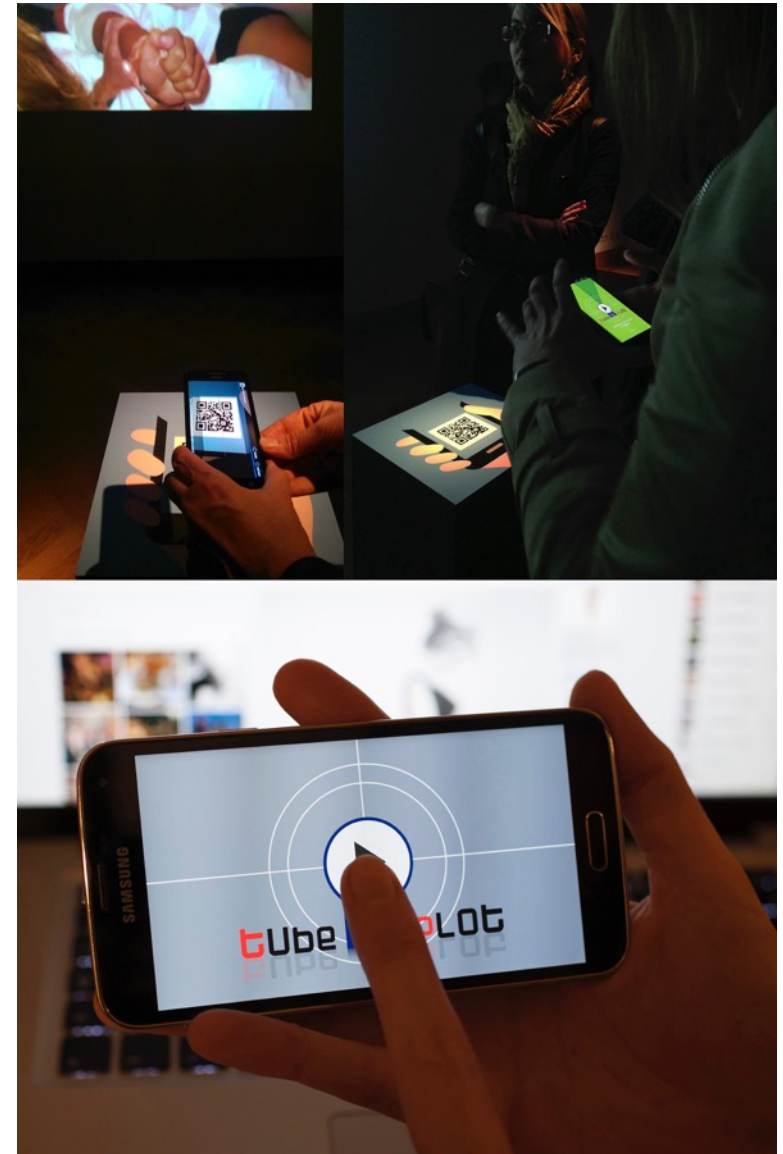
Lectures:

Responsible Research and Innovation in ICT Symposium, iMAL Center for Digital Cultures and Technology, Brussels

10/11/2015

Transdemo, Quinzaine numérique 2014, Mons

16/10/2014



TubePlot, android app, 2014
Demo: <https://vimeo.com/104498412>

FLANOGRAPH I 2013-2014

Android App

The Flanograph is a mobile application for smartphones, based on augmented reality, which captures, stores and reproduces patterns of movement – digital tracks – by registering a number of sensory data. The Flanograph is an app for smartphones that creates a choreography of the metric of urban strolls by implementing in the urban fabric a device which prototypes the city, taking as observation standard (metric, norm), digital pathways of inhabitants – instant digital fingerprints taken by the sensors of the smartphone. Hereby, the urban environment is not perceived solely through the eye of the camera, but by a complex of sensors that records a wide range of physical and social processes – including sound, wind, breathing, heart beat. These processes are analyzed and converted into visual narratives.

Presentations & Lectures:

20th International Conference on MultiMedia Modelling, Dublin

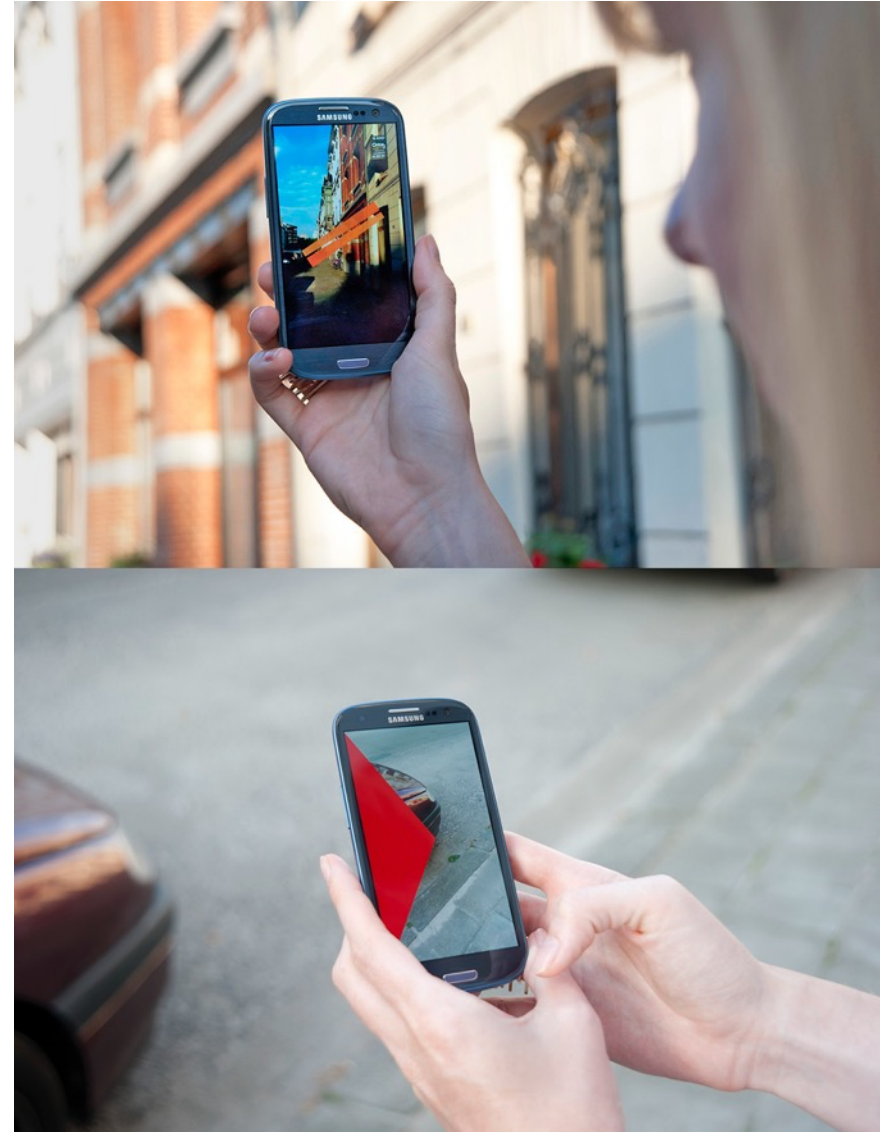
08/01 > 10/01/2014

HyperUrbain 4: Hybrid Mobility, Valenciennes

18/06 > 19/06/2013

Conference Art and Geography Aesthetics and practices of spatial knowledges, Lyon

11/02 > 13/02/2013



The Flanograph, android app, 2013

Link: <https://www.larbitlab.info/project/metropolitan-views-flanograph/>

MYMINIMAXILOVELIFE I 2012

As never before social networks sites offer the opportunity to catalogue people and human behavior using parameters such as tastes, interests and relations. Not only content, but also interface, design and supporting software have a critical part in the process. MyMiniMaxiLoveLife is an ironic allusion to respond to the changing balance in the relational processes that are mediated by social networks. MyMiniMaxiLoveLife handled in a playful manner on the borders between the online love life and privacy. A search-engine has been trained to generate mini-soaps with so-called love data from the user. The research project explores how the interaction between medium, perception and human behaviour in social networks is taking shape, analysis thereby the borders of digital social processes.

By the ironical nature of MyMiniMaxiLoveLife the user is gradual becoming aware of the subtle power and strength of search systems and of the probing effects of digital networks on the complex issue of producing and experiencing relations in networked communities. In this way, critical questions in the field of privacy and connectivity can possibly find attempt to be redefined.

Lecture:

Intertain 2013, 5th International Conference on Intelligent Technologies for Interactive Entertainment, Numediart Institute for Creative Technologies, University of Mons
02/07 > 05/07/2013

**Join in and design your lovelife
It's free!**

Your first name

Your last name

Choose a name

Your e-mail address

Confirm your e-mail address

I live in

I was born

I am

Your password

Hello!

Do you like

pizza
puppies
soccer
tennis
dance
fitness
cool
cute
friends
fun
happy
love
summer
twilight

MyMiniMaxiLoveLife, 2012

Link: <https://www.larbitlab.info/project/myminimaxilovelife/>

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