

Kunstmuseum Gelsenkirchen is pleased to present to an exhibition with new works by the Berlin-based artist Alona Rodeh (*1979, IL). In her largest museum exhibition to date, the artist delves into a new medium with numerous computer-generated works, while at the same time intensifying her years-long inquiry into the architecture of light in public spaces. The artist has taken over the entire basement of the museum to stage a sonic and visual spatial installation inspired by the nocturnal city. The works, created in a gaming engine, tie in with the museum's stimulating architecture to create night-time fictional spaces inhabited by surreal, autonomous and, in part, absurd machines. In Rodeh's choreography of light, sound and movement we encounter e-scooters that put on a light show, ATMs spewing banknotes, a dump site surveilled by a swarm of drone, and more. Also included in the works she has produced for Gelsenkirchen are, for the first time, two interactive video games designed for multiple users.