

Press release
For immediate release

ELEKTRA

BIENNALE ELEKTRA ELEKTRA BIENNIAL AT ARSENAL CONTEMPORARY ART (MONTREAL)

October 15 to November 15

8th INTERNATIONAL DIGITAL ART BIENNIAL – F(R)ICTION: ART AND GAMES



Visual design by Mathilde K  ppler @umlaut_design

Montreal, September 8, 2026 - ELEKTRA will present the 8th edition of its **International Digital Art Biennial** starting **October 15 at Arsenal Contemporary Art Montreal**, running until November 15, 2026. Under the theme ***F(R)ICTION: Art and Games*** and curated by **Lynn Hughes and Ida Toft**, this edition brings together artists and creators from both the game design field and contemporary art.

Video games are deeply embedded in popular culture and increasingly used as a form of artistic expression. This meeting point between the two worlds is at the heart of ***F(R)ICTION: Art and Games***. The exhibition reflects the diversity of voices and perspectives that have shaped experimental game-making, bringing together creators of different generations, backgrounds, and regions of the world. Nearly 40 works by artists from Europe, Asia, Latin America, Africa, Canada, and Quebec are featured, including **Ayoung Kim, Danielle Brathwaite-Shirley, Leo Casta  eda, Maize Longboat, Suzanne Treister, Afrane Makof, Anna Anthropy, M  lanie Courtinat, Davey Wreden, and Jonathan Coryn**.

Housed at Arsenal Contemporary Art and conceived as a true gathering and exchange space, the exhibition features large-scale installations and radical experiments by internationally renowned artists.



Delivery Dancer Simulation, Ayoung Kim



Player Non-Player, Jonathan Coryn

F(R)ICTION : Art and Games

Curatorial text from **Lynn Hughes et Ida Toft**

Curatorial text

In recent years, video games—and references to them—have taken on an increasingly prominent role in contemporary art, appearing in exhibitions by established curators at leading institutions. This proliferation of exhibitions attests to the fact that video games have become an undeniable cultural force. A new generation of artists now uses games and video games not only as a natural means of expression, but as a way to articulate their relationship to the past, contemporary culture, and society.

However, there is a parallel history rooted in communities of experimental game creation that have worked radically with the form since the 1980s. These creators have been shaping the medium's form, aesthetics, and possibilities, expanding and stretching games as a medium. F(R)ICTION juxtaposes these trajectories to see what this reveals in terms of priorities and aesthetics.

The exhibition also reflects the breadth of expressions and perspectives that have shaped experimental game-making, bringing together creators from different generations, backgrounds, and parts of the world.

F(R)ICTION brings together two ideas: the encounter and the possibility of the imaginary. Friction begins with difference, when different textures meet. Friction slows things down but it is also what makes movement possible. As Anna Tsing reminds us "A wheel turns because of its encounter with the surface of the road; spinning in the air it goes nowhere." F(R)ICTION references friction not as resistance, but as a condition for movement and change.



Indulto, Mélanie Courtinat



ACT-24, Afrane Makof

Artists

aenl (Anna Eyler & Nicolas Lapointe) (Quebec – Canada), **Afrane MAKOF** (Ghana), **Alan Kwan** (Hong Kong/United States), **A.M. Darke** (United States), **Anna Anthropy** (United States), **Ayoung Kim** (South Korea), **Bernie DeKoven** (United States), **daffodil jenx** (Canada), **Danielle Brathwaite-Shirley** (United Kingdom/Germany), **Davey Wreden** (United States/Canada), **Dietrich "Squinky" Squinkifer** (Quebec – Canada), **Dominic Konecny** (Czech Republic), **Elliot Rex White** (United States), **Jaron Lanier** (United States), **Jonathan Coryn** (France), **Kara Stone** (Canada), **Laureline Chiapello** (France/Quebec – Canada), **Leo Castañeda** (Colombia/United States), **Leon Arnott** (Australia), **Liz Ryerson** (United States), **Maize Longboat** (Six Nations of the Grand River / Tiohtiá:ke, Quebec – Canada), **Matteo Bittanti** (Italy/United States), **Mélanie Courtinat** (France), **Melos Han-Tani** (United States/Japan), **Nathan Powless-Lynes** (Wolf Clan / Kanien'kéha – Canada), **Nonsense Arts** (Nicolás Recabarren & Tomás Batista) (Argentina), **Owen Hellum** (Quebec – Canada), **Pippin Barr** (New Zealand/Canada), **plunderludics working group** (United States), **Raphaëll Maïwen** (Canada), **Riven Chen** (Quebec – Canada/China), **Robert Yang** (New Zealand), **Stella Jacob and Medulla Studio** (France), **Studio Oleomingus** (India), **Suzanne Treister** (United Kingdom), **Temitope Olujobi** (Nigeria/United States), **Theo Jean Cuthand** (Little Pine First Nation / Tkaronto, Ontario – Canada), **Vanny** (Vanessa Racine) (Beaverhouse First Nation / Tiohtiá:ke, Quebec – Canada), **Yang Jing** (Allison Yang) (Hong Kong).



It is as if you were on your phone, Pippin Barr



Fictional Videogame Stills, Suzanne Treister

ELEKTRA Biennial's activities and detailed programming will be announced on September 21.

8th ELEKTRA Biennial – F(R)ICTION: Art and Games

October 15 to November 15, 2026

Arsenal Contemporary Art Montreal: 2020 William Street, Montreal
Georges-Vanier metro station

[Tickets on sale now](#)

Hours

Wednesday to Friday, 11 a.m. to 9 p.m.

Saturday and Sunday, 11 a.m. to 7 p.m.

Last entry one hour before closing

Admission

General admission: \$25

Students and seniors (65+): \$18

Ages 11 to 16: \$12

Free for children 11 and under

Groups of 10 or more: 15% discount

Free return visit upon presentation of a ticket, subject to availability on-site: since the exhibition features many games, this pass allows visitors to take the time to explore everything.

About ELEKTRA

Based in Montreal, ELEKTRA is an organization dedicated to showcasing artists and works that bridge contemporary art and new technologies, rooted in current research and experimental aesthetics. ELEKTRA presents artists both locally and internationally, while fostering connections between artists, researchers, and the public through new forms of expression.

Partners

ELEKTRA Biennial thanks its public partners for their invaluable support in making this exhibition possible: the Government of Canada, the Canada Council for the Arts, Québec, the Conseil des Arts et des Lettres du Québec, the Ville de Montréal, and the Conseil des Arts de Montréal, as well as our cultural partner, Arsenal Contemporary Art.

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Contacts

Rugicomm

Stéphanie Culakowa - stephanie.culakowa@rugicomm.ca

Florence Lemieux - florence@rugicomm.ca