**STAFF CHEAT SHEET**

“She Called It A Bug”

December 10th 2016 – January 15th, 2017

**Title of Show**: She Called It A Bug

**Talking Points**:

* The show explores small issues that point towards larger structural problems, the relationship between software failures, breaking points, and of course, actual bugs.
* “She Called It A Bug” is FT’s first online exhibition

**Artists**:

Miles Peyton

* artist based in Pittsburgh

Tina the Human Goop

* She grew up on Long Island and is a student at CMU
* She has made a variety of work from ballpoint pen books to glue and acrylic string gunk sculptures to crocheted Plushulus to wearable googley-eyed creatures.
* She is currently interested in exploring the dimensionality of video art, performance, and installation, and is beginning to be influenced political philosophy and topics related to social justice.

Lauren Valley

* Sculptor and new media artist based in Pittsburgh, PA.
* She is pursuing her BFA in Fine Arts with a minor in Physical Computing from Carnegie Mellon University.
* Lauren's work combines sculpture and robotics to create reactive systems that force the user to create symbiotic relationships with technology.

Heather Cowie

* Former student at Carnegie Mellon University
* She primarily works in video and multimedia, but has recently returned to traditional drawing, as it is difficult to use a computer with constant mucosal secretion.

Zach Rispoli

* Artist and toolmaker interested in developing accessible tools for digital creativity and fostering healthy communities on the Internet.
* He believes the Internet has not yet reached its full potential for social good; the projects he works on, whether they are tools or expressive artworks, reflect this desire to make the web a positive force in society.
* He is currently studying computer science and fine art at Carnegie Mellon University in Pittsburgh, PA.

**Curator**:

Maddy Varner

* Former research associate of the Free Art and Technology Lab, and is currently working out of Pittsburgh, Pennsylvania.
* Varner makes work around the issue of psychic garbage through print, video and painting, and is interested in unconventional applications of technology in our daily life.