

T E C

H B Y

A R T

I S T

S EYEBEAM

**“The premise
is simple:
give emerging
talent access
to technology
and let the
games begin.”**

The New York Times

**Eyebeam is the leading studio for
technology by artists.**

**Through residencies, education,
and events, we help artists invent
the future.**

Openness



Invention



Justice



All technologies
are shared with
the world, open-
source.

Conceptual
rigor meets
technological
inventiveness.

Technology by
artists can help
achieve equality
and democracy.

**Eyebeam
turns
20!**

1999



Digital Day Camp grants free digital know-how to teens.

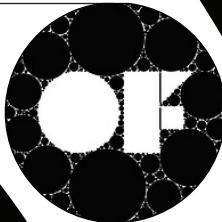
**1997
Founded**

reBlog

Eyebeam invents the ReBlog—the first example of the “share” button.

An intuitive coding language for artists, Open Frameworks, takes to the web.

2003



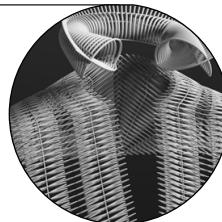
Prototypes of Windowfarms, a new system for urban agriculture.

2005



With Computational Fashion, a new vision of technology is made possible.

2010



littleBits, the widely-acclaimed Lego for electronics, closes financing and enters the MoMA collection.



2011



Portraits from street DNA, Stranger Visions, provoke debates on privacy.

2012



Art & Feminism, an edit-a-thon launched to redress the gender gap for artists on Wikipedia.

2014



The first ever Eyebeam Award goes to Trevor Paglen and Ayah Bdeir.

2015



A desktop Jacquard loom promises to unleash a cottage industry of weavers.



2016

Residencies

A once-in-a-lifetime opportunity for artists to create tools for real change.

20 Residents each year

400+ Alums around the world

255 Years of residencies given

\$3M Direct grants since 1997

“The closest thing to Xerox PARC today.”

Ramsey Nasser, Computer Scientist + Alum

Torkwase Dyson

A mobile studio for artists that's all solar-powered.



“I’m challenging the way in which black experiences, landscapes and bodies have been represented.”

Pam Liou

Prototypes of an electronic hand loom that sits on your desk.



“I’m reacquainting people with the act of making in the home—something the garment industry has taken.”

Kaho Abe

Curricula for teen workshops on wearable tech.



“I’m making games so people can find new ways to engage each other and surprise themselves.”

Education

Technology education, by artists.

Residents create learning tools that inspire youth to become creators, not consumers.

“Eyebeam’s programs are why I majored in Information Science.”

Student Alum, Keri Gill, Cornell 2018

Open Source

Artists are required by contract to open-source their work.

Stop Work!

A unique monthly critique for works in progress.

Free Events

Panels, workshops, hackathons and conferences.

We’re starting from **utopia**, and working backwards.

A Platform

We train teachers and publish curricula to maximize impact.

Strong Partners

NYC Parks, Nasdaq, BuzzFeed and others multiply our community.

Apply
to the research residency

Learn
in our education programs

Visit
one of our monthly events

“Artists at Eyebeam have maximum leverage for impacting the world.”

Jonah Peretti, Founder of BuzzFeed

Partners

We helped create the first networks for sharing. Join us.



EYEBEAM
.org