

Bob Bicknell-Knight
Are we there yet?, 2017
A solo show at 16 John Islip St, London.



Responding to the hyper connected present whilst considering the autonomous advances of the future, *Are we there yet?* brings together a variety of works from Bicknell-Knight that explore the increasing surveillance and corporatisation of our society, the virtual worlds that we escape to and the capitalist utopias that we currently inhabit. One wall features a print on aluminium, *Simple Human I*, taken from a series of digital collages that utilise imagery from various locations in video games and films where automation and the internet of things has led to negative social, economic and political outcomes. Attached to the print is an Amazon Dash Button, a present-day device that allows users to re-order various items with the press of a button; a soon to be obsolete gadget that will be ultimately replaced by a more streamlined universal product in the future.

Two custom made bean bags titled *Player Companions* and *Future Snatching* facilitate the viewing of *Zo*, a video that depicts a conversation between the artist and an internet bot, a software application installed on the social media app Kik that's programmed to replicate autonomous conversation. The dialogue that occurs is foregrounded in front of various melancholy habitats from the *Mass Effect* video game series. Within the film the entity and the individual discuss artificial intelligence and the difference between being a robot and a human being whilst *A Mountain Walk* is an immersive virtual reality experience that involves an extensive hike to the peak of Mount Chilliad, the tallest mountain within the controversial video game *Grand Theft Auto V*.

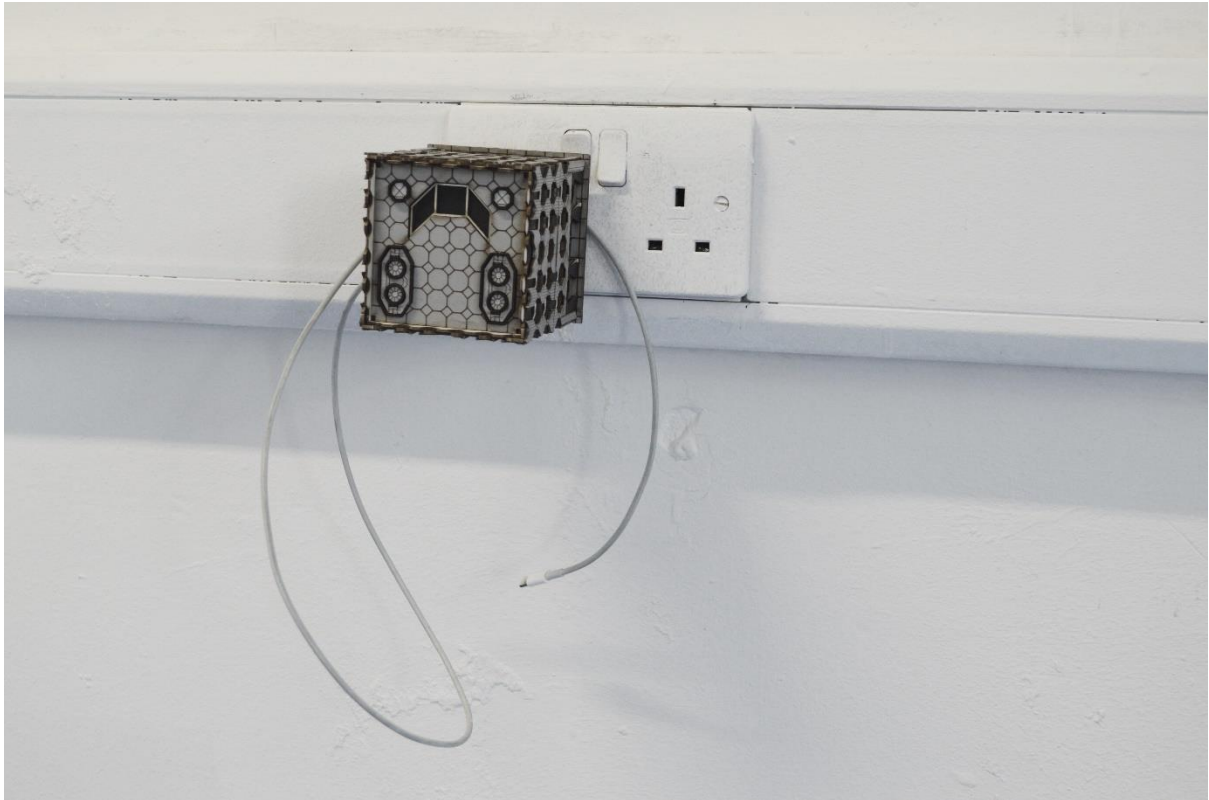


Simple Human I, 2017

Print on dibond, Simple Human Amazon dash buttons, wood, glue

30 x 20 cm

Unique



District I. Hab Block 3, 2017
Oil paint on cardboard, USB plug, iPhone cable, PVA glue
7.7 x 7.7 x 8.7 cm
Unique



Automated Compression, 2017

HD digital video

3 min 50 sec

Watch the film by going to <https://youtu.be/N6Sv9HGqEkw>



Are we there yet?, 2017
Installation view



A Mountain Walk, 2017

Gear VR, virtual reality app, iPhone 4s, headphones, grass fibres, scenic lichen, miscellaneous wires

Dimensions variable

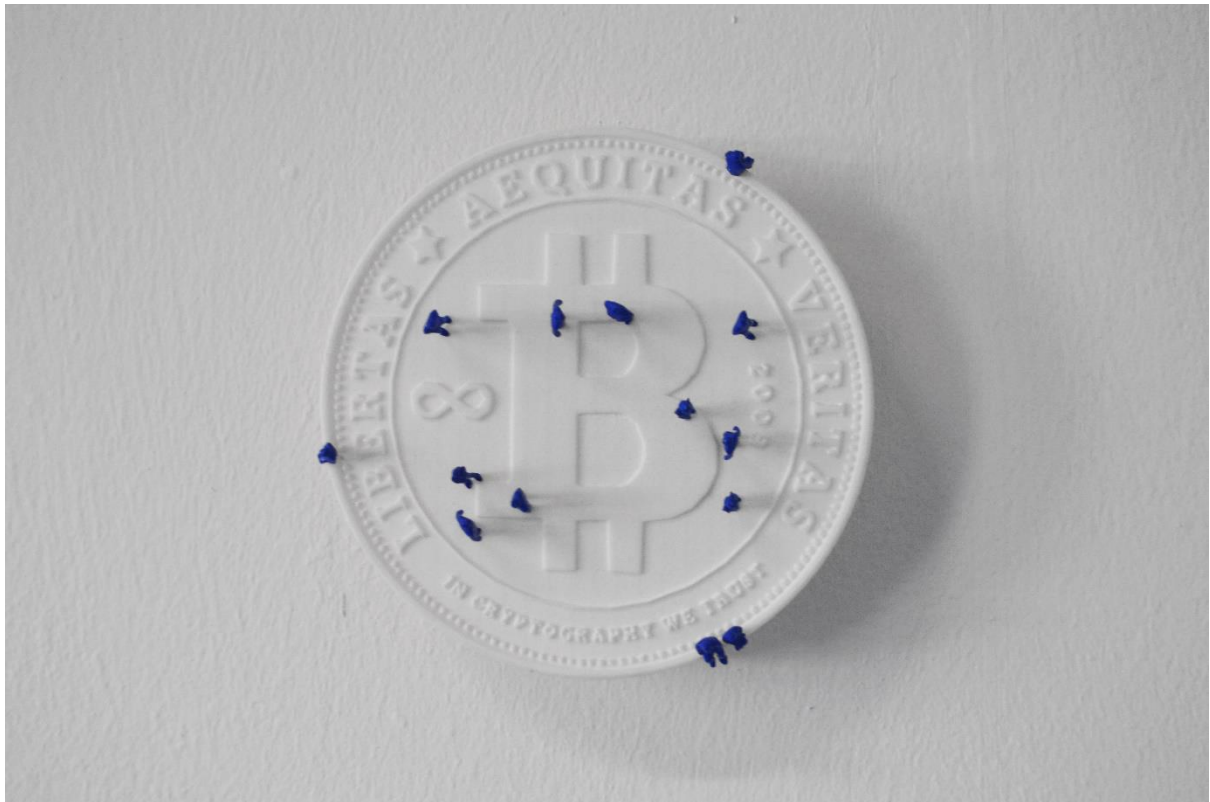
Watch the film in 2D by going to <https://youtu.be/s3peew4H1eY>



Are we there yet?, 2017
Installation view



Are we there yet?, 2017
Installation view



Life Raft, 2017
Polyamide 3D print, plastic figures, spray paint
14 x 14 x 4 cm



Are we there yet?, 2017
Installation view



Future Snatching, 2017
Digital print on cotton, cotton fabric, polystyrene, thread
140 x 100 x 30 cm
Unique



Player Companions, 2017
Digital print on cotton, cotton fabric, polystyrene, thread
140 x 100 x 30 cm
Unique

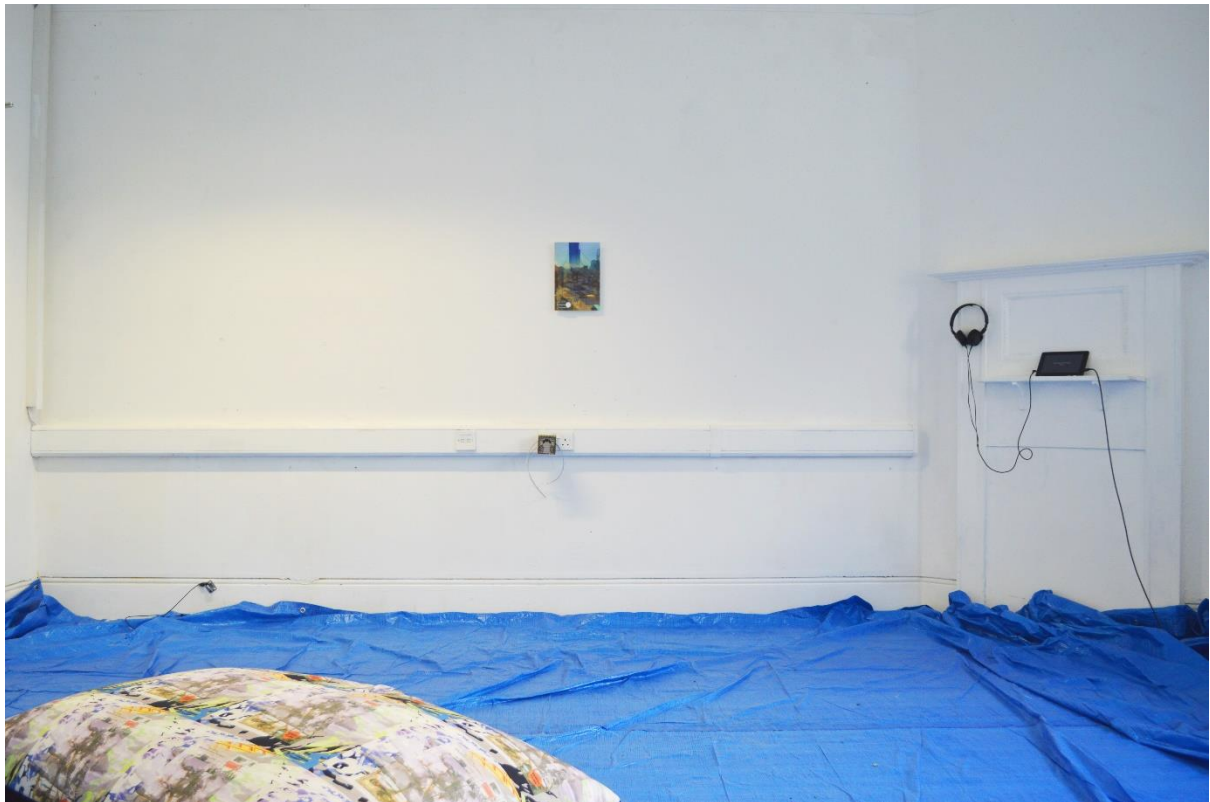


Extended Self, 2017
Extension lead, plastic figures, spray paint
Dimensions variable
Unique



Zo, 2017
HD digital video
7 mins 20 sec

Watch the film by going to https://youtu.be/XJ_pzivrJCY



Are we there yet?, 2017
Installation view