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**MUSEUM**  
NETWORK

PRESENTS

World  
Science  
Festival  
Brisbane

**IT'S LIVE!**  
*in Queensland*



**MEDIA KIT**

# CURIOCITY BRISBANE

22 MARCH – 2 APRIL 2023 [WORLDSCIENCEFESTIVAL.COM.AU](http://WORLDSCIENCEFESTIVAL.COM.AU)

FEATURING

**CURIOUS CITY**  
BRISBANE

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OF QUEENSLAND  
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## World Science Festival New York

**World Science Festival was founded in New York in 2008 by celebrated physicist and science author Professor Brian Greene and award-winning broadcast journalist, Tracy Day.**

The festival gathers great minds in science and the arts to produce live and digital content that allows a broad general audience to engage with scientific discoveries.

Through discussions, debates, theatrical works, interactive explorations, musical performances, intimate salons, and major outdoor experiences, the festival takes science out of the laboratory and into the streets, parks, museums, galleries and premier performing arts venues of New York City and beyond.

The annual live, week-long festivals, which launched in New York in 2008, have collectively drawn over 3.2 million visitors worldwide, with millions more viewing the programs online.

In 2016 Queensland Museum Network established World Science Festival Brisbane, the only international extension of the New York event.

In its eighth iteration, World Science Festival Brisbane 2023 continues the traditions of this internationally renowned festival while curating an innovative program particular to the social, cultural and scientific environs of Brisbane.

## World Science Festival Brisbane

**Queensland Museum Network holds the exclusive licence to host World Science Festival in the Asia Pacific until 2024.**

The only global extension of this hugely popular initiative, World Science Festival Brisbane reinforces Queensland Museum's position as a leader in Science, Technology, Engineering and Mathematics (STEM) education and engagement.

Brisbane will come alive for five days from 22–26 March 2023 as World Science Festival Brisbane brings together some of the greatest thought leaders, showcasing local scientists and performers from around the globe.

**World Science Festival Brisbane**  
22–26 March 2023

### Regional Program

**World Science Festival Queensland Toowoomba**  
21 May 2023  
22 May 2023 (Schools program)  
June–July (School holiday program)

**World Science Festival Queensland Chinchilla**  
2 June 2023 (School program)  
3 June 2023

**World Science Festival Queensland Townsville**  
23 June 2023 (School program)  
24 June 2023  
June–July (School holiday program)

**World Science Festival Queensland Gladstone**  
28 July 2023 (School program)  
29 July 2023

**World Science Festival Queensland Ipswich**  
April (School holiday program)  
11 August 2023 (School program)  
12 August 2023



## Curiocity Brisbane

22 March – 2 April 2023

Since 2019, *Curiocity Brisbane* has sparked inspiration and innovation, transforming our city into an interactive place to “explore, create and play”. From the end of March to the beginning of April, *Curiocity Brisbane* showcases a number of physical and digital installations for visitors to discover and explore. In 2023, *Curiocity Brisbane* will be delivered as part of World Science Festival Brisbane, presented by Queensland Museum Network.

*Curiocity Brisbane* is curated by Brisbane’s own artist, curator and academic, Jay Younger who has brought together a 12-day celebration of science, art and technology – where new possibilities play, and big ideas collide.

### Jay Younger, Curator, *Curiocity Brisbane* 2023

Jay Younger is a Brisbane-based artist, curator and academic. Her curatorial focus is on freedom of artistic expression and the expression of difference within public space as fundamentally linked to democratic values. Furthermore, public art can be seen as opening up a space within the public sphere where difference can be seen and experienced. Jay’s curatorial practice in this arena is dedicated to challenging popular opinions about what public art is and what it can be. For *Curiocity Brisbane*, Jay is excited to work with all manner of artists to bring the latest ideas in science and technology into the public realm.

Jay has curated many significant projects and the impact of her success in the field of public art has been acknowledged in receiving the AIA President’s Award with the citation: ‘Professor Jay Younger’s contribution within the field of public art as an artist curator has provided exemplary best practice models and outcomes in Queensland, the calibre of which is unmatched.’





## Burnett River Petroglyph Rubbings

Created by: Dylan Sarra

From: Queensland, Australia

Dylan Sarra's rubbings of the Burnett River Petroglyphs respond to the Queensland Government's removal of culturally significant rock drawings in 1971.

Without consulting the traditional custodians, more than 92 large sandstones sitting in a surface area of 3.348 square kilometres were fractured and removed to make way for a dam wall.

This body of work explores how a creative arts practice can reconnect cultural iconography that has become decontextualised through its removal.

Using the art of frottage (the technique or process of taking a rubbing from an uneven surface), muslin cloth was placed over the original artefacts and natural charcoal was rubbed over the material to expose ancient carvings previously not visible to the eye.

For the first time, this work will incorporate animation to bring the carvings to life. This is done to represent First Nations stories as a continuum of a living and breathing culture.

This immersive installation will be located in the Queensland Museum Whale Mall.



## About the Artist

Dylan Sarra is a Gooreng Gooreng/Taribelang artist from the Central Queensland region who currently lives in Brisbane, Australia. With a main focus on exploring identity and place, Sarra uses a range of disciplines such as print, digital works and sculpture to gently persuade an audience into humanising the Indigenous experience.

He is involved in research and development of cultural knowledge and practice, which in turn can be shared with the wider community from where these stories take place. It is Dylan's aim that all people can not only be intrigued by Indigenous culture, but can also start to appreciate the role we all play in acknowledging First Nations peoples.





## **Dr SCRAPs' Corporeal Symphonies**

Created by: SCRAPs

From: Queensland, Australia

*Dr SCRAPs' Corporeal Symphonies* asks questions about what's cooking on the inside of our bodies.

The intriguing trail of 10 QR code-activated animations, images and stories focuses on the intestinal gases of mythical, prehistoric and everyday animals.

The 'low-tech' DIY 'mashup' aesthetic humorously reminds us that everyone can be captivated by the whimsical yet astounding nature of science.

Each episode is presented by Dr SCRAPs aka electronic music and visual artist Laura Hill who goofily explores corporeal (relating to the body) matters.

Ants, T-rexes, sloths and dolphins are playfully examined for their various intestinal gas-producing capabilities. Some of the kooky questions that surface are based on fiction, some on fact!

Collect all  
10 episodes and  
receive a digital  
bonus surprise.



## **About the Artist**

Laura Hill aka SCRAPs is an electronic music producer and visual artist. Her discography spans over a decade since her debut LP in 2011 on grit institution Bedroom Suck records.

Hill's synthesis of raw rhythms, sequencer intuition and echo-soaked storytelling has honed and decayed, heatwaving between low-lidded new wave, woozy acid ballads and alienated karaoke. Her sound draws links between golden decades of synth pop and club music while remaining firmly set in the contemporary Australian underground.

Although music has been at the forefront of her career, Hill's recent accompaniment of DIY collage-style film clips has embellished her music, adding a new dimension.



## **Amplify/Defy**

Created by: Jennifer Herd  
From: Queensland, Australia

Artist Jennifer Herd's large-scale work *Amplify/Defy* will emerge over two levels of the ABC building façade as a beacon of truth-telling in the urban landscape of South Bank.

Jennifer explores the colouration properties of camouflage and combines them with references to the rainforest shields of her ancestors. Her bold visual language amplifies the voice of her people and defies the ongoing silencing of Aboriginal perspectives in Australia's history.

The expansive image and its overlaying elements suggest defence and disguise—as a form of cultural identity—that has become a mode of survival.

The work asks broader society to lift its gaze, look past the camouflage and join the journey of truth-telling to create a deeper sense of place for all Australians.



## **About the Artist**

Jennifer Herd is a renowned conceptual artist and one of the founding members of Queensland's Aboriginal artist collective ProppaNow. Her creative practice spans many mediums and has included installation, painting, sculpture, photography and digital design.

Born in Brisbane, with family ties to the Mbarbarrum people of Far North Queensland, Jennifer's art speaks of her experiences as an Aboriginal person and shares the untold histories of her people in Australia.





## **T.H.E.M.**

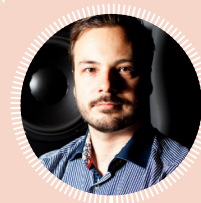
Created by: Interactive Media Collective of Griffith University  
From: Queensland, Australia

A group of human-powered electronic sound sculptures explores the output of electronic sound through the transference of energy beginning with human kinetic action.

Six different sound- and light-making mechanisms referred to as *T.H.E.M.* (The Handmade Electric Machines) comprise an ensemble of electronic instruments that can be played together or separately.

Creative collaborators from Griffith University's Interactive Media Lab team include musicians, designers and artists. They are committed to sustainable concerns by maximising the creative expression from limited materials and using small amounts of energy. Their intention is for the audience to appreciate their direct participation with generating renewable electricity and having fun being part of an ensemble of electronic instruments.

Students from the Queensland Conservatorium will play the sound devices during a curator's tour. Workshops will accompany this artwork.



## **About the Artists**

The project is designed by Daniel Della-Bosca, Andrew R Brown, John Ferguson and Timothy Tate. The creators are members of the Interactive Media Lab based at Griffith University, South Bank campus, inclusive of staff and doctoral candidates from the Queensland College of Art and the Queensland Conservatorium. The team includes a range of complementary skills across music, media art, product design and interaction design. Each team member is an active and individual media artist with a history of collaboration in various combinations.



## **The Climate Wars**

Created by: Simone Eisler  
From: Queensland, Australia

Resonating with the myths of the Trojan Horse and the biblical ark, *The Climate Wars* sculpture delivers a powerful message about nurturing the future of plants and seed banks within a changing political and climatic world.

In stark contrast to the city skyline, Queensland sculptor Simone Eisler's seven-metre-tall living artwork will form the centrepiece of Curiosity Brisbane on Southbank's popular Riverside Green.

As the city forms a fortress against nature, the 'ark' must infiltrate the urban environments through subterfuge to disseminate native plant seeds that in turn provide food for native animals, insects and birds, support ecosystems and habitats and cross pollination, and enable the native flora and fauna cycles to continue.

Made from 10 different species and 2000 plants, including several natives that mimic horsehair, mane and tail, *The Climate Wars* installation is supplemented by additional educational workshops.



## **About the Artist**

Simone Eisler is a well-known sculptor who explores the concepts of transformation and evolution in the natural world and the role of climate change and species adaption.

Simone has completed numerous public art commissions, both temporary and permanent, and has had an extensive gallery exhibiting record in Australia and overseas. She works in a range of materials such as metal, including bronze, steel and aluminium; plaster and resins; animal materials such as bones, fish scales and oyster shells; plants; and a broad collection of recycled and found materials.





## Cybernetic Intimacy

Created by: Hochschule & Donovan  
From: Germany

A swarm of 15 mobile semi-autonomous robots create an emotionally charged atmosphere through their own kind of body language and behaviours.

Simultaneously, the orchestra of creatures compose a real-time soundtrack engaging the perceptual engine of the listener in an unusual way. A 'keeper' will interact with the public informing them of the swarm's narratives and behaviours.

*Cybernetic Intimacy* explores interspecies communication between humans and this mechatronic lifeform. In the dark, the lights of the creatures evoke the audience's imagination about their intentions and inner states. The artwork provokes thought about what we expect from robots and Artificial Intelligence. Do we want a swarm of robots to treat us with empathy or to regard us as an optimisation target?

In 2022, German-based Hochschule & Donovan exhibited the forerunner to *Cybernetic Intimacy* at ZKM Germany, the world's leading museum of electronic art.

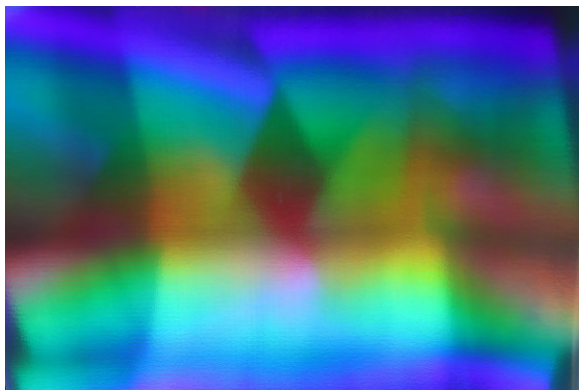


## About the Artists

Katrin Hochschule and Adam Donovan are a collaborative artistic duo working at the intersection of art, science and technology. Their experimental artistic research is focused on developing robotics as immersive, empathetic, inclusive artworks, investigating different robotic platforms and behaviours that emerge from technological possibilities and interaction.

Their participatory robotic sculptures question the role of the human, perception and social implications of technology. Incorporating phenomena like non-linear acoustics into their work, they explore the intangible aspects of physics, amplify their effects, and use them to create new mediums and experiences. Both Katrin and Adam have profound knowledge in programming respectively electronics and hardware design, enabling their unbound creativity in developing their creatures.

The duo perform and exhibit internationally and are part of the European Media Arts Platform. Their artwork is collected by ZKM Karlsruhe. Their works and machines invoke an otherness or timelessness that is only present in the here and now.



## ***Refraction Parabola***

Created by: Ross Manning  
From: Queensland, Australia

A new large-scale artwork by artist Ross Manning showcases the intense beauty of the visible spectrum as seen in butterfly wings, bird feathers, spider webs and opals.

*Refraction Parabola* takes form as a large parabolic curve coated in a special wrap with fine slits that filter out frequencies of light. The colours change and morph depending on your viewing angle. The large scale allows participants to be immersed in a field of pure abstracted colour.

The artist hopes the artwork draws the audience's attention to celebrate the beauty of the fundamentals of light, colour and vision.

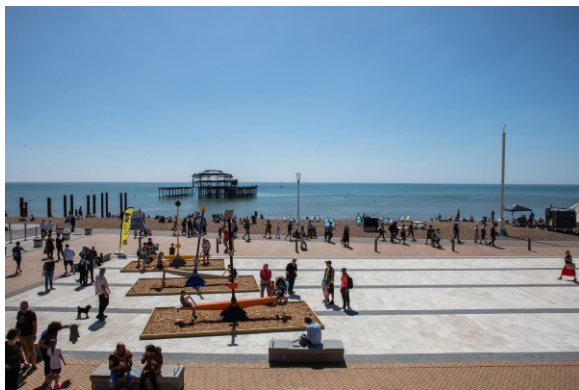


## **About the Artist**

Kinetic artist Ross Manning explores light, physics, sound and the elements. Repurposing disused and outdated technologies, Ross combines existing components to create dynamic sculptures and atmospheric installations.

By bringing different elements into conversation with materials such as fluorescent tubing, fans, string and unassuming objects, he explores our ongoing relationship with technology and the tool we increasingly rely on in contemporary life. In repurposing and reinventing machines, Ross aims to demystify technology's position and experiment with its material capabilities.





## Pivot

Created by Artists Madeleine Flynn and Tim Humphrey  
From: Victoria, Australia  
in collaboration with  
Design Consultant Sue Fenton  
Software Consultant Mick Byrne  
Audio Consultant Jim Atkins  
Technical Manager Bosco Shaw

A field of talking and singing seesaws questions the possibilities, hilarities, failures and provocations of interactions between humans, machines and Artificial Intelligence.

*Pivot* is an array of semi-intelligent seesaws activated by audience riders. Each seesaw listens and responds to its rider through an internet connected speech recognition interface. Their voices are amplified, allowing audio conversations to be heard within 20 metres. The seesaws also speak 20 different languages and have many voices that carry across the field, creating a chorus of unreliable poetic narration for our times.

*Pivot* invites audiences to join a conversation of ideas and passions that may well be different to their own. It is a rare opportunity to engage with the world of different ideas through the peaceful means of dialogue. *Pivot* offers itself as a beacon for empathy.

*Pivot* was commissioned by the keynote program of Melbourne Fringe and has been presented at Darwin Festival (NT), MONA FOMA (Tasmania), Substation (Newport, Brighton Festival UK), Sonica Festival (Glasgow), ANTI Festival (Finland) and Setouchi Triennale (Japan).



## About the Artists

Long-term artistic collaborators Madeleine Flynn and Tim Humphrey create unexpected situations for listening. Their work is driven by curiosity and questioning about listening in human and non-human ecologies. It seeks to evolve and engage with new processes and audiences through public and participative interventions.

Madeleine and Tim work with emerging technologies, cultural groups, sites, experts across practice and ensemble-made processes. Their current creative obsessions include acoustics of the dark, existential risk, and ecological and cultural impacts of practice.

In 2017, their practice was awarded the prestigious Australia Council Award for Emerging and Experimental Artforms, making them one of only four artists to have received this honour.

Other awards include several Green Room Awards for Excellence in Hybrid Arts, two Australian National AMC-APRA Awards for Excellence in Experimental Music and the Melbourne International Festival Award. Their work is presented locally, nationally and internationally.



## **I SEE Martin Edge**

Created by: Art by Martin Edge,  
Presented by The Culture Crusader  
From: Queensland, Australia

*“My artworks are like a ‘memory jog’ of each adventure, but I also like to use my own imagination and creativity to paint the scene how I see or remember it.”*

Martin Edge

Queensland artist and proud ambassador for Autism Queensland Martin Edge captures and reflects his perspective of the world through recreating memorable moments and recollections, filtered through his imagination.

Martin’s art-making process of reconnecting collages of memory-fragments enables us to see what Martin sees—the wonderment of our world from the mundane to the whimsical.

Through this installation, viewers experience a number of Martin’s artworks upscaled into playscapes set within South Bank’s Picnic Island Green. This includes Martin’s latest artwork *Martin’s Painting Day* that explores the artist’s most sacred and private place—his studio.

For the first time ever, Martin’s artwork will come to life through activating this new artwork via Augmented Reality, allowing viewers to delve deeper into Martin’s world.



## **About the Artist**

This project is a collaboration between national art treasure Martin Edge and award-winning arts manager, Pia Robinson, Founder of The Culture Crusader. Martin and Pia are BIG dreamers and doers who want to make a difference in the world around them. Martin and Pia’s friendship began in 2008. Since then they have weaved in and out of each other’s lives, incidentally, influencing each other’s careers, growing a little bit older and a lot wiser. Through this mutual friendship, a deep sense of trust, respect and admiration has grown between them over the years.

Martin started painting in 2007. Since then he has made his mark in Australian Art by exploring his special interests through his artwork and adventure making. Some of these special interests are painting, travel, the ocean, a day out, collecting art and antiques, modes of transport (especially CityCats), buildings and cityscapes.

Martin’s artwork is held in state and national institutions. He is represented by Anthea Polson Art and Robin Gibson Gallery and is an ambassador for Autism Queensland.

Images courtesy of the artist, Anthea Polson Art and Robin Gibson Gallery.





## Cat Royale

Created by: Blast Theory  
From: Brighton, UK

Hang out with three cats as they live in Utopia and are treated like royalty. Watch in real-time as the cats explore their world. And decide for yourself what they think of Artificial Intelligence.

*Cat Royale* is a new artwork by UK-based Blast Theory that explores how Artificial Intelligence will affect us all.

In this world premiere of *Cat Royale*, three cats live in a visually stunning utopian environment, which will be streamed to *Curiosity Brisbane* from the UK. As the cats go about their day, eating, playing and exploring, a dedicated Artificial Intelligence system watches them, learns what they like best, and controls a robot arm that offers a massage, throws a ball or dangles a feather to increase the happiness of the cats.

*Cat Royale* asks: How intelligent are these systems? Can a computer make us happier? And should it even try?



## About the Artists

Internationally renowned Blast Theory have collaborated continuously with the Mixed Reality Lab at the University of Nottingham on research projects and won various awards including the Golden Nica for Interactive Art at Prix Ars Electronica. Blast Theory were the 2018 World Health Organisation's Artists in Residence.

# CURIOCITY SCHOOL CHALLENGE

As a key feature of the World Science Festival Brisbane program, *Curiosity Brisbane* aims to transform central Brisbane into a playground for the public to engage with and be inspired by the intersection of science and art.

*Curiosity Brisbane* artworks are digital and physical installations that celebrate and showcase science, technology, engineering, art and math.

We will collaborate with selected schools to transform their ideas into a mind-blowing temporary outdoor installation. Queensland Museum Network will fund the artist and materials to create the artwork, as well as travel expenses for selected students to attend the opening of *Curiosity Brisbane*, presented as part of World Science Festival Brisbane 2023.



## **The Elements**

MacGregor State High School and Emma Gardner

The students at MacGregor State High School have created an artwork that reflects their concern for the state of the natural environment. They have imagined a dystopian future in which life on earth has fundamentally changed.

Using the alchemic process of cyanotype and technology, they have depicted our connection to the natural elements: earth, air, fire, and water, as a record for future generations. Their work is a poetic response to the challenges facing our planet, and it serves as a reminder of the importance of preserving and protecting the natural world for future generations.



## **About the Artist**

Emma Gardner is an interdisciplinary artist based in Meanjin/Brisbane, Australia. Gardner reworks salvaged, silk and organic textiles, and experiments with the laborious and process-driven techniques of cyanotype, tracemonotype and embroidery. Emma is interested in the ethical, class-based and gendered ramifications of the naked body and uses drawing to explore these in her work.



## **World Tree Melody**

Calliope State School and Guy Cooper

The year is 2080, only a few living trees remain on Earth. Despite the endless scientific data and warnings, the climate catastrophe accelerated and Earth's delicate ecosystems collapsed. The generations that followed were forced to develop life support systems for the remaining trees to create the photosynthesis needed to maintain the planet's inhabitability.

*The World Tree Melody* is an organic, bionic, symbiotic energy exchange machine. It requires the interaction and love of human visitors to survive by converting the carbon dioxide it has with the humans and the technology that surrounds it. Visitors' motion, interaction and love of the tree helps generate an ever-evolving melody that both the tree and the people need to thrive and continue providing for a healthy earth.



## **About the Artist**

An artist of many formats, but primarily a musician, composer, music producer and sculptor, Guy Cooper combines vibrations and sculptural form into art with an emotional and organic focus. A university lecturer of 21 years and the manager and music producer of Serotonin Productions and Human Records, he works with artists in a range of mediums including music, film, sculpture, photography and acoustic design.

With an honours degree in Music, a Physics degree in Astrobiology and a Masters of Creative Industries, Cooper combines his love for art and science with flair and technical skill to create large-scale interactive creative works that connect with audiences of all ages.





## ***The Science of Colour***

Bellbird Park State Secondary College and  
Therese Flynn-Clarke

*The Science of Colour* uses an experimental and serendipitous alchemy of plants, minerals and metals subjected to heat and pressure to explore how chemistry and material properties create colour. Lengths of silk and cotton have been naturally dyed using plants such as berries and vegetables and other materials collected locally by the artist and students. This fabric is connected to woven plant fibre circles symbolising wholeness, us, our lives, and the cyclic movement of life.

The plants used are indigenous to Australia aiming to acknowledge the Traditional Owners of our wide and varied land. The installation is more than the *Science of Colour*; it's diversity of texture, pattern and colour seeks to reflect our community – a window into who we are.



## **About the Artist**

An experienced visual artist and educator, Therese Flynn-Clarke's art practice exemplifies a passion for sculptural work and mixed media that takes conceptual and material inspiration from nature. Her work also utilises discarded materials with a focus on reuse and repurposing. She is an awarded artist who has exhibited widely both locally and interstate and been involved in numerous community and festival art projects.



## ***Watertoy – Sounds of play***

Kimberley Park State School and Make + Meld

In today's tech focused landscape, this interactive artwork intends to bring participants together to participate in a playful, physical experience as an antidote to screens and headsets.

*Watertoy* is an interactive STEM-focused game which promotes collaborative play. Derived from the initial concept of a collaborative play table conjured up in the minds of three young designers from Kimberley Park State School in Logan, this waterless water toy encourages children to physically play together. *Watertoy* uses the low-tech STEM principles of Archimedes screws and gears to transport balls around the game.



## **About the Artists**

Helen Banks and Emily Higgins, founders of Brisbane based business Make & Meld, are design educators who are passionate about giving young people opportunities to experience the design process through hands-on learning across discipline areas. Their projects, which are delivered Brisbane-wide through schools, kindergartens, libraries and beyond, revolve predominantly around the concept of play and making toys using rudimentary tools and techniques.

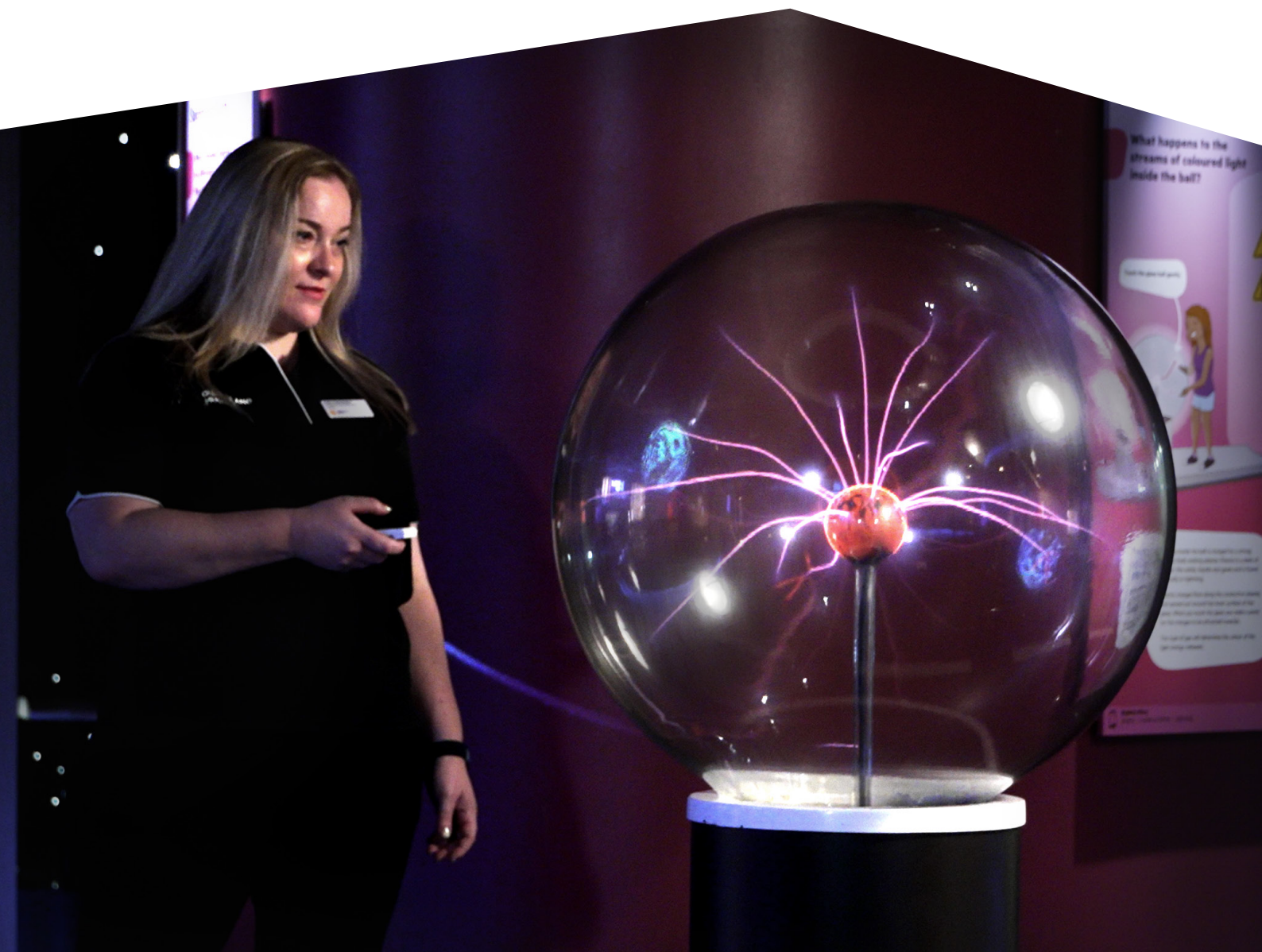
# QUEENSLAND MUSEUM NETWORK

**Established in 1862, Queensland Museum Network is the keeping place of more than 16.4 million objects, specimens and research items, valued at \$620 million. For more than 160 years Queensland Museum Network has documented and witnessed Queensland's growth to inspire, enrich and empower communities.**

Today, Queensland Museum Network is governed by the Board of the Queensland Museum (the Board) and includes:

- Queensland Museum (including SparkLab, Sciencentre) in the heart of Brisbane's Cultural Centre at South Brisbane
- Cobb+Co Museum in Toowoomba
- Museum of Tropical Queensland in Townsville
- The Workshops Rail Museum in Ipswich
- Queensland Museum Collections, Research and Loans Centre at Hendra in Brisbane
- Museum of Lands, Mapping and Surveying in Brisbane
- Earth Sciences Museum, The University of Queensland in Brisbane.

Over the years Queensland Museum Network has changed with Queensland as it discovers, documents and celebrates the state's natural, cultural and scientific diversity. With respected scientific and cultural research, significant and varied collections, and community outreach services, Queensland Museum Network continues to offer Queensland's residents and visitors enriching cultural, social and intellectual experiences. Queensland Museum reaches far beyond the walls of its museums, connecting with millions of people through museum experiences, events, workshops, talks and lectures, school education kits, publications, online resources and regionally across the state via our Museum Development Officer Network and World Science Festival Brisbane programming. We continually strive to be a cultural and scientific leader by successfully harnessing the support of industry, governments and communities.





# MEDIA INTERVIEW AND CONTACTS

A selection of World Science Festival Brisbane and Curiosity Brisbane images are available for media use and additional images can be sourced on request.

Supplied photo credits must accompany publication:

"Image courtesy of Queensland Museum"

## Media Accreditation

Media accreditation for World Science Festival Brisbane 2023 is now open to all working media representatives who are required to report/photograph events.

Please note that accreditation is subject to approval and application alone does not guarantee accreditation.

Accreditation is non-transferable and conditions apply. Photo ID will be required to collect passes.

Apply online:

[www.worldsciencefestival.com.au/about/media](http://www.worldsciencefestival.com.au/about/media)

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# CURIOCITY BRISBANE MAP



## Curiosity Brisbane 2023 Artworks

- ① *Burnett River Petroglyph Rubbings* by Dylan Sarra | Whale Mall, Queensland Museum
- ② *Dr Scraps' Corporeal Symphonies* by Laura Hill | Various locations, collect all 10 across South Bank, the Goodwill Bridge and Queen Street Mall
- ③ *Amplify/Defy* by Jennifer Herd | ABC Building, South Bank
- ④ *T.H.E.M.* by Interactive Media Collective and Griffith University | Clem Jones Activation Space, Riverside Green, South Bank
- ⑤ *The Climate Wars* by Simone Eisler | Riverside Green, South Bank
- ⑥ *Cybernetic Intimacy* by Hochschule & Donovan | Riverside Green, South Bank
- ⑦ *Refraction Parabola* by Ross Manning | Little Stanley Street Lawn, South Bank
- ⑧ *Pivot* by Madeleine Flynn & Tim Humphrey | Little Stanley Street Lawn, South Bank
- ⑨ *I SEE, Martin Edge* by Martin Edge & The Culture Crusader | Picnic Island Green, South Bank
- ⑩ *Cat Royale* by Blast Theory | Queen Street Mall (near Wintergarden)
- ⑪ Curiosity School Challenge artworks | Whale Mall, Queensland Museum

- ① **World Science Festival Information Tent**
- ① **South Bank Parklands Visitor Information Centre**

### Hey Kids!

Look out for family-friendly descriptions of the *Curiosity Brisbane* artworks on signage spread along the *Curiosity Brisbane 2023* trail. There are opportunities for kids to interact with artworks and ponder questions specially crafted for curious young minds.