

Jack Stenner and Patrick LeMieux

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www.no-place.org/open_house

Open House. © 2010 Jack Stenner
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Open House



When the US housing market collapsed in 2008, so did the dreams of many middle- and lower-class Americans. Florida, California, Nevada, and Arizona were hit particularly hard, and not by a force of nature, but by the abstract and invisible hand of the market. Prior to the collapse, the movement of global capital seemed like a distant reality to most homeowners, but in the end it was the imaginary systems of value, and not bricks and mortar, that asserted the ultimate authority over our homes. *Open House* is an installation by Jack Stenner and Patrick LeMieux that allows visitors to telematically inhabit a “distressed” home in Gainesville, Florida. The house at 1617 NW 12th Road is currently in financial limbo, while undergoing the process of foreclosure due to the housing collapse. Virtual markets have transformed this otherwise livable property into a ghost house. *Open House* allows individuals to repopulate this disenfranchised space and assume the role of virtual squatters – opening the door, flicking the lights, rattling the shutters, and remotely occupying the abandoned property. Live video feedback integrates real-time physical effects with one’s virtual actions. Through *Open House*, virtual squatters can temporarily resist eviction by mirroring the market and becoming hybrid subjects occupying both virtual and physical space. Like the foolish man who builds his house on sand, we watch the architecture crumble around us. Download *Open House* at www.no-place.org/open_house.



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Jack Stenner is an artist who has worked with technology, video, and installation since the mid-1990s. He is currently an assistant professor of art and technology at the University of Florida, School of Art and Art History. His work addresses issues related to our socio-culturally constructed “reality” and the ways we create meaning. He is interested in “place” and how meaning is embedded, manipulated, and transcoded in the environment. His work explores the construction of a “hybrid subject”: a subject that is neither entirely human nor machinic. Combining techniques from information retrieval and visualization, content analysis, video gaming, computer vision, and experimental video, he seeks to create experiences that encourage us to reconsider what we think we know about our world and to imagine an alternative utopia.



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Patrick LeMieux is an artist and PhD student in the Department of Art, Art History, and Visual Studies at Duke University. His artwork, scholarship, and teaching focus on the ethics of viewership, alternative histories of art, and critical game design. Investigating those puzzles, puns, riddles, and games employed by artists throughout the twentieth century, LeMieux builds “art games” featuring monochromatic mechanics, infinite inactivity, and simulated silence. He has exhibited artwork in the Tampa Museum of Art, Tallahassee Museum of Fine Arts, and the Samuel P. Harn Museum of Art. His scholarly publications are forthcoming in *Digital Humanities Quarterly*, *Electronic Book Review*, and the *Leonardo Electronic Almanac*.