

ALICE BUCKNELL:
PERSISTENT WORLDS
10 10 2025–19 01 2026

ALICE BUCKNELL

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SPECIAL THANKS HS Design Studios Ltd.

Cover photo: *Staring at the Sun* (2024–2025), courtesy of Alice Bucknell

The exhibition was initiated by Kunsthalle Praha.

DIRECTOR Ivana Goossen
CHIEF CURATOR Christelle Havranek

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English



In the exhibition *Persistent Worlds*, Los Angeles-based artist and writer Alice Bucknell (they/them) presents their latest work, continuing their exploration of speculative fiction, ecology, quantum mechanics, and more-than-human intelligences.

Their work emphasizes the interconnectedness of human, non-human, and technological entities, proposing a worldview where such relationships define existence. Utilising game engines, Bucknell creates immersive scenarios that explore alternative, sustainable realities, which are essential for confronting the crises produced by industrialisation and capitalism.

While nostalgia for a pre-industrial past persists, returning to it remains impossible. Instead, humanity must radically reimagine its entanglement with nature through the speculative modelling of potential worlds rooted in alternative forms of symbiosis. While this can be a difficult process, it can also be very playful. Bucknell's work seeks to bridge these two poles, cultivating worlds that acknowledge the gravity of the human-induced climate crisis while simultaneously holding space for multispecies coexistence anchored in hope, resilience, and joy.

The term *persistent worlds*, commonly associated with multiplayer games, refers to digital environments that continuously evolve, independently of players' interaction. In the context of this exhibition, it also evokes the many-worlds interpretation of quantum mechanics, which suggests that each quantum event creates parallel universes that coexist alongside our own.

The exhibition brings together four projects developed over the last two years: *Small Void*, *Staring at the Sun*, *Nightcrawlers*, and *The Alluvials*. Visitors are invited to navigate through different realities, shifting between quantum and macroscopic scales as they become immersed in expansive

video installations and actively participate in cooperative games. Toggling between environments, temporalities, and forms of embodiment, Bucknell's work aims to ground us in the complexity of the present while expanding the event horizon of possible futures.

Exhibition text online:



BIO

Alice Bucknell (they/them) is a North American artist, writer, and educator. Their work explores the affective dimensions of video games as interfaces for understanding complex systems, relationships, and forms of knowledge.

Bucknell's work has been exhibited widely, including recent and upcoming exhibitions with the Centre Pompidou in Paris, Copenhagen Contemporary, MUNCH Triennale in Oslo, HEK in Basel, EPFL Pavilions and mudac in Lausanne, and their first museum solo show at Kunsthalle Praha. Previous shows and collaborations include presentations with Serpentine in London, the Venice Biennale, Medialab Matadero in Madrid, Frieze & Getty PST ART, and the LA Public Library.

In 2025, their video game *The Alluvials* was acquired by SFMOMA in San Francisco, making it the first video game to enter the museum's permanent collection. In 2026, Bucknell will present new commissions at Biennale Gherdëina 10 in Val Gardena (Italy) and Counterpublic, a triennial in St. Louis (USA), and will take part in the La Becque Principal Residency Program. They are currently faculty at Southern California Institute of Architecture in Los Angeles, where they teach courses on worlding, video games, and philosophies of technology.



Small Void (2025), courtesy of Alice Bucknell

SPECIAL PROGRAMMES

Additionally to the exhibition, you can look forward to special programmes:

- × Guided tours with artist Alice Bucknell and curator Lívia Nolasco-Rózsás
- × KunstKino: *Gaming the Real World*, on the connection between gaming and urbanism
- × Guided tours with exhibition architect Richard Loskot
- × Lectures on game design

Free programme for schools:

- × Guided tours for teachers

Workshops based on the exhibition topics:

- × Warm-up with AI
- × What I can't see in the gallery
- × The argument of art



Nightcrawlers (2025), courtesy of Alice Bucknell