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# Conspiracy theories inhabit unprecedented Basim Magdy film on display at MAAT

by Lusa

A hypothetical scenario of facts concealed for centuries by conspiracy theories is at the center of Basim Magdy's unpublished film, shown on September 11, at the Museum of Art, Technology and Architecture (MAAT), in Lisbon.

"Basim Magdy - MAGNET", curated by Inês Grosso and Irene Campolmi, which will remain open until February 17, 2020, constitutes the first individual show of the artist in Portugal, and is the first project specifically designed for the Video Room space of the MAAT.

The Egyptian artist, born in 1977, in Assiut, filmed in several places, including the petroglyphs zone of Foz Côa and the Cromeleque dos Almendres, near Évora, in Portugal, in the volcanic crater on the island of Nisyros, in Greece, as well as in a robotics lab in Manchester, UK.

Commissioned by MAAT, the film presents a hypothetical scenario of undeniable facts hidden for centuries by conspiracy theories and a possible misinterpretation of history.

The film reports, "through the intersection of poetic narratives and unexpected events, the way communities around the world receive the news that terrestrial gravity is gradually increasing", describes a text available on the MAAT website.

Basim Magdy has been working on the threshold of fictional and historiographic narratives, and his artistic practice "equates social and political issues in a critical and chimerical way, giving rise to diverse, somewhat psychedelic interpretations of the past, present and future", of according to the same text.

Alongside the show dedicated to Magdy, the museum opens the group exhibition "Playmode", curated by Filipe Pais and Patrícia Gouveia, which addresses the transformative power of the game.

Nas obras destes artistas, o jogo é integrado com propósitos distintos, desde a evasão à realidade, construção e transformação social, subversão ou crítica dos próprios mecanismos de brincadeira, que estão na sua base.

A exposição "Playmode" propõe uma reflexão sobre estes aspetos e sobre o período de ludificação que as sociedades contemporâneas atravessam, reunindo o trabalho de vários artistas, como por exemplo Brad Downey, Gabriel Orozco e Ana Vieira, que adotam o tema explorando novos modos de ver, de participar e de transformar o mundo, usando o jogo de forma crítica.

Estão representados nesta mostra, entre outros, os artistas individuais ou coletivos The Pixel Hunt, Pippin Barr, Aram Bartholl, Gabriel Orozco, Priscila Fernandes, !Mediengruppe Bitnik, Mary Flanagan, Harun Farocki, Molleindustria, Samuel Bianchini, Eva e Franco Mattes, Lucas Pope, Joseph DeLappe, Brent Watanabe, Filipe Vilas-Boas, André Gonçalves, Isamu Noguchi, Ana Vieira, Miltos Manetas, David O'Reilly, Brad Downey, Dunne & Raby, com Michael Anastassiades, e Os Espacialistas.