

Press Release

Frankfurt am Main, 12.2.2026

AI-Worlding

Artistic Research on AI-Generated World Models

A cooperation between the Museum Angewandte Kunst and the saasfee*pavillon

3 February – 26 April 2026

Generative AI systems have become deeply embedded in our everyday lives and are increasingly shaping our ideas about society, the world and ourselves. Generated images, texts and videos create new worlds – based on selective data, often non-representative perspectives and economic interests.

Worlding stands for the ongoing performative process that produces worlds and worldviews. Worlding is therefore never complete and always negotiable. Art is particularly well suited for simulating and reflecting on new worldings. The thematic group exhibition *AI-Worlding* explores the influence of AI systems on the creation of worlds and worldviews from an artistic perspective.

The focus is on artistic experimentation as a research tool, on the one hand to make the limits of the supposedly unlimited possibilities of generative models tangible, and on the other hand to explore the constantly changing relationship between artists and AI systems: When are they merely tools, when are they co-creators, and where does their influence even become a determining factor for social and artistic processes? What influence do AI systems have on worldings, and conversely, can worldings change our interaction with these systems?

These questions are at the heart of the exhibition, which was created in cooperation between the Museum Angewandte Kunst Frankfurt and saasfee*pavillon. An interdisciplinary team from the Hochschule für Gestaltung Offenbach led by Alex Oppermann (Professor of Electronic Media), Mattis Kuhn and Leon-Etienne Kühn (Head of AI Lab) and Natalie Wilke (Department of Electronic Media), in collaboration with students, combines artistic research with social reflection in this project.

The exhibition comprises a variety of contemporary artistic positions developed specifically for the exhibition at the Museum Angewandte Kunst: performances, generated images and texts, paintings, video works, immersive spaces, and interactive sound and spatial installations.

The thematic focus also makes it clear that there is not just one AI, but rather a wide variety of AI systems and diverse areas of application. The relationship between humans and technology is frequently called into question: at times, AI is a passive tool; at others, a co-creator; and sometimes it takes over a significant portion of artistic decision-making processes. Some artists feed parts of their identity, their memories, or their working processes into AI models or AI systems, thereby questioning or blurring the boundaries between human and algorithmic creation, between the expansion and reduction of the self.

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In many cases, visitors are part of these processes: Through AI-based processing of exhibition data, some works generate dynamic feedback loops in which technology and human interaction are in constant interplay. The relationship between synthetic data and its real-world origins is also explored. Which norms, biases, and exclusions are reproduced or reinforced by AI systems? Artists explore the standardization of digital body images, as well as their impact on actual bodies. The works create overlaps between past and present, in which altered memories and perceptions create new realities.

The exhibition invites visitors to experience AI-based worldings and to reflect on our relationship to technology as individuals and as a society.

Exhibiting artists:

allapopp, Anton Andrienko, Elisa Deutloff, Egor Dmitriev, Xiangyu Fu, Chelsea Hartmann, Marlon Hesse, Ava Leandra Kleber, Mattis Kuhn, Leon-Etienne Kühn, Max Kreis, Seongsin Lee, Ting-Chun Liu, June Pauli, saasfee* (Alex Oppermann & Al Dhanab), Evgeny Tverdokhlebov and Natalie Wilke.

The exhibition is a cooperation between Museum Angewandte Kunst and saasfee*pavillon and it supported by the Connectom Networking and Innovation Fund of hessian.AI & saasfee*pavillon.

Exhibition catalogue

The exhibition is accompanied by the catalogue *AI-Worlding. Artistic Research on AI-Generated World Models*. You can purchase the catalog at the museum ticket office.

Edited and with contributions by allapopp, Anton Andrienko, Elisa Deutloff, Egor Dmitriev, Xiangyu Fu, Chelsea Hartmann, Marlon Hesse, Ava Leandra Kleber, Mattis Kuhn, Leon-Etienne Kühn, Max Kreis, Seongsin Lee, Ting-Chun Liu, June Pauli, saasfee* (Alex Oppermann & Al Dhanab), Evgeny Tverdokhlebov and Natalie Wilke.

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Opening Hours

Mon closed, Tue, Thu–Sun 10 am – 6 pm, Wed 10 am – 8 pm

Admission

14 Euro, reduced 7 Euro

Admission is free for Museumsufer (MUF) card holders, children and young people under the age of 18, students of Goethe-Universität Frankfurt am Main, Frankfurt University of Applied Sciences, Frankfurt University of Music and Performing Arts, Städelschule and Hochschule für Gestaltung Offenbach.

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