

Organizer: **Ford, Norman**, Hong Kong Polytechnic University, Hong Kong / City University of Hong Kong, Hong Kong

Chairs: **Ford, Norman**, Hong Kong Polytechnic University, Hong Kong / City University of Hong Kong, Hong Kong; **Jim, Alice Ming Wai**, Concordia University, Montreal, Canada

### **Deeply Superficial: Asian Popular Culture and Contemporary Art**

This panel will consider intersections between current Asian popular culture and contemporary art of the region, a building trend for several years and seen in the work of artists as divergent as Cao Fei, Feng Mengbo, Yang Yong or Navin Rawanchaikul. The panel's specific interests lie in the ways in which video gaming, cos-play/role-playing, and new technologies crossover and appear, as direct content or subject of a particular critique, in contemporary Chinese, SE Asian and Indian art. We are concerned with notions of cultural participation and representation; play, production and labor; remixed political histories and youth culture. More broadly, the panel asks, how might we understand the kinds of strategies being employed in the large variety of works that 'use' popular phenomenon as fodder or critical intervention in contemporary art?