

EXHIBITION PROPOSAL

THE ARTIST AND THE DOUBLE

Identity, voice, memory, and the
networked self in the age of artificial
intelligence.

G.H. HOVAGIMYAN

2026



A DOUBLE THAT CAN ANSWER BACK

Artificial intelligence has introduced a new artistic medium: the autonomous conversational self. For more than thirty years, G.H. Hovagimyan has explored how identity can be distributed across networks, performances, databases, and collaborative systems.

The Artist and the Double presents AI not as technological spectacle, but as the latest chapter in a sustained inquiry: Who speaks? Who remembers? Where does authorship reside? Can an artwork continue thinking after its maker has left the room?

NETWORK
VOICE
MEMORY
PRESENCE

1990s



ARTNETWEB / THE THING

Networked identity
Distributed authorship

1997



A soaPOpera

Four computers talk + sing
TTS + speech recognition

2000s-10s



PERFORMANCE

Responsive media
Shared authorship

2026



DOPPELGANGER

Archive becomes
conversational presence

FOUR FORMS OF THE DOUBLE

01

DOPPELGANGER

A conversational AI self-portrait built from the artist's writings, projects, interviews, voice, and archive. Visitors meet it through a large-scale screen and direct dialogue.

02

SING TO ME

An AI avatar kiosk that turns machine conversation into performance. The visitor does not simply observe the work; voice and response activate it.

03

CONVERSATIONAL LINEAGE

A soaPOPer for Laptops (1997) anchors the history: four computers used speech recognition and text-to-speech to talk and sing to one another.

04

LIVING ARCHIVE

Documents, sound, video, and selected collaborations reveal a practice shaped by Peter Sinclair, Raphaele Shirley, Rhys Chatham, ArtNetWeb, and The Thing.

THE EXHIBITION AS CONVERSATION

The gallery becomes a sequence of encounters rather than a display of devices. Each encounter moves from historical evidence to live exchange, allowing visitors to experience how an artistic identity changes when it is performed by machines, archives, and other people.

1

ENTER THE ARCHIVE

Documents and recordings establish the history of networked identity, collaborative authorship, and synthetic voice.

2

MEET THE DOUBLE

The Doppelganger answers questions about the artist's work and produces a different encounter for every visitor.

3

ACTIVATE THE VOICE

Sing To Me and conversational works shift the visitor from audience member to participant and performer.

4

CONTINUE THE DIALOGUE

Talks, performances, and Gestation conversations connect the installation to a living network of artists and audiences.

Core formats

Interactive installation / video / sound / archival material / public conversation

A MODULAR EXHIBITION WITH A CLEAR CORE

CORE INSTALLATION

Large display or projection for Doppelganger; microphone and speakers; Sing To Me kiosk; archival display; stable internet; adaptable lighting.

SCALE

The proposal can begin as a focused gallery installation and expand through additional archival works, performances, listening stations, and public programs.

PUBLIC PROGRAM

Artist conversations, live demonstrations, and Gestation recordings can make the exhibition an active production site rather than a static retrospective.

CURATORIAL INVITATION

The Artist and the Double is proposed as a starting point for collaboration with a host institution. The final selection and spatial form can respond to the museum's architecture, collections, audiences, and technical resources.

The exhibition joins historical work and an evolving AI artwork in the same frame: a retrospective that remains capable of producing new speech, new encounters, and new meanings.

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