



THE BLANK APP

TB Puzzle | Stefano Arienti

On occasion of the event The Blank Benefit 2015, the artist Stefano Arienti realized *Puzzle di puzzle*, an unprecedented work composed by 48 unique pieces that together form a big puzzle. During the evening of the 11th December 2015, on occasion of the annual The Blank Benefit Dinner, in the frame of Spazio ALT (Alzano Lombardo - BG), *Puzzle di puzzle* was assembled for the first and only time involving all the guests of the event.

TB Puzzle | Stefano Arienti becomes a mobile app and invites the audience to virtually arrange all the pieces in order to compose the artist's work.

The Blank, cultural association that has been active for long time on many different platforms with the aim to foster the interest towards contemporary art, has actively collaborated with Stefano Arienti to develop the app, creating an important unheard-of collaboration.

TB Puzzle | Stefano Arienti projected and realized by Paolo Faccini (Digital Specialist of The Blank Staff), asks the player to observe in the first screen of the game the whole work *Puzzle di puzzle* and then to rearrange it.

The rearrangement of the puzzle, easy and intuitive, provides a score that will be as higher as faster the puzzle will be completed.

The pieces can be easily dragged to the selected space, and once their right place is found, they can't be dragged any longer, simplifying the rearrangement of the picture.

After few seconds of inactivity some advices will be appear, helping the player to not lose precious seconds necessary to obtain a higher score.

The player will also have the chance to log-in though Facebook and challenge online his friends.

The app, developed to spread contemporary art in an interactive and captivating way, allows different audience targets to get closer to this cultural area.

TB Puzzle | Stefano Arienti is available for free on App Store for android and iOS.

Stefano Arienti (Mantova – 1961)

Stefano lives and works in Milan. His research addresses its attention to the processes of analysis and manipulation of pictures and materials taken from the real and everyday world. The artist participates to many collective exhibitions spreading his work also in Europe. In the 1989 he confirms his interest for books and general paper-made materials: he realizes and exhibits at the Studio Guenziali in Milan a series of manipulated books whose texts is completely erased.

Among his most important solo and collective exhibitions: Museum MAXXI (Rome - 2000), III Istanbul Biennial (Turkey - 2000), Museum of contemporary Art Castello di Rivoli (Rivoli - 2001), VII Gwangju Biennial (South Korea - 2008), IX New Delhi Triennial (India - 2008), Museum of Contemporary Art (Chicago - 2008), Quadriennale di Roma (Roma - 2009), Venice Biennial (Venezia - 2009), Hangar Bicocca (Milano - 2010).

The Blank Contemporary Art is a cultural nonprofit association born in Bergamo in 2010 and awarded in 2016 as the best independent Italian reality for the promotion and enhancement of contemporary art. The Blank's aim is to spread and extend the passion and curiosity towards contemporary art; it works as an exchange platform that coordinates initiatives between public and private. The network of the Blank consists of public and private institutions, among which **GAMEC - Gallery of Modern and Contemporary Art, Academy of Fine Arts Carrara, BACO - Base Arte Contemporanea, Museo Bernareggi, ALT - Arte Lavoro Territorio, Contemporary Locus, Polaresco, BAF - Bergamo Arte Fiera, ArtUP - Banca Popolare di Bergamo** and many galleries, collectors and artists that chose to share a network experience.

App download here:

<http://www.theblank.it/app/puzzle/>

Photos and screens:

https://www.dropbox.com/sh/gntfhezz8gze2pe/AACO-2c6MRCROR__b35OY2AKa?dl=0

Information

The Blank Contemporary Art
Via G. Quarenghi 50 - 24122 Bergamo, Italy
+39 035 19903477
associazione@theblank.it
www.theblank.it