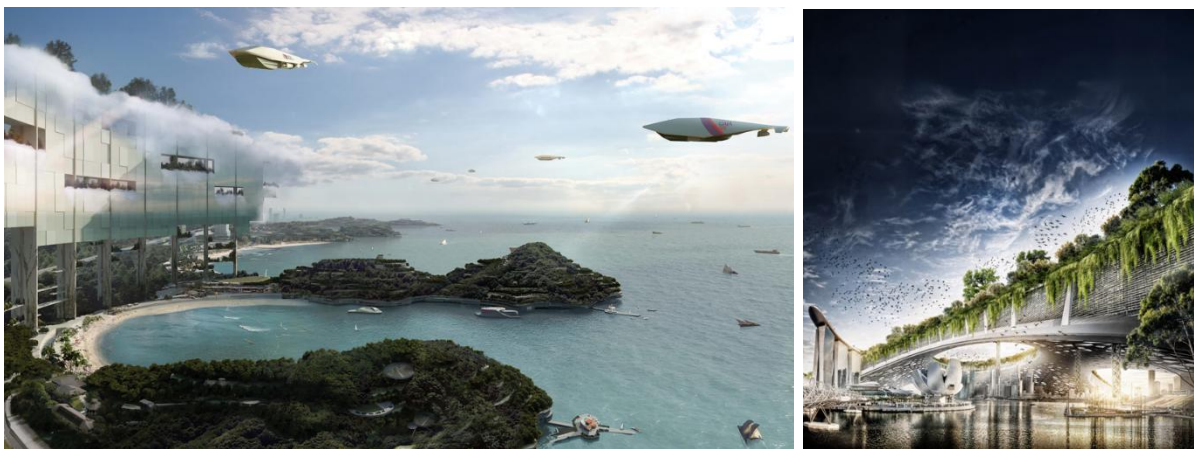


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EXPLORE ALTERNATE VISIONS OF TOMORROW AT ARTSCIENCE MUSEUM

A key event of Singapore Design Week 2025, *Another World Is Possible* invites visitors to envision the future they want to live in



L to R: *Design2050*, a render of East Coast Parkway, Singapore, in the future as imagined by WOHA © WOHA and Obilia; a render of Marina Bay, Singapore, in the future as imagined by RAD+ar from *Link-Scape* © RAD+ar

Singapore (14 August 2025) — ArtScience Museum is set to open a bold new exhibition about the future as part of its SG60 season, commemorating six decades of Singapore's independence. Making its global premiere on 13 September, *Another World Is Possible* explores the practice of world-building across cinema, design, architecture, and literature, as well as its critical role in shaping visions of the future that are resilient, hopeful, and collectively imagined.

It will feature over 100 works by nearly 40 contributors including 16 Singapore-based creatives. While international in scope, it offers visitors the chance to peer into the future through a distinctly Singaporean point of view—where it is regarded as a horizon to look forward to, a responsibility to plan for, and a shared endeavour to bring to life.

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The exhibition is co-curated by ArtScience Museum alongside filmmaker and architect Liam Young, who is globally renowned for his cinematic landscapes that explore the urgent questions of our planetary future. It is also presented in partnership with ACMI, Melbourne, Australia and sponsored by the DesignSingapore Council as a key event of Singapore Design Week 2025.

Another World Is Possible serves as a sequel to *The Future & Other Fictions*, an exhibition developed by ACMI that was presented in Melbourne from November 2024 to April 2025. It surveyed how cinema, television, and games have constructed the imaginative landscape of the future, with *Another World Is Possible* deepening these themes with an Asian perspective and revealing how architecture, design, and literature propose alternate ways of living, thinking, and being.

"From the heart of one of the world's most future-orientated cities comes *Another World Is Possible*, ArtScience Museum's daring new exhibition about imagining tomorrow with optimism and hope. While our first SG60 exhibition, *SingaPop!*, celebrates our past and present, this exhibition looks ahead. In contrast to the visions of tomorrow depicted by Western popular culture, we see the future as a horizon of possibility. Futures thinking is woven into Singapore's national culture, informing how we design our city, nurture innovation, and imagine the lives of our people," said Honor Harger, Vice President of ArtScience Museum at Marina Bay Sands.

"*Another World Is Possible* embodies this spirit through artworks, design proposals, cinematic landscapes and immersive installations that welcome you into a world where technology, ecology, architecture and human imagination evolve together. At a time where connection and hope matter most, this exhibition is our way of inspiring and bringing people together. It invites every visitor to step into these speculative worlds and discover the role you can play in bringing a more hopeful future to life," added Harger.

By showcasing some of the world's leading artists alongside Singapore's most innovative practitioners, *Another World Is Possible* builds on the futures ArtScience Museum has explored in previous exhibitions such as *2219: Futures Imagined* and *New Eden: Science Fiction Mythologies Transformed*.

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It includes four major immersive installations by Liam Young, significant new works by Singapore-based designers and architects including WOHA, Jason Pomeroy, Finbarr Fallon, Darius Ou, Superlative Futures, and Interactive Materials Lab, alongside artists such as Debbie Ding, Ming Wong, Ong Kian Peng and more. Visitors can also look forward to encountering visionary futures as imagined by international creatives such as Björk, Ken Liu, Torlarp Larpjaroensook, Osborne Macharia, Jakob Kudsk Steensen and others.

Inspired by a City of the Future

Another World Is Possible embodies Singapore's distinct approach to the future—one that has driven its progress from a tiny fishing village into a thriving city. In contrast to the often-dystopian view that pervades Western popular culture, Singapore faces the future as something that happens not by chance but through collective nation-building, where foresight, environmental pragmatism and cautious optimism continue to guide innovation.

It opens as part of Singapore Design Week 2025, themed *Nation by Design* in celebration of SG60. In response to this, the exhibition focuses strongly on architecture and urbanism as explored through the works of Singapore-based architects and designers who actively shape how the future will look and feel. From WOHA's biodiverse vertical cities and Jason Pomeroy's floating urban farms to Finbarr Fallon's vertical reimagining of the Singapore Flyer and more, *Another World Is Possible* showcases how technology and nature can be meaningfully integrated into the cultural, environmental, and urban fabric of the region.

"Singapore has always been forward-looking as a UNESCO Creative City of Design. We're thrilled to work with ArtScience Museum for *Another World is Possible*, an exhibition that complements the dialogues at Design Futures Forum, the key thought leadership platform of Singapore Design Week. Together, these events at the festival demonstrate how design can be an essential force in shaping better worlds we want to live in, inspiring brighter, more sustainable futures for all," said Dawn Lim, Executive Director, DesignSingapore Council.

Shaping a more hopeful world through imagination

Across seven chapters, visitors will journey through a visually arresting landscape where cinematic worlds, ecological architecture, and literary futures come alive. At the heart of

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the exhibition are large-scale installations by Liam Young, including *Planet City*, *The Great Endeavour* and *After the End* (in collaboration with Natasha Wanganeen), which unfold across vast speculative terrains from hyper-dense cities to planetary megastructures and monumental acts of geoengineering. His cinematic language is both mirrored and counterpointed by the work of Singaporean artist, Ong Kian Peng, whose films and installations reimagine Singapore's landscapes transformed by rising seas, collapsing hydrological systems, and the surprising resilience of nature.

Threaded throughout the exhibition are futures imagined across genres and geographies: the neon-lit, cyberpunk visions of Western cinema; the more hopeful and defiant voices of Afrofuturism; and the genres they have inspired in literature across Asia and Southeast Asia, including Spicepunk and Silkpunk. The show also includes the immersive, imaginary realms of video games, and the dramatic, forward-looking urban proposals of architects and city-planners.

Together, these works build a distinctly Asian aesthetic of the future—one where human ingenuity, natural systems, and cultural memory are deeply entwined and reveal world-building as a vital creative act for rethinking how humanity might live, adapt, and thrive in the world to come.

Beyond visual media, *Another World Is Possible* will present speculative literature and video works from throughout Southeast Asia. Ken Liu's *Dandelion Dynasty*, Jason Erik Lundberg's *Fish Eats Lion: New Singaporean Speculative Fiction*, Ng Yi Sheng's *Lion City*, Victor Fernando R. Ocampo's *The Infinite Library and Other Stories*, and contributions to LONTAR: The Journal of Southeast Asian Speculative Fiction, alongside General Interactive Co.'s *Chinatown Detective Agency* and Interactive Materials Lab's (NUS-CUTE Centre) *BARC*, extend the exhibition's exploration of world-building across various mediums and cultural contexts. In dialogue, they also depict technology and nature not as forces that are in conflict, but as elements that can evolve together with the human imagination.

In tandem with the exhibition launch, an opening symposium will be held on 13 September, featuring artists, futurists, designers, world-builders and storytellers across a series of lectures, lightning talks and panel discussions. Speakers include Liam Young, Darius Ou,

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Torlarp Larpjaroensook, as well as ArtScience Museum representatives Honor Harger and Joshua Lau.

Ticketing Details

Tickets to *Another World Is Possible* are now available for purchase at all Marina Bay Sands box offices and online.

For more information on the exhibition and accompanying programmes, please refer to <https://marinabaysands.com/museum/exhibitions/another-world-is-possible>. It will run from 13 September 2025 to 22 February 2026.

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About Marina Bay Sands Pte Ltd

Since its opening in 2010, Marina Bay Sands has stood as an architectural marvel and the crown jewel in Singapore's skyline. Home to the world's most spectacular rooftop infinity pool and approximately 1,850 rooms and suites, the integrated resort offers exceptional dining, shopping, meeting and entertainment choices, complete with a year-round calendar of signature events.

Marina Bay Sands is dedicated to being a good corporate citizen to serve its people, communities and environment. It drives social impact through its community engagement programme, Sands Cares, and leads environmental stewardship through its global sustainability programme, Sands ECO360.

For more information, please visit www.marinabaysands.com

About ArtScience Museum

ArtScience Museum is a major cultural institution in Singapore that explores the intersection between art, science, technology and culture. It is the cultural component of Marina Bay Sands. Since its opening in February 2011, ArtScience Museum has staged large-scale exhibitions by some of the world's major artists, including Leonardo da Vinci, M.C. Escher, Salvador Dalí, Andy Warhol and Vincent Van Gogh, as well as exhibitions that explore aspects of science and technology – including particle physics, big data, robotics, palaeontology, marine biology and space science. Its permanent exhibition is a partnership with the Japanese digital art collective, teamLab, and it has become known for our immersive and interactive approach to exhibitions.

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For more information, please visit www.marinabaysands.com/museum.html

About ACMI

ACMI is Australia's museum of screen culture. Watch, play, make and discover the universe of screen-based art, films, TV and videogames. Visit us in Melbourne's Fed Square, online and on tour. Our museum attracts millions of visitors through a vibrant offer of exhibitions, screenings, commissions and festivals. ACMI's industry, education and creative incubator programs inspire and develop the next generation of screen creatives. We are a globally recognised hub that connects people, communities, technology and ideas to shape our futures.

For more information, please visit www.acmi.net.au

About DesignSingapore Council

The DesignSingapore Council's (Dsg's) vision is for Singapore to be an innovation-driven economy and a loveable city by design. As the national agency that promotes design, our mission is to develop the design sector, help Singapore use design for innovation and growth, and make life better in this UNESCO Creative City of Design. Dsg is a subsidiary of the Singapore Economic Development Board.

For more information, please visit www.designsingapore.org

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