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## ARTSCIENCE MUSEUM PRESENTS A FESTIVAL ON THE FUTURE OF TECHNOLOGY

The third edition of *In the Ether*, a complimentary festival, brings together international artists, researchers and Ethereum co-founder Vitalik Buterin to explore how innovation can foster creativity and connection



**Singapore (2 October 2026)** – ArtScience Museum invites visitors to step into *In the Ether* – *The Rise of Sanctuary Technologies*, a landmark festival exploring how technology can be reimagined to support human flourishing and collective care. Presented from 3 October to 6 December 2026, the complimentary festival transforms the Museum into a dynamic platform for discovery, featuring interactive artworks, participatory installations, talks, workshops and learning experiences that challenge visitors to rethink the role technology plays in shaping lives and communities.

As artificial intelligence and digital technologies become more embedded in how people communicate, find information and make decisions, *In the Ether* examines how technology might serve people more meaningfully. The festival explores the idea of "sanctuary technologies" – technologies, practices and experiments designed to expand individual agency, encourage responsible knowledge-sharing and strengthen collective wellbeing.

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The third edition of *In the Ether*, ArtScience Museum's flagship festival examining the relationship between science, technology and society, brings together an international network of artists, researchers, engineers and practitioners working at the forefront of technological innovation. Key contributors include non-profit organisation Vensa and Ethereum co-founder Vitalik Buterin, whose ideas around open-source and decentralised technologies form an important part of this year's programme.

"As technology becomes ever more embedded in our daily lives, it is increasingly important that we understand not only what these systems do, but how they shape the way we live, connect and make decisions. *In the Ether* creates space for curiosity, dialogue and critical reflection, inviting visitors to uncover the human choices behind technological innovation and imagine futures where technology is designed with greater care, agency and collective wellbeing in mind," said Angelita Teo, Vice President of Attractions at Marina Bay Sands.

"We need a technological future that protects our dignity and agency – where we can meaningfully shape technology, not just consume it. Open infrastructure we can study and understand is the first step. Microchips shape almost all parts of modern life, yet few of us can design one or verify what is inside. Open silicon can change that. At *In the Ether*, visitors can explore how chips work, design their own, and take it home," said Vitalik Buterin, co-founder of Ethereum.

Structured around three interconnected chapters – *Imagine*, *Investigate* and *Experiment* – the festival combines artistic inquiry, scientific research and hands-on exploration to reveal the choices, values and infrastructures that shape contemporary technologies.

The journey begins with *Imagine*, which explores the assumptions, values and choices embedded within everyday technologies. Highlights include *War Dance* by Inhwa Yeom (South Korea), which uses AI-generated imagery and Korean mythology to examine bias and representation in artificial intelligence; *Drone in Search for a Four-Leaf Clover* by Sputniko! (Japan), where image-recognition software transforms a childhood search for luck into an automated task; and *Google Maps Hacks* by Simon Weckert (Germany), in which the artist placed 99 smartphones in a metal wagon and pulled them through the streets of Berlin. Visitors can also discover *d/acc*, an installation developed with Vensa that introduces a

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technological philosophy developed by Vitalik Buterin, exploring approaches to innovation that prioritise openness, resilience and social benefit.

*Investigate* explores how technology influences societies, cultures and everyday life. The chapter combines artistic practice, scientific research and speculative design projects that reveal the often unseen systems underpinning the digital world. Featured works include *Anatomy of an AI System* by Kate Crawford (Australia) and Vladan Joler (Serbia), an acclaimed visual investigation tracing the vast human, material and environmental infrastructure behind artificial intelligence, and *Mimus* by roboticist and artist Dr Madeline Gannon (United States), an interactive robotic installation that explores the surprisingly emotional relationships people develop with machines. Meanwhile, *The Solar Share* by DISNOVATION.ORG (France) imagines an alternative economic model built around biological productivity using sunlight-grown spirulina as a speculative form of currency.

Singapore-based research is also featured prominently throughout the festival. Visitors can explore student projects that apply technology to real-world health and accessibility challenges, supported by the Singapore University of Technology and Design's DIVE (Design·AI Innovation and Venture Exploration) platform.

The final chapter, *Experiment*, shines a spotlight on microchips. A key highlight is the *Open Chip Lab* by Vensa, where visitors can discover how chips are designed, fabricated and studied beyond large industrial settings. Developed with contributors including Matthew Hartensveld (United States), Matt Venn (Spain) and Andrew D. Zonenberg (United States), the installation demystifies semiconductor technology through open-source chip design platforms, silicon wafers and microscopic explorations of everyday electronics.

At a time when digital technologies play an increasingly central role in everyday life, *In the Ether* offers a timely opportunity to explore the systems shaping our future. Bringing together art, research and experimentation, the festival invites audiences to imagine technology as something that can be shaped collectively and designed around human needs and values.

*In the Ether – The Rise of Sanctuary Technologies* runs from 3 October to 6 December 2026 at ArtScience Museum. Admission is free. For more information on the festival, please refer to [Annex A](#) or visit [marinabaysands.com/museum/programmes/in-the-ether.html](https://marinabaysands.com/museum/programmes/in-the-ether.html).

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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](http://www.marinabaysands.com)

### **About ArtScience Museum**

ArtScience Museum is a major cultural institution in Singapore that shapes and explores perspectives on how the world is seen and navigated through the convergence of art, science, technology and culture.

Since its inception in 2011 at Marina Bay Sands, the Museum has staged a rotating slate of exhibitions and programmes covering topics from science and future-forward technologies to design and pop culture. It is home to permanent exhibition *teamLab Future World* and has featured the works of both all-time greats and contemporary visionaries. It also curates original in-house exhibitions, serving as a hub to cultivate and spotlight regional talent. Beyond the galleries, the Museum houses a VR Gallery, ArtScience Cinema and ArtScience Laboratory, inviting visitors to delve into the future through a range of holistic and educational experiences.

For more information, please visit [www.marinabaysands.com/museum.html](http://www.marinabaysands.com/museum.html)

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