

👤 Who is Heather Dewey-Hagborg?

Heather is an **artist and scientist** who makes art from **DNA**!

She's famous for turning science into art, and making people think about identity and privacy.



🏠 Childhood

- Heather was born in the **United States**.
- As a child, she loved **science experiments, computers, and making things**.
- She was super curious – always asking *why* and *how things work*.

🎓 Education

- Heather studied **theatre and computers** in school.
- She went to **Bennington College** and later studied **art and technology**.
- She earned a **PhD in Electronic Arts** – that means she learned to use computers and science in her artwork!

💼 Career

- Heather is a **bio-artist** – that means she uses **biology** and **technology** to make art.
- She also teaches students about art and science.
- She works with **scientists** and **labs** to do real experiments!
- She has worked as a Visiting Assistant Professor of Interactive Media at NYU Abu Dhabi, where she taught courses such as Communication and Technology, Understanding Interactive Media, and Bioart Practices
- She has been an Artist-in-Residence at the Exploratorium in San Francisco

- Her teaching roles have also included positions at the School of the Art Institute of Chicago, NYU's Interactive

Art

- Her work has been exhibited internationally at venues such as the Centre Pompidou in Paris, the Victoria and Albert Museum in London, and the New York Historical Society.
- Her work is not in a conventional art form.
- Her projects often explore the intersection of art and science, with a focus on genetic privacy and surveillance.
- For example: **How Do You See Me?** is a new work commissioned as part of [Data/Set/Match](#), a year-long Digital programme exploring the ever-evolving role and effects of scientific image datasets
- Her most famous project is called **Stranger Visions**
 - She picked up **chewing gum, hair, and cigarette ends** from the street.
 - Then she looked at the **DNA** left behind.
 - She used computers and science to guess what the person might have looked like!
 - Then she made **3D faces** from that information.
 - It was like solving a **mystery** using **science and art!**

Why is Her Art Important?

- It makes people think:
 - Should we use DNA to know what people look like?
 - Is it okay to take someone's DNA without asking?
- Her art helps us think about **privacy**, **identity**, and the **future**.

Fun Fact!

Heather once said:

"I want people to question how much information they leave behind."

Time to imagine!

1. Create a project in which you collect data from people and make art from it
2. Imagine being able to programme ChatGPT with information you have gathered from people, what could you programme into it, and what art do you think it could create?