

Raimundas Malašaukas: Are you Dora Garcia?

Stefan Brüggemann: No. Are you?

RM: No, I am not either, but it's the first question from the questionnaire I've been using for some time. How often do you agree to be a part of the story (part of the show)?

SB: "Often" is one of the characteristics of my work, but perhaps it is not as repetitive as your attempt to ask the same question.

RM: When do you recognize something as being repetitive?

SB: When it stops and starts again. And then does it again.

RM: Sounds like you have the same Wi-Fi connection as I do. I use my neighbors Wi-Fi, that's why it's so bad. How do you like your neighbors?

SB: I have DSL.

RM: So what is repetition for you?

SB: It is a tool to avoid doing something non-stop. I use repetition as a break or the space between things or activities. To me it creates a structure: both a positive and a negative.

RM: I've noticed you've been superimposing them, right?

SB: I like to define something by what it is not - it creates a conflict then.

RM: What's the use of this conflict?

SB: It's a non-use. I prefer non-use rather than use. It is a conflict that non-use creates when it is inserted into the system of efficiency and productivity.

RM: Do you think that non-productivity is the best way to confront Capitalism?

SB: Non-productivity didn't start with Capitalism and it will not be its end either. I am not so concerned with these super-general issues. I am more interested in how they are reflected in all kinds of political or life-style slogans. Or to put it in other words I am interested in the names of names.

RM: So what was the name of your first pet?

SB: Pet was not a name.

RM: It's a long one... How do you come up with the titles for your pieces? I assume you never work with ghost-writers, do you?

SB: I prefer to work with ghost-words rather than ghost-writers.

RM: What is a ghost-word?

SB: Those words that stay in your mind most of the time without making you say them out loud. I see those words blinking in neon in my mind, that's why neon is the most mental medium. Another characteristic of those words is the dimension of time they contain. Have you ever spent enough time contemplating a certain word till it became something else?

RM: Not yet. I will tell you when it becomes something else.

SB: Don't worry if two words get blurred into one - it is a part of the game.

RM: Are there any other games you like to play?

SB: I am interested in all kinds of unplayable systems.

RM: So how do you consider your artworks -are they like your robots or your kids then?

SB: They are robots who kill their kids. But they can always get reassembled and sent back to life.

* The person who was asked to play Stefan Brüggenmann for this interview wanted to remain incognito.