

EDRi 20 PROGRAMME

EDRi 2.0 - celebrating 20 years of European digital rights organising

» Bozar, Rue Ravenstein 23 Brussels - Tuesday 21 March «

16:30 - 16:45

Registration and welcome

17:00 - 17:05

Opening words, Claire Fernandez, EDRi Executive Director and Anna Fielder, EDRi Chair

17:05 - 17:25

Keynote speech: Margrethe Vestager, Executive Vice-President of the European Commission

Response from EDRi: Thomas Lohninger, EDRi Vice-President

17:20 - 18:30

Rapid fireside chats with artistic interludes

» *The vision: forming a network of organisations in the early days of global internet*

EDRi was formed in 2003 to act as a hub for member organisations, advise and advocate on their behalf towards the EU institutions. What were the early years like? What were the major challenges and how were they overcome? How did the opening of the office in 2009 influence the work? What were the repercussions of the Snowden revelations? 20 years down the line, has EDRi delivered on fulfilling the early promises?

A conversation with Sjoera Nas, EDRi co-founder and privacy consultant (The Netherlands), and Joe McNamee, EDRi Former Executive Director and Advisor in the European Parliament, moderated by Gus Hosein, Executive Director of Privacy International.

» *The power: reining public and private actors abuse of power in times of ubiquitous digitalisation*

Faced with a tsunami of EU regulations on tech policy, and using a more diverse sets of actions, is EDRi and civil society winning battles just to lose the war? How are the growth strategies of Big Tech intrinsically linked to state surveillance? What's the alternative vision we should put forward?

A conversation between Kim van Sparrentak MEP, Group of the Greens/European Free Alliance, Birgit Sippel MEP, Group of the Progressive Alliance of Socialists and Democrats and Fanny Hidvégi, Europe Policy and Advocacy Director at Access Now, moderated by Raegan MacDonald, member of the EDRi Board.

» *The community: Expanding the network and coalitions in a changing field*

EDRi is often praised for its in-depth and high-quality expertise on digital rights and technologies. The network has grown to include now 47 NGOs active in and beyond Europe. How can the movement include and center the experiences of everyone with technologies and power? At times where everything is digital, how can we work at the intersections of many other fields and movements?

A conversation between Nadia Benaissa, Policy Advisor at Bits of Freedom (The Netherlands), Katrin Fritsch, Chair of epicenter.works (Austria) and Eleftherios Chelioudakis, Board member at Homo Digitalis (Greece), moderated by Sarah Chander, Senior Policy Advisor, EDRi.

18:30 - 18:45

Closing keynote by Meredith Whittaker, President, Signal Foundation

19:00 - 23:00

Drinks, food and music

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Critical Cartography of the Internet & Beyond **Vladan Joler & al. SHARE Foundation**

Governments, political actors and companies are experimenting with more sophisticated ways (harder to detect and document) of exerting internet control and disturbance in the information flow. This analysis visualises some of the forms and methods of interventions that various political actors or power structures have been using to control various online spheres. Here we mostly focus on hidden, indirect actions, interventions by unknown actors, companies without visible ties to government officials, political troll armies and troll lords, and "artificial" entities.

This map is based on a 5-year internet monitoring process and over 400 different cases of violations documented and analysed by the Share Foundation. This map is an attempt to interconnect most of these issues into one map, one possible narrative, one possible reading of those processes.



Vertical Atlas **A collaborative piece**

Vertical Atlas narrates, testifies and promotes new tendencies in today's changing digital geopolitics. How do we make sense of digital transformation and its many social, political, cultural, and environmental implications at different locations around the world?

Appearing as a traditional collection of maps, but working as a twisted atlas that looks at the world upside down, Vertical Atlas brings together the insights of a diverse group of internationally renowned artists, scientists and technologists from different backgrounds and places. From an investigation into the lithium mines in the Democratic Republic of Congo to maps of the fiber-optic submarine cables in the Atlantic and the ride-hailing platforms of China.



MyFACE **Laura A Dima**

MyFACE walks the line between activism in public space and research regarding the relations between identity, AI and the weaponisation of biometric data. Here, glitch is a form of anarchy, and (surveillance) system rebellion is reached through manipulation. It asks critical questions : What are the limits of AI facial recognition software? How far can aesthetic/cosmetic distortions go while still being recognisable by an AI?

The audience will be able to try the masks on themselves at the "Face Dresser" installation featuring the Black Mirror, a screen connected to a camera and AI that will only turn on when it recognises Laura's face. Next to the screen there is a display with the sterile masks ready to be put on. In case visitors want to try out the masks, the artist will be there to guide them.

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Anatomy of an AI System

Kate Crawford, Vladan Joler

Anatomy of an AI System is a large-scale map and long-form essay investigating the human labor, data, and planetary resources required to build and operate an Amazon Echo. The exploded view diagram combines and visualises three central, extractive processes that are required to run a large-scale artificial intelligence system: material resources, human labor, and data.

The map and essay consider these three elements across time—represented as a visual description of the birth, life, and death of a single Amazon Echo unit. The true costs of these systems—social, environmental, economic, and political—remain hidden and may stay that way for some time. We offer up this map and essay as a way to begin seeing across a wider range of system extractions.



Decol Game

Ahmed Isamaldin Mohamed Ahmed

The "Decol Game" embodies the process of decolonising digital rights in Europe. This process is co-led by the Digital Freedom Fund (DFF) and EDRi, and has consisted in the co-design by 30 participants from digital rights and social justice groups of a 'decolonising programme for the digital rights field'. The game narrative, formed of fragments of thoughts and ideas, reflects the artist's engagement with the process and its participants. The game's ultimate goal is to reveal the two central pillars of the process: acknowledgment and healing.

The game's characters embody strength and fragility, reflecting justice and rights defenders. The inspiration for these characters comes from Georg Baselitz's fragile-strong painting concept, emphasizing the complexities of these themes. As a medium, the "Decol Game" is a video game that employs 3D design and computational art, exploring the intricacies of the digital realm.