

Exhibition

IF/THEN

3 October 2025 – 1 February 2026

The Ujazdowski Castle Centre for Contemporary Art invites you to the exhibition IF/THEN [JEŚLI/TO]. The show is devoted to the methodologies and narratives employed in video games, as well as their role in contemporary digital art. The title refers both to programming language and to the human tendency for everyday speculation. Can the narrative strategies familiar from games provide an answer to the fragmented communication of our times?

JEŚLI/TO (IF/THEN) gathers artists who recognize that we've entered what might be called the post-narrative condition. Not the end of stories, but their metastasis beyond traditional containers. Stories now exceed their traditional containers—spilling into our peripheral vision, humming beneath conscious thought, generating themselves in the spaces between what we choose and what chooses us. The exhibition makes these invisible narratives visible, tangible, and questionable.

The title operates in multiple registers simultaneously. In code, if/then is the basic conditional, the atom of computational thinking that makes machines seem to think. But it's also the structure of prophecy, of fairy tales, of anxiety: "If you open that door..." "If I had only..." "If this continues..." Every human decision suspends itself between condition and consequence.

In Polish, jeśli/to carries additional weight: centuries of subjunctive history, of might-have-beens and should-have-beens, the grammar of a culture that has repeatedly asked "co by było, gdyby..." (what would have been if...). The subjunctive mood, that grammatical space for imagining alternative histories, runs deep in Polish: gdyby nie to... (if it weren't for that...), jakby było inaczej (as if it were different). But also the everyday contingencies - jeśli nie teraz, to kiedy? (if not now, then when?). The grammatical structure itself becomes a kind of cultural muscle memory, a way of thinking that assumes multiple possibilities rather than single truths.

The exhibition proposes no solutions, offers no escape routes from our conditional present. Instead, it provides a space to encounter these conditions consciously, critically, even playfully. To test the boundaries of the systems we inhabit. To locate the glitches where something else might enter. To practice different ways of being computed and computing.

Opening

3 October 2025, 7 PM, free entrance

Artists

2Girls1Comp, Andrei Chodera-Isakau, Anna Bidzilia, Cassie McQuater, Dorijan Šiško, Filip Kostic, Jan Możdżyński, Janne Schimmel, Joshua Citarella, Kévin Bray, Léa Porré, Levi van Gelder, Lucie Gottlieb, Maciej Krygier, Sara Bezovšek, Sebulec, Sonia Górecka, Theo Triantafyllidis, Tomas Sjögren, Wendi Yan, Wojtek Didkowski, Yi Xie, Yuliia Frolova

Curators

Sara Szostak, Marta Grytczuk

Narrative Project

Stanisław Świącicki

Organizer

Ujazdowski Castle Centre for Contemporary Art

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Media partners

TVP Kultura, TOK FM, KMAG, AKTIVIST, Notes Na 6 Tygodni

More information

<https://u-jazdowski.pl/en/programme/exhibitions/if-then>

Press materials

<https://u-jazdowski.pl/en/press-room/komunikaty-prasowe/exhibitions/if-then>

Media contact

Agnieszka Niedzielak-Kowalska
Centrum Sztuki Współczesnej Zamek Ujazdowski
+48 510 160 640
a.niedzielak-kowalska@u-jazdowski.pl