Adonis Archontides (b. 1991) graduated from the University of Arts London with a diploma in Illustration & Visual Media, studying under the course leader Paul Bowman. His areas of research include truth, memory and the construction of the Self. He has participated in group shows (amongst others) at Uqbar Project Space, Berlin; Point Centre for Contemporary Art, Nicosia; Phytoria, Nicosia; NeMe Arts Centre, Limassol; Whitespace Gallery, Edinburgh; The Wallace Collection, London; St. Leonard’s Church, London. Archontides has created video installations for several events; published work in the Cyprus Dossier, OWK Zine and Cake Journal, and is currently a co-director of Tech-à-Tête, an interdisciplinary non-profit arts collective based in Limassol.

Adonis Archontides’ interests revolve mainly around themes of truth, memory and the construction of the self by working through past and current cultural references. Throughout the years, his work sometimes took a psychoanalytical tone. He makes work out of traumatic personal events, such as breakups or his own personality complexes. More recently, he has been researching his namesake (the Greek birth-death-rebirth deity, Adonis) and looking at the repercussions it’s had on him, his solipsistic views of the world, how they can be dealt with, and how the myth relates to current sociopolitical events. He has also been trying to branch out to using mediums that demand interaction – a means of forcing himself to see through the eyes of “others” or aiding “others” into seeing through his. Examples of such interaction include: Common Collections, a workshop held at festivals in which participants record their experiences using writing and photography; The Game, a memory game played in a group, in which players create a (voluntary or involuntary) story by adding words each turn; and, Postmortem, a work-in-progress videogame in which players are invited to repeatedly walk through four rooms (which he was in during four past break-ups) as digitally reconstructed from memory.