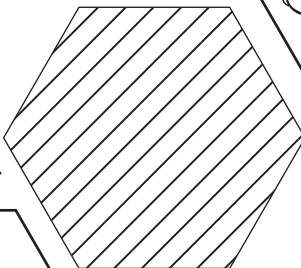
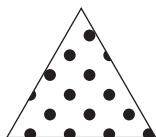
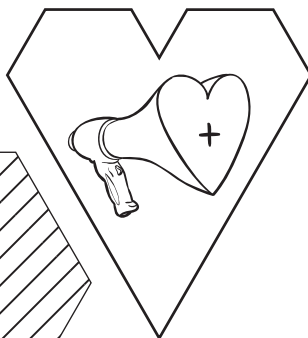
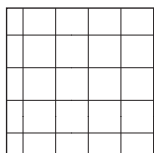
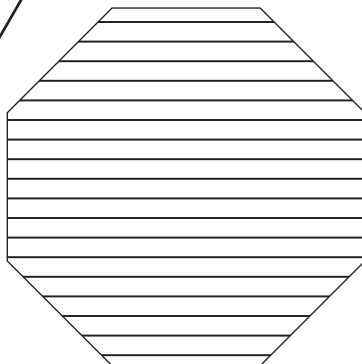
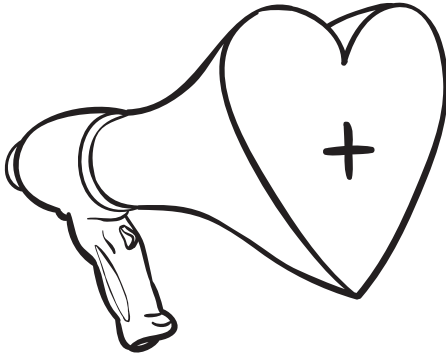


LUV 'til
it hurts



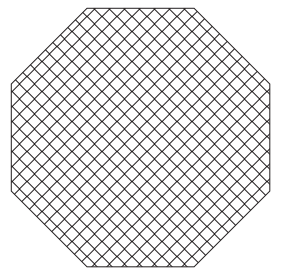
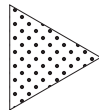
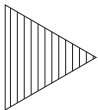
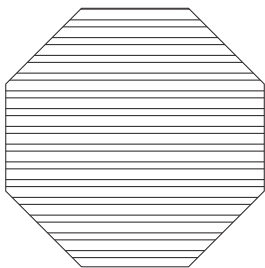
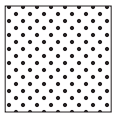
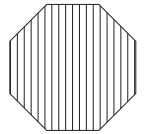
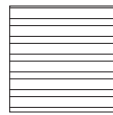
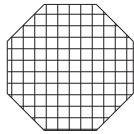
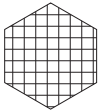
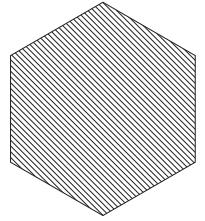
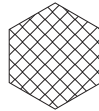
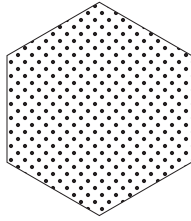
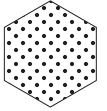
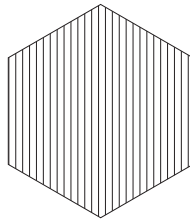
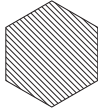
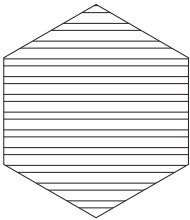
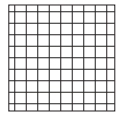
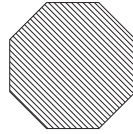
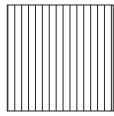
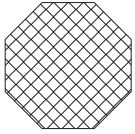
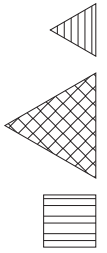
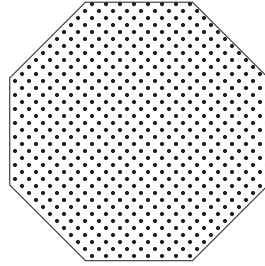
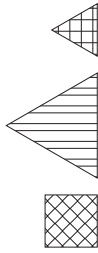
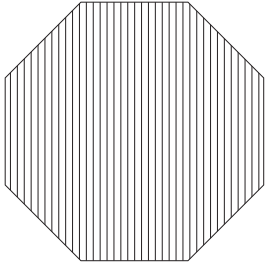
LUV = an artist-led
project,
unearthing
HIV+ stigma!

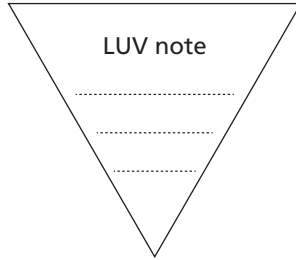
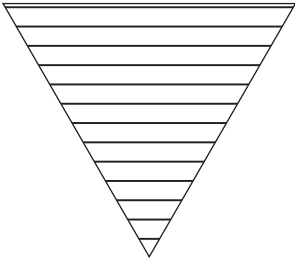
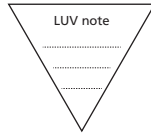
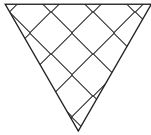




Luv 'til it Hurts imagines faster resources for HIV-related activism. With serious questions about art-making, stigma and political economy, the two-year discussion is geared-up to leave behind a business plan for unearthing HIV-related stigmas. It starts out as a simple game. Made by artists.

info@luvhurts.co





LUV note

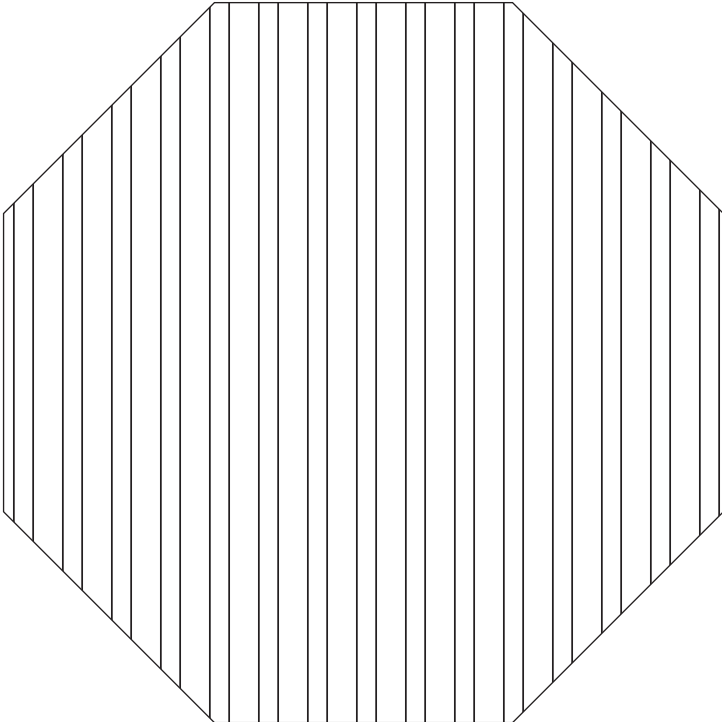
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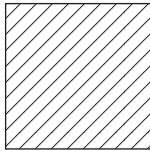
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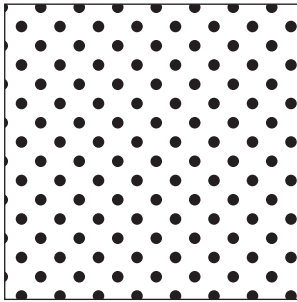


LUV note

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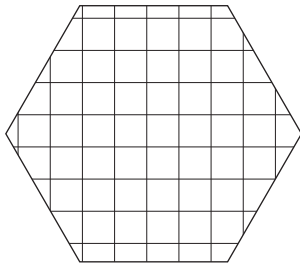


LUV note

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LUV note

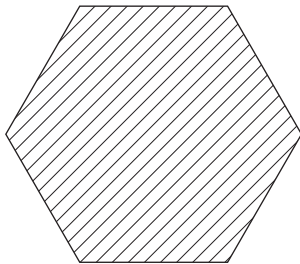
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LUV note

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LUV note

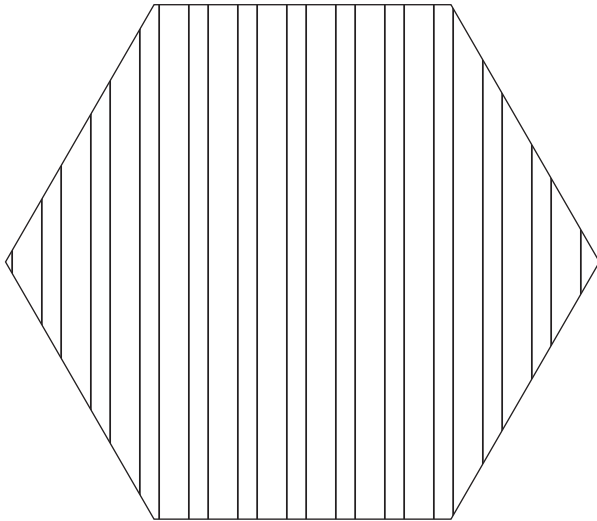
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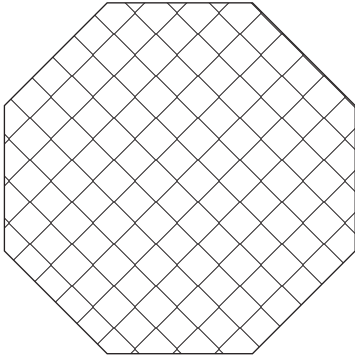
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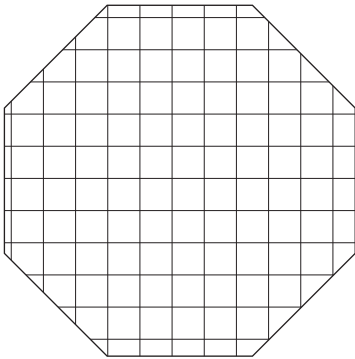
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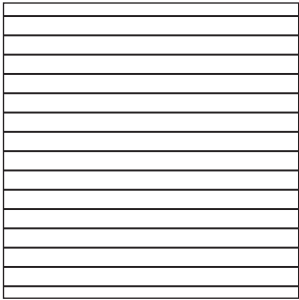
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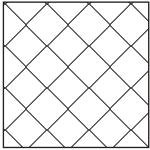


LUV note

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LUV note

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LUV note

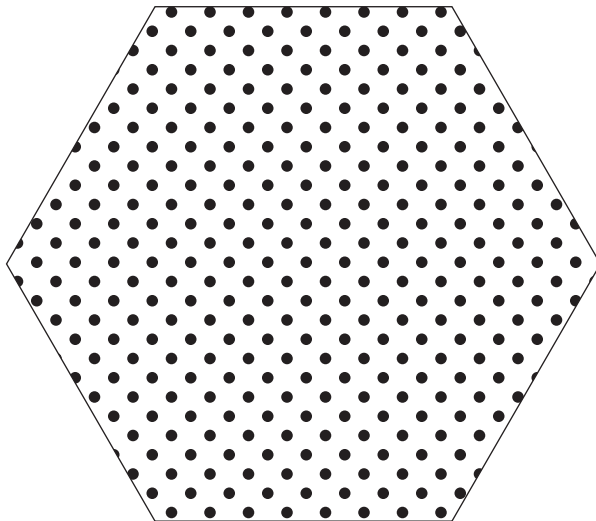
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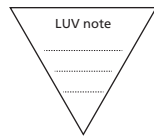
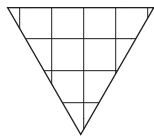
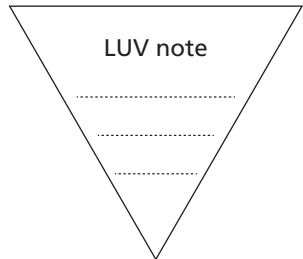
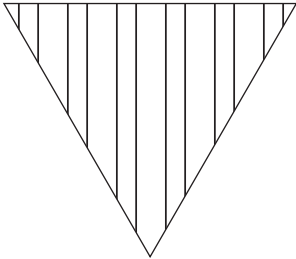
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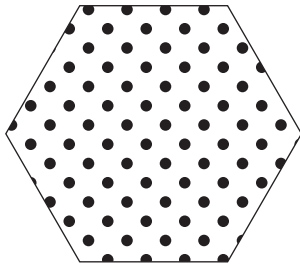
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LUV note

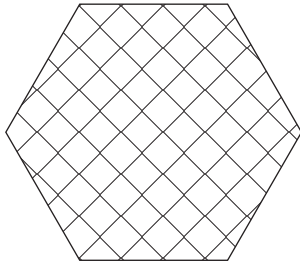
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LUV note

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LUV note

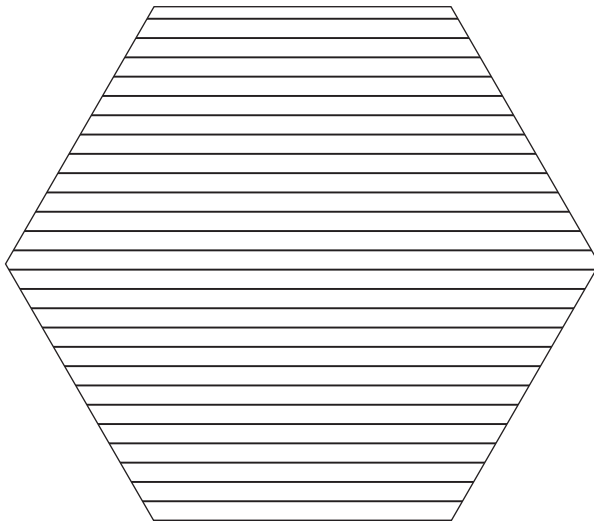
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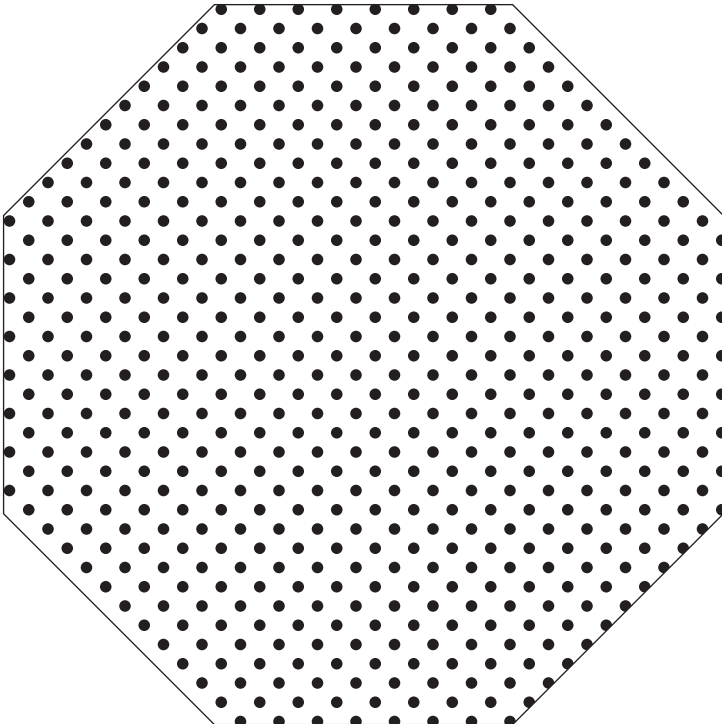
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The LUV game offers a way to talk about HIV in a group of any size. These talks help to defang HIV-related stigmas. This week the game is being launched in Grenoble and in Paris (November 2/3) as a part of the ANKH Association's Points of Light campaign to raise awareness on HIV living conditions in Egypt and the Middle East, and at the same time in Bogotá as a part of Laboratorio Luciérnagas, an artwork by Daniel Santiago focused on HIV and frontiers (Colombia / Venezuela).

* For instructions in Arabic and French and more game tiles, go to: www.luvhurts.co/play-me/

LUCIÉRNAGAS
ARTE / FRONTERAS
/ VIH