Prospekt is a VR-essay and performance, tracing practices of colonial knowledge production and bioprospecting of the seventeenth century to the modelling of contemporary data-prospecting shaping the "digital economy" today. Prospekt probes into the systematic search for economically valuable resources.

The colonial gaze was determined to collect objects for study, fixing these objects out of time and out of place, in the same way that digital documents offer imagings of the world at a distance via screens. The continuation of this gaze - one that examines, sorts and determines meaning and value - is not foreign to these institutions of information. This is a prospecting gaze – a wandering ogle that examines, sorts and determines meaning.

Information corporations monopolise data, which in turn, monopolise memory, and consequently power. This is the relationship between culture, data and the economy. By institutionalising information gathering practices they dominate the ways in which imagings of the world are produced, classified and observed. The display of the-world-as-an-endless-digital-exhibition, expanding on the accounts of Derek Gregory and Timothy Mitchell, is the evolution of a trimming practice drawing each to global tourism, the evolution of a trimming practice drawing each to global tourism, the evolution of a trimming practice drawing each to global tourism, the evolution of a trimming practice drawing each to global tourism.