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The US artist Helen Frankenthaler (center) in 1966, when she represented her country at the Biennale. Her work is being shown in Venice, at the Palazzo Grimani, for the first time in 50 years. © Reg Lancaster/Hulton Archive/Getty Images There are hundreds of exhibitions in Venice during the Biennale. Alongside the main exhibition in the Giardini and Arsenale, there are 90 national presentations, many in nearby pavilions in the Giardini and in spaces around the Arsenale, but also dotted throughout Venice. Then there are the official collateral exhibitions in museums and galleries, and extra shows across the city. The Art Newspaper team will be on the ground in Venice to report on all aspects of this festival of contemporary art, and here our writers—and those from our sister publications in China, France, Italy and Russia—pick the shows and events they are most looking forward to seeing, most of which take place from 11 May-24 November, unless stated otherwise.

BEN LUKE, review editor, The Art Newspaper Helen Frankenthaler: Pittura/Panorama, Palazzo Grimani, 7 May-17 November

Helen Frankenthaler acknowledged her profound debt to Venetian painting with references to Titian and Bassano in the titles of her lyrical abstracts. It is fitting, then, that 14 of the American artist's paintings will be shown in this great Renaissance palace, making it the first Frankenthaler show in Venice since she represented the US in the 1966 Biennale.

Portuguese pavilion, Leonor Antunes: a Seam, a Surface, a Hinge, or a Knot, Palazzo Giustinian Lolin

Leonor Antunes's sculptures draw on the aesthetics of historical art and design, but also the social environments in which they were created. Her project will explore Venice's great Modernist, Carlo Scarpa, as well as two influential women in Venice in the Modern era: the patron Savina Masieri and the architect and historian Egle Trincanato.

Darren Bader, May You Live in Interesting Times, Giardini and Arsenale

The artist Darren Bader has made an augmented reality work, purportedly an alternative guide to Venice. In a cryptic quote, he tells us: "So you bring together some temperamental GPS, a regrettably low polygon limit, some expert texturing and a brand new AppStore developer's account. Then you pray (to some vague but perhaps sympathetic spirit) that your ideal Venetian settings will accommodate you and your coders. Add to the mix a couple of artists you've likely never heard of, a dose of pigeon shit, some dude with the right kind of hair, and hope for success."