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Read Me Software Art Cultures 2004 Edition

Lauren Cornell, Ed Halter



Read Me Software Art Cultures 2004 Edition:

Revisiting Normativity with Deleuze Rosi Braidotti, Patricia Pisters, 2013-03-14 This volume assembles some of the most distinguished scholars in the field of Deleuze studies in order to provide both an accessible introduction to key concepts in Deleuze's thought and to test them in view of the issue of normativity This includes not only the law but also the question of norms and values in the broader ethical political and methodological sense The volume argues that Deleuze's philosophy rejects the unitary vision of the subject as a self-regulating rationalist entity and replaces it with a process-oriented relational vision of the subject But what can we do exactly with this alternative nomadic vision What modes of normativity are available outside the parameters of liberal self-reflexive individualism on the one hand and the communitarian model on the other This interdisciplinary volume explores these issues in three directions that mirror Deleuze and Guattari's defense of the parallelism between philosophy science and the arts The volume therefore covers socio-political and legal theory the epistemological critique of scientific discourse and the cultural artistic and aesthetic interventions emerging from Deleuze's philosophy

The Metainterface Christian Ulrik Andersen, Søren Bro Pold, 2023-10-31 How the interface has moved from the PC into cultural platforms as seen in a series of works of net art software art and electronic literature The computer interface is both omnipresent and invisible at once embedded in everyday objects and characterized by hidden exchanges of information between objects The interface has moved from office into culture with devices apps the cloud and data streams as new cultural platforms In *The Metainterface* Christian Ulrik Andersen and Søren Bro Pold examine the relationships between art and interfaces tracing the interface's disruption of everyday cultural practices They present a new interface paradigm of cloud services smartphones and data capture and examine how particular art forms including net art software art and electronic literature seek to reflect and explore this paradigm Andersen and Pold argue that despite attempts to make the interface disappear into smooth access and smart interaction it gradually resurfaces there is a metainterface to the displaced interface Art can help us see this the interface can be an important outlet for aesthetic critique Andersen and Pold describe the semantic capitalism of a metainterface industry that captures user behavior the metainterface industry's disruption of everyday urban life changing how the city is read inhabited and organized the ways that the material displacement of the cloud affects the experience of the interface and the potential of designing with an awareness of the language and grammar of interfaces

Art Platforms and Cultural Production on the Internet Olga Goriunova, 2012-05-23 In this book Goriunova offers a critical analysis of the processes that produce digital culture Digital cultures thrive on creativity developing new forces of organization to overcome repetition and reach brilliance In order to understand the processes that produce culture the author introduces the concept of the art platform a specific configuration of creative passions codes events individuals and works that are propelled by cultural currents and maintained through digitally native means Art platforms can occur in numerous contexts bringing about genuinely new cultural production that

given enough force come together to sustain an open mechanism while negotiating social technical and political modes of power Software art digital forms of literature 8 bit music 3D art forms pro surfers and networks of geeks are test beds for enquiry into what brings and holds art platforms together Goriunova provides a new means of understanding the development of cultural forms on the Internet placing the phenomenon of participatory and social networks in a conceptual and historical perspective and offering powerful tools for researching cultural phenomena overlooked by other approaches

Cyberarts ,2004 **Curating Immateriality** Joasia Krysa,2006 The site of curatorial production has been expanded to include the space of the Internet and the focus of curatorial attention has been extended from the object to dynamic network systems Part of the DATA Browser series this book explores the role of the curator in the face of these changes Эстетика цифрового изобразительного искусства С. Ерохин,2024-05-08 **Neural** ,2007 **General Ecology** Erich Hörl,James Edward Burton,2017-05-04 Ecology has become one of the most urgent and lively fields in both the humanities and sciences In a dramatic widening of scope beyond its original concern with the coexistence of living organisms within a natural environment it is now recognized that there are ecologies of mind information sensation perception power participation media behavior belonging values the social the political a thousand ecologies This proliferation is not simply a metaphorical extension of the figurative potential of natural ecology rather it reflects the thoroughgoing imbrication of natural and technological elements in the constitution of the contemporary environments we inhabit the rise of a cybernetic natural state with its corresponding mode of power Hence this ecology of ecologies initiates and demands that we go beyond the specificity of any particular ecology a general thinking of ecology which may also constitute an ecological transformation of thought itself is required In this ambitious and radical new volume of writings some of the most exciting contemporary thinkers in the field take on the task of revealing and theorizing the extent of the ecologization of existence as the effect of our contemporary sociotechnological condition together they bring out the complexity and urgency of the challenge of ecological thought one we cannot avoid if we want to ask and indeed have a chance of affecting what forms of life agency modes of existence human or otherwise will participate and how in this planet s future The Oxford Handbook of Algorithmic Music R. T. Dean,2018 Featuring chapters by emerging and established scholars as well as by leading practitioners in the field this Handbook both describes the state of algorithmic composition and also set the agenda for critical research on and analysis of algorithmic music **The Bloomsbury Handbook of Sound Art** Sanne Krogh Groth,Holger Schulze,2020-02-20 The Bloomsbury Handbook of Sound Art explores and delineates what Sound Art is in the 21st century Sound artworks today embody the contemporary and transcultural trends towards the post apocalyptic a wide sensorial spectrum of sonic imaginaries as well as the decolonization and deinstitutionalization around the making of sound Within the areas of musicology art history and later sound studies Sound Art has evolved at least since the 1980s into a turbulent field of academic critique and aesthetic analysis Summoning artists researchers curators and critics this volume

takes note of and reflects the most recent shifts and drifts in Sound Art rooted in sonic histories and implying future trajectories

The Oxford Handbook of Computer Music R. T. Dean, 2009-09-16 This handbook provides a cross section of the most field defining topics and debates in the field of computer music today From music cognition to pedagogy it situates computer music in the broad context of its creation and performance across the full range of issues that crop up in discourse in the field

Book Review Index - 2009 Cumulation Dana Ferguson, 2009-08 Book Review Index provides quick access to reviews of books periodicals books on tape and electronic media representing a wide range of popular academic and professional interests The up to date coverage wide scope and inclusion of citations for both newly published and older materials make Book Review Index an exceptionally useful reference tool More than 600 publications are indexed including journals and national general interest publications and newspapers Book Review Index is available in a three issue subscription covering the current year or as an annual cumulation covering the past year

Эстетика цифрового изобразительного искусства Семен Владимирович Ерохин, 2010

Read Me Olga Goriunova, 2004

New Media in the White Cube and Beyond Christiane Paul, 2008 New Media in the White Cube and Beyond perceptively addresses the challenges inherent in the digital arts The book will be a great asset to the study and practice of presenting media art for many years to come Barbara London curator Museum of Modern Art New York Provocative and original New Media in the White Cube and Beyond represents an important contribution to the fields of new media museum studies and contemporary art Alexander Alberro author of Conceptual Art and the Politics of Publicity

Design Issues, 2008

Mass Effect Lauren Cornell, Ed Halter, 2015-10-23 Essays discussions and image portfolios map the evolution of art forms engaged with the Internet Since the turn of the millennium the Internet has evolved from what was merely a new medium to a true mass medium with a deeper and wider cultural reach greater opportunities for distribution and collaboration and more complex corporate and political realities Mapping a loosely chronological series of formative arguments developments and happenings Mass Effect provides an essential guide to understanding the dynamic and ongoing relationship between art and new technologies Mass Effect brings together nearly forty contributions including newly commissioned essays and reprints image portfolios and transcribed discussion panels and lectures that offer insights and reflections from a wide range of artists curators art historians and bloggers Among the topics examined are the use of commercial platforms for art practice what art means in an age of increasing surveillance and questions surrounding such recent concepts as postinternet Other contributions analyze and document particular works by the artists of And Or Gallery Cory Arcangel DIS Cao Fei the Radical Software Group and others Mass Effect relaunches a publication series initiated by the MIT Press and the New Museum in 1984 which produced six defining volumes for the field of contemporary art These new volumes will build on this historic partnership and reinvigorate the conversation around contemporary culture once again Copublished with the New Museum of Contemporary Art New York Important Notice The digital edition of this book is missing some of the images found in the

physical edition Contributors Cory Arcangel Karen Archey Michael Bell Smith Claire Bishop Dora Budor Johanna Burton Paul Chan Ian Cheng Michael Connor Lauren Cornell Petra Cortright Jesse Darling Anne de Vries DIS Aleksandra Domanovi Harm van den Dorpel Dragan Espenschied R zsa Zita Farkas Azin Feizabadi Alexander R Galloway Boris Groys Ed Halter Alice Ming Wai Jim Jogging Caitlin Jones David Joselit Dina Kafafi John Kelsey Alex Kitnick Tina Kukielski Oliver Laric Mark Leckey David Levine Olia Lialina Guthrie Lonergan Jordan Lord Jens Maier Rothe Shawn Maximo Jennifer McCoy Kevin McCoy Gene McHugh Tom Moody Ceci Moss Katja Novitskova Marisa Olson Trevor Paglen Seth Price Alexander Provan Morgan Quaintance Domenico Quaranta Raqs Media Collective Alix Rule Timur Si Qin Josephine Berry Slater Paul Slocum Rebecca Solnit Wolfgang Staehle Hito Steyerl Martine Syms Ben Vickers Michael Wang Tim Whidden Anicka Yi and Damon Zucconi

Sensoria McKenzie Wark, 2020-08-18 Design Politics the Environment a survey of the key thinkers and ideas that are rebuilding the world in the shadow of the anthropocene As we face the compounded crises of late capitalism environmental catastrophe and technological transformation who are the thinkers and the ideas who will allow us to understand the world we live in McKenzie Wark surveys three areas at the cutting edge of current critical thinking design environment technology and introduces us to the thinking of nineteen major writers Each chapter is a concise account of an individual thinker providing useful context and connections to the work of the others The authors include Sianne Ngai Kodwo Eshun Lisa Nakamura Hito Steyerl Yves Citton Randy Martin Jackie Wang Anna Lowenhaupt Tsing Achille Mbembe Deborah Danowich and Eduardo Viveiros de Castro Eyal Weizman Cory Doctorow Benjamin Bratton Tiziana Terranova Keller Easterling Jussi Parikka Wark argues that we are too often told that expertise is obtained by specialisation Sensoria connects the themes and arguments across intellectual silos They explore the edges of disciplines to show how we might know the world through the study of culture the different notions of how we create such things and the impact that the machines that we devise have had upon us The book is a vital and timely introduction to the future both as a warning but also as a road map on how we might find our way out of the current crisis

Encyclopedia of Video Games Mark J. P. Wolf, 2021-05-24 Now in its second edition the Encyclopedia of Video Games The Culture Technology and Art of Gaming is the definitive go to resource for anyone interested in the diverse and expanding video game industry This three volume encyclopedia covers all things video games including the games themselves the companies that make them and the people who play them Written by scholars who are exceptionally knowledgeable in the field of video game studies it notes genres institutions important concepts theoretical concerns and more and is the most comprehensive encyclopedia of video games of its kind covering video games throughout all periods of their existence and geographically around the world This is the second edition of Encyclopedia of Video Games The Culture Technology and Art of Gaming originally published in 2012 All of the entries have been revised to accommodate changes in the industry and an additional volume has been added to address the recent developments advances and changes that have occurred in this ever evolving field This set is a vital resource for scholars and video game

aficionados alike **The Digital Musician** Andrew Hugill, 2010-03-17 The Digital Musician explores what it means to be a musician in the digital age It examines musical skills cultural awareness and artistic identity through the prism of recent technological innovations New technologies and especially the new digital technologies mean that anyone can produce music without musical training This book asks why make music what music to make and how do we know what is good

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