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Telematic Embrace Biennials, Triennials, and Documenta ARt & D Interface Cultures Art in the Asia-Pacific Joan's Book Machine Art in the Twentieth Century New Media, Old Media Images of the Anthropocene in Speculative Fiction Digital Art through the Looking Glass Music, Electronic Media and Culture The Transhumanist Reader An Introduction to Cybernetic Synergy Canadian University & College Art, Time and Technology Leonardo #mm Net Art—Internet Art in the Virtual and Physical Space of Its Presentation Art, Cybernetics and Pedagogy in Post-War Britain Virtual and Augmented Reality in Mental Health Treatment Art Criticism Online Book for the Electronic Arts Taking Shape: A New Contract Between Architecture and Nature New Realities: Being Syncretic Art & Artists Art and Artists CyberParks – The Interface Between People, Places and Technology Canadian News Facts Architecture Projects & Drawings Art(a)Science Control Magazine Place Makers 🇬🇧🇬🇧 Reframing Consciousness The Spectator Spaghetti Westerns--the Good, the Bad and the Violent Travel Industry Monitor The Cost Accountant Art, Technology, Consciousness Abstracts Electra

Telematic Embrace

2003

this is a compilation of more than three decades of the philosophies of pioneering british artist and theorist roy ascott on aesthetics interactivity and the sense of self and community in the telematic world of cyberspace

Biennials, Triennials, and Documenta

2016-05-16

this innovative new history examines in depth how the growing popularity of large scale international survey exhibitions or biennials has influenced global contemporary art since the 1950s provides a comprehensive global history of biennialization from the rise of the european star curator in the 1970s to the emergence of mega exhibitions in asia in the 1990s introduces a global array of case studies to illustrate the trajectory of biennials and their growing influence on artistic expression from the biennale de la méditerranée in alexandria egypt in 1955 the second havana biennial of 1986 new york s whitney biennial in 1993 and the 2002 documenta11 in kassel to the gwangju biennale of 2014 explores the evolving curatorial approaches to biennials including analysis of the roles of sponsors philanthropists and biennial directors and their re shaping of the contemporary art scene uses the history of biennials as a means of illustrating and inciting further discussions of globalization in contemporary art

ARt & D

2005

art d considers changes in art practice due to media to that new branch of art making known primarily as electronic art use of radio and video came first about 25 years ago but over the last ten years digital media and network technology have reigned this new discipline embraces a heterogeneous collection of artistic technological and scientific disciplines and is also characterized by inter and trans disciplinary collaborations electronic art proved a troublesome fit for existing art institutions necessitating the founding of specialized organizations for the funding and creation of relatively expensive process based projects and they were digital art laboratories were established around the world with the financial support of governments arts foundations industry scientific programs and so on art d is a critical consideration of the many artistic technical and theoretical aspects of making electronic art in such interdisciplinary collaborations it sets out to describe in layman s terms the cultural social and political economic transformations that are the result of the widespread propagation of digital techniques

Interface Cultures

2015-07-31

from media art archeology to contemporary interaction design the term interface culture is based on a vivid and ongoing discourse in the fields of interactive art interaction design game design tangible interfaces auditory interfaces fashionable technologies wearable devices intelligent ambiences sensor technologies

telecommunication and new experimental forms of human machine human human and machine machine interactions and the cultural discourse surrounding them this book s aim is to give an overview of the current state of interactive art and interface technology as well as an outlook on new forms of hybridization in art media scientific research and every day media applications

Art in the Asia-Pacific

2014-02-18

as social locative and mobile media render the intimate public and the public intimate this volume interrogates how this phenomenon impacts art practice and politics contributors bring together the worlds of art and media culture to rethink their intersections in light of participatory social media by focusing upon the asia pacific region they seek to examine how regionalism and locality affect global circuits of culture the book also offers a set of theoretical frameworks and methodological paradigms for thinking about contemporary art practice more generally

Joan's Book

2016-07-28

once upon a time the london theatre was a charming mirror held up to cosiness then came joan littlewood smashing the glass blasting the walls letting the wind of life blow in a rough but ready world today we remember this irresistible force with love and gratitude peter brook along with peter brook joan littlewood affectionately termed the mother of modern theatre has come to be known as the most galvanising director of mid twentieth century britain as well as a founder of so many of the practices of contemporary theatre the best known work of littlewood s company theatre workshop included the development and premieres of shelagh delaney s a taste of honey brendan behan s the hostage and the quare fellow and the seminal oh what a lovely war this autobiography originally published in 1994 offers an unparalleled first hand account of littlewood s extraordinary life and career from illegitimate child in south east london to one of the most influential directors and practitioners of our times it is published along with an introduction by philip hedley cbe previously artistic director of theatre royal stratford east and assistant director to joan littlewood

Machine Art in the Twentieth Century

2016-12-23

an investigation of artists engagement with technical systems tracing art historical lineages that connect works of different periods machine art is neither a movement nor a genre but encompasses diverse ways in which artists engage with technical systems in this book andreas broeckmann examines a variety of twentieth and early twenty first century artworks that articulate people s relationships with machines in the course of his investigation broeckmann traces historical lineages that connect art of different periods looking for continuities that link works from the end of the century to developments in the 1950s and 1960s and to works by avant garde artists in the 1910s and 1920s an art historical perspective he argues might change our views of recent works that seem to be driven by new media technologies but that in fact continue a century old artistic exploration broeckmann investigates critical aspects of machine aesthetics that characterized machine art until the 1960s and then turns to specific domains of artistic engagement with technology algorithms and machine autonomy looking in particular at the

work of the canadian artist david rokeby vision and image and the advent of technical imaging and the human body using the work of the australian artist stelarc as an entry point to art that couples the machine to the body mechanically or cybernetically finally broeckmann argues that systems thinking and ecology have brought about a fundamental shift in the meaning of technology which has brought with it a rethinking of human subjectivity he examines a range of artworks including those by the japanese artist seiko mikami whose work exemplifies the shift

New Media, Old Media

2006

in this history of new media technologies leading media and cultural theorists examine new media against the background of traditional media such as film photography and print in order to evaluate the multiple claims made about the benefits and freedom of digital media

Images of the Anthropocene in Speculative Fiction

2021-03-01

in order to demonstrate that speculative fiction provides a valuable contribution to the discussion about the challenges of the anthropocene images of the anthropocene in speculative fiction investigates a range of novels whose subject matter pertains to various aspects of the anthropocene these include the destruction and protection of the natural environment the relationship between human and non human inhabitants of the planet the role of myth in the shaping of and combat against the anthropocene the political dimensions of the anthropocene the ensuing threat of the apocalypse and the role of post apocalyptic narratives to explore these topics our authors examine the works of patricia briggs m r carey dmitry glukhovsky ursula k le guin n k jemisin stephenie meyer china miéville james patterson maggie stiefvater j r r tolkien and scott westfield their essays demonstrate that speculative fiction given its ability to pursue scenarios of alternative history and present familiar things in an unfamiliar way can alter the readers perception of their duties and responsibilities towards their communities and the world so that the threat of human wrought destruction might ultimately be averted

<u>Digital Art through the Looking Glass</u>

2019-12-11

digital art challenges archiving collecting and preserving methods within and outside of gallery library archive and museum glam institutions by its media art in the digital sphere is processual contextual modular and ephemeral and its creative process is collaborative from artists scholars technicians and conservators to preserve this contemporary art is a transdisciplinary task this book brings together leading international experts from digital art theory and preservation digital humanities collection management conservation and media art histories in a transdisciplinary approach theoretic and practice based research from these stakeholders in art research education and exhibition are presented to create an overview of present preservation methods and discuss demands and opportunities for the future finally the need for a new appropriate museum and archive infrastructure is shown to preserve the art of our time

Music, Electronic Media and Culture

2016-04-29

technology revolutionised the ways that music was produced in the twentieth century as that century drew to a close and a new century begins a new revolution in roles is underway the separate categories of composer performer distributor and listener are being challenged while the sounds of the world itself become available for musical use all kinds of sounds are now brought into the remit of composition enabling the music of others to be sampled or plundered including that of unwitting musicians from non western cultures this sound world may appear contradictory stimulating and invigorating as well as exploitative and destructive this book addresses some of the issues now posed by the brave new world of music produced with technology

The Transhumanist Reader

2013-03-05

the first authoritative and comprehensive survey of the origins and current state of transhumanist thinking the rapid pace of emerging technologies is playing an increasingly important role in overcoming fundamental human limitations featuring core writings by seminal thinkers in the speculative possibilities of the posthuman condition essays address key philosophical arguments for and against human enhancement explore the inevitability of life extension and consider possible solutions to the growing issues of social and ethical implications and concerns edited by the internationally acclaimed founders of the philosophy and social movement of transhumanism the transhumanist reader is an indispensable guide to our current state of knowledge of the quest to expand the frontiers of human nature

An Introduction to Cybernetic Synergy

2021-05-24

cybernetics is about having a goal and taking action to achieve that goal knowing whether you have reached your goal or at least are getting closer to it requires feedback a concept that was made rigorous by cybernetics the subject of cybernetic synergy although emanating from a socio economic experiment of economic control by cybernetic means in chile in the early 1970s has never been approached as an applied subject in its own right indeed the subject of applied cybernetics has never been addressed as a separate issue although it has been shown that the overall subject of cybernetics applies to a wide range of disciplines from biology to business via mathematics and engineering cybernetic synergy is the study of relationships and controls of and between corporate entities on an external basis and departments within corporate entities on an internal basis it concerns the decision making process and how decisions can be made based on feedback from any part of the organization being managed it therefore concerns the issue of input of raw material or information the output of the transformed information and materials and the rectification of any issue based on negative feedback related to the productive process it investigates not only the basic theory of the subject but also its applications in the commercial and business environment as well as touching on government and administrative issues where shortcomings have emerged owing to a lack of synergy and communication there are already several books available on the subject to cybernetics but they are all concerned with mathematical approaches along with very heavy technical texts most of which are completely alien to the layman or the simple practitioner furthermore other than references to business or economic practice in some books there has never been a book published purely about the subject of applied cybernetics relating to business practices

the book covers the subjects of management and economic cybernetics and how the theory of cybernetic control can be used to manage business and government functions whether small medium or large it looks at the history of cybernetics and how some pioneering cybernetic concepts were used in chile in the early 1970s to manage the chilean economy it uses these same principles along with later cybernetic models to show how such concepts can be applied to the present day economy and business practices it examines present day business practices and shows how weaknesses in these systems can be addressed and eliminated by the application of cybernetic practices the aims of the book are to provide an insight into the subject of management and business cybernetics using the principle of cybernetic synergy to resolve intra corporate issues and create more efficient business practices based on simple command and control processes essentially this book provides an in depth insight into the use of cybernetics in business and administration environments and would explain how cybernetics is a valuable tool in resolving corporate issues concerning efficiency and overall control it would give a detailed explanation of the various practices and functions involved in business operations and practices

Canadian University & College

1972

breaking the time barrier morse s inventions the writing of van gogh taking off john cage s early warning system art in real time is it happening short films about flying bibliography index

Art, Time and Technology

2006-07-09

black and white edition what is net art does its name refer to the medium it uses is it the art of the netizens the inhabitants of the internet is it an art movement or an art form this book aims to provide a starting point in the search for answers to these and similar questions concerning the existence of net art edited by marie meixnerová a czech curator and scholar mm net art approaches internet art as a developing art form through five thematic sections that map the chronological stages of this development featured authors include katarína rusnáková dieter daniels marie meixnerová domenico quaranta natalie bookchin alexei shulgin piotr czerski brad troemel artie vierkant ben vickers jennifer chan gene mchugh gunther reisinger mat

Leonardo

1998

this is the first full length study about the british artist roy ascott one of the first cybernetic artists with a career spanning seven decades to date the book focuses on his early career exploring the evolution of his early interests in communication in the context of the rich overlaps between art science and engineering in britain during the 1950s and 1960s the first part of the book looks at ascott s training and early work the second park looks solely at groundcourse ascott s extraordinary pedagogical model for visual arts and cybernetics which used an integrative and systems based model drawing in behaviourism analogue machines performance and games using hitherto unpublished photographs and documents this book will establish a more prominent place for cybernetics in post war british art

#mm Net Art—Internet Art in the Virtual and Physical Space of Its Presentation

2019-07-19

medical and technological organizations have recently developed therapy and assistance solutions that venture beyond what is considered conventional for individuals with various mental health conditions and behavioral disorders such as autism down syndrome alzheimer s disease anxiety disorders phobias and learning difficulties through the use of virtual and augmented reality researchers are working to provide alternative therapy methods to treat these conditions while studying the long term effects the treatment has on patients virtual and augmented reality in mental health treatment provides innovative insights into the use and durability of virtual reality as a treatment for various behavioral and emotional disorders and health problems the content within this publication represents the work of e learning digital psychology and quality of care it is designed for psychologists psychiatrists professionals medical staff educators and researchers and covers topics centered on medical and therapeutic applications of artificial intelligence and simulated environment

Art, Cybernetics and Pedagogy in Post-War Britain

2019-02-14

the mainstream press often celebrates the tweeting facebooking and gramming of art commentary yet online forms of art criticism have a much longer and more varied history than we think far preceding the art discussions happening on the likes of twitter and facebook before art discussions took place on social media there were networked art projects and art critical bulletin board systems email discussion lists and blogs art criticism online a history provides the first in depth history of art criticism following the internet the book considers the core stages of development and considers where critical practice is heading in the future charlotte frost s art criticism online provides a much needed account and indispensable survey of the ways in which western art criticism has been profoundly affected and changed by the online environment building on the history of networked and participatory criticism predating the internet frost traces three different phases of online art criticism unfolding in early discussion groups on listservs and within today s blogosphere and social media platforms the book expertly captures nuanced transformations in art criticism s content form and style analyzing how approaches have shifted in response to the evolution of the art world terrain art criticism online successfully manages to provide readers with a map of the dynamic expressions of today s critical culture christiane paul adjunct curator of digital art whitney museum director chief curator sheila c johnson design center parsons the new school so what happened to art criticism anyway this lively history is a vital resource for anyone interested in this question drawing on a half century of examples the book discusses the new experimental writing practices the internet has made possible and its destructive effects making a persuasive case that art criticism hasn t gone away it s just changed radically michael connor artistic director rhizome

Virtual and Augmented Reality in Mental Health Treatment

2018-11-02

taking shape explores the evolution of scientific and academic theories that have resulted in the concept of sustainability susannah hagan uses this as a basis to argue for developments in the future and argues that these theories are not just an intellectual and aesthetic regression as they are often perceived to be by focusing on the impact of the new theories of sustainable technology and new materials in architecture hagan moves the discourse and practice of environmental

sustainability within architecture towards a greater degree of awareness of both its cultural significance and cultural potential in short it demonstrates the capacity of sustainable architecture to embrace cultural and technical innovation

Art Criticism Online

2019-05-16

accompanying dvd rom entitled cr9 ambience dvd contains o ver 25 hours of video material accessible and navigable featuring speeches discussions and panels as well as text introductions p 343

Book for the Electronic Arts

2000

this open access book is about public open spaces about people and about the relationship between them and the role of technology in this relationship it is about different approaches methods empirical studies and concerns about a phenomenon that is increasingly being in the centre of sciences and strategies the penetration of digital technologies in the urban space as the main outcome of the cyberparks project this book aims at fostering the understanding about the current and future interactions of the nexus people public spaces and technology it addresses a wide range of challenges and multidisciplinary perspectives on emerging phenomena related to the penetration of technology in people s lifestyles affecting therefore the whole society and with this the production and use of public spaces cyberparks coined the term cyberpark to describe the mediated public space that emerging type of urban spaces where nature and cybertechnologies blend together to generate hybrid experiences and enhance quality of life

Taking Shape: A New Contract Between Architecture and Nature

2007-08-22

the arts and sciences have long been regarded as separated disciplines in this era of rapidly developing computer technologies a novel interdisciplinary spirit has emerged that promises a new collaboration between research and art computer graphics interactive arts scientific visualization artificial life chaos and complexity newly emerging media museums and media centers as well as telecommunications are areas where artistic thinking influences science and where scientific methodology reaches into the arts

New Realities: Being Syncretic

2008-12-16

we are in the middle of a process of complex cultural transformation but to what extent is this matched by the transformation in the way we see ourselves this book covers a wide ranging discussion on the interaction between art science and technology and goes on to challenge assumptions about reality loosely themed around

four key elements of mind body art and values the editor leads the investigation through the familiar territories of interactive media and artificial life combining them with new and ancient ideas about creativity and personal identity the contributing authors numb

Art & Artists

1986

spaghetti westerns mostly produced in italy or by italians but made throughout europe were bleaker rougher grittier imitations of hollywood westerns focusing on heroes only slightly less evil than the villains after a main filmography covering 558 spaghetti westerns another section provides filmographies of personnel actors and actresses directors musical composers scriptwriters cinematographers appendices provide lists of the popular django films and the sartana films a listing of u s made spaghetti western lookalikes top ten and twenty lists and a list of the genre s worst

Art and Artists

1986

this volume documents the very latest work from those connected with the internationally acclaimed caiia star centre their artistic and theoretical research in new media and art includes aspects of artificial life robotics technoetics performance computer music intelligent architecture telematic art and biotechnology this book will also provide new ideas for software designers working on material to be used by the arts community back cover

CyberParks – The Interface Between People, Places and Technology

2019-03-01

Canadian News Facts

1971

Architecture Projects & Drawings

1984

Art(a)Science

1998-02-16

Control Magazine

1987

Place Makers

2004

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1999

Reframing Consciousness

2003

The Spectator

2014-03-11

<u>**Spaghetti Westerns--the Good, the Bad and the Violent**</u>

2003

Travel Industry Monitor

1958

The Cost Accountant

2000

Art, Technology, Consciousness

1999

Abstracts

1983

Electra

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