

The computer did it...





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- [Main page](#)
- [Contents](#)
- [Current events](#)
- [Random article](#)
- [About Wikipedia](#)
- [Contact us](#)
- [Donate](#)

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- [Learn to edit](#)
- [Community portal](#)
- [Recent changes](#)
- [Upload file](#)

[Tools](#)

- [What links here](#)
- [Related changes](#)
- [Special pages](#)
- [Permanent link](#)
- [Page information](#)
- [Cite this page](#)
- [Wikidata item](#)

[Print/export](#)

- [Download as PDF](#)
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New media art

From Wikipedia, the free encyclopedia

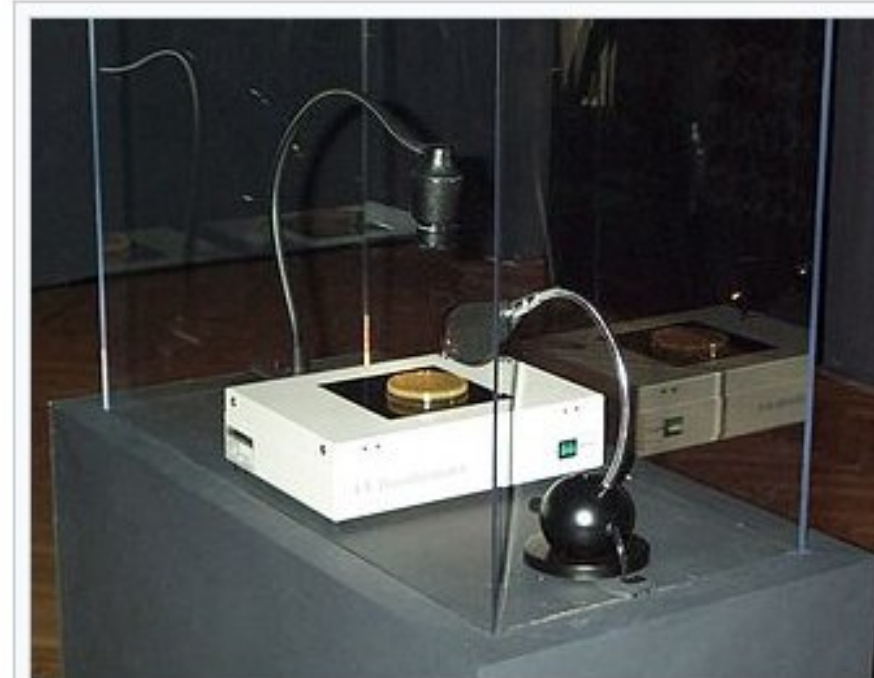
New media art includes artworks designed and produced by means of [electronic media technologies](#), comprising [virtual art](#), [computer graphics](#), [computer animation](#), [digital art](#), [interactive art](#), [sound art](#), [Internet art](#), [video games](#), [robotics](#), [3D printing](#), and [cyborg art](#). The term defines itself by the thereby created artwork, which differentiates itself from that deriving from conventional visual arts (i.e. architecture, [painting](#), sculpture, etc.). New Media art has origins in the worlds of science, art, and performance. Some common themes found in new media art include databases, political and social activism, Afrofuturism, feminism, and identity, a ubiquitous theme found throughout is the incorporation of new technology into the work. The emphasis on medium is a defining feature of much [contemporary art](#) and many art schools and major universities now offer majors in "New Genres" or "New Media" and a growing number of graduate programs have emerged internationally.^[1] New media art may involve degrees of interaction between artwork and observer or between the artist and the public, as is the case in [performance art](#). Yet, as several theorists and curators have noted, such forms of interaction, social exchange, participation, and transformation do not distinguish new media art but rather serve as a common ground that has parallels in other strands of contemporary art practice.^[2] Such insights emphasize the forms of cultural practice that arise concurrently with emerging technological platforms, and question the focus on technological media per se. New Media art involves complex curation and preservation practices that make collecting, installing, and exhibiting the works harder than most other mediums.^[3] Many cultural centers and museums have been established to cater to the advanced needs of new media art.

Contents [hide]

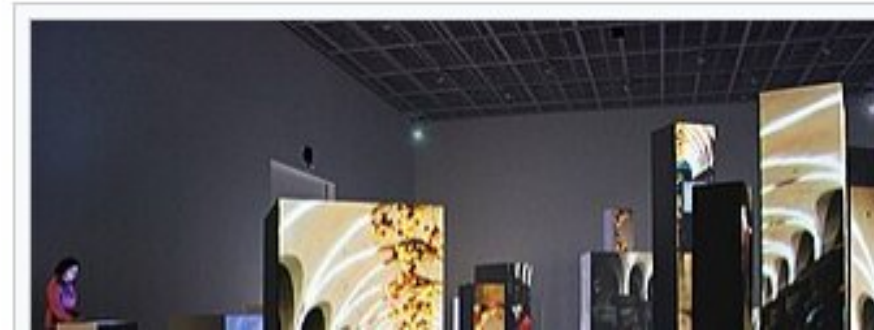
- 1 History
- 2 Themes
 - 2.1 Databases
 - 2.2 Political and social activism
 - 2.3 Afrofuturism
 - 2.4 Feminism and the female experience



Newskool ASCII Screenshot with the words "Closed Society II"



Eduardo Kac's installation "Genesis" Ars Electronica 1999





LMX. 28/3/2019 Iranle

Instagram: Liu.mengxia.

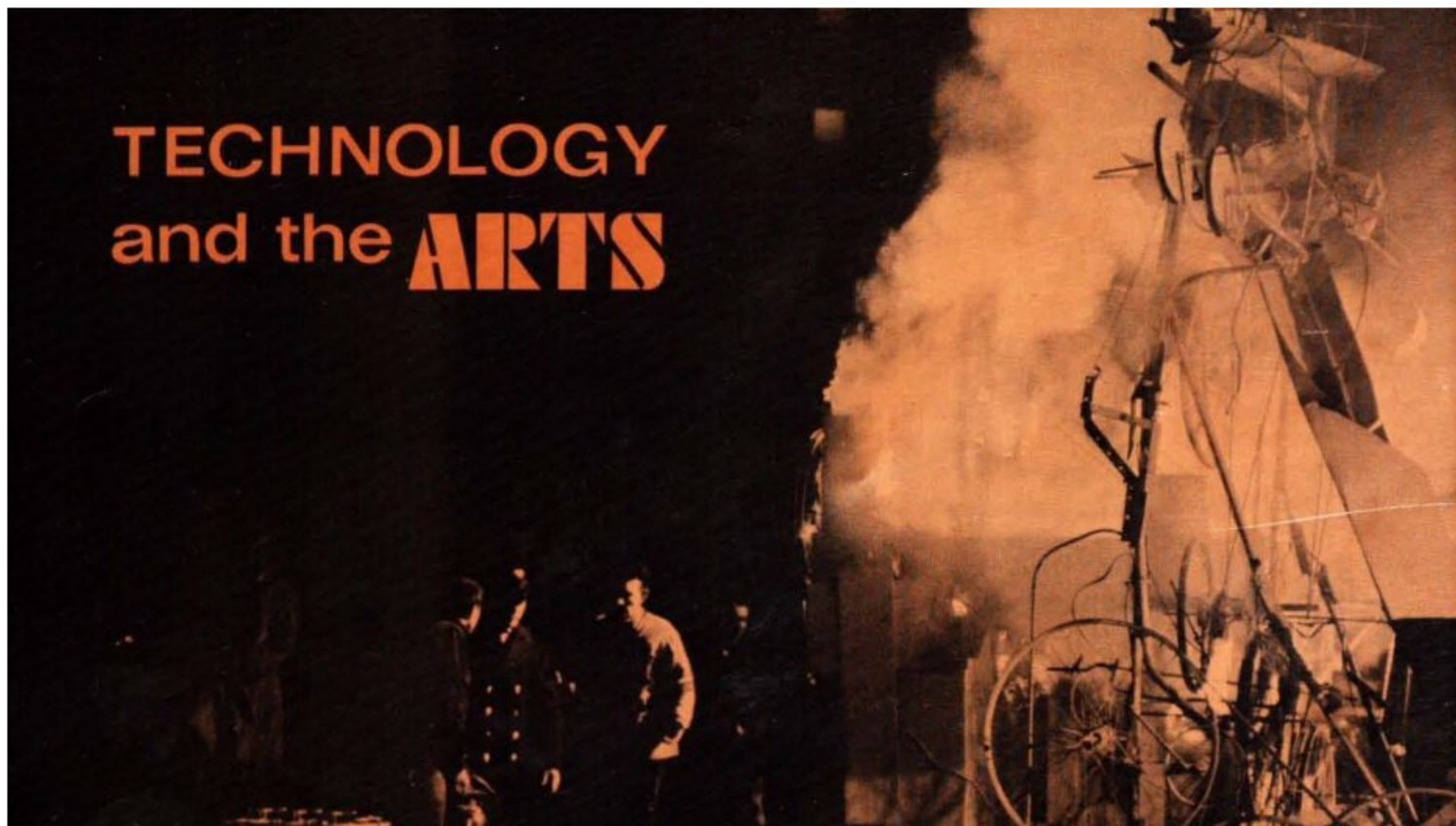


INSTRUMENT/MEDIA

The genesis of E.A.T.

A pioneering collaboration of artists and technologists

The E.A.T. program is going strong after more than 50 years. Check out what our collaborators and artists-in-residence are dreaming up with the help of Bell Labs.



The Experiments in Art and Technology (E.A.T) collective brought together Bell Labs engineers and New York City visual artists, choreographers and composers for *9 Evenings: Theatre and Engineering*, a series of new art-performance works that changed music, theater and the media arts forever.

Past Project

Warhol and the Amiga

July 25, 2017–November 1, 2019



Recreation of Andy Warhol's Amiga, based on original objects found in the museum's archives.

July 25, 2017 – November 1, 2019

Join in the conversation and post your thoughts and reactions to the *Warhol and the Amiga* project using #warholAmiga on social media.

In the summer of 1985, Warhol was given his first Amiga 1000 home computer by Commodore International and enthusiastically signed on with the company as a brand ambassador. For their launch, Commodore planned a theatrical performance, which featured Warhol onstage at Lincoln Center with rock 'n' roll icon and lead singer of Blondie, Debbie Harry. In front of a live audience, Warhol



a view to remember:

SONY

The Professional Exhibition

This year there were about 100 participants, of which I would like to point out the following: Graphic workstation manufacturers: Digital Equipment, Intergraph, SiliconGraphics. Two-D and 3-D software publishers: Alias Wavefront, Animation Science Corp. Autodesk, Discreet Logic, Softimage. Three-D object database publishers: Rem Infografica, Viewpoint DataLabs; Suppliers of motion capture systems: Motion Analysis Corp., Qualisys AB. Hardware suppliers: Barco, Tektonix Theta Scan. Regional and institutional companies: ElectricitÈ de France (EDF), VallÈe de l'Image (The Regional Council of Burgundy); TV stations: Canal +.

Pixel-INA Awards

More than 500 works from almost 30 countries were entered in this competition. The Imagina jury selected 67 works to be screened, representing the production of 25 different countries.

Jury Prizes

Grand Prix Imagina: *Joe's Apartment: Funky Towel* by Jon Payson and Chris Wedge (Blue Sky Studios), USA. Media Prize for Best European Creation: *Superstition* by Ray Spencer and Sylvain Delaine (New Wave International/Movida), Belgium. Special Jury Mention: *Tian An Men* by Buf Compagnie, Pasquale Croce & Arnaud Lamorlette (Buf Compagnie), France. 3-D Animation: *Mars Attacks* by Tim Burton and Industrial Light & Magic (Tim Burton/Larry Franco), USA.

The Pixel-INA prizes based on votes by attendees at the end of the two official conference screenings (10 categories):

Music Video: *Whatever You Want* (Tina Turner) by Stéphane Sednaoui (Propaganda Communications) & Stéphanie Lang (Cinesite Europe), (Propaganda Communications), UK.
Credits: *Homage to Jessie Owens & Carl Lewis* by Pitof Duboi

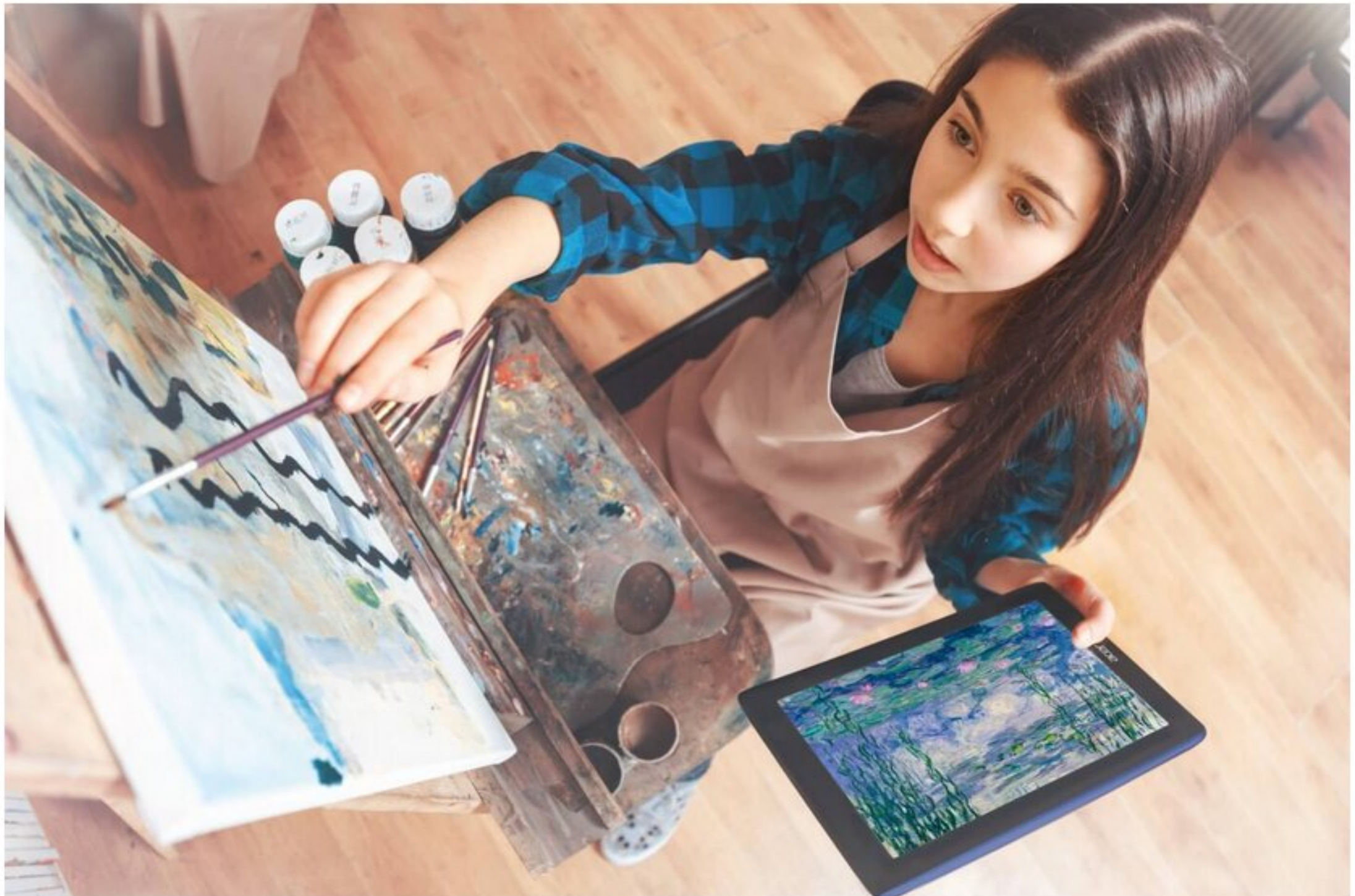


[Home](#) »

Art Classroom: how technology is changing it

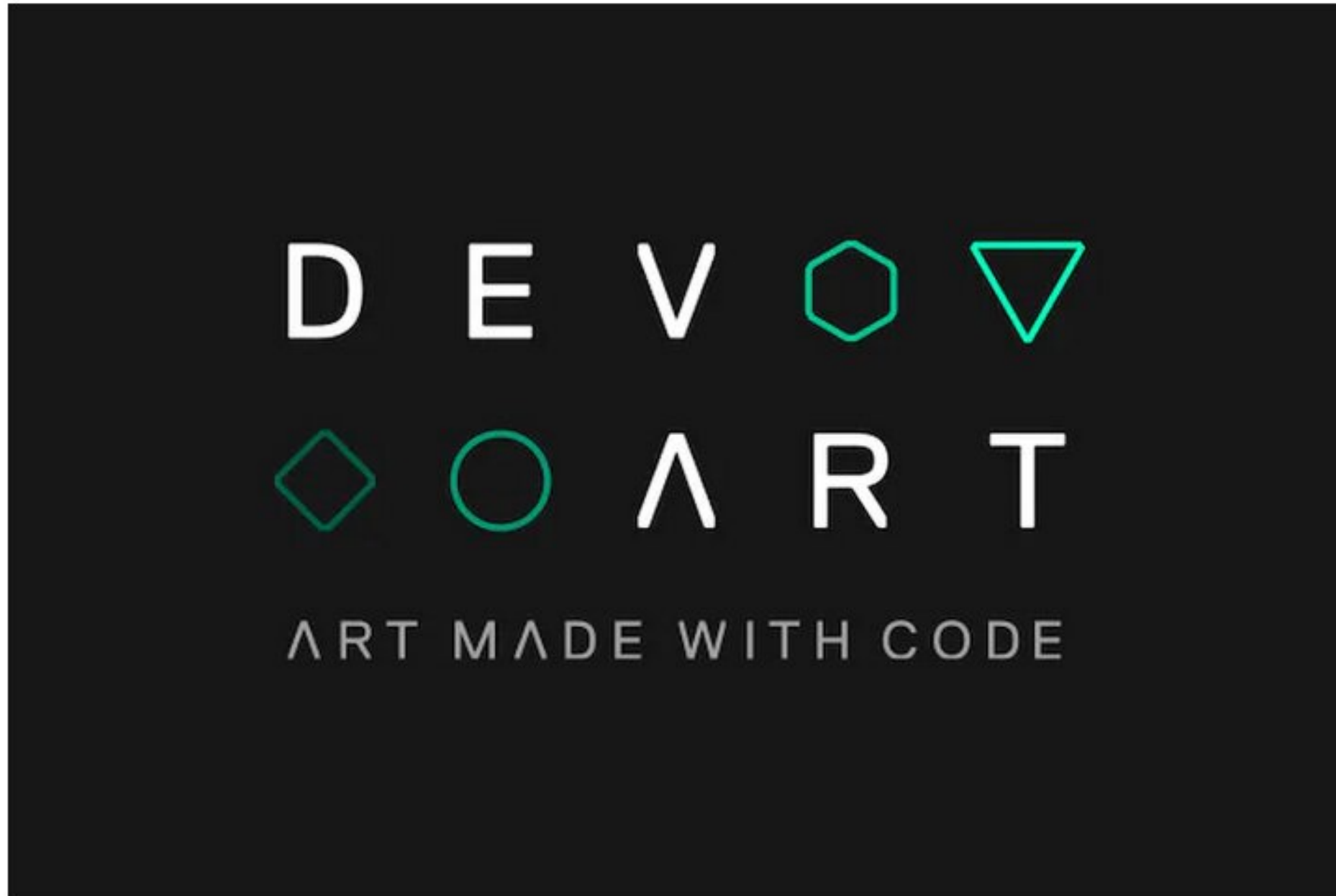
STEAM

21/05/2019



With the growing importance of technology in our lives, students are being told more and more often that art is not profitable and will not help their career and that they should focus exclusively on science and technology if they want to secure a high-paying job, or any job at all. This implies that art and technology are incompatible, but the truth of it is that **the separation between technology and the arts is a false dichotomy and the two can be gainfully used together.**

DevArt: Google's ambitious project to program a new generation of artists



Dev Art

/ You could be the star of a major new exhibition

By [AARON SOUPPOURIS](#)

Feb 5, 2014, 3:00 PM GMT+1 | [0 Comments](#)



If you buy something from a Verge link, Vox Media may earn a commission. [See our ethics statement.](#)

Your work could be at the heart of one of the largest digital art exhibitions the world has ever seen, thanks to a collaboration between London's Barbican Centre and Google.

The exhibition is called *Digital Revolution*, and from July 3rd to September 14th it will explore the impact of technology on art over the past 40 years. It will feature artists, designers, musicians, architects, and developers to reveal the artistry that's all around us, from the films that we watch to the games that we play. DevArt, its final act, will showcase three large-scale, "magical" works of art from established

EPIC

GAMES



INSTRUMENT
+
MEDIA

INSTRUMENT
+
MEDIA

INSTRUMENTALISATION
+
SITUATEDNESS



The Interface of Kai Krause's S...
mprove.de



Kai's Power Tools - Alchetron, ...
alchetron.com



Kai's Power Tools 3.0 - Macint...
macintoshrepository.org



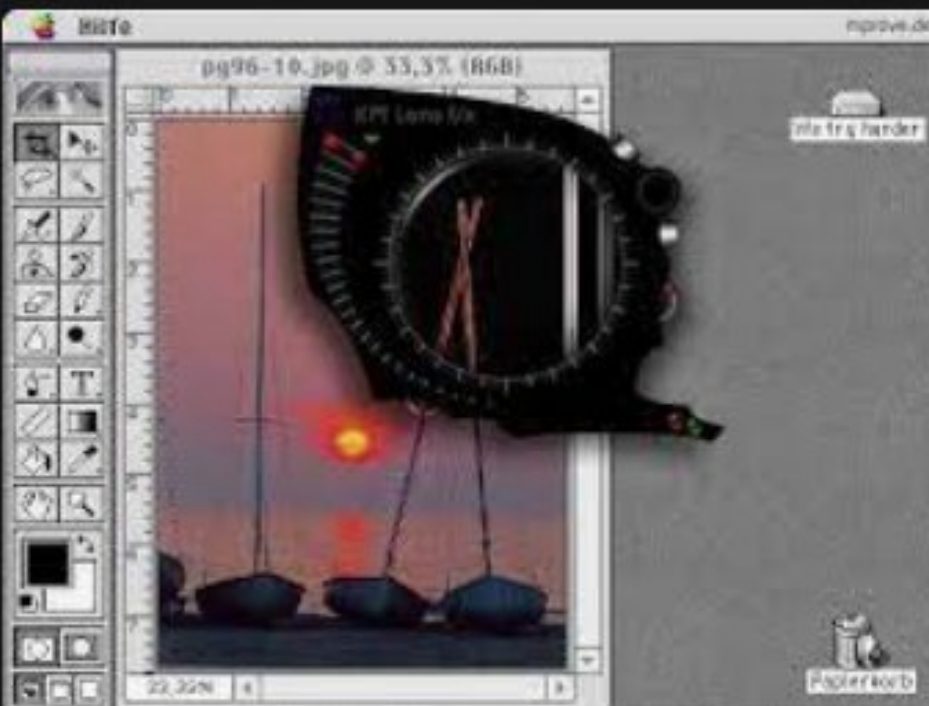
The Interface of Kai Krause's S...
mprove.de



Web Review: Plugging Into Ph...
people.apache.org



Kai's Power Tools - Alchetron, ...
alchetron.com



The Interface of Kai Krause's S...
mprove.de



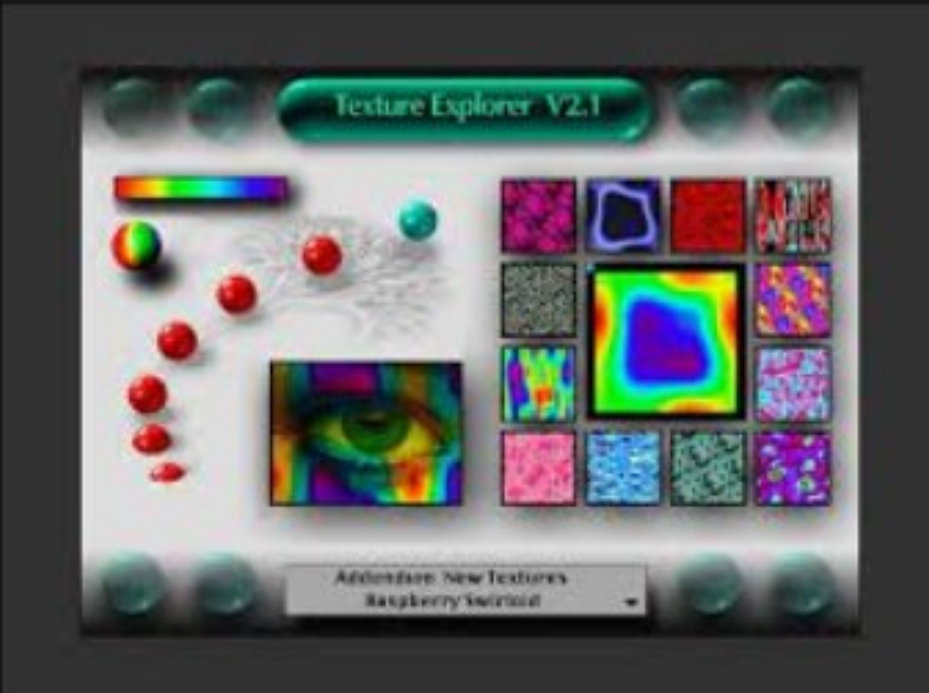
The Interface of Kai Krause's S...
mprove.de



Kai's Power Tools - Alchetron, ...
alchetron.com



Kai's Power Tools 5.1 Downloa...
kai-s-power-tools.software.infor...

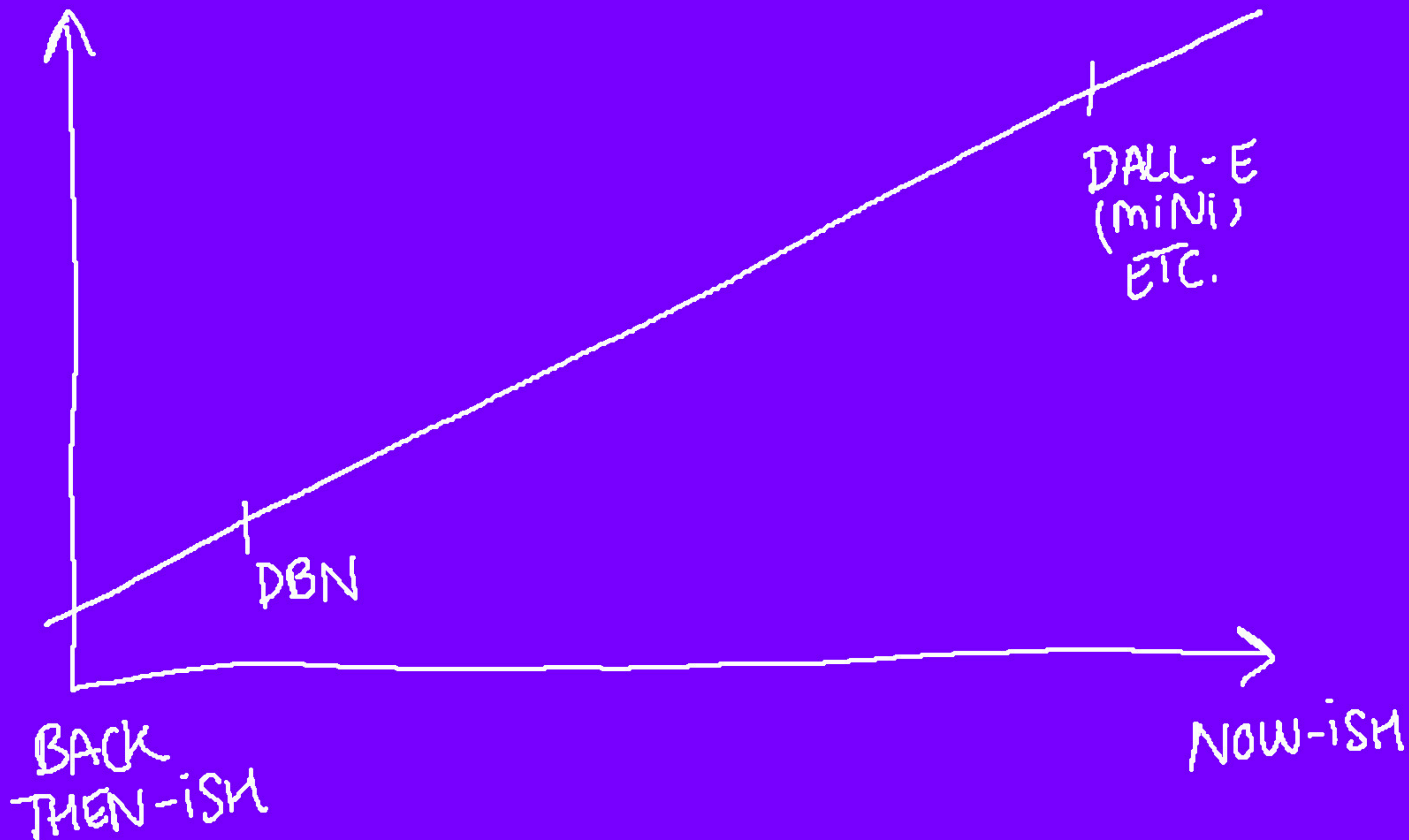


Las mejores 57 ideas de Old S...
ar.pinterest.com



Free Kpt Effects Adobe Photos...
pulpecersen.tistory.com

COMPOSITE



INSTRUMENTALITÄT

+

NEODIA

oh
no

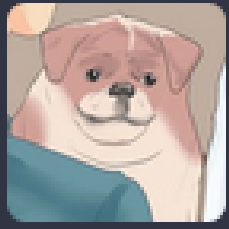
INSTRUMENTALISATION
+ SITUATEDNESS

HOW DO WE TEACH AI
IN AN ART ACADEMY?

~~HOW DO WE TEACH AI
IN AN ART ACADEMY?~~

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IN AN ART ACADEMY?~~

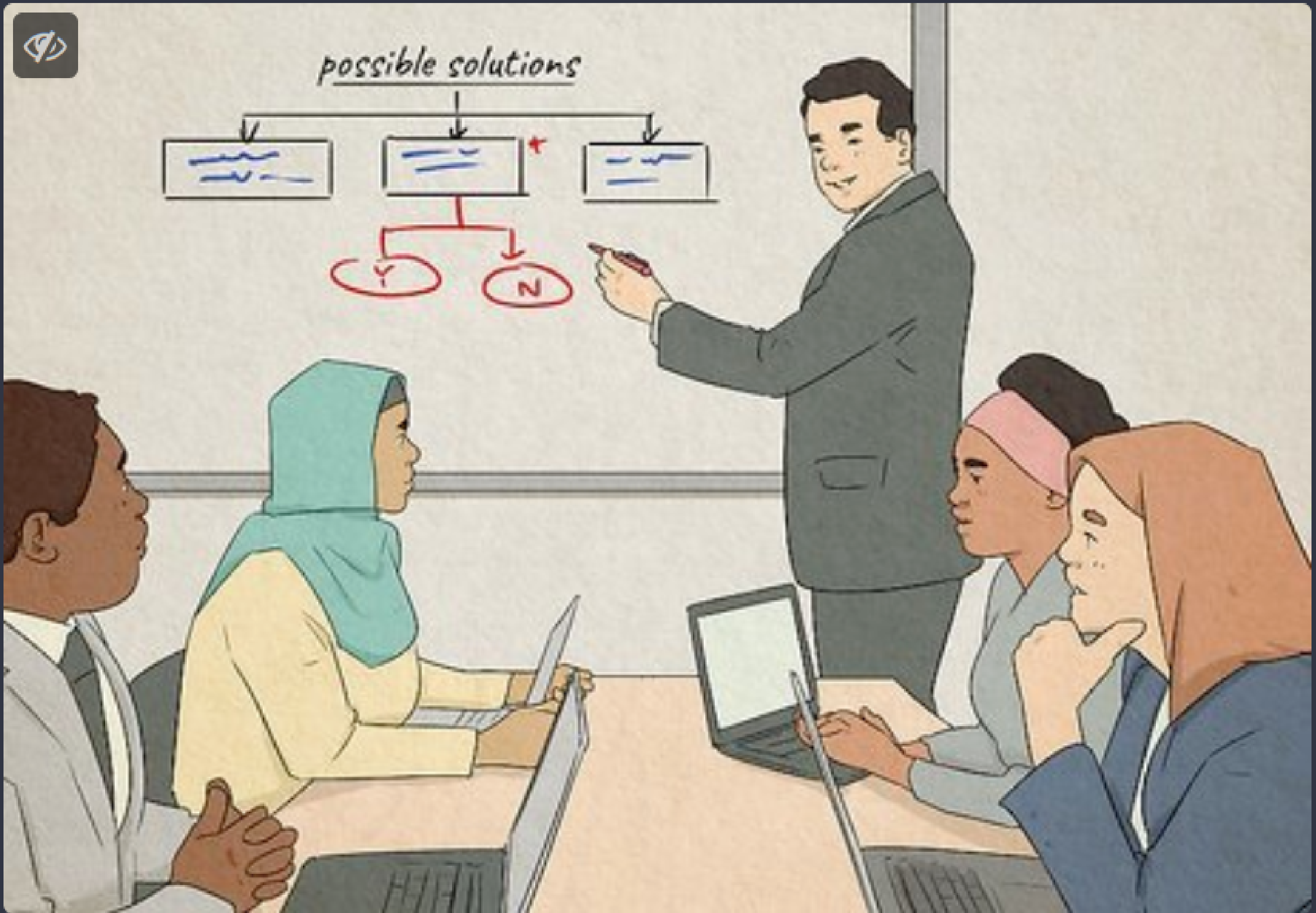
HOW DO WE PROBLEMATISE
COMPUTER TECHNOLOGY WITHIN
ART AND DESIGN EDUCATION?



how to do anything

@wikiphow@mastodon.social

How to Pick Good Minecraft Servers



Feb 16, 2023, 02:23 · 🌐 · wikibot · ↻ 7 · ★ 16





Purpose

We are humans and might as well get used to it. So far, remotely done power and glory—as via government, big business, formal education, church—has succeeded to the point where gross profits obscure actual loss. In response to this dilemma and to these losses a realm of intimate, community power is developing—power of communities to conduct their own education, find their own inspiration, shape their own environment, and share their knowledge with others. Practices that aid this process are sought and promoted by the DAMAGED EARTH CATALOG.

- [Appropriate Technology](#)
- [Benign Computing](#)
- [Collapse Informatics](#)
- [Degrowth](#)
- [Computing within Limits](#)
- [Convivial Computing](#)

damaged.bleu255.com

PERMA COMPUTING

permacomputing

[Edit](#) [RecentChanges](#) [Preferences](#) [Discussion](#)

Welcome to the Permacomputing wiki!

permacomputing.net

What is this?

New to permacomputing?

Permacomputing is a more sustainable approach to computer and network technology inspired by permaculture. Permacomputing is both a concept and a community of practice oriented around issues of resilience and regenerativity in digital technology.

In a time where computing epitomizes industrial waste, permacomputing encourages a more sustainable approach, maximizing hardware lifespans, minimizing energy use and focussing on the use of already available computational resources. We do this because humans are part of nature and technology is an extension of humans, and we acknowledge that technology has been used to harm nature. We want to find out how we can practice good relations with the Earth by learning from ecological systems to leverage and re-center existing technologies and practices. We are also interested in investigating what a permacomputing way of life could be, and what sort of

POST-DIGITAL AND THE PLEASURE OF CONSTRAINTS

GEMINI PROTOCOL

```
tunerapp.md * — KWrite
File Edit View Bookmarks Tools Settings Help
TUNERAPP.ORG
# Internet Radio Stations Directory
### Browse
=> / Home
=> /search Search By Name
=> /countries.gmi Stations By Country
=> /all-stations.gmi All stations (> 28'000)
### Pinned stations from other users
=> /stations/36dda8c3-88fa-49be-992a-ada02abdf1dc.gmi Fip Pop 🌐 France
🕒 4 days ago 👁 FIP POP! Like!
=> /stations/964a1079-0601-11e8-ae97-52543be04c81.gmi Give the Drummer Some -- WFMU 🌐 The United States Of America
🕒 1 week ago 👁 drummer
🕒 1 week ago 👁 woofmu
=> /stations/fbb809a5-687c-4e3f-8850-fc4135ea13ed.gmi J-Pop All (Asia DREAM Radio) 🌐 Japan
🕒 2 weeks ago 👁 nice jpop radio
=> /stations/4af2fe5b-75e9-478d-b1ca-63b7b1a442d2.gmi _Funky Corner Radio (Argentina) 🌐 Argentina
🕒 4 weeks ago 👁 Genial!
=> /stations/aac6722d-280a-11ea-aa0c-52543be04c81.gmi CBC Radio 1 Edmonton AB 🌐 Canada
🕒 4 weeks ago 👁 love it!
### Last 5 checked streams
=> /stations/b20e9e18-dffd-44b7-8f1f-9704ad712835.gmi Radio Europa Plus 107.0 🌐 Ukraine
=> /stations/9610a4ad-0601-11e8-ae97-52543be04c81.gmi Offener Kanal OK Westküste 🌐 Germany
=> /stations/960d4889-0601-11e8-ae97-52543be04c81.gmi 181.FM - Highway 181 🌐 The United States Of America
=> /stations/8a35143c-15bf-4df4-9521-b887ddf5b889.gmi 宿州综合广播 🌐 China
```


HUNDRED RABBITS: UXN



WHAT REMAINS



THE SCREENLESS OFFICE



GARDEN LIBRARY NETWORK: MICHAL KLODNER





Small File Photo Festival



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 Rachel Hiu Yin
 here's Nothing
 .03
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 era". This is
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 since the
 of iPhone 4.

[website](#) [home](#) [gallery](#) [awards](#) [link to website](#) →

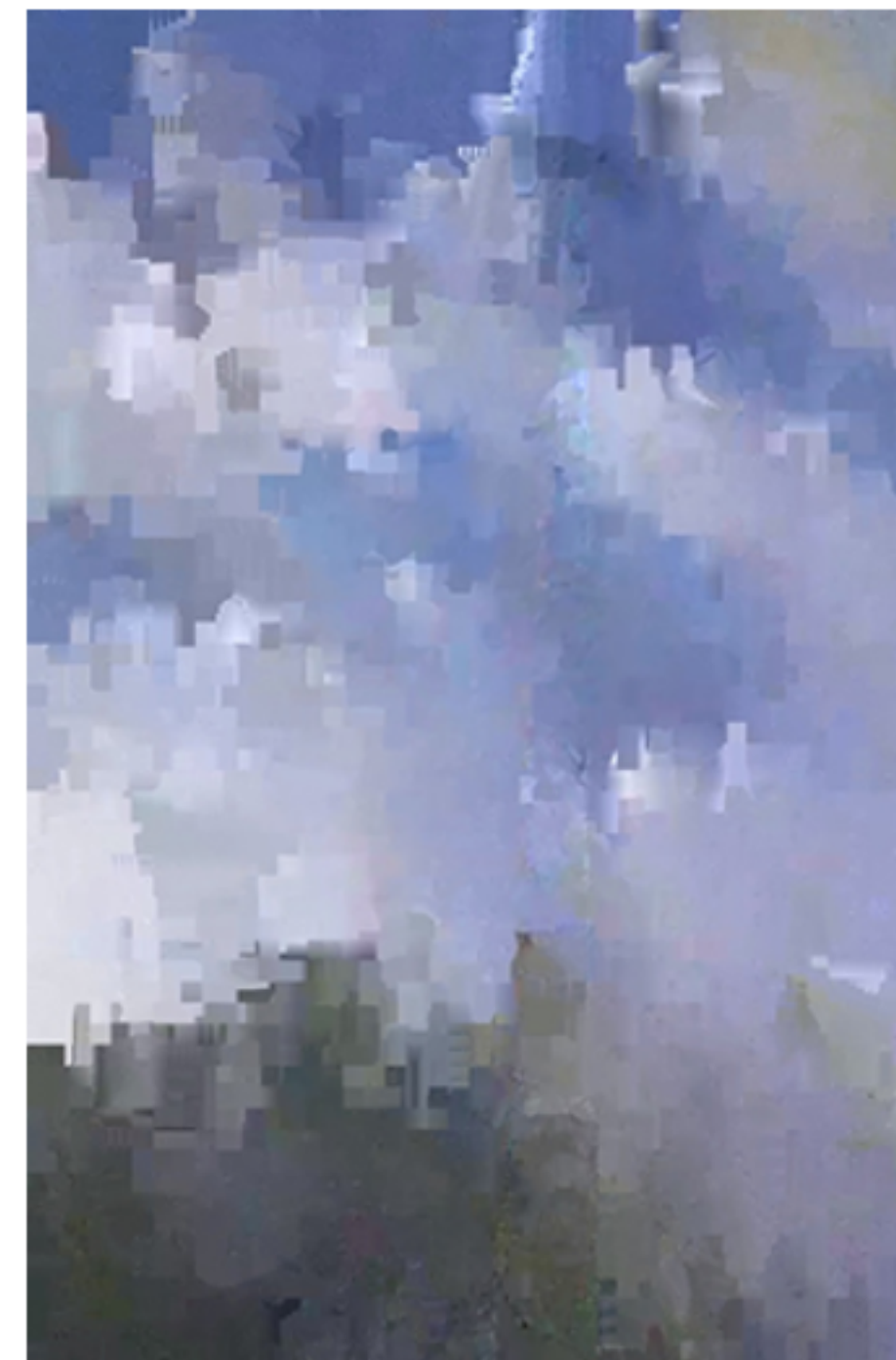


▼ Details
Artist: Rachel Hiu Yin
 IP
Title: There's Nothing
 to Say 3.04
Category: Dress To
 Compress
File size: 94kb
Description: Taken by
 mobile phone and
 compressed using
 Photopea. I enjoy
 exploring the
 possibility of image
 making in the "post
 digital era". This is
 a continuous project
 of mine since the
 release of iPhone 4.



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 continuous project of
 mine since the release
 of iPhone 4.

[Link to website](#) →



▼ Details
Artist: Philippa Bloomfield
Title: Luss
Category: Show Me The Pixels
File size: 96kb
Description: My photography
 practice revolves around the
 exploration of memory and
 nostalgia through a multi-
 photographic format and image
 manipulation. The images
 submitted were taken in locations
 of personal significance and
 manipulated to the point of non-
 recognition. This image was taken
 on a phone, put through a data
 mosh app and turned into a video,
 then a screengrab was taken from

Scroll to view →



Feb 08

Permacomputing* and Low-power Photography

A three part course, to get to grips with low-power digital photography, programmes and image processing led by Felix Loftus.

By The Sustainable Darkroom

Follow

Sold Out

Details

When and where



Date and time

Wed, Feb 8, 2023, 6:00 PM –
Wed, Feb 22, 2023, 8:00 PM GMT



Location

Online

- mode 3: eight movements and transformations
- mode 4? sixteen movements and transformations

current notes

⇒ [qiudanz mode 1](#)

transformations

these transformations can be performed on the movements of the given mode



mode 1

- DEH: remove movement from the head
- IN x: append movement x as a new tail

compudanzas.net

these transformations are enough to perform tag systems, cyclic or not. see [qiudanz tag](#) and also [danzasistemas-tag](#).

CRAPPY EVERYDAY TECH BINGO

can't unlock my car with the app, phone charger is in the car	new slower version of previously working applications, old applications forced to stop working	overwhelming productivity apps	e-documents explosion still need physical paperwork on top	QR codes for everything, everywhere, including places without internet
headphone jack gone	your name is invalid	software update is required unable to start car, toothbrush, fridge	lost eyesight because my bionic eye is no longer supported	Everything IoT
forgot password manager password	can't SMS code to pay phone bill because phone service has been cut off		enthusiastic Miro pushers	software auditing
hardware auditing	laptop leg burns	mindfulness app	clamshell design that is impossible to disassemble without damage	\$100 dongle required for USB, HDMI, Ethernet, etc
the CEO is suddenly really into crypto, and so should you, and NOW	what's the pad URL?	USB cables and standards	everything is a website	a multinational corporation's service as the easiest way of copying files between two nearby devices



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AESTHETICS

ETHICS

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SKILLS

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SKILLS

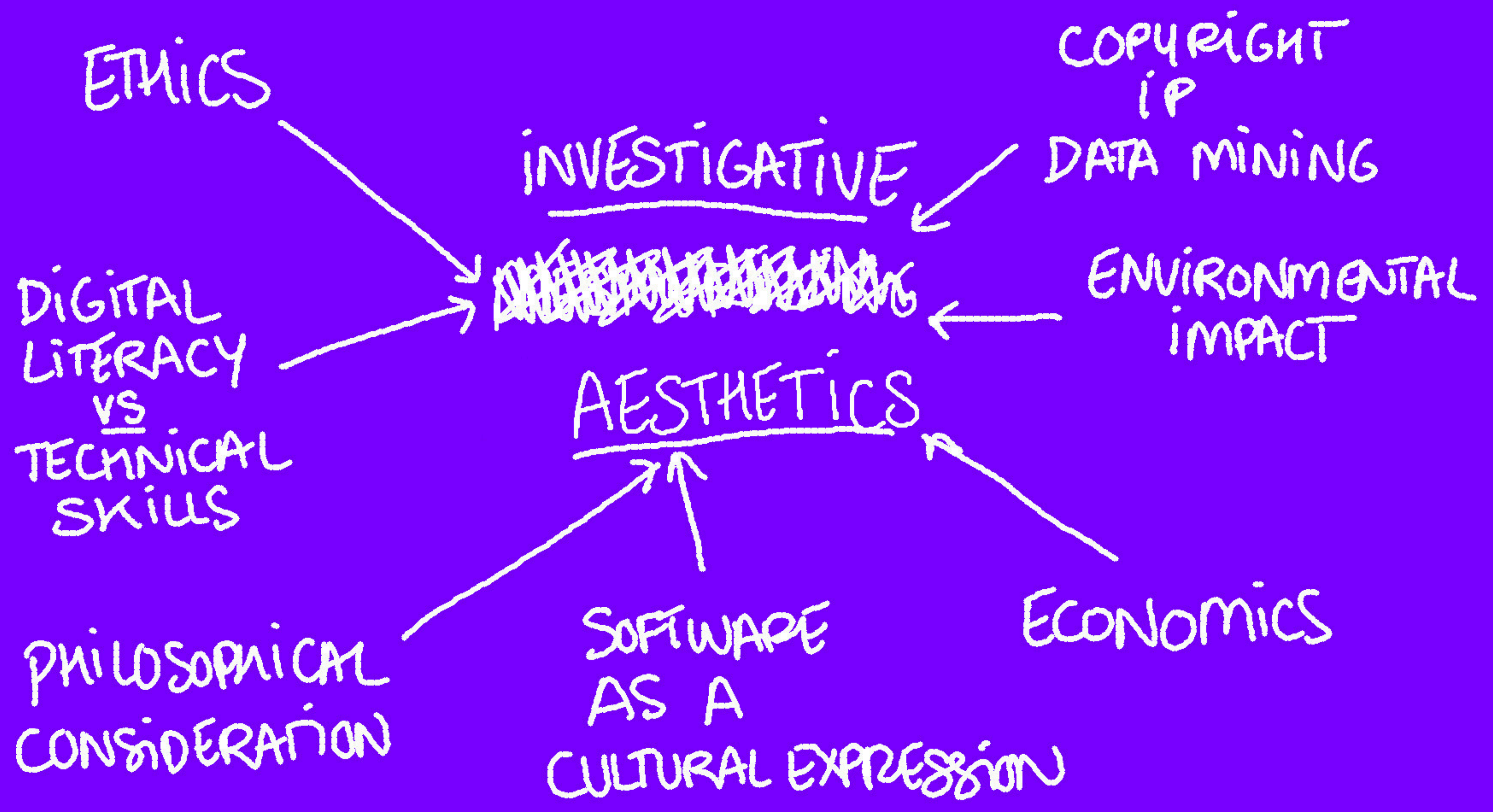
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SKILLS

~~SOFTWARE AS A CULTURAL EXPRESSION~~

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PHILOSOPHICAL
CONSIDERATION

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AS A
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ECONOMICS

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- @103s@post.lurk.org

Ola Bonati (everyday crappy tech bingo)

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+ all the contributors of the pmc wiki

thx :)