

CTCS 505  
Interactivity in the Age of Electronic Media

Digital Interaction and Art

# Digital Interaction and Art

*recap*

In *Techniques of the Observer*

- vision transitions from **disembodied** (body-less)..
- ..to **embodied** (in the eye, physiological, part of a somebody's experience)
- **interactions** with and upon the physical body make manipulation of the visual experience possible

# Digital Interaction and Art

*recap*

In *Class*

- we consider that visual experience goes from:
  - objective (disembodied + seeing is believing)
  - subjective (embodied + seeing is not believing)

# Digital Interaction and Art

*recap*

In *Class*

we consider that visual experience "today" may be more *instrumental* than objective or subjective

deep scientific knowledge about how vision physiology works, coupled with digital computers and the technologies made available through miniaturization, *vision becomes less a topic about seeing in an aesthetic sense, and more about data representation*

# Digital Interaction and Art

*recap*

The “Techniques of the 21st Century Observer”

*Data Visualization*

# Digital Interaction and Art

*recap*

Through *They Live* (1988)

- Seeing is only believing with

# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)

Visualization is Focused on Information Representation  
Advanced Forms of Visualization Enhance the Experience Through  
(Bodily) Interaction

Is There An Aesthetics That Couples  
*Information and Interaction?*

# Digital Interaction and Art

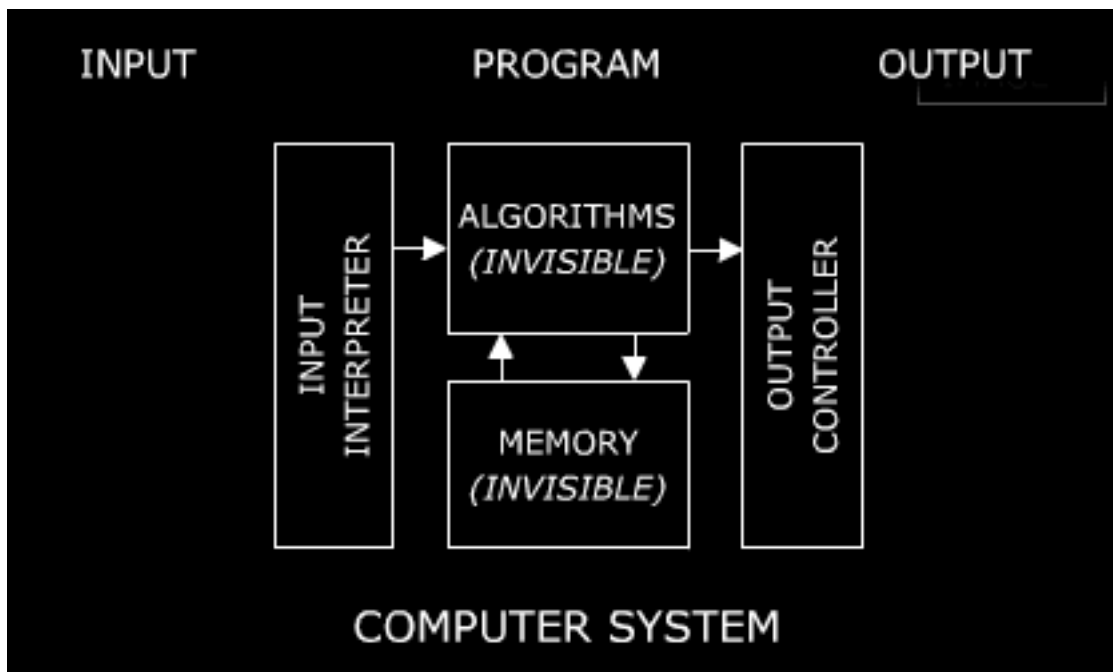
Digital Currents: Art In The Electronic Age (Lovejoy)

## *Information and Interaction Aesthetics*

What is the *Information Interaction* "Object" from which an aesthetics would arise?

# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)  
*Information Interaction Object - The Computer?*



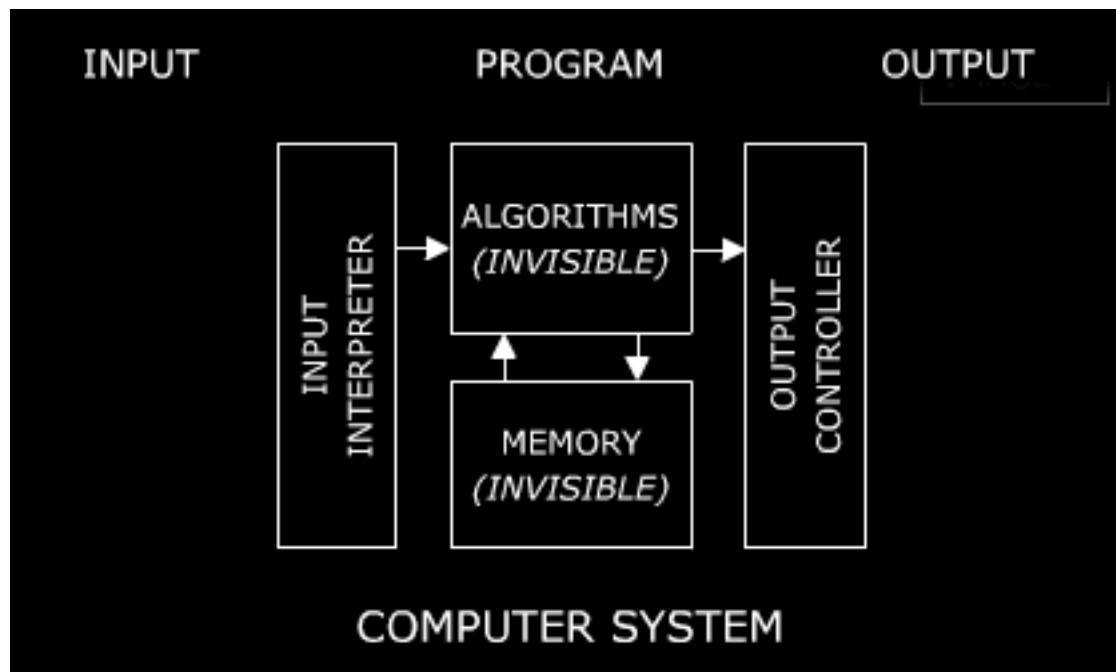
Jim Campbell "Formula for Computer Art"

Aesthetics in this kind of information interaction object is the design of passages through the object to make discovery and participation compelling for the viewer / participant.

# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)  
*Information Interaction Object - The Computer?*

Jim Campbell "Formula for  
Computer Art"



## *Questions Are*

- Where is the story? Where is the narrative experience?
- Does such a "formula" prejudice the instrument over aesthetics?
- Is there an aesthetics of technology separate from narrative?

# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)  
*Information Interaction Object - The Computer?*

Perry Hoberman - *Your Fault* (2003)



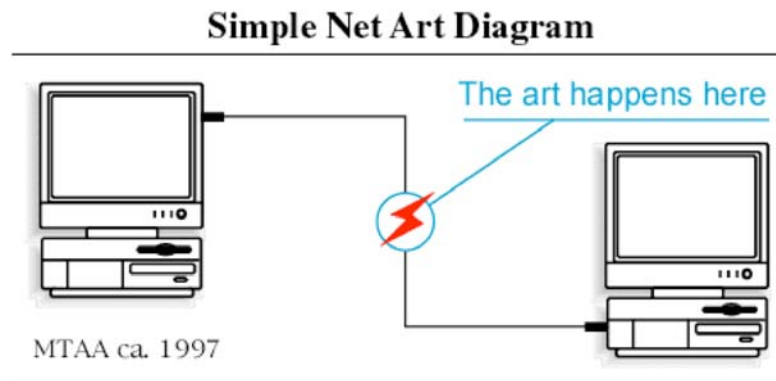
9/9/04

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Age - Week 3

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# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)  
Interaction, Aesthetics and Narrative



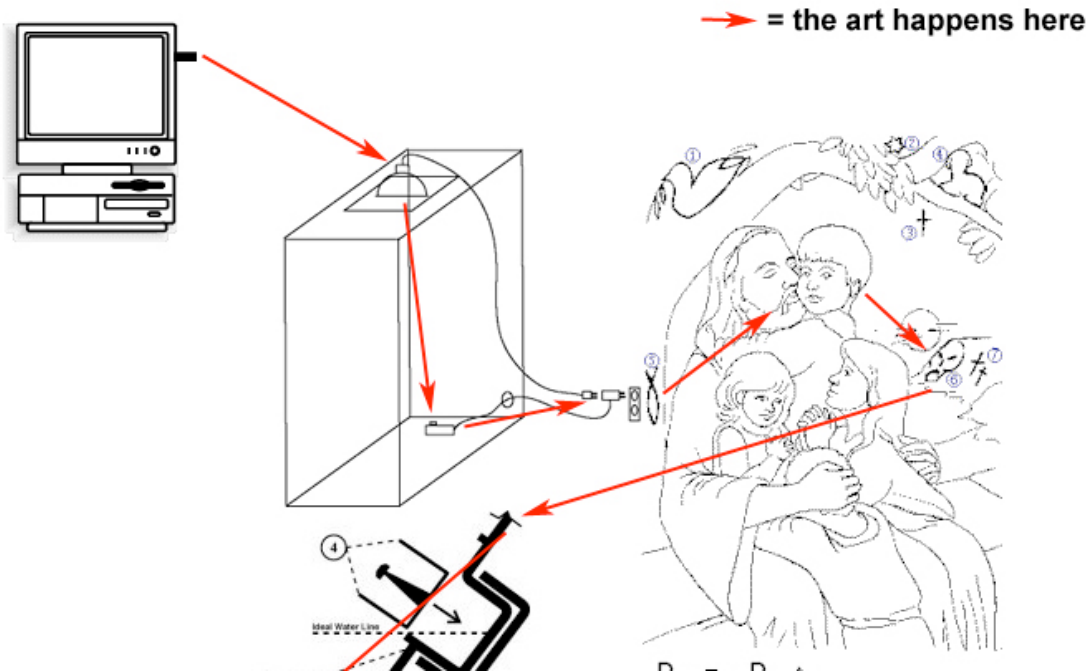
“The Art Happens Here”

- Interaction is the aesthetic experience
- Between net “terminals” ...

MTAA - “Simple Net Art Diagram”

# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)  
Interaction, Aesthetics and Narrative



‘The Art Happens Here’

- The interaction is the narrative

linkln.net - complex net art diagram

9/9/04

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# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)  
Interaction, Aesthetics and Narrative



“The Art Happens Here”

- Between / Amongst Human Agents

# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)

“The Art Happens *Where?*”

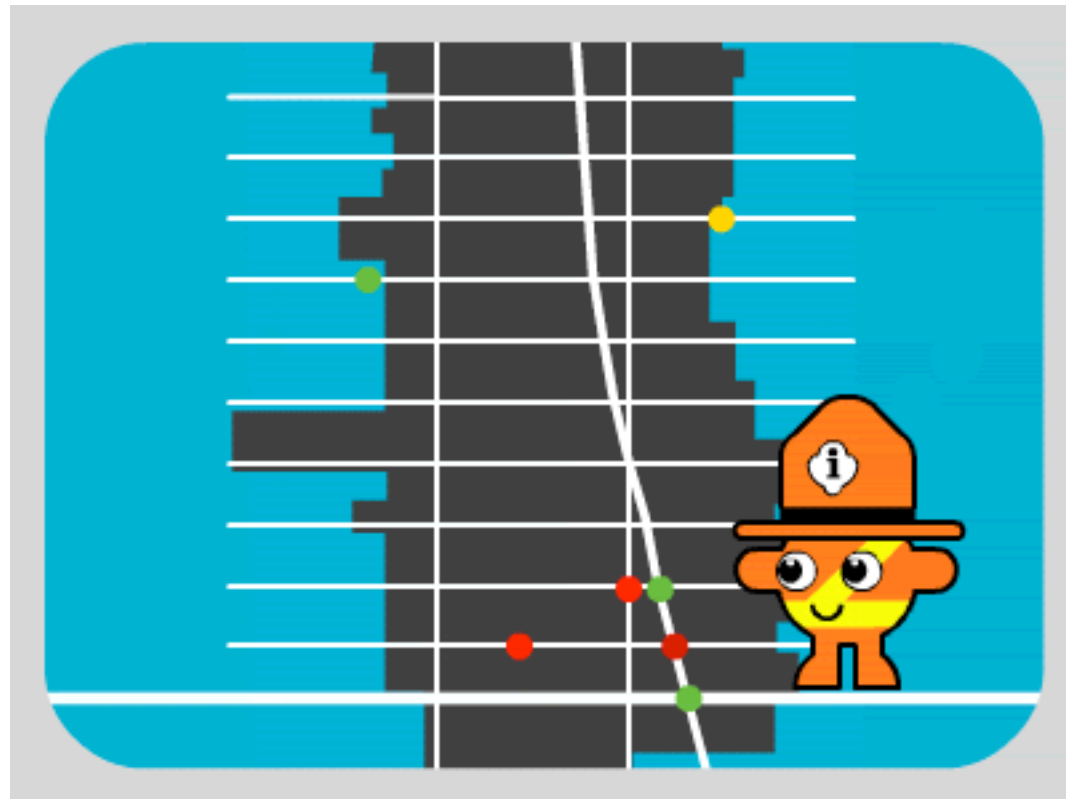
“Meaning is created out of interaction between people rather than being ‘something’ that is sent from one to another.”

*Roy Ascott*

# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)

"The Art Happens *Where?*"



# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)

“The Art Happens *With What?*”

“Attaining meaningfulness in an interactive work is ‘tied to the ability to change a work or add to it in some way.’ An interactive work adds a new dimension to the process of providing agency for collective communities and shifts the role of the artist to that of one who creates the *framework and tools* for interactive dialogue.”

# Digital Interaction and Art

Digital Currents: Art In The Electronic Age (Lovejoy)

“The Art Happens *With Whom?*”

“..art works lead to agency, a place where negotiation takes place as a form of shared authorship and social exchange. Agency is a fundamentally important aspect of the new medium..because it fosters one’s power to participate in a web of connected communities without parallel.”