

# The art of digitizing homepage anita goodesign (Download Only)

Contemporary Art and the Digitization of Everyday Life Creating the Digital Art Library The Fundamentals of Digital Art Reconceptualizing the Digital Humanities in Asia Digital Art through the Looking Glass Digitalization of the Industry in a Brand New Normal Critical Digital Making in Art Education Examples of invisible art digitizing collection of conceptual art of MCAV Digital Synesthesia Electronic Visualisation in Arts and Culture The Museum in the Digital Age Possible Futures More Than Real Duty Free Art The Artist as Inventor Museums in a Digital Culture Digital Art Through the Looking Glass Crafting Textiles in the Digital Age Digital Vision and the Ecological Aesthetic (1968 - 2018) Digitization and Culture in Vietnam Museum and Archive on the Move The Digital Future of Museums Materializing New Media The Photofilmic Aesthetics, Digital Studies and Bernard Stiegler Art & Design Education in Times of Change Project Management Plan to Digitize the National Museum of Mexican Art's Collection Memory and Intermediality in Artists' Moving Image Museum Object Lessons for the Digital Age Museums in the Digital Age No Internet, No Art Manual of Digital Museum Planning Digital Access and Museums as Platforms Experimental Cinema in the Digital Age Passing Images Fictioning Wonderlust - Digitizing the Easel Use and Reuse of the Digital Archive New Media Art Out of Hand

*Contemporary Art and the Digitization of Everyday Life* 2020-11-10 digitization is the animating force of everyday life rather than defining it as a technology or a medium contemporary art and the digitization of everyday life argues that digitization is a socio historical process that is contributing to the erosion of democracy and an increase in political inequality specifically along racial ethnic and gender lines taking a historical approach janet kraynak finds that the seeds of these developments are paradoxically related to the ideology of digital utopianism that emerged in the late 1960s with the rise of a social model of computing a set of beliefs furthered by the neo liberal tech ideology in the 1990s and the popularization of networked computing the result of this ongoing cultural worldview which dovetails with the principles of progressive artistic strategies of the past is a critical blindness in art historical discourse that ultimately compromises art s historically important role in furthering radical democratic aims

Creating the Digital Art Library 2005 this special report looks at the efforts of ten leading art libraries and image collections to digitize their holdings the study reports on the efforts of the national gallery of canada cornell university s knight resource center the university of north carolina chapel hill the smithsonian institution libraries the illinois institute of technology the national archives and records administration mcgill university ohio state university the cleveland museum of art and the joint effort of harvard princeton the university of california san diego the university of minnesota and others to develop a union catalog for cultural objects among the issues covered cost of outsourcing cost of in house conversions the future of 35 mm slides and related equipment use of artstor and other commercial services ease of interlibrary loan in images and the creation of a union catalog prioritizing holdings for digitization relationship of art libraries to departmental image collections marketing image collections range of end users of image collections determining levels of access to the collection digitization and distribution of backup materials on artists lives and times equipment selection copyright and other issues in the creation and maintenance of digital art libraries

**The Fundamentals of Digital Art** 2007-12-10 the text is accompanied by extensive illustrations ranging from work by recognised practitioners in the field to current student work from undergraduate programmes it also includes practical clear workshop diagrams designed to help students develop the confidence to work with the approaches covered in the book themselves

**Reconceptualizing the Digital Humanities in Asia** 2020-09-09 this book examines new forms of representation that have changed our perception and interpretation of the humanities in an asian and digital context in analyzing written and visual texts such as the use of digital technology and animation in different works of art originating from asia the authors

demonstrate how literature history and culture are being redefined in spatialized relations amid the trend of digitization research studies on asian animation are in short supply and so this volume provides new and much needed insights into how art literature history and culture can be presented in innovative ways in the asian digital world the first section of this volume focuses on the new conceptualization of the digital humanities in art and film studies looking at the integration of digital technologies in museum narration and cinematic production the second section of the volume addresses the importance of framing these discussions within the context of gender issues in the digital world discussing how women are represented in different forms of social media the third and final section of the book explores the digital world s impacts on people s lives through different forms of digital media from the electromagnetic unconscious to digital storytelling and digital online games this book presents a novel contribution to the burgeoning field of the digital humanities by informing new forms of representation and interpretations and demonstrating how digitization can influence and change cultural practices in asia and globally it will be of interest to students and scholars interested in digitization from the full spectrum of humanities disciplines including art literature film music visual culture media and animation gaming and internet culture this is a well written book and i enjoyed reading it the first impression of the book is that it is very innovative a down to the earth academic volume that discusses digital culture professor anthony fung professor director school of journalism and communication the chinese university of hong kong this book has contributed to the existing field of humanities by informing new forms of representation and interpretations and how digitization may change cultural practices there is comprehensive information on how the humanities in the digital age can be applied to a wide range of subjects including art literature film pop music music videos television animation games and internet culture dr samuel chu associate professor the faculty of education the university of hong kong

*Digital Art through the Looking Glass* 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

**Digitalization of the Industry in a Brand New Normal** 2022-12-26 approaches the brand new normal as the digitalization itself the collection of research and studies explores and questions contemporary novelties in media and art related to the transformative effects of the digitalization featuring a broad range of topics covering creative industries video on demand services and film industry representation of reality television in quality television adaptations from theater to digital platforms transformation of gender representations indigital vr virtual reality digital festivals player experience and engagement in video games nft non fungible token social media and crisis communication digital self presentation digitalization of theater stage new music trends in digital era and audience development in classical music this book is designed for scholars researchers intellectuals media professionals and artists

**Critical Digital Making in Art Education** 2020 this book integrates the three fields critical theory digital art making and pedagogy drawing from scholarship and practices of new media social practice and community based arts interventions and arts education pedagogy with a collection of essays from an international group of authors we guide readers through steps artists and art educators use to explore digital media using new media art making to enable voices and interrupt power structures the three sections of formation co construction and intervention through critical digital practice provide a survey of current research in new media art pedagogy and social practice the first section explores interaction techniques sound technology 3d printing pedagogy as sociomaterial and data visualization as forms of critical digital media the second section demonstrates examples of social media as means to engage communities and digital art making to critically investigate citizenship local and international

issues and bring together intergenerational conversation the last section offers examples of new media art practices addressing the sociopolitical status quo to empower socially disadvantaged and relegated groups of people our collection offers an important survey to university new media art and social practice courses to show the range of ways media arts technology can be used in art practice

*Examples of invisible art digitizing collection of conceptual art of MCAV 2012* the exhibition examples of invisible art digitization of the collection of conceptual art of the museum of contemporary art of vojvodina mcav presents a selection of artworks from the collection of conceptual art of mcav that have been digitized and as such are accessible to the broader public this exhibition also represents an innovation when it comes to the presenting a museum collection in a new digital environment recontextualising the neoavant garde heritage within the framework of online archives and the problems of contemporary institutional collections practices and theories

*Digital Synesthesia 2016-05-10* die publikation versammelt die ergebnisse des künstlerischen forschungsprojekts digital synesthesia 2013 2016 und stellt erstmals ein umfassendes kompendium zum begriff der digitalen synästhesie dar digitale synästhesie umfasst ein völlig neues konzept der digitalen künste im 21 jahrhundert das die multimediale auf dem binären code basierende Ästhetik der digitalen kunst mit der multimodalität von synästhesie als wahrnehmungsform verbindet unter dem begriff digital synesthesia geben die herausgeberinnen diesem neuen phänomen nicht nur einen namen texte renommierter medien und kunsttheoretiker medienkünstler und neurowissenschaftler vermitteln spannende einsichten in die erforschung der synästhetischen wahrnehmungsmöglichkeiten von multimedialen digitalen kunstwerken

**Electronic Visualisation in Arts and Culture 2013-09-07** presenting the latest technological developments in arts and culture this volume demonstrates the advantages of a union between art and science electronic visualisation in arts and culture is presented in five parts imaging and culture new art practice seeing motion interaction and interfaces visualising heritage electronic visualisation in arts and culture explores a variety of new theory and technologies including devices and techniques for motion capture for music and performance advanced photographic techniques computer generated images derived from different sources game engine software airflow to capture the motions of bird flight and low altitude imagery from airborne devices the international authors of this book are practising experts from universities art practices and organisations research centres and independent research they describe electronic visualisation used for such diverse aspects of culture as airborne imagery computer generated art based on the autoimmune system motion capture for music and for sign language the visualisation of time and the long term preservation of these materials selected from the eva london conferences from 2009 2012 held in association with the computer arts society of the british computer society the authors have reviewed extended and fully updated their work for this state of the art volume

The Museum in the Digital Age 2018-04-18 the current digital revolution or digital era has affected most of the realms of today s world particularly the domains of communication and the creation safeguarding and transmission of knowledge museums whose mission is to be open to the public and to acquire conserve research communicate and exhibit the heritage of humanity are thus directly concerned by this revolution this collection highlights the manner in which museums and curators tackle the challenges of digital technology the contributions are divided into four groups that illustrate the extent of the impact of digital technologies on museums namely exhibitions devoted to new media or mounted with the use of new media the hidden face of the museum and the conservation of digital works of art cultural mediation and the communication and promotion of museums using digital tools and the legal aspects of the digitalisation of content whether for creative purposes or preservation

*Possible Futures 2014-01-01* this book discusses strategies and methodologies for the storage and preservation of digital art and processes of collections digitization also including studies on the new forms of organization and availability of information in data visualization systems furthermore possible futures presents case studies and reflections on the rise of database aesthetics and the emerging field of information curatorship the book was published in a copublishing agreement with edusp

More Than Real 2018-06-15 this is the second in the summit publication series disseminating the art of digitizing homepage  
**2020-01-24** **3/8** anita goodesign

key insights of the 2018 summit and extending a global dialogue on an important social issue art in the digital age the multidisciplinary perspectives come together through the inspirational book design of irma boom acting as a cultural incubator for innovative ideas and change the verbier art summit is an international platform erected to optimise the role of art in a global society their mission is to connect thought leaders to key figures in the art world and thus position the summit as a catalyst for innovation and change their vision is to create an influential platform in a non transactional context for artists curators museum directors private and corporate collectors art critics gallerists art historians and art consultants verbier art summit 2018

**Duty Free Art** 2017-10-03 in duty free art filmmaker and writer hito steyerl wonders how we can appreciate or even make art in the present age what can we do when arms manufacturers sponsor museums and some of the world s most valuable artworks are used as a fictional currency in a global futures market that has nothing to do with the work itself can we distinguish between creativity and the digital white noise that bombards our everyday lives exploring artefacts as diverse as video games wikileaks files the proliferation of spam and political actions she exposes the paradoxes within globalization political economies visual culture and the status of art production

*The Artist as Inventor* 2021-07-13 this book opens new perspectives on cinema arts and the media it provides a rereading of the past and explains the challenges facing artists today

**Museums in a Digital Culture** 2016 this collection of essays takes up the question of the cultural meaning of the information and communications technology that makes these new ways of engaging with art and history possible

**Digital Art Through the Looking Glass** 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

Crafting Textiles in the Digital Age 2016-09-08 in an era of increasingly available digital resources many textile designers and makers find themselves at an interesting juncture between traditional craft processes and newer digital technologies highly specialized craft design practitioners may now elect to make use of digital processes in their work but often choose not to abandon craft skills fundamental to their practice and aim to balance the complex connection between craft and digital processes the essays collected here consider this transition from the viewpoint of aesthetic opportunity arising in the textile designer s hands on experimentation with material and digital technologies available in the present craft provides the foundations for thinking within the design and production of textiles and as such may provide some clues in the transition to creative and thoughtful use of current and future digital technologies within the framework of current challenges relating to sustainable development globalization and economic constraints it is important to interrogate and question how we might go about using established and emerging technologies in textiles in a positive manner

Digital Vision and the Ecological Aesthetic (1968 - 2018) 2022-06-30 digital technology has transformed the way that we visualise the natural world the art we create and the stories we tell about our environments exploring contemporary digital art and literature through an ecocritical lens digital vision and the ecological aesthetic 1968 2018 demonstrates the many ways in which critical ideas of the sublime the pastoral and the picturesque have been renewed and shaped in digital media from electronic literature to music and the visual arts the book goes on to explore the ecological implications of these new forms of cultural representation in the digital age and in so doing makes a profound contribution to our understanding of digital art practice in the 21st century

*Digitization and Culture in Vietnam* 2023-05-30 the accessibility of cultural resources via digital platforms is empowering vietnamese cultural professionals to promote their culture to

local and international audiences this shortform book investigates the significance of digitization in vietnamese culture illuminating how cultural professionals are empowered through the process of digitization the author shows how digitization is not an entirely comprehensive ethical or sustainable solution for the cultural sector in vietnam as cultural professionals working at nonprofit art spaces and artists experience both opportunities and challenges in digitizing art and culture drawing on new interviews with cultural professionals working in the cultural sector in vietnam the book will be of interest to scholars and reflective practitioners involved with the cultural and creative industries in south east asia and globally

*Museum and Archive on the Move* 2017-09-11 the digital revolution fundamentally changed how cultural heritage is created documented analyzed and preserved the book focuses on this transformation s impact how must museums and archives meet the challenges of digitally generated cultures and how does the digital revolution influence traditional object collection research and education how do digital technologies and digital art and culture affect our interaction with images leading international experts from various disciplines break new ground pioneering interdisciplinary research results collected in this book are relevant to education curators and archivists in the arts and culture sector and in the digital humanities

**The Digital Future of Museums** 2020-02-19 the digital future of museums conversations and provocations argues that museums today can neither ignore the importance of digital technologies when engaging their communities nor fail to address the broader social economic and cultural changes that shape their digital offerings through moderated conversations with respected and influential museum practitioners thinkers and experts in related fields this book explores the role of digital technology in contemporary museum practice within europe the u s australasia and asia it offers provocations and reflections about effective practice that will help prepare today s museums for tomorrow culminating in a set of competing possible visions for the future of the museum sector the digital future of museums is essential reading for museum studies students and those who teach or write about the museum sector it will also be of interest to those who work in for and with museums as well as practitioners working in galleries archives and libraries

Materializing New Media 2011-11-15 a significant contribution to investigations of the social and cultural impact of new media and digital technologies

**The Photofilmic** 2016-02-03 mapping the possibilities of photofilmic images this book explores the multifarious ways in which art cinema and other forms of visual culture respond to a digitized and networked world traditional discourses on medium specificity developed in distinct disciplines often fail to provide an adequate description of the transformations that photography and film have undergone the essays written by internationally renowned scholars encompass a broad range of different forms such as video documentary film cinema photography and the internet as well as varied fields such as art history film studies photography theory visual culture studies and media theory in this way they deal with heterogeneous practices or techniques ranging from panoramas drone surveillance tableau vivant press coverage computer based editing digitized financial markets and various concepts such as temporality and contemporaneity eco aesthetics and forensic practice countervisuality human rights and political imagination social transparency and control thus charting the possibilities of the continuous border crossing movement between photographic and filmic images within contemporary art and visual culture this volume also contains as an artist s contribution a substantial and richly illustrated interview with eric baudelaire contributors eric baudelaire paris brianne cohen amherst college stefanie diekmann university of hildesheim evgenia giannouri paris 3 sorbonne nouvelle lilian haberer university of cologne jana j haeckel ucl Ágnes pethő sapientia university of transylvania romania eivind rossaak national library of norway linda schädler eth zurich terry smith university of pittsburgh alexander streitberger ucl hilde van gelder ku leuven

Aesthetics, Digital Studies and Bernard Stiegler 2021-07-29 aesthetics digital studies and bernard stiegler frames the intertwined relationship between artistic endeavours and scientific fields and their sociopolitical implications each chapter is either an explication of or a critique of some aspect of bernard stiegler s technological philosophy as it is his technological political aesthetic ethical theorisations which form the philosophical foundation of the volume emerging scholars bring critical new reflections to the subject area while more established academics researchers and practitioners outline the mutating nature of aesthetics within

historical and theoretical frameworks not only is interdisciplinarity a prevailing topic at work within this collection but so too is there a delineation of the mutating hybrid role inhabited by the arts practitioner at once engineer scientist and artist in the changing landscape of digital cultural production

Art & Design Education in Times of Change 2017-05-08 it has always been the case that the teaching of art has had to deal with social changes we are currently facing historic challenges and phenomena which we could never have imagined the global financial crisis the massive migration flows and the ubiquitous spread of new technologies in our everyday life creative competence is needed for overcoming the disciplinary boundaries and in order to make equal opportunities for education possible in a diverse society this publication takes a critical look at the role of art and design education amidst these social changes using theoretical reflection practical experience and empirical analysis

*Project Management Plan to Digitize the National Museum of Mexican Art's Collection* 2014 this capstone project consists of a project management plan to streamline the national museum of mexican art s nmma digitization process in order to publish the permanent collection online the goals of digitizing the collection are increased access audience expansion education and preservation the target audiences are mexican art and culture enthusiasts researchers students collectors potential donors fellow museums for potential loans and the global general public this plan seeks to incorporate three processes to the nmma s digitization procedure

standardize the digitization process digitize the objects in the museum s pennant collection and publish the digitized collection on the museum s website it is based off of my internship at the nmma over the summer of 2014 correspondence with nmma staff and outside research

Memory and Intermediality in Artists' Moving Image 2021-11-03 this book addresses the preoccupation with memory in contemporary artists moving image installations it situates artists moving image in relation to the transformations of digitalization as hybrid intermedial combinations of analogue film video and digital video emerge from mid 1990s onwards while film has always been closely associated with the process of memory this book investigates new models of memory in artists remediation of film with video and other intermedial aesthetics beginning with a chapter on the theorization of memory and the moving image and the diverse genealogies of artists film and video the following chapters identify five different mnemonic modes in artists moving image critical nostalgia database narrative the echo chamber documentary fiction and mediatized memories stan douglas steve mcqueen runa islam mark leckey and elizabeth price are of a generation that has lived through the transition from analogue to digital their emphasis on the nuances of intermediality indicates the extent to which we remember through media

**Museum Object Lessons for the Digital Age** 2018-05-14 museum object lessons for the digital age explores the nature of digital objects in museums asking us to question our assumptions about the material social and political foundations of digital practices through four wide ranging chapters each focused on a single object a box pen effigy and cloak this short accessible book explores the legacies of earlier museum practices of collection older forms of media from dioramas to photography and theories of how knowledge is produced in museums on a wide range of digital projects swooping from ethnographic to decorative arts collections from the google art project to bespoke digital experiments haidy geismar explores the object lessons contained in digital form and asks what they can tell us about both the past and the future drawing on the author s extensive experience working with collections across the world geismar argues for an understanding of digital media as material rather than immaterial and advocates for a more nuanced ethnographic and historicised view of museum digitisation projects than those usually adopted in the celebratory accounts of new media in museums by locating the digital as part of a longer history of material engagements transformations and processes of translation this book broadens our understanding of the reality effects that digital technologies create and of how digital media can be mobilised in different parts of the world to very different effects

Museums in the Digital Age 2013-11-26 museums in the digital age changing meanings of place community and culture showcases how the use of technology in museums should be understood as factors directly related to the museums notion of community local culture and place whether these places are in mid america urban metropolises or ethnically diverse and underserved communities here museum expert susana smith bautista brings more than twenty

years of experience in cultural institutes in los angeles new york and greece to propose a social understanding of why museums should be adopting technology and how it should be adapted based on their particular missions communities and places this book is timely because we are in the midst of the digital age which is rapidly changing due to rapidly changing developments in technology and society as well with social adaptations of technology theory is always racing to catch up with practice in the digital age but theory remains a critical and often neglected component to accompany the practical application of technology in museums in order to illustrate these points the book presents five case studies of the most technologically advanced art museums in the united states today the indianapolis museum of art the walker art center the san francisco museum of modern art the museum of modern art the brooklyn museum each case study ends with a lessons learned section to bring these points home while the case studies focus on museums in the united states and also on art museums this book is relevant to all types of museums and to museums all over the world as they equally face the challenge of incorporating technology into their institutions although these case studies are all well established and well endowed museums bautista reveals valuable insight into the difficulties they face and the questions they are asking which are relevant to even the smallest museum or community cultural center

*No Internet, No Art* 2019-04-23 today it has become increasingly difficult to find a person or an object without some kind of connection to the internet no internet no art is dedicated to exploring what this situation entails with respect to one cultural field in particular art this anthology forms both the culmination and a continuation of a series of public events titled lunch bytes thinking about art and digital culture held in washington d c which invited artists and experts from different fields to discuss their work in relation to this overarching theme by opening up the often narrowly defined discursive field of post internet artistic practices are examined thematically within the larger context of digital culture as such this anthology offers valuable new contributions to the fields of art history media studies philosophy curatorial studies and design

*Manual of Digital Museum Planning* 2017-03-27 the manual of digital museum planning is a comprehensive guide to digital planning development and operations for museum professionals and students of museums studies and arts administration in the tradition of lord cultural resource s renowned manuals this book gives practical advice on how digital can enhance and improve all aspects of the museum with chapters written by experienced professionals working at leading institutions such as the british museum the metropolitan museum of art the indianapolis museum of art bristol culture the canadian museum for human rights and others the manual of digital museum planning is an easy to understand step by step guide for anyone planning a new museum a museum expansion or a new project in the digital age part 1 explains how digital technologies are transforming museums and their value proposition part 2 explores how adopting a user centric omnichannel approach creates new relationships between museums and communities part 3 offers a guide to integrating digital into the workflow of museums from data analytics to user experience design to project management part 4 identifies the business models infrastructure and skills and competencies for the digital museum each chapter culminates in summary takeaways for easy recall and key words are defined throughout a glossary and reference list are also included as an accessible resources for readers

**Digital Access and Museums as Platforms** 2021-08 digital access and museums as platforms draws on interviews with museum practitioners along with a range of case studies from public and private institutions in order to investigate the tensions and benefits involved in making cultural collections available using digital technologies taking a media and critical studies approach to the museum and raising questions about the role of privately owned search engines in facilitating museum experiences the book questions who collects what for whom objects are collected and what purpose these objects and collections serve connecting fieldwork undertaken in australia and new zealand with the global practices of technology companies wilson barnao brings attention to an emerging new model of digital ownership and moderation considering the synergising of these institutions with media systems which are now playing a more prominent role in facilitating access to culture the book also explores the motivations of different cultural workers for constructing the museum as a mediatised location digital access and museums as platforms will be of interest to academics and students working

in the fields of museum studies art culture media studies and digital humanities weighing in on conversations about how technologies are being incorporated into museums the book should also be useful to practitioners working in museums and galleries around the world

**Experimental Cinema in the Digital Age** 2002-05-26 michael le grice a pioneer of structural film in the 1970s and whose first video and computer works were exhibited in the late 1960s provides a collection of his most notable essays the essays shed light on the work of other artists and film makers and documents a period especially the 70s when artists film was at the centre of polemical debate about the nature of avant garde and the future of radical or experimental film the book contributes to the contemporary debates about film video art and new technology

**Passing Images** 2022-12 since the 2010s the line between public and private online and offline has increasingly become blurred by digitalization and social media in contemporary art digitality has assumed a new type of presence no longer only as a virtual sphere of sociality but increasingly as a technological interface that structures our embodied experiences what is presented in an exhibition and how should we write about the new types of post digital images we are seeing in them in passing images art in the post digital age marie france rafael provides a different attempt to write with art rather than just about it rafael aims to retrace the living spirit of art and the procedural performative experience of art in her writing

**Fictioning** 2019-03-14 fictioning in art is an open ended experimental practice that involves performing diagramming or assembling to create or anticipate that which does not exist in this extensively illustrated book containing over 80 diagrams and images of artworks david burrows and simon o sullivan explore the technics of fictioning through three focal points mythopoesis myth science and mythotechnesis these relate to three specific modes of fictioning performance fictioning science fictioning and machine fictioning in this way burrows and o sullivan explore how fictioning can offer us alternatives to the dominant fictions that construct our reality in an age of post truth and perception management through fictioning they look forward to the new kinds of human part human and non human bodies and societies to come

Wonderlust - Digitizing the Easel 2016 my paintings investigate themes of aging and death through the guise of extinction metaphors the often apocalyptic settings mimic the clouds of vitriol and fear rolling through contemporary discourse my dino clad figure patiently rides out the storm more concerned with the rigors of playtime than the entropy around me

**Use and Reuse of the Digital Archive** 2021-08-31 this book examines the use and re use of digital archives in a unique manner by combining theoretical and practical approaches to the contemporary digital archive the book brings together a range of writers specialising in media and cultural studies contemporary art and art history digital and networked culture library and museum studies to explore the cultural impact of digital archives several of the essays describe the process of constructing a digital archive as a specific case study in digitising a physical archive and designing a searchable digital database as the core of the digital archive other chapters explore the cultural significance of digital archives in more general theoretical terms these considerations include the specific properties of the digital archive its similarities and differences to the traditional paper based archive the ethical decisions made in the design of an archive and the potential for creative re use of online archived materials

*New Media Art* 2009 a collection of digital artworks from the 20th century and early 21st century

**Out of Hand** 2016 it was both scientific and magical physical objects could be created from thin air or at least from computer files ronald t labaco 2016 out of hand materialising the digital is an exploration of art craft design and science in the light of ever evolving technologies processes and materials such technological advances are changing the way we conceive of and work with materials and blurring boundaries the results are opening up exciting relationships between art and innovation materials and techniques the museum of applied arts and sciences brings together the work of almost 60 international artists architects designers and scientists from fields as diverse as sculpture furniture fashion transport and medicine