At the Edge of Art

Joline Blais
Jon Ippolito

Description
Desktop computer technology and the Internet have opened up new possibilities for artistic creation, distribution, and appreciation. But in addition to projects that might conventionally be described as new-media art, there is now a wide spectrum of work—unclassified until this book—by practitioners not normally thought of as "artists." Engineers, software programmers, biologists, and architects, among others, are producing work on the Internet that can only be described as "art." Or can it?

As rapid technological and scientific advances raise new cultural, ethical, and moral issues, while the white walls of the conventional museum or gallery seem to be straitjacketing cultural development, Joline Blais and Jon Ippolito confront our definition of art. The book explores six strands of creation: Code as Muse: new artistic possibilities opened up by computer programming; Deep Play: new narrative forms and aesthetics of computer games; Autobotography: the rise of Webcam-based performance art; Designing Politics: seemingly real Web sites, used to subvert commercial and political enterprise; Preserving Artificial Life: a new biology established via human-engineered viruses and other digital life-forms; and Reweaving Community: the emergence of an online art world whose fugitive existence resists definition.

ISBN
9780500238226

Publication Date
2006

Publisher
Thames & Hudson

City
London

Keywords
Art, Philosophy, Modern art, 21st century, Digital art

Disciplines
Art and Design | Interactive Arts | Interdisciplinary Arts and Media

Recommended Citation
Blais, Joline and Ippolito, Jon, "At the Edge of Art" (2006). Faculty and Staff Monograph Publications. 84.
https://digitalcommons.library.umaine.edu/fac_monographs/84