

# ART IN THE AGE OF UBIQUITOUS COMPUTING:

Rich Gold, Xerox PARC 1993



- 1) Sensuous works that can hear, see, feel, touch, smell, know where they are, who is in the room, where their owner is, what's going on and what went down.
- 2) Reactive works that can change their skins, activate motors, laugh, cough, blow bubbles, make sounds, sing and tell jokes.
- 3) Communicative works that whisper, lie, conspire, kibitz, talk and gossip together. These works exchange information, knowledge, insults, truths, untruths, random thoughts and tall-tales.
- 4) Tacit works that are invisibly embedded in daily life. Works that become habitual and relied on, forgotten about (like riding a bicycle) or deeply integrated (like a contact lens).
- 5) Colonizing works that inhabit all of our daily goods, camouflaged as it were, in simple commodities and enspiriting the landscape with minor gods, clever deities and unusual ghosts.

**Art in the age of Ubiquitous Computing will not be in galleries; rather, we will live within its general hubbub.**

notes:

Mark Weiser: "The Computer for the 21st Century", Scientific American, September 1991.

Wellner, Mackay, Gold (editors): CACM Special Issue on "Computer Augmented Environments", July 1993.