Cultural Softwares : Artistic Tools & DIY Networks

Title	Cultural Softwares
Subtitle	Artistic Tools & DIY Networks
Lead-in / Abstract	Not provided.
Participants and speakers	Paul, Christiane (DE / US)
Short biography of participants	Christiane Paul is the Adjunct Curator of New Media Arts at the Whitney Museum of American Art and the director of Intelligent Agent, a service organization and information resource dedicated to digital art. She has written extensively on new media arts and her book Digital Art (part of the World of Art Series by Thames & Hudson, UK) was published in July 2003. She teaches in the MFA computer arts department at the School of Visual Arts in New York and has lectured internationally on art and technology. At the Whitney Museum, she curated the show "Data Dynamics" (2001), the net art selection for the 2002 Whitney Biennial, as well as the online exhibition "CODeDOC" (2002) for artport, the Whitney Museum's online portal to Internet art for which she is responsible. Other curatorial work includes "Evident Traces" (Ciberarts Festival Bilbao, 2004); "eVolution -- the art of

living
systems" (Art Interactive, Boston, 2004); "CODeDOC II" (Ars
Electronica,
2003); the New York Digital Salon's 10th anniversary exhibition (NYC, 2003);
"Mapping Transitions" at the University of Boulder, Colorado (2002);
"Re-Media" (Fotofest, Houston, Texas, 2002); and a net art selection
for
"Evo1" (Gallery L, Moscow, October 2001).

Christiane Paul has participated in numerous panels on new media and
presented at conferences worldwide. Her speaking engagements included the
symposium "Media Art - Art Media," ZKM (Center for Culture and
Media),
Karlsruhe, Germany; ARCO Forum 2004, Madrid, Spain; the Tate Museum, London;
the Museum of Contemporary Arts (MACBA), Barcelona, Spain; the Boston
Cyberarts Festival; the Royal Academy of Arts, Sweden; the annual College
Art Association conference (New York); the International Summit on
Multimedia and the Internet (Abu Dhabi, UAE); invenção thinking the next
millennium (São Paulo, Brazil); consciousness reframed 2 (CAiiA, Wales,
Newport, UK); and the Governor's Conference on the Arts (San Francisco).

Full text

Software has become a driving force of our societies in realms ranging from
economics, entertainment, the military and art -- it is a creative tool that is
culturally and politically 'encoded' and embedded in a commercial system. Software
culture is considered a 'living substance' that to a large extent evolves on the
Internet and stems from and permeates various cultural realms. Within the larger
realm of software art, manipulations of existing software (cracks, patches,
plug-ins); political and activist software (e.g. cease-and-desist-ware and software
resistance); artistic tools, games, and social network architectures function as a
critical reflection of software's cultural status and a rewriting of its encoded political
or commercial agenda.

The interest in developing criteria for the study and criticism of 'cultural software'
and software art has been growing, but the question remains what impact this
software will have both in the field contemporary art and culture at large. The
nurturing of software and programming literacy is essential when it comes to
expanding the role of software in the broader context of cultural production. At this
point in time, there still needs to be a much broader appreciation of software as art
and cultural expression in order to reach a level where software is more than an
off-the-shelf product that is judged mostly by its efficiency.

The roundtable brings together (artist) teams that are working on different forms of
cultural software ranging from the creation of software literacy projects to
structures for online broadcasting and social network architectures. Demonstrating
their projects, the teams will discuss the role of software as cultural, critical and
artistic process; development strategies and social network architectures.

Related internet addresses

http://www.criticalartware.net/lib/liken/
http://www.radioqualia.net
http://www.maryflanagan.com/rapunsel/team.htm