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Re: Artist Running Data Centers 3

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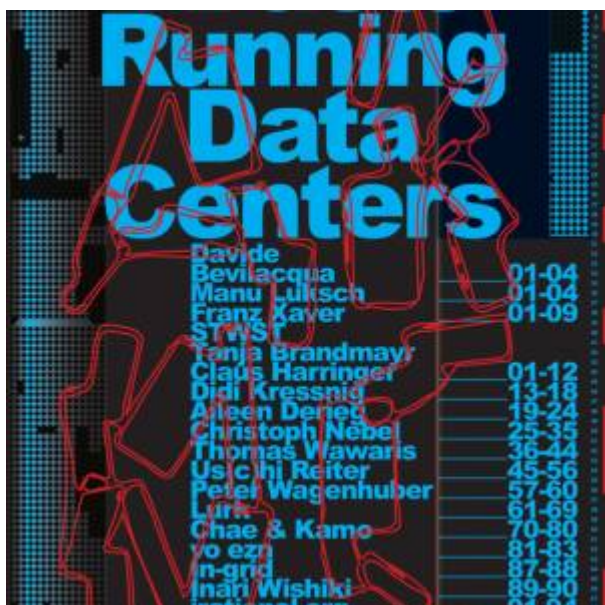
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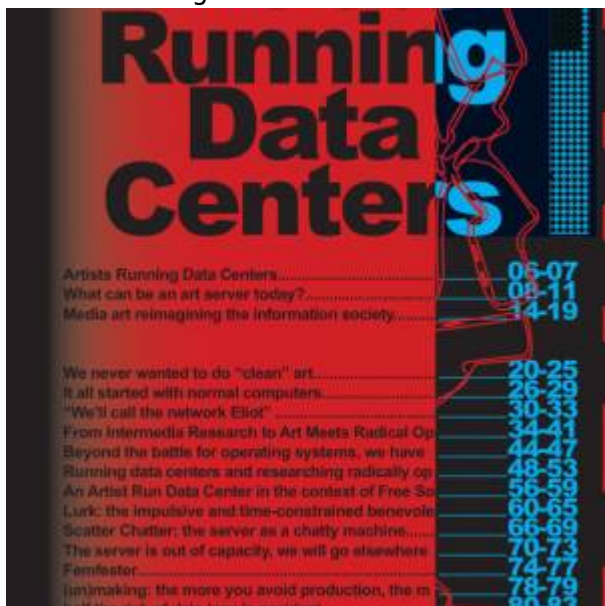
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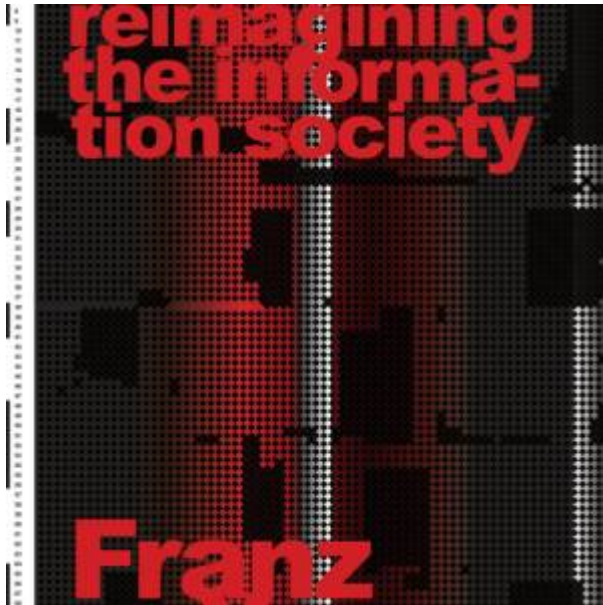
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Artists Running Data Centers – Cover

Artists Running Data Centers – Cover





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I'm very happy that I could experience that. The technical staff was done by Patrick Sibson and Max Kowalski, who was later a quite important person in the most relevant networks of the time. It was fundamental for me to experience the internet as real space. If you searched for some image or 3D models, you had the 3D Electronic journals in Amsterdam. I had to take the best of the information and when Max and Patrick set up the Medialab, the space was in words. "You see a study room of 200 square meters, on the left you have a bookshelf, on the right you have a state bank, and so on." In Medialab, you navigated using text commands like "go left to the bookshelf" or "take a book". Once you selected a book, you could read parts of it. "You read after you go to the elevator", "go up to the first floor" or "open the computer room". From there, you could connect to the Libris system at MIT and use books like Digital to digital books.

It was an exciting and interactive experience. Sibson, one of the first graphical web browsers, arranged later, introducing the graphical world into the computer screen. Back then, everything was text-based and loading images took ages. The same was to be said, but the effect of online interactions were already a hot topic. Debates often arose about what was acceptable behaviour and what wasn't in those digital spaces. So, if someone in a media conference said: "I fight on my vigils", others said: "Please, open the window." If someone faced someone or something like this, it immediately brought up questions and debates about it.

The only reason with the ASCII code is that it stays real.

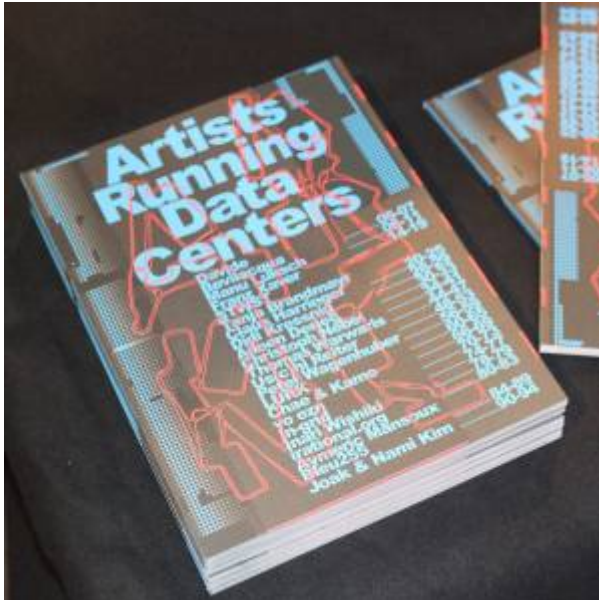


Quo Vadis. Medienkunst?

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Img 2845



Img 2860

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