

PHILOSOPHY  
OF COMPUTER SCIENCE

CD5650



COMPUTERS AND SOCIETY

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Mälardalen University, 13 May 2004

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CONTENT

- COMPUTER ETHICS
- COMPUTER-MEDIATED COMMUNICATION
- INTERNET CULTURE
- **DIGITAL ART**

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COMPUTER ART



<http://moca.virtual.museum/>

3

3D Abstract Art  
Amichai Shavit



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Assembled Photography  
**Peter L. Hammond**  
Burro



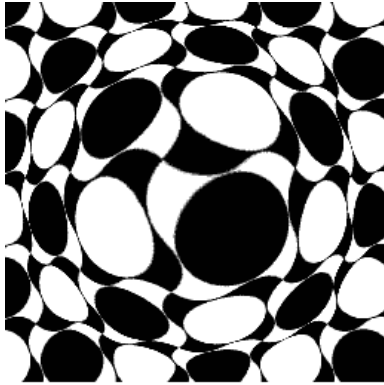
5



No. 43D  
Angelo Di Cicco

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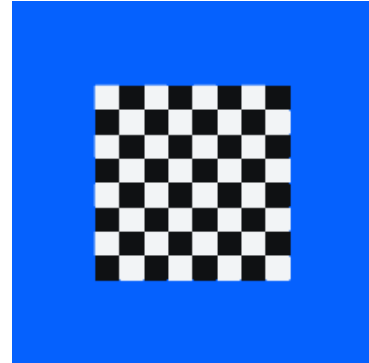
Computer Art inspired by Victor Vasarely



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Magic Cube III

Minimal Art inspired by Sol LeWitt



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Earl L. Hinrichs

<http://computerart.org/a0028-3.html>



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**Title: Polished Spiral**  
Karin Kuhlmann 2003  
Fractal,  
Mathematical Art.

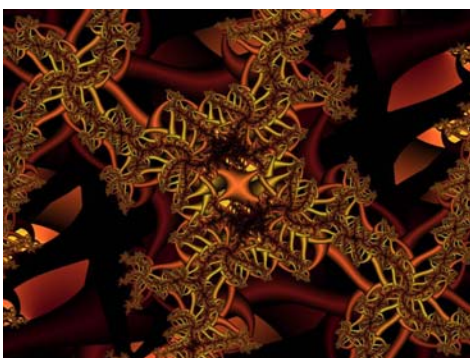
Technique: Computer  
generated Fractal, created with  
FraxPlover,  
Layer technique.



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[http://www.starbase1.co.uk/Fractal/fraxplorer/pages/dna\\_tangler.jpg](http://www.starbase1.co.uk/Fractal/fraxplorer/pages/dna_tangler.jpg)

Nick Stevens' Fraxplorer Fractals



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## Sense, Memory and Media

*Art made with digital media is everywhere, the discourse and a conceptual framework for analysis has yet to be established.*

*Critical analysis leads to discussion of*  
- the process of creation and  
- the process of reception.

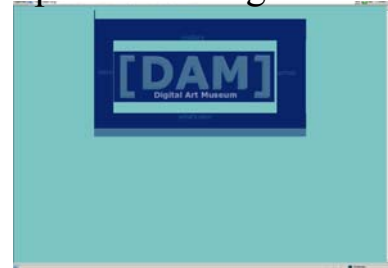
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## Aesthetic Experience

- the digital effect
- the interactive
- the immersive  
(virtual reality, etc)

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## Digital Art Museum the history and practice of digital fine art.



<http://dam.org/>

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- **Phase 1: 1956 - 1986 The Pioneers**

The pioneers of digital art, some of whom were not primarily artists, but whose visual explorations were crucial to the emerging medium. *The writing of computer programmes* was central to most of the work during this period.

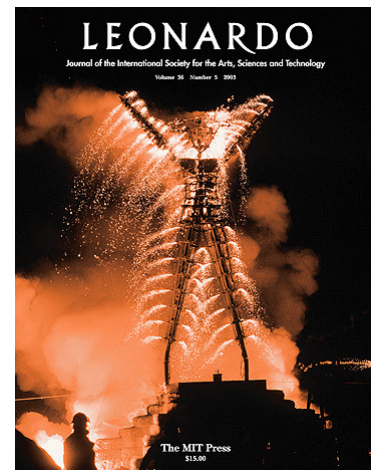
- **Phase 2: 1986 - 1996 The Paintbox Era**

In this period art software became available (slowly at first), attracting artists who could create works without programming. The principle software to emerge during this period was the *paint programme*, underpinned by affordable computers and devices such as the scanner and film recorder.

- **Phase 3: 1996 - 2006 The Multimedia Era**

Growing availability of technologies of interactivity and Internet access lead to a *democratisation* of the medium and new interactive and online artforms.

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## ART definition

1. Modes of expression that use skill or imagination in the creation of aesthetic objects, environments, or experiences that can be shared with others. (www.dictionary.com)
2. Human effort to imitate, supplement, alter, or counteract the work of nature. (www.dictionary.com)
3. The conscious production or arrangement of sounds, colors, forms, movements, or other elements in a manner that affects the sense of beauty, specifically the production of the beautiful in a graphic or plastic medium. (www.britanica.com)

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## Ethics and politics: democratization vs. the panopticon



E-Poetry

<http://epc.buffalo.edu/e-poetry/>

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### Before Sleep

I need to [find](#)

I need to [find](#)

I need to [find](#)

I need to [find](#)

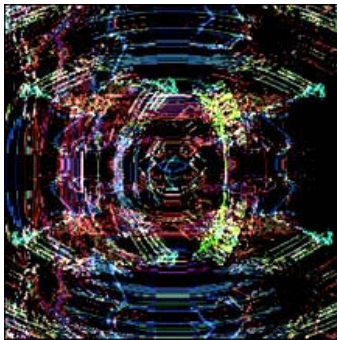
I need to [find](#)

one thin tear

<http://www.art.net/studios/visual/stowe/sleeptear1.htm>

### Interactive hyperpoetry & hyperimages

Were either of us  
Icarus?



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<http://www.art.net/studios/visual/stowe/odea.htm>

### Reference

The Blackwell Guide to the Philosophy of  
Computing and Information, Part II,  
Chapters 5-8

Luciano Floridi, Ed.