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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction: why this book? From technologies of representation to technologies of performance Performance in responsive environments, the performative event Substrate Morphogenesis Topology, manifolds, dynamical systems, measure, and bundles Practices: apparatus and atelier Effects.
Sommario/riassunto	In this challenging but exhilarating work, Sha Xin Wei argues for an approach to materiality inspired by continuous mathematics and process philosophy. Investigating the implications of such an approach to media and matter in the concrete setting of installation- or event- based art and technology, Sha maps a genealogy of topological media that is, of an articulation of continuous matter that relinquishes a priori objects, subjects, and egos and yet constitutes value and novelty. Doing so, he explores the ethico-aesthetic consequences of topologically creating performative events and computational media. Sha's interdisciplinary investigation is informed by thinkers ranging from Heraclitus to Alfred North Whitehead to Gilbert Simondon to Alain Badiou to Donna Haraway to Gilles Deleuze and Flix Guattari.Sha traces the critical turn from representation to performance, citing a series of installation-events envisioned and built over the past decade. His

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analysis offers a fresh way to conceive and articulate interactive materials of new media, one inspired by continuity, field, and philosophy of process. Sha explores the implications of this for philosophy and social studies of technology and science relevant to the creation of research and art. Weaving together philosophy, aesthetics, critical theory, mathematics, and media studies, he shows how thinking about the world in terms of continuity and process can be informed by computational technologies, and what such thinking implies for emerging art and technology.