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Nota di contenuto INTRODUCTION. Error, Noise and Potential: The Outside of Purpose /

> Mark Nunes, Southern Polytechnic State University -- HACK. 1. Revealing Errors / Benjamin Mako Hill, Massachusetts Institute of Technology; 2. Aesthetics of the Error: Media Art, the Machine, the Unforeseen and the Errant / Tim Barker, University of New South Wales : 3. Information, Noise, et al. / Susan Ballard, Dunedin School of Art : 4. Add-Art and Your Neighbors' Biz: A Tactical Manipulation of Noise / xtine burrough, California State University, Fullerton; 5. Stock Images, Filler Content, Semantic Ambiguity / Christopher Grant Ward -- GAME. 6. Gaming the Glitch: Room for Error / Peter Krapp, University of California, Irvine -- 7. The Seven Million Dollar PowerPoint and Its Aftermath: What Happens When the House Intelligence Committee Sees "Terrorist Use of the Internet" in a Battlefield 2 Fan Film / Elizabeth Losh, University of California, Irvine; 8. Disrupting the Public Sphere: Mediated Noise and Oppositional Politics / Ted Gournelos, Rollins College; 9. Wikipedia, Error, and Fear of the Bad Actor / Mark Nunes, Southern Polytechnic State University -- JAM. 10. Contingent Operations: Reticular Aesthetics, Transduction, and the EKMRZ Trilogy /

Michael Dieter, University of Melbourne ; 11. Queer/Error: Gay Media

Sommario/riassunto

Systems and Processes of Abjection / Chad Parkhill, University of Queensland Jessica Rodgers, Queensland University of Technology; 12. Error-Contagion: Network Hypnosis and Collective Culpability / Tony D. Sampson, University of East London; 13. Error 1337 / Stuart Moulthrop, University of Baltimore -- ABOUT THE CONTRIBUTORS.

"Divided into three sections, Error brings together established critics and emerging voices to offer a significant contribution to the field of new media studies. In the first section, "Hack," contributors explore the ways in which errors, glitches, and failure provide opportunities for critical and aesthetic intervention within new media practices. In the second section, "Game," they examine how errors allow for intentional and accidental co-opting of rules and protocols toward unintended ends. The final section, "Jam," considers the role of error as both an inherent "counterstrategy" and a mode of tactical resistance within a network society. By offering a timely and novel exploration into the ways in which error and noise "slip through" in systems dominated by principles of efficiency and control, this collection provides a unique take on the ways in which information theory and new media technologies inform cultural practice."--Bloomsbury Publishing.