

1. Record Nr.	UNINA9910820836103321
Titolo	The Routledge companion to mobile media art // edited by Larissa Hjorth, Adriana de Souza e Silva, and Klare Lanson
Pubbl/distr/stampa	New York, NY : , : Routledge, , 2020 ©2020
ISBN	9780367197162 0-429-24281-6 0-429-51253-8
Descrizione fisica	1 online resource (xxxi, 533 pages) : illustrations
Soggetti	New media art Digital media
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Mobile Media Art: An Introduction Klare Lanson, Adriana de Souza e Silva, and Larissa Hjorth SECTION ONE: Forerunning Mobile Media Art 1. Making Mobile Connections: Golan Levin in Conversation with Klare Lanson 2. Magic Spectacles and Portable Boxes: Notes Toward a Media Archaeology of Mobile Media Erkki Huhtamo 3. Mobile Art: From the WAP Promises to the App Bubbles Giselle Beiguelman 4. From Early Soundings to Locative Listening in Mobile Media Art Cat Hope SECTION TWO: Mobile Media Art Practice 5. Uncomfortable Interactions: Blast Theory's Matt Adams in Conversation with Rowan Wilken 6. Mobile Listening, Disruptive Ambient Music and Public Art Projects in Madrid Amparo Lasen and Massimiliano Casu 7. Performing with the Aether: An Aesthetics of Tactical Feminist Practice Nancy Mauro-Flude 8. "Amplify your Feminism:" Social Media and Feminist Locative Art Caitlin McGrane SECTION THREE: Hybrid Realities 9. Sounding Place: Teri Rueb in Conversation with Adriana de Souza e Silva 10. Historicizing Hybrid Spaces in Mobile Media Art Adriana de Souza e Silva and Ragan Glover-Rijkse 11. Algorithmic Gardening: Questions of Mobility, Hybridity and Infrastructure Shannon McMullen and Fabian Winkler 12. Back into the Locative: Theory and Practice in Urban Augmented Reality, 1999-2016

Joshua McWhirter 13. URBAN APPOINTMENT: A Possible Rendez-Vous with the City (HUMO) Brian Massumi SECTION FOUR: Selfies 14. Salutations to the Selfie: Kate Durbin in Conversation with Klare Lanson 15. Gendered Art, Work, and Self-Representation: A Comparative Analysis of Camera-Phonographic and Painted Self-Portraits Chelsea Butkowski and Lee Humphreys 16. When the Face is Data Theresa M. Senft 17. Selfies and Dronies as Relational Political Practices Grant Bollmer SECTION FIVE: Play and Games 18. Mobilizing Audience and Playful Disobedience: pvi collective's Kelli McCluskey and Steve Bull in Conversation with Klare Lanson 19. Mobile Mapping and Play Sybille Lammes and Clancy Wilmott 20. Tapping in: Playful Mobile Media Art in Australia Hugh Davies and Will Balmford 21. Ambient Play and Background Gaming: Reflecting on Quotidian Creative Practices Ingrid Richardson 22. Re-imagining Bushland Settings Through Location-based AR Mobile Gameplay Matthew Riley, Troy Innocent, and Rowan Wilken SECTION SIX: Co-Design and Space 23. Listening to Circumstance: Duncan Speakman in Conversation with Klare Lanson 24. Inventive Approaches to Data Tracking in More-Than-Human Worlds Jacina Leong, Larissa Hjorth and Jaz Hee-Jeong Choi 25. Open Prototyping: A Framework for Combining Art and Innovation in the IoT and Smart Cities Drew Hemment, Joanna Bletcher, and Saskia Coulson 26. Trojan Horse: An (Incomplete) Lexicon of Art on Wheels Gretchen Coombs 27. Understanding Mobile Media Through Codesign Workshops Fumitoshi Kato SECTION SEVEN: Sensing New Visualities 28. Future Everything, all the Time: Drew Hemment in Conversation with Klare Lanson 29. Mobile Photography and Artistic Activism in the "Instagram" Museum Daniel Palmer 30. Mobile Street Photography: Continued, Collective and Contested Decisive Moments Edgar Gomez Cruz 31. Shanzhai: Affective Assemblages and Technovisuality Helen Grace, 32. Platform Poetics: Emile Zile in Conversation with Klare Lanson SECTION EIGHT: Performing the Mobile 33. Collective Chaos and Joyful Mobility: Charlie Todd in Conversation with Klare Lanson 34. Mobile Films as Mobile Art: More than Textual Marsha Berry 35. Mobile Cinematic VR-MCVR Max Schleser 36. Wearing Data: Intentions and Tensions of Art and Design in Performance using Wearables Camille Baker 37. Networked Experience and Continual Re-orientation Martin Rieser SECTION NINE: Urban Interventions 38. Becoming Alexa: Lauren McCarthy in Conversation with Jacina Leong 39. Quotidian Record: The Musical Interpretation of Mobile Phone Location Data Brian House 40. The City as Performative Object Polak Van Bekkum 41. Encontros: An Artwork on Borders and Networked Mobilities Luisa Paraguai and Gilberto Prado 42. Critical and Creative Approaches to Digital Cultural Heritage with Augmented Reality Victoria Szabo SECTION TEN: Critical Making and Future Directions 43. Doing Critical Creative Practice and Social Research: Kat Jungnickel in Conversation with Larissa Hjorth 44. Mobile LIDAR Mediality as Artistic Anti-Environment Julia M. Hildebrand and Mimi Sheller 45. XR: Crossing and Interfering Artistic Media Spaces Nanna Verhoeff and Paulien Dresscher 46. One Good Death: Tactile, Haptic and Empathic Codesign for End-of-life Experience Leah Heiss, Matiu Bush, and Marius Foley 47. Playful Resistance of Data Futures Larissa Hjorth and Sam Hinton.

---

## Sommario/riassunto

"In this companion, a diverse, international, and interdisciplinary group of contributors and editors examine the rapidly expanding, far-reaching field of mobile media as it intersects with art across a range of spaces-theoretical, practical and conceptual. As a vehicle for, and of, the everyday, mobile media is recalibrating the relationship between art and digital networked media, and reshaping how creative practices such as writing, photography, video art and filmmaking are being

conceptualized and practised. In exploring these innovations, The Routledge Companion to Mobile Media Art pulls together comprehensive, culturally-nuanced and interdisciplinary approaches; considerations of broader media ecologies and histories and political, social, and cultural dynamics; and critical and considered perspectives on the intersections between mobile media and art. This book is the definitive publication for researchers, artists, and students interested in comprehending all the various aspects of mobile media art, covering digital media and culture, internet studies, games studies, anthropology, sociology, geography, media and communication, cultural studies and design"--

---