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Autore	Shanbaum Phaedra
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Note generali	Based on the author's thesis (doctoral--Goldsmiths' College, 2017) under the title: The interface is obsolete.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover -- Half Title -- Series Page -- Title -- Copyright -- Dedication -- Contents -- List of Figures -- Acknowledgments -- Introduction: Art at the Interface -- What Is a Digital Interface? -- A Brief History of Digital Art -- Chapter Summaries -- 1 The Aesthetic Interface -- Toward a Digital Aesthetic of the Interface -- The Aesthetic Interface and the Mediated Experience of Time -- Aesthetic Distance, Representationalism, and Cartesian Habits of the Mind -- The Difficulty with Interactivity -- The Digital Interface Is Obsolete -- Place and the Aesthetic Interface -- 2 The Embodied Interface -- The

Viewer/Participant or the Interface? -- The Human "Me" and the Technologized "You" -- The "Real" and the Representational -- The Re-use of Cultural Forms: Practice, Potentiality, and Instructional Processes -- 3 The Agential Interface -- The Agency of Human and Non-human Entities, or Why the Relationship between the Body and Technology Matters -- The Agential Interface in 768 Pieces -- Enacting the Agential Cut -- Collective Spaces of Questioning, Reflection, and Reconsideration -- 4 Instruction and the Interface -- The Ideological Effects of Instruction -- Instruction, Learning Processes, and the Cybernetic Feedback Loop of Interaction -- Pre-programmed Actions and Unexpected Experiences: Instruction as a Rhetorical Device -- Peripheral Actions and Unintended Consequences: Instruction and the Filtering Process -- Shared Ontological Systems and the Emergence of Different Dialogues -- 5 The Ubiquitous Interface: Part I -- What is Ubiquitous Computing? -- A "Shift" in Computing -- A Restructuring of Interfaces -- Re-opening the Question of the Interface: Linear Timelines and Finality -- In Conclusion -- 6 The Ubiquitous Interface: Part II -- The Instrumentalization and Commodification of the Ubiquitous Interface -- "You Are the Controller". The Alternative Ubiquitous Interface -- "A Radically New Tool" -- In Conclusion -- 7 The Implanted Interface -- Implanting the Interface -- The Limited and Limitless Possibilities of the Implant -- Support: Agency, Identity, and the Implant -- Mediate: The Social "Time Capsule" -- Enhance: Performing the Visible Invisible -- Remediate: Disembodiment, Transcendence, and the Implant -- Conclusion/Postscript -- Bibliography -- Index.

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#### Sommario/riassunto

This book is about the digital interface and its use in interactive new media art installations. It examines the aesthetic aspects of the interface through a theoretical exploration of new media artists, who create, and tactically deploy, digital interfaces in their work in order to question the socio-cultural stakes of a technology that shapes and reshapes relationships between humans and non-humans. In this way, it shows how use of the digital interface provides us with a critical framework for understanding our relationship with technology.

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