**Reading List Contemporary Art in Digital Culture**

**General Reading:**

**New Media / Digital Culture**

Kholeif, O et al (2014) You are Here – Art after the Internet,Cornerhouse publication.

Kholeif, O, Superhighway, Whitechapel Gallery, 2016.

Cornell and Halter, Mass Effect, New Museum, 2015.

Larsen, Lars Bang, Networks, Whitechapel Gallery, 2015.

Lambert, N et al, (2014) Art and the Internet, Black Dog Publishing.

Wardrip-Fruin, N and Montfort. N. (2003) The New Media Reader. London: MIT

Lister, M et al, New Media A Critical Introduction, Routledge

Jenkins, H. (2008), Convergence Culture. New York University Press

Bodman, C et al, (2014) Digital Revolution, Barbican Gallery.

Athique, A, (2013), Digital Media and Society, Polity.

Mute magazine, (2009) Proud to be flesh a Mute magazine

anthology of cultural politics after the Net. London: Mute Publishing.

Manovich,L. (2002) The Language of New Media. MIT Press

Anderson, C, (2006) The Long Tail – The New Economics of

Culture and Commerce, Random House.

The Cybercultures Reader (2007). London: Routledge.

Gere, C.(2002) Digital Culture. Reaktion Books

**Philosophy of New Media Art**

Berry, D. M. (2012), 'What Is the "New Aesthetic"?', 'Abduction Aesthetic: Computationality and the New Aesthetic', Stunlaw blog, <http://stunlaw.blogspot.com/2012/04/>

Berry, D. M. και Dieter, M. (2015), (eds.). Postdigital Aesthetics: Art, Computation and Design. Basingstoke: Palgrave Macmillan.

Berry, D. M., Dartel, Dieter, V. M,, Kasprzak Michael, M. Muller, N., O'Reilly, R. and L. de Vicente, Jos. (2012), New Aesthetic, New Anxieties. Amsterdam: V2 Press. <https://v2.nl/files/2012/publishing/new-aesthetic-new-anxieties-pdf> Contreras, S., L. M., Koterbay, (2016), The New Aesthetic and Art: Constellations of the postdigital. Amsterdam: Institute of Network Cultures.

Hansen, M. (2004) New Philosophy for New Media*.* Cambridge: The MIT Press.Lopes, D. (2009), *A Philosophy of Computer Art.* London: Routledge.

**Film, Video and Installation Art**

Steyerl, H, (2009), The Wretched of the Screen, Sternberg Press.

Aikens, N et al, (2014) Too Much World – the films of Hito Steyerl.Sternberg Press.

Rees, A.L. et al (2011) Expanded Cinema: Art, Performance and Film. London :Tate Publishing

Rees, A.L. (2011) A History of Experimental Film and Video, BFI Palgrave Macmillan.

Comer,S. (2008) Film and Video Art. London: Tate Gallery Publishing.

Cubitt, S & Partridge, REWIND British Artists' Video in the 1970s & 1980s. John Libbey Publishing

Curtis, D.(2006) A History of Artists' Film and Video in Britain, 1897-2004. London: BFI publishing.

Campany, D (2007) Cinematic (Whitechapel: Documents of

Contemporary Art).London: Whitechapel Art Gallery.

Shavirio, S (2010) Post Cinematic Affect. London: Zero Books.

Bishop, C. (2005) Installation Art. London: Tate Gallery Publishing

**Sound**

Kelly, C (2011) Sound (Documents of Contemporary Art) . MIT Press

Chion, M. (1994) Audio –Vision. Columbia University Press

Chion,M (2009). Film: a Sound Art (Film and Culture Series). Columbia University Press

Licht, Alan. (2007).Sound art : beyond music, between categories / New York, N.Y. : Rizzoli International Publications.

Sonic boom the art of sound. (2000). Hayward Gallery. London.

Beatrice, L and Campo, A. (2007) Sound and Vision. Bologna: Damiani.

Voice over: sound and vision in current art.(1998) London : South Bank Centre.

Walker, J,A. (1987). Crossovers Art into pop / pop into art. London.: Routledge.

**New Media Critique**

Turkle, S (2011). Alone Together. Basic Books.

Lovink, G, (2011), Networks without a Cause – A Critique of Social Media, Polity.

Fisher, M (2009). Capitalist Realism. London: Zero Books.

Beradi, F (2009) The Soul at Work. MIT Press

Castells, M. (2000) The Rise of the Network Society, Blackwell

Castells,M Why Networks Matter.

.http://www.demos.co.uk/files/File/networklogic17castells.pdf

Lovink, G. (2002) Dark fiber : tracking critical Internet culture. Cambridge, Mass. ; London : MIT Press.

Reynolds, S (2011) Retromania, Faber and Faber.

**Political critique and theory**

Klein, Naomi. (2008) The shock doctrine : the rise of disaster capitalism. London : Penguin, 2008. (http://www.youtube.com/watch?v=hA736oK9FPg)

Davis, Mike. (2006). Planet of slums. London : Verso, 2006.

Harvey, D. A Brief History of Neoliberalism

Harvey, D. The Enigma of Capital: And the Crises of Capitalism

Negri, Antonio. (2011) Art and multitude : nine letters on art,

followed by Metamorphoses: art and immaterial labour. Publisher:Cambridge : Polity.

Rheingold, H.(2003).Smart mobs : the next social revolution. Cambridge, Mass. : Perseus.

Berlant, L, (2011) Cruel Optimism in The Affect Theory Reader,pp. 93-118, Duke Press.

Coley, R & Lockwood, D, (2012) Cloud Time, Zero Books.

Cederstrom, C & Fleming, P, (2012), Dead man Working, Zero Books.

Dean, J, (2010), Blog Theory –Feedback and Capture in the Circuits of Drive, Polity.

**Computer Game Theory**

Bogost, I (2010) Persuasive Games: The Expressive Power of Videogames, MIT Press.

Gere, C, Lambert, N et al (2008) White Heat Cold Logic –British

Computer Art 1960-1980, MIT Press.

Juul, J (2005), Half Real –Video Games between Real Rules and Fictional Worlds, MIT Press.

Juul, J (2013), The Art of Failure: An Essay on the Pain of Playing

Video Games (Playful Thinking Series), MIT press. Bateman, C (2011), Imaginary Games, Zero Books.

King, L (ed), (2002) Game On – The history and Culture of Videogames, published by Lawrence King.

Poole, S, Trigger Happy 2.0: The Art and Politics of Videogames

Bernard Perron (Editor), Mark J.P. Wolf (Editor)(2009), The Video Game Theory Reader 2, Routledge.

Mcgonigal, J (2011)Reality is Broken: Why Games Make Us Better and How They Can Change the World, Vintage.

**Relevant links on Youtube**

E.A.T <https://www.youtube.com/watch?v=B0coC9CxER4&t=837s&ab_channel=Dartmouth>

Roy Ascott

<https://www.youtube.com/watch?v=8CBEBW4svyU&t=937s&ab_channel=ArsElectronica>

Frieder Nake

<https://www.youtube.com/watch?v=x-qAPvYdXgM&t=1558s&ab_channel=CodeSync>

Lev Manovich

<https://www.youtube.com/watch?v=kaO4V1kcC7s&t=611s&ab_channel=WorldsApaRT>

Christiane Paul

<https://www.youtube.com/watch?v=JIc7jzTnBqw&ab_channel=BerkeleyCenterforNewMedia>

Cyborg Futures: Stelarc Live, Ζωντανή μετάδοση στις 17 Δεκ 2020 <https://www.youtube.com/watch?v=TgTYIlniHTQ&feature=youtu.be&ab_channel=ImpaktFestival>

**Exhibitions:**

Digital Revolution –Barbican (2014)

http://www.barbican.org.uk/digital-revolution

Game On http://www.barbican.org.uk/bie/game-on/multimedia

<https://vimeo.com/263316738>

<https://www.hek.ch/en/program/events-en/event/award-ceremony-pax-art-awards-2019.html>

Reading as Bodies <https://vimeo.com/467306322>

Minimal x Nxt Museum x ADE 2020 w/ Woody92 b2b Spekki Webu, live visuals by Desilen <https://vimeo.com/485646134>

**Artists:**

**Generative Art**

<http://dada.compart-bremen.de/item/artwork/1479>.

<https://www.youtube.com/watch?v=MwHQx9BrHQc&t=134s>

<http://www.interface.ufg.ac.at/christa-laurent/WORKS/artworks/PortraitOnTheFly-Interactive/videos/PortraitOnTheFly-Interactive.mp4> & <http://www.interface.ufg.ac.at/christa-laurent/WORKS/FRAMES/FrameSet.html>

<http://philipgalanter.com/art/generativebodies/a/>

<https://www.youtube.com/watch?v=9SwNdJ0MVGM>

<https://muda.co/ravenkwok/>

**Robotics**

<https://vimeo.com/48103645>

<https://artsandculture.google.com/entity/optimization-of-parenthood-part-2/g11hxz5bp15?hl=en>

<https://vimeo.com/75361102>

**Video Art**

<https://www.youtube.com/watch?v=4Ili9pvlxdk>

<https://www.youtube.com/watch?v=ddY-r_V7vcI>

<https://jonrafman.com/>

<https://www.youtube.com/watch?v=xJiZPKdir7Y>

<https://www.youtube.com/watch?v=kKAKgrZZ_ww> & Article: <https://www.e-flux.com/journal/49/60004/too-much-world-is-the-internet-dead/>

**Gaming**

<https://www.vam.ac.uk/rromok/> & <https://www.vam.ac.uk/blog/digital/introducing-rromok-a-simulation-game-developed-by-rites-network>

<https://www.youtube.com/watch?v=Nbej4iuUN4Q>

**Avatars**

<http://www.gazirababeli.com/GAZ.php> / <http://go.secondlife.com/landing/creator/?lang=en>

**Installations**

<http://www.eb-mm.net/en/projects/oasis-max-life>

<https://www.youtube.com/watch?v=vikH_e9lhWQ>

<https://www.bolognini.org/foto/cims.htm>

**Cybernetics**

<https://www.youtube.com/watch?v=f-1xDhMtqzc>

**Neural Networks**

<http://www.miketyka.com/?p=eons>

**ASCII art**

<https://i.kym-cdn.com/photos/images/original/000/592/793/05f.png>

**Digital Poetry**

<http://collection.eliterature.org/1/works/morrissey__the_jews_daughter.html>

**GIF art**

<https://joewinograd.tumblr.com/>

<https://www.behance.net/gallery/31521267/SHOLIM-GIF-ART-EXHIBITION-Kino-klub-Zagreb-CRO>

**General Resources:**

<https://www.sfmoma.org/stories/>

<https://borderless.teamlab.art/>

<https://www.ars.electronica.art/index.html>

<http://www.newmediaart.eu/>

<http://www.microwavefest.net/festival2019/MainExhibition.html>

<https://s3-us-west-2.amazonaws.com/sfmomamedia/proxies/010101/default.htm>

<https://nxtmuseum.com/>

<https://v2.nl/>

<https://zkm.de/en>

<http://www.isea-web.org/>

<http://act.mit.edu/cavs>

<http://www.vam.ac.uk/content/articles/t/v-and-a-computer-art-collections/>

<https://www.ntticc.or.jp/en/>

Mute magazine - http://www.metamute.org/

Ubu - http://www.ubu.com/

Wired - http://www.wired.co.uk/

E-flux - http://www.e-flux.com

Variant - <http://www.variant.org.uk/>