

MA class on Art, Theory & Techniques of Free Software

Jaromil's Journal of Musings

March 24, 2010

English description

This course will introduce students to the aesthetics of the free software creative universe, to the instruments adopted and in course of development. We will explore source code with a linguistic approach, looking for possibilities to define and adopt new languages for practical and conceptual creativity and description, deconstructing the established syntactic and semantic rules imposed by applications on the consumer market.

The practical part of the course will focus on using and customising language based tools for the creation and publication of audio, video and text, among them: FreeJ¹, Fluxus², Context Free Art³, Emacs⁴, Muse-el⁵, Latex⁶, TBT⁷.

Italian description

Questo modulo formativo introdurrà gli studenti alle sensibilità estetiche proprie dell'universo creativo del software libero, nonché agli strumenti adoperati ed in via di sviluppo. Verrà esplorato l'universo linguistico dei codici sorgenti, la possibilità di definire ed adoperare nuovi linguaggi per la generazione di materiali visivi e sonori, decostruendo le relazioni sintattiche e semantiche pre-stabilite dalle applicazioni sul mercato di consumo.

La pratica del seminario verterà sull'uso e la personalizzazione di software basati sul linguaggio per la creazione di audio video e testi, fra i quali: FreeJ⁸, Fluxus⁹, Context Free Art¹⁰, Emacs¹¹, Muse-el¹², Latex¹³, TBT¹⁴.

0.1 Bibliography

For the theoretical part, participants are requested to read and comment on the following texts:

- "The Net as Artwork", Tatiana Bazzichelli, Costa e Nolan (it, 2006), Digital Aesthetics Research Center, Aarhus University (en, 2008)¹⁵
- "Constructing Media Spaces", Josephine Bosma, Medien Kunst Netz (2006)¹⁶

¹<http://freej.dyne.org>

²<http://www.pawfal.org/Software/fluxus/>

³<http://contextfreeart.org/>

⁴<http://www.gnu.org/software/emacs/emacs.html>

⁵<http://mwolson.org/projects/EmacsMuse.html>

⁶<http://www.guit.sssup.it/>

⁷<http://tbt.dyne.org>

⁸<http://freej.dyne.org>

⁹<http://www.pawfal.org/Software/fluxus/>

¹⁰<http://contextfreeart.org/>

¹¹<http://www.gnu.org/software/emacs/emacs.html>

¹²<http://mwolson.org/projects/EmacsMuse.html>

¹³<http://www.guit.sssup.it/>

¹⁴<http://tbt.dyne.org>

¹⁵<http://www.networkingart.eu>

¹⁶http://www.medienkunstnetz.de/themes/public_sphere_s/media_spaces/

- "Words Made Flesh", Florian Cramer, Piet Zwart Institute (2005)¹⁷
- "I Love you", digitalcraft (2004)¹⁸
- "Software, Art, Aesthetics", Andreas Broeckmann, Runtime Art (2004)¹⁹
- "Read_me, run_me, execute_me", Inke Arns, Medien Kunst Netz (2004)²⁰
- "Not Just Art", Saul Albert, twentiethcentury (2003)²¹
- "Digital Code and Literary Text", Florian Cramer, Freie Univ. Berlin (2003)²²
- "Smash the Surface / Break Open the Box / Disrupt the Code", Eric Kluitenberg, ProContra / CFront (2000)²³
- "net.art on nettime", Robert Adrian X, Ljudmila Medialab (1996)²⁴
- "Art, Power, and Communication", Alexei Shulgin (1996)²⁵

0.2 Target audience

This course is intended for MA students coming from either a technical and humanistic studies backgrounds (even better if with mixed classes) willing to engage the novelty of free software approaches from both a theoretical and practical perspective. It requires basic knowledge of GNU/Linux/BSD systems and the interest to approach activities of design and invention taking into account both cultural and technical implications.

Recommended study backgrounds:

- Media studies
- Communication Sciences
- Information Sciences
- Architecture
- Art and Design
- GNU / Linux / BSD

0.3 Topics explored

- Cooperative (non competitive) shared development
- Interdisciplinary thoughts, symmetrical anthropology
- Characteristics of existing programming languages
- Object oriented development patterns
- Architectures of communication
- Licensing and ownership in digital art

¹⁷<http://pzwart.wdka.hro.nl/mdr/research/fcramer/wordsmadeflesh/wordsmadefleshpdf>

¹⁸<http://www.digitalcraft.org/iloveyou/catalogue.htm>

¹⁹<http://runtimeart.mi2.hr/TextAndreasBroeckmann>

²⁰http://www.medienkunstnetz.de/themes/generative-tools/read_me/print/

²¹http://twentiethcentury.com/saul/not_just_art.htm

²²http://cramer.plaintext.cc/essays/digital_code_and_literary_text/digital_code_and_literary_text.pdf

²³<http://amsterdam.nettime.org/Lists-Archives/nettime-l-0006/msg00132.html>

²⁴<http://www.ljudmila.org/nettime/zkp4/37.htm>

²⁵<http://sunsite.cs.msu.su/wwwart/apc.htm>

- Basics of game design and free software tools
- Dramaturgy in New Media Art
- Design for Commoning, Bricolabs, DIY culture

0.4 Current hosts

School	Course	Period	Length	
				WDKA ²⁶ Rotterdam (NL) MDMA Oct-Dec 2008, 2010 72 h
				NABA[2] Milano (IT) D3D May 2008, 2009 24 h

Copyright (C) 2000 - 2010 dyne.org foundation and respective authors. Verbatim copying and distribution is permitted in any medium, provided this notice is preserved. Send inquiries & questions to dyne.org hackers.

²⁶Willem de Konig Academy, Piet Zwart Institute [2] Nuova Accademia delle Belle Arti