

The art formerly known as computer art

Symposium

at Jahrestagung der GI, Bremen, 27 September 2007, 14:00-15:30

Since the mid-1960s, digital computers have been used for the generation of works of fine art. Since then tremendous change and progress have occurred, both in form and content. Computer art, digital art, (new) media art, software art, interactive art, net art, algorithmic art are but a few labels under which these movements are known. Their common ground is the use of computers, otherwise they may be quite diverse.

Computer art started when computing science had barely become an established academic discipline. Therefore, a better understanding of what software is, and how it works, can be linked to a better understanding of what computer generated art is.

The symposium will address the following *questions*

- What did pioneers of computer art foresee as its future forms and contents?
- What may current media artists learn from studying early computer art?
- What do computing scientists and algorithmic artists have in common?
- Must there be strong interdisciplinary cooperation between art and science?

Participants in the audience should expect

- to share with experts their insight into the character of algorithmic art,
- to learn to distinguish tool use of programs from participation in media environments,
- to gain a feeling for future developments in this exciting field of creativity,
- and to share some time of excitement with artists of a third culture.

After an introduction to the topic each panelist will present a short statement.

Rebuttals and questions among the panelists will follow before the discussion will be opened to the floor (last 30 minutes). – On the panel you will meet

- Prof. Dr. Hans *Deblinger*, designer and artist, internationally well known in algorithmic art; Universität Kassel
- Prof. Olia *Lialina*, net artist, international awards; Merz Akademie Stuttgart
- Wolfgang Strauss, interactive artist, many award; eCulture Factory Bremen, a part of Fraunhofer Gesellschaft
- Prof. Dr. Georg *Trogemann*, computer scientist and artist; Kunsthochschule für Medien Köln
- Prof. Dr. Frieder *Nake*, computer scientist and artist, Universität Bremen and Hochschule für Künste Bremen (chair).