

Assignment 11: Interactive Art (Deck Article)

Paper: Deck, Andy C. (1999) "In Search of Meaningful Events: Curatorial Algorithms and Malleable Aesthetics." In D. Bearman & J. Trant (Eds.), *Museums and the Web 1999*, Archives & Museum Informatics, Pittsburgh, PA, available at: http://artcontext.org/crit/essays/cur_al/

Analizers and summarizers roles for assignment 11:

1. SCHRAM, AARON
2. TORGERSON, ADAM
3. VELEZ, JAVIER

are the "analizers and summarizers"! The "analizers and summarizers" can do their work individually or jointly!

due: **Wed, March 2**

1. **producers:** please submit by **9:00am to the class website** → please be on time, so the "analizers and summarizers" can do their work!
2. **analizers/summarizers:** please submit by **3:00pm** to the class website

Briefly discuss the following issues:

1. what did you find (articulate the answers in your **own** words)
 - 1.1. **interesting** about the article?
 - 1.2. **not interesting** about the article?
2. what does the author mean by **curatorial algorithms**?
3. what does the author mean by **malleable aesthetics**?
4. what do you consider the **main message** of the article?
5. Please comment on the following claim: *"As an artist using the Internet, the question of how to involve people in meaningful events is paramount. Inspiring participation in something useful or fun, or enlightening is okay. But better still is orchestrating contributions to something good that lasts longer the event itself..."*
 - 5.1. agree / disagree?
 - 5.2. which are the personal consequences which you draw from this statement?
 - 5.3. are the educational programs you are involved addressing this claim?
6. Please comment on the following claim: *"Due to the manipulative capacity of interactive systems, designs should be open to revision and debate... The term "malleable aesthetics" as I mean it refers to the ability to accumulate not only statements, or data, but also the structural changes brought by users of the system. Incompatible with forced enclosure, the purest forms of this category of production are licensed to assure that programming code remains in the public domain"*
 - 6.1. agree / disagree?
 - 6.2. which are the personal consequences which you draw from this statement?
 - 6.3. are the educational programs you are involved addressing this claim?
7. Do you feel that the "Design, Learning, and Collaboration" course addresses these two claims?