Overview of how artists and designers have used the web
what is has enabled for artists, musicians, dancers and design
some silly video clips
and some of the challenges facing designers in particular
this is a whilst stop tour please do not worry about noting down URLs
All the slides will be online with notes by the end of today
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what is art? the word changes its meaning depending on technology and culture. so we will focus on creativity and the web.
tools/the tech

art uses this – big time – technology (inherent link)
the web is just another tool for artists and designs thats for sure but…
technology has a major impact on the work the type of work –

for example. The invention of the collapsible paint tube in 1841 by John G. Rand, was one of the most important developments for nineteenth-century painting. Paint in tubes contributed significantly to the ever-growing number of amateur painters.

http://sfplamr.blogspot.com/2010_03_01_archive.html
blogging
critique no longer the elite
Fashion industry – changed for every
feedback, discussion, reviews etc etc
making copies

again this is technology driven when making copies become easy it changes markets
printing press
digital files
3d printing
music is free

Music is now free

music distribution – music labels
web allows for independent distributors – it is also creating the new streams...
online tools to enable distribution ...
Bandcamp web allows for independent distributors – it is also creating the new streams...
online tools to enable distribution ...
Sharing

image distributions. the same – has this changed art?
share – gain an audience – link to like minded individuals
share – gain an audience – link to like minded individuals
you also get inspiration
Art builds on Art
More links
http://scrapiteria.blogspot.com/
http://www.hamburgereyes.com/
http://www.gatheredinspring.blogspot.com/
http://www.postsecret.com/
sneak peek – responses etc – web designers
Forrst is a community of passionate developers and designers focused on helping themselves and others get better at their craft, providing thoughtful critiques, and sharing their knowledge to build better applications and websites.
building on the past

appropriation art
rip : a remix manifesto
Creative commons
Video art
anyone can do it? who is the artist – what does the artist need to do
vimeo groups, channels
- ubu web
- blip.tv
online festivals – audience participation.
democratisation of art
Performance

http://www.ted.com/talks/lang/eng/chris_anderson_how_web_video_powers_global_innovation.html
http://www.ted.com/talks/the_lxd_in_the_internet_age_dance_evolves.html
“Dancers have created a whole global laboratory online for dance

Kids in Japan are taking moves from a YouTube video created in Detroit, building on it within days and releasing a new video”

http://www.ted.com/talks/lang/eng/chris_anderson_how_web_video_powers_global_innovation.html
http://www.ted.com/talks/the_lxd_in_the_internet_age_dance_evolves.html
Jon M. Chu
Lil Demon

evolution of dance
Data

data mining
http://awesome.good.is/transparency/014/014-buying-whos-buying-what.html

a little shallow
but massive at the moment for designers

communication design to take off and fix these things to be better and saying X
New Media

http://awesome.good.is/transparency/014/014-buying-whos-buying-what.html

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communication design to take off and fix these things to be better and saying X
Jer Thorp creates beautiful data visualizations to put abstract data into a human context.
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http://www.ted.com/talks/jer_thorp_make_data_more_human.html
http://blog.blprnt.com/
Eno Henze

Eno Henze works as artist, scenographer
Laser Drawings on Foto Paper
Raquel Meyers
Jer Thorp creates beautiful data visualizations to put abstract data into a human context.
Brendan Dawes
Every week, in the early hours of Sunday morning, a humble brown paper bag is automatically filled with the ten latest photos from my Instagram feed. Waking up I peer into the bag to see what photos the people I’m following have taken whilst I’ve been asleep.

Like many people I love surprises. Surprises in a digital form are one thing, surprises in a physical form are another. I remember when I was younger taking photos and the following anticipation I felt as I waited to get the prints back to hold in my hands a few days later. This simple project is my attempt to add this layer of surprise and delight back into the often instant nature of digital objects.
Doodlebuzz is a new way to explore the news through an experimental interface that allows you to bump into connected articles and topics.

The Doodlebuzz draw-to-explore system creates a chaotic structure that allows for a greater level of serendipity than traditional linear paradigms normally allow for. Whilst I would not like to browse Amazon in this way, Doodlebuzz is a startling and fun interface with playfulness at its core.
Cory Arcangel

Cory Arcangel is a digital artist who lives and works in Brooklyn. His work is concerned with the relationship between technology and culture, and with media appropriation.

Each subsequent Web 2.0 breakthrough has lowered the bar for publishing and sharing information. Hypertext Markup Language is not needed to tweet. And why search for anything when your Facebook friends are constantly pushing music, videos, fashions, and thoughts on you?
Real data
http://code.google.com/creative/radiohead/
geo location, html5, chrome

http://www.thewildernessdowntown.com/

colleague comment "I hated (I mean really hated) that wildernessdowntown thing ... what with google's sticky fingers all over it I could just imagine the googlespods in the targeted marketing depot drooling over its depressing possibilities - this is art firmly & squirmly in the hands of corporate interests..."
Publishing/Advertising

web advertising etc remodelled
There is a concern that the iBooks/ePub stuff created would not take advantage of connectivity of these devices - the UX and UI design. The web design wise suffered from this for a long time.
The New Art of Making Books’ the relationship between the physical and the digital.

http://www.book-lab.org/naomb.html
The artist offers us an impression of a future of Augmented reality – artists questions the world in which we live in. How far away are the two...

AR needs designing too!

http://www.vimeo.com/8569187

future
Funding

Kickstarter is focused on creative ideas and ambitious endeavors. We're a great way for artists, filmmakers, musicians, designers, writers, illustrators, explorers, curators, performers, and others to bring their projects, events, and dreams to life.

patent issues
copyright be blocker to innovation
3d Printing

affects commercial enterprises
Welcome to the Thingiverse.
This is a place to share digital designs that can be made into real, physical objects. Let's create a better universe, together.

Check out all the Colbert Things on Thingiverse

Who's Making What?

Four Jaw Keyless Chuck
By: ImmaMeasurer 45 minutes ago

Camera Lens Cap Holder
By: ImmaMeasurer 47 minutes ago

Bridge Torture Test
By: ImmaMeasurer 1 hour ago

thingiverse
In 2009, I set up Space Makers Agency. Our first project took twenty empty shops in an indoor market in south London and transformed them into a rolling festival of pop-ups, events and new local businesses.

Flash mobbing, groups together, meet ups, creative thinking
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Design for the web
OFF MY LAWN!

IT IS NOT "IRONIC" when an article about web standards is published in an online magazine formatted in Flash, or PDF, or some other non-HTML format. It is not "ironic" when an article on responsive design appears on a website that is not responsively designed. It is not "ironic" when an article on three essential principles of usability appears on a website that violates all three principles. It is not "ironic" when an article bemoaning the overuse of "Share" buttons appears on a website that


5by5.tv
Responsive Web Design
This is what I do.

<table>
<thead>
<tr>
<th>web design</th>
<th>writing</th>
<th>speaking</th>
</tr>
</thead>
<tbody>
<tr>
<td>I aim to craft websites that look and work beautifully on any device. I am a web designer focusing on HTML, and CSS based in beautiful Pittsburgh, PA.</td>
<td>I write about mobile web design, responsive design and more on my blog and have contributed pieces to a number of publications, magazines and books.</td>
<td>I'm extremely passionate about what I do and love talking about where the Web is going. I speak about design, development and more at conferences around the world.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>helping</th>
<th>this is responsive</th>
<th>sharing</th>
</tr>
</thead>
<tbody>
<tr>
<td>I help brands, agencies, and other organizations tackle the ever-evolving multi-device Web landscape. I love consulting and giving workshops with companies.</td>
<td>This is Responsive is a site that collects resources, news and emerging patterns to help people create great responsive web experiences.</td>
<td>I love sharing information, learning tools of new stuff I very play, and participating in the collective conversation that is Twitter.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>mobile web best practices</th>
<th>future friendly</th>
<th>pattern lab</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greeting mobile web experiences is difficult, so I created a site full of mobile web design considerations and resources.</td>
<td>In order to deal with tomorrow's diversity, we must acknowledge and embrace unpredictability as well as think and behave in a future-friendly way.</td>
<td>I created a collection of tools to help people create atomic web design systems. Pattern Lab is a static site generator, style guide, viewport helper, annotation tool, and more.</td>
</tr>
</tbody>
</table>

<table>
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<tr>
<th>wtf mobile web</th>
<th>wtf qrcodes</th>
<th>music</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wtf Mobile Web collects examples of what not to do when creating web experiences in this mobile age. Co-curated with Jen Simmons.</td>
<td>QR codes can be hilarious. Craig Villanor and I called the most ridiculous implementations of QR codes out in the wild.</td>
<td>I’m primarily a bass player, though I also enjoy playing drums, guitar and keyboards (rallies when nothing else is available). I play and record with my wonderful wife.</td>
</tr>
</tbody>
</table>

Designing experience
‘Our lives are a string of experiences. Experiences with people and experiences with things. And we, as designers — as the people who craft experiences — we have a profound responsibility to make every experience as beautiful, as comfortable, as painless, as empowering, and as delightful as possible.’

Aral Balkan

as people become more reliant on using connected devices to bank or services design becomes more fundamental to aid those experience UX
‘Our lives are increasingly mediated by, filtered through, and experienced via technology. A plethora of mechanisms capture, store, examine, manipulate, derive intelligence from, and share our information. This happens either with our knowledge, consent, and intent or without.’

Aral Balkan

Winchester Centre for Global Futures in Art Design & Media, the research centre based at Winchester School of Art, University of Southampton.

https://vimeo.com/wsglobalfutures
the web is a work of art

it could definitely be argued that the web is a work of art

remember everything we see on the web is designed, at almost every level
“Whatever happens next, it won’t be what you expected.

If it is what you expected, it isn’t what’s happening next.”

Brian Eno

http://www.prospectmagazine.co.uk/2010/11/brian-eno-next-big-thing/