

Contents

Foreword by Dieter Daniels	vii
Preface	xi
Acknowledgments	xiii
Introduction	xv

1 Interactive Art—Definitions and Origins 1

(New) Media Art, Computer Art, Digital Art, and Interactive Art	1
Aesthetic Strategies in Processual Art	9
Art, Technology, and Society	39

2 Interaction as an Aesthetic Experience 43

The Artwork as the Object of Aesthetics	43
Aesthetic Experience	48
Aesthetics of Response	52
Aesthetics of Process	56
Methodology	62

3 The Aesthetics of Play 71

Art and Play from Schiller to Scheuerl	72
Characteristics of Play	74
Performance and Performativity	81

4 The Aesthetics of Interaction in Digital Art 89

Actors	90
Space	99
Time	109
Interactivity and Interaction	119
Materiality and Interpretability	139
The Ontological Status of Interactive Art	163

5 Case Studies 177

Case Study 1: Olia Lialina, <i>Agatha Appears</i>	177
Case Study 2: Susanne Berkenheger, <i>Bubble Bath</i>	186

Case Study 3: Stefan Schemat, <i>Wasser</i>	193
Case Study 4: Teri Rueb, <i>Drift</i>	203
Case Study 5: Lynn Hershman, <i>Room of One's Own</i>	209
Case Study 6: Agnes Hegedüs, <i>Fruit Machine</i>	220
Case Study 7: Tmema, <i>The Manual Input Workstation</i>	225
Case Study 8: David Rokeby, <i>Very Nervous System</i>	234
Case Study 9: Sonia Cillari, <i>Se Mi Sei Vicino</i>	241
Case Study 10: Blast Theory, <i>Rider Spoke</i>	248
Conclusion	261
Notes	267
Bibliography	325
Index	349