

Contents

Preface 7

Introduction 8

The Internet's History and Pre-History 14;

The Art-Historical Context for Internet Art 19

Chapter 1 **Early Internet Art** 31

Participation in Public Spaces 34; *Russian Internet Art Scene* 36;

New Vocabularies 39; *Travel and Documentary Modes* 45; *Net.art* 52;

Cyberfeminism 62; *Corporate Aesthetics* 65; *Telepresence* 67

Chapter 2 **Isolating the Elements** 73

Email-based Communities 73; *Exhibition Formats and Collective*

Projects 78; *Browsers, ASCII, Automation and Error* 84; *Parody,*

Appropriation and Remixing 92; *Mapping Authorship* 103; *Hypertext*

and Textual Aesthetics 104; *Remodelling Bodies* 108; *New Forms*

of Distribution 110; *Sexual Personae* 111

Chapter 3 **Themes in Internet Art** 119

Infowar and Tactical Media in Practice 119; *Turn of the Millennium, War*

and the Dotcom Crash 128; *Data Visualization and Databases* 132;

Games 144; *Generative and Software Art* 152; *Open Works* 164;

The Crash of 2000 168

Chapter 4 **Art for Networks** 173

Voyeurism, Surveillance and Borders 173; *Wireless* 180;

E-commerce 184; *Forms of Sharing* 188; *Video and Filmic*

Discourses 191; *Low-fi Aesthetics* 200; *'Art for Networks'* 206

Timeline 214

Glossary 214

Projects and Resources 216; **Select Exhibitions** 217;

Festivals, Events and Venues 218; **Mailing Lists** 218

Select Bibliography 218

Illustration List 220

Index 222