10 questions on Internet based art open call – ongoing deadline --> JavaMuseum - Forum for Internet Technology in Contemporary Art <u>http://www.javamuseum.org</u> is currently preparing "JIP - JavaMuseum Interview Project" & invites via this open call professionals and "amateurs" to answer 10 questions on Internet based art , in order to enable a broader discussion about the still undervalued genre of new media art through a variety of different approaches, definitions and opinions.

The questions and the entry details can be found on "JIP - JavaMuseum Interview Project" weblog <u>http://netex.nmartproject.net/index.php?blog=11&cat=78</u> where the answers will be posted, as well.

A selection of the most interesting answers will be included in JIP - JavaMuseum Interview Project <u>http://jip.javamuseum.org</u> to be launched in September 2006.

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10 questions on Internet based art

Professionals and "amateurs" are invited to answer following 10 questions on Internet based art, in order to enable a broader discussion about the still undervalued genre of Internet based art through a variety of different approaches, definitions and opinions. Please cut and paste the questions and send them answered as plain email text together with your name, email address and a short biographic profile (not more than 150 words) to info@javamuseum.org subject: 10 questions

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10 questions--- \rightarrow

Question 1.

Since a reasonable time, digital media entered the field of art and extended the traditional definition of art through some new , but very essential components.

Do you think it is like that and if yes, tell me more about these components and how they changed the perception of art?

Question 2.

A relevant section of digital art represents Internet based art. The Internet was hardly existing, but artists conquered already this new field for their artistic activities.

Can the work of these early artists be compared with those who work with advanced technologies nowadays? What changed until these days ? What might be the perspectives for future developments?

Question 3.

The education in the field of New Media art, including Internet based art, started late compared with the general speed of technological development and acceptance.

So, generations of artists who used the Internet as their artistic working field were not educated in this new discipline(s) and technologies, but had rather an interdisciplinary approach.

What Do you think, would be the best way to teach young people how to deal with the Internet as an environment of art?

Question 4.

What kind of meaning have the new technologies and the Internet to you in concern of art, are they just tools for expressing artistic intentions, or have they rather an ideological character, as it can be found with many "netartists", or what else do they mean to you?

Many "Internet based artists" work on "engaged" themes and subjects, for instance, in social, political, cultural etc concern.

Which contents are you particularly interested in, personally and from an artcritical point of view.

Question 5.

The term "netart" is widely used for anything posted on the net, there are dozens of definitions which mostly are even contradictory.

How do you define "netart" or if you like the description "Internet based art" better?

Do you think "netart" is art, at all, if yes, what are the criteria?

Are there any aesthetic criteria for an Internet based artwork?

Question 6.

"Art on the net" has the advantage and the disadvantage to be located on the virtual space in Internet which defines also its right to exist.

Do you think, that "art based on the Internet", can be called still like that, even if it is just used offline?

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Question 7.

Dealing with this new, and interactive type of art demands an active viewer or user, and needs the audience much more and in different ways than any other art discipline before. How do you think would be good ways to stimulate the user to dive into this new world of art?

What do you think represents an appropriate environment to present net based art to an audience, is it the context of the lonesome user sitting in front of his personal computer, is it any public context, or is it rather the context of art in general or media art in particular, or anything else.?

If you would be in the position to create an environment for presenting this type of art in physical space, how would you do it?

Question 8.

As Internet based art, as well as other art forms using new technologies are (globally seen) still not widely accepted, yet, as serious art forms, what do you think could be an appropriate solution to change this situation?

Question 9.

The Internet is sometimes called a kind of "democratic" environment,

The conventional art practice is anything else than that, but selective by using filters of different kind. The audience is mostly only able to make up its mind on second hand. Art on the net might potentially be different. Do you think the current practice of dealing with Internet based art is such different or rather the described conventional way through (also curatorial) filtering?

Do you think, that speaking in the terms of Joseph Beuys, anybody who publishes anything on the net would be also an artist?

Question 10.

Do you think, the curators dealing with net based art should have any technological knowledge in order to understand such an art work from its roots? And what about the users of Internet based art?

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