

Society & Change

lightning talk:

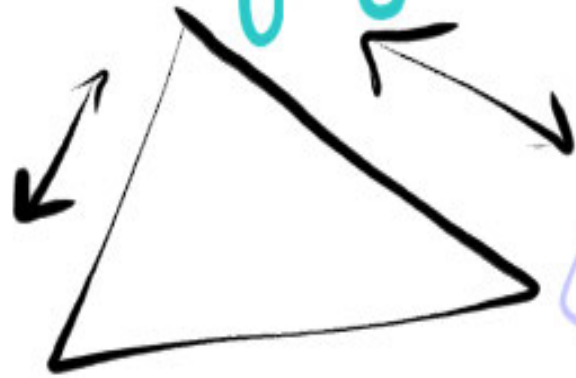
A Brief History of technology  
in the Digital Age

Society & Change

lightning talk:

A (start of a) Brief History  
of technology in the Digital  
Age

Technology



Society

ARTS

technology

# technology



# technology

- Borrowed from Ancient Greek τεχνολογία (tekhnología, “**systematic treatment (of grammar)**”), from τέχνη (tékhne, “**art, craft**”) + -λογία (-logía). Synchronically analysable as techno- + -logy.

# lighting talk today

## ■ History of the Digital Age

- early dreams of computing:  
historical predecessors

- development of the early internet

## ■ Internet Art

## ■ “Post-Internet”

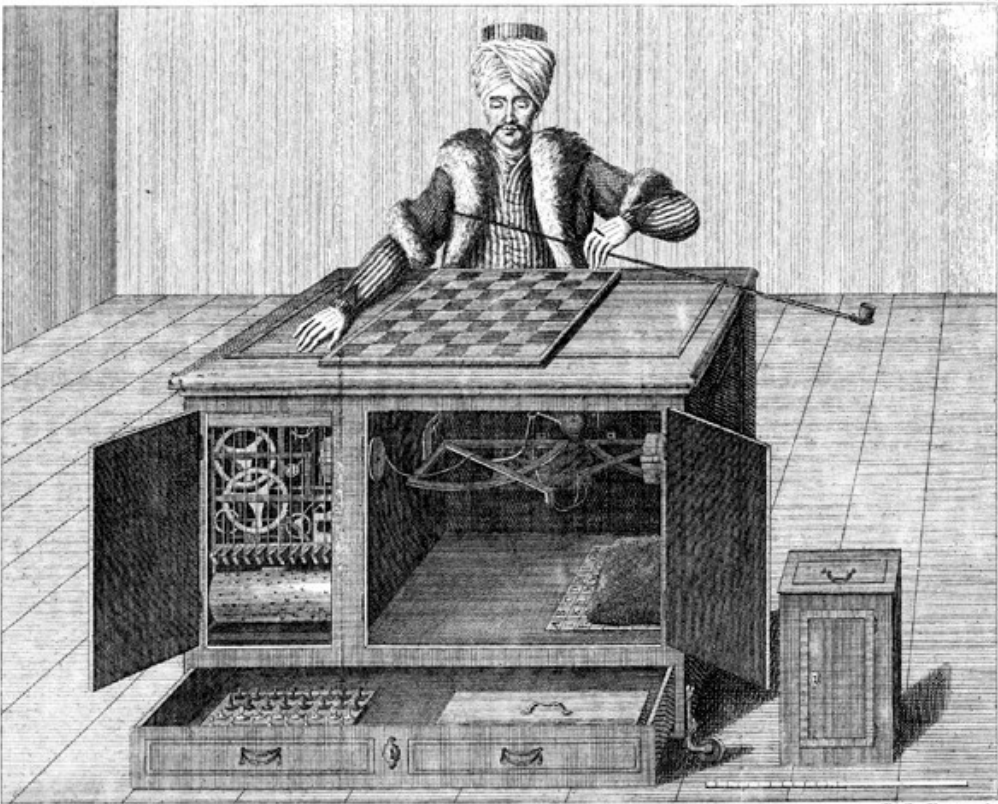
~ What did mankind want their dream machines to have? ~

- Memory/Information
- Organisational qualities
- Connectivity
- Accessibility, easy use
- Intelligence
- shitty jobs

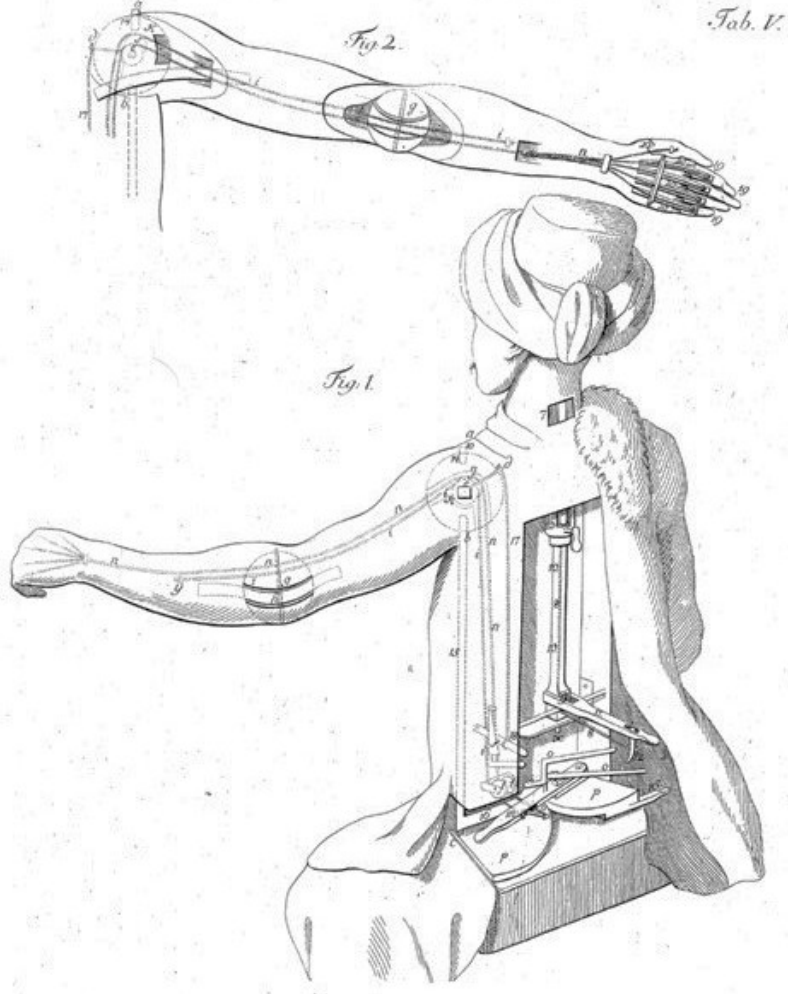
why?

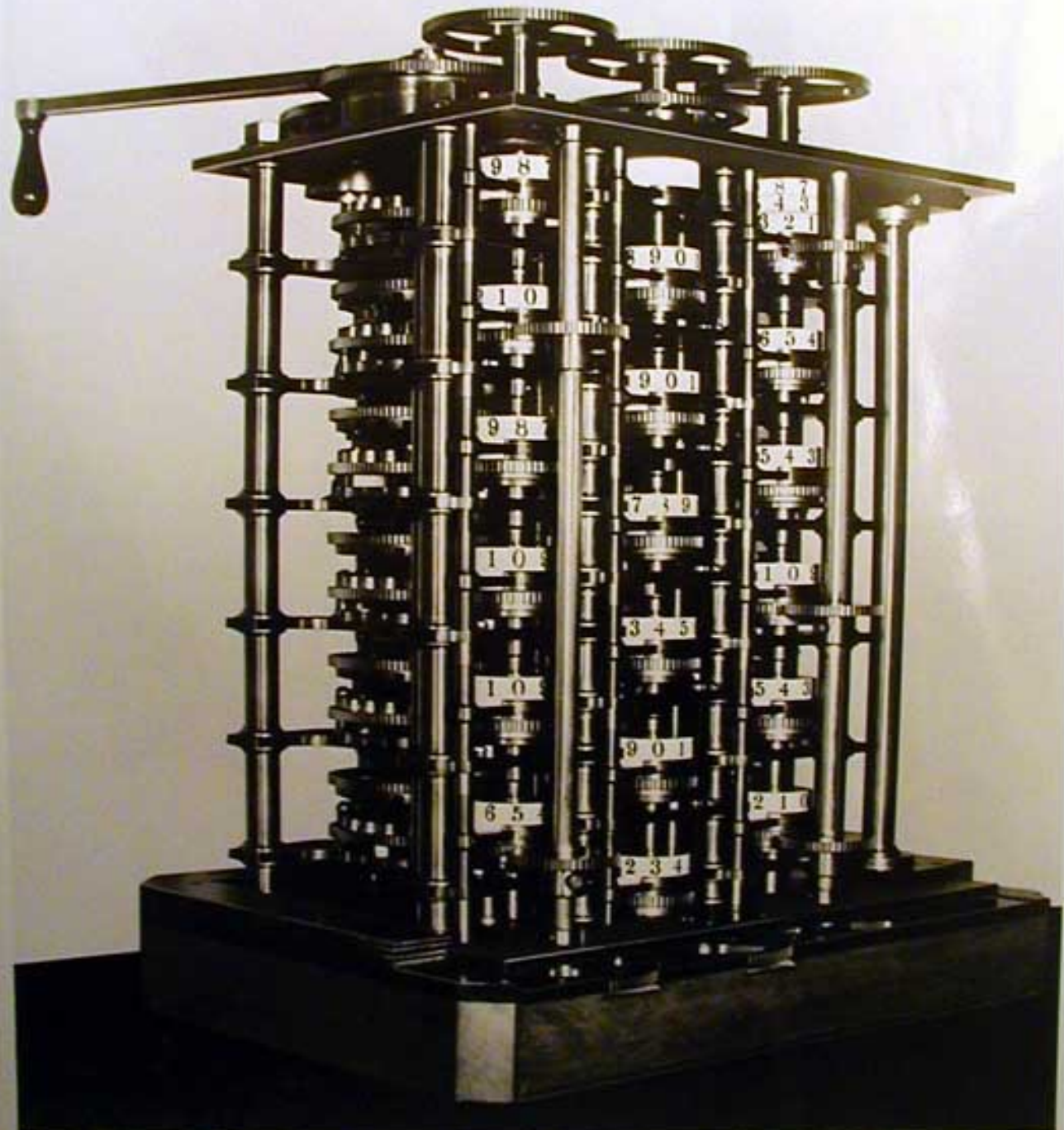
- pushing modern science
- outsmarting potential enemies
- this would lead to more free time!  
equality! access for everyone!

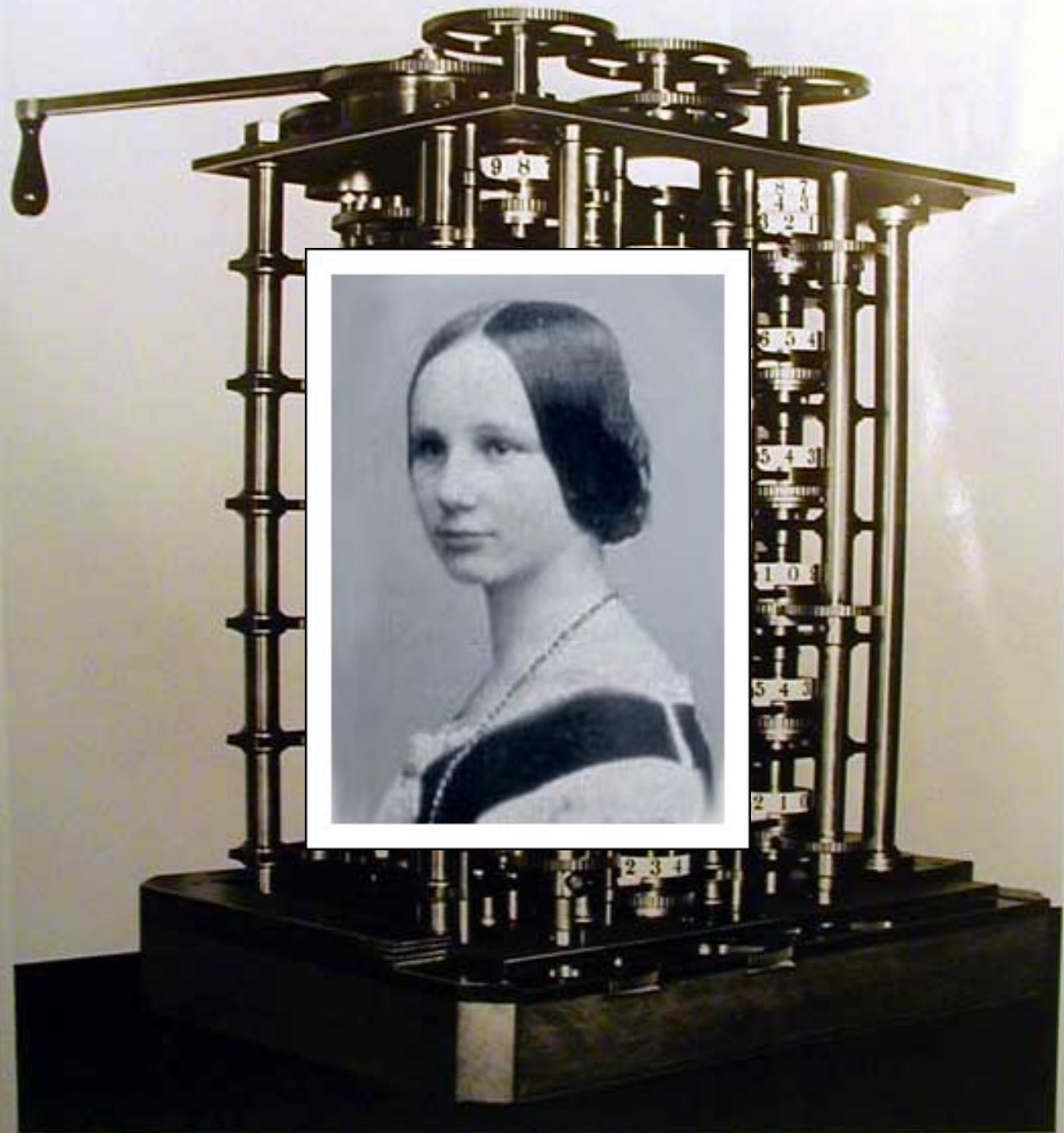




W. de Kempelen del. *Cher à Mechel, exécuté à Basile.* P. G. Poncey sc.  
 Der Schachspieler, wie er vor dem Spiele zu sehn wird von vorn. Le Joueur d'Échecs, tel qu'on le montre avant le jeu, par devant.







CUXE

VS4ARE  
S4ARE

12010

SWY6M

PBNN

BD49VR

3UPURY

9UHDD

N3YS3

VCKR

UBJ3NA

WKRH5

CVBRR

RADTC

HK5B6

YUHSN

YKPBUT

YC3P

UCHB46

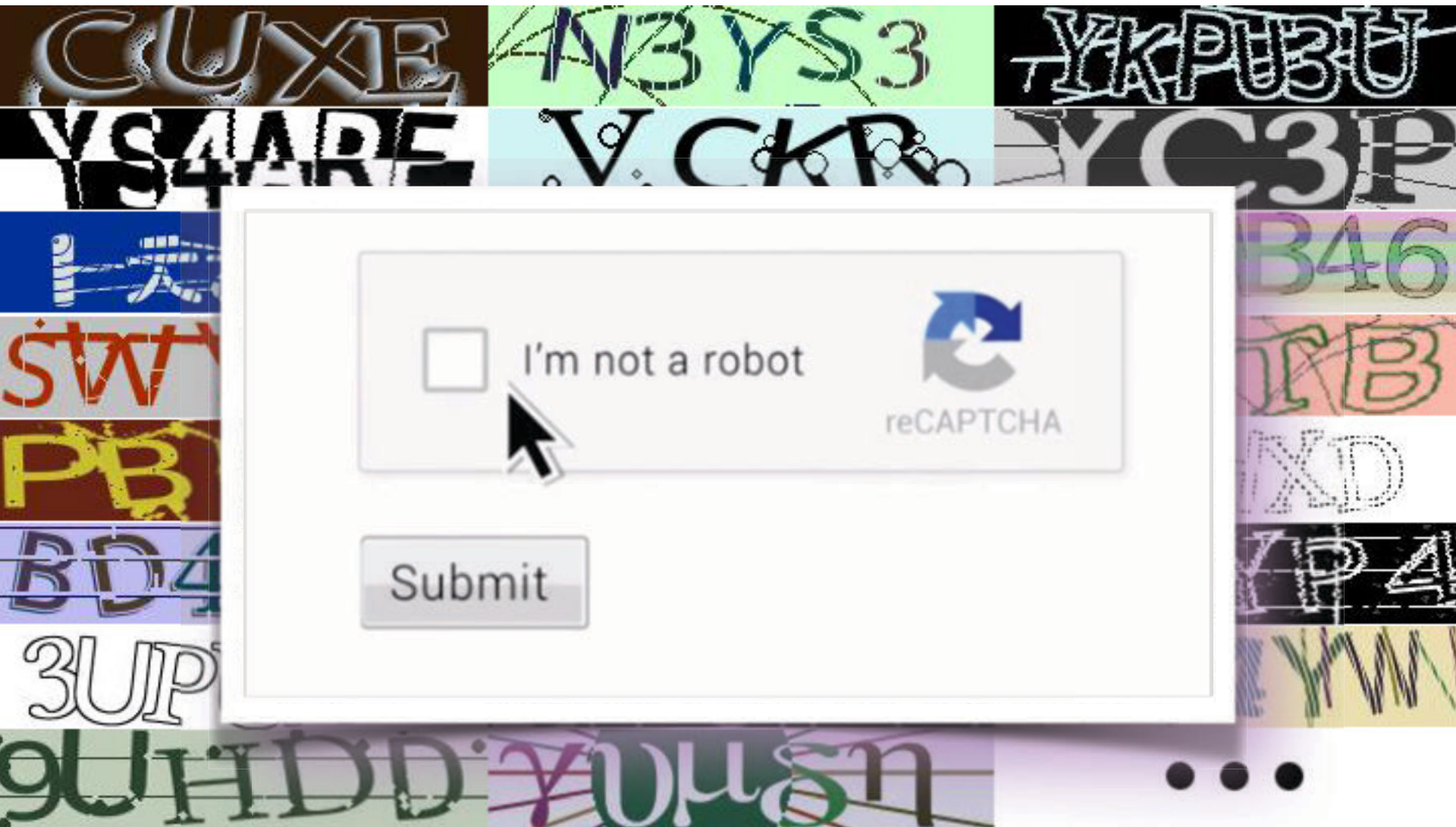
S5TB

CYKHXD

3JYP4

U64YMN

...



I'm not a robot



reCAPTCHA



CUXE

N3YS3

YKPBUT

VS4

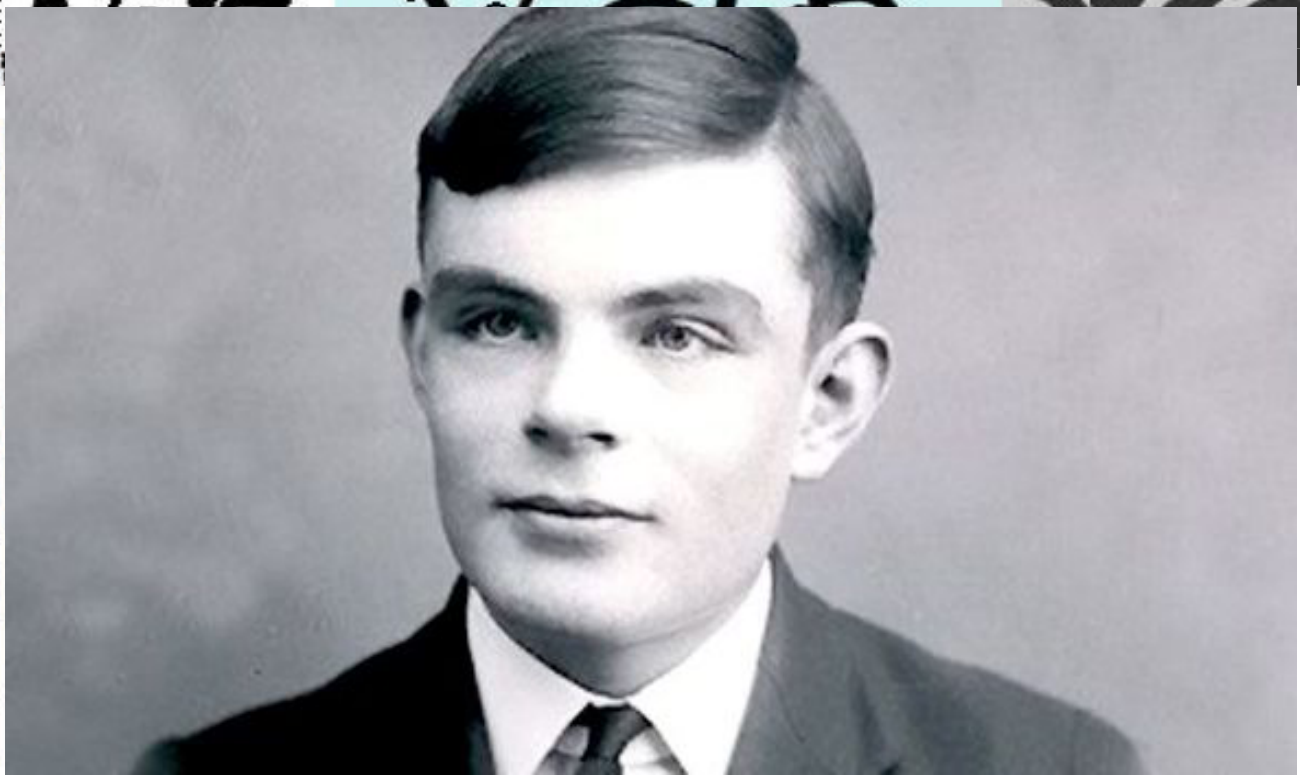
FA

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3UP



3P

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TB

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YP4

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GUHDD YUHSN



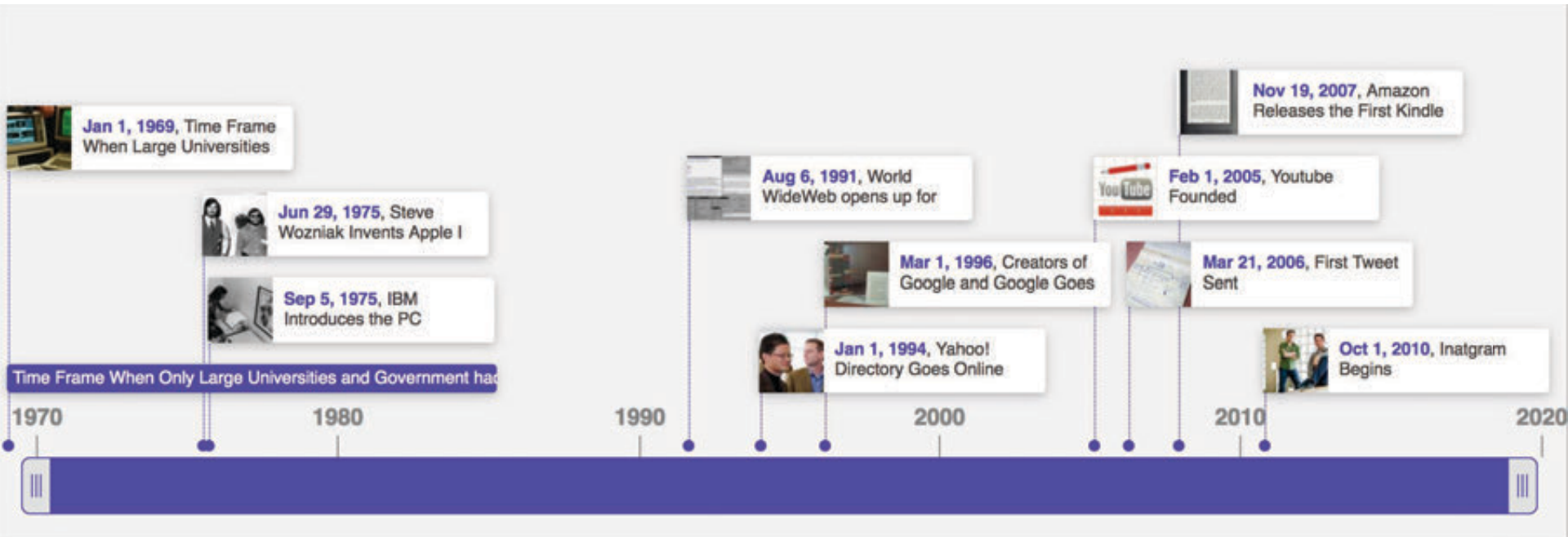
# ~ “Computing” : curious moments

- The Mechanical Turk 1770 - 1820s: chess-playing robot
- The Analytical Engine - Charles Babbage programmed by Ada Lovelace - 1837 - 1855: mechanical computer
- The Mundaneum - Paul Otlet: encyclopaedic atlas of human knowledge: like hyperlinks avant la lettre ca 1900
- Turing machine 1936 - Alan Turing: design of an intelligent computer that could respond and ‘think’:  
Artificial Intelligence
- Vannevar Bush, The Memex, 1930s: the human Memory Extender on “microfilm”
- [Claude Shannon](#) - digital computing and digital circuit 1948. Introduction of 1s and 0s (zeros and ones).
- Engelbart Douglas, 1968: [“The Mother of all Demos”](#) : intuitive use of keyboard, mousepad and screen

# ~ The Acceleration of the Digital in technology ~

- The Internet, since 1960s: envisioned as a Cold War-resistant network for communication by USA government
- Silicon Valley (near San Francisco, USA) in the 1960s to early 1990s: growing group of anti-war, pro-experiment “hippies” and technologists. Birth of companies such as Apple.
- The advent of digital technology was infused with an optimistic belief about computers: the Cybernetic Dream – the belief that computers will stabilise world power and economics

# ~ From Internet to WWW ~



~ From Internet to WWW ~



*Tim Berners Lee, inventor of the WWW at CERN 1989*



## UMN Gopher New Development (Unix/Linux Only)

Welcome to the gopher development site!

Here you can find:

- \* Information on development on UMN gopher/gopherd
- \* Information on development of gopher clients/servers in general
- \* Downloads of UMN gopher/gopherd and other Gopher software

[8] \*\*\* GOPHER TURNS 10 / GOPHER 3.0 (FurryTerror) RELEASED \*\*\*

[9] \*\*\* GOPHER TURNS 10 ..R 3.0 (FurryTerror) RELEASED \*\*\* [html] <HTML>

[10] Anonymous CVS access

--> [11] Downloads/

[12] HURG/

[13] Mailing List

[14] Mailing List Archives/

[15] Pygopherd Multi-Protocol Gopher Server/

[16] UMN gopher(d) changelog

[17] UMN gopher(d) supported platforms

A web page in 1992

# ~ From Internet to WWW ~

- The Internet is a distributed network born in 1969
- 1989-1991: Formation and 'opening' of the World Wide Web by CERN (Europe) and Tim Berners-Lee. To build 'a distributed collaborative multimedia information system'.
- WWW - world wide web - is based on hypertext transfer protocol (http) that allows access to documents written in Hypertext Markup Language (HTML): images, texts, related to other links etc.
- The Web for general public's use: 1991
- html documents were related to others with hyperlinks that became the structure for the creation of artworks as well as commercial pages. As early 1994.
- Cold War ends in 1990.  
What ideas were behind the development of the digital age after?

# ~ The Cybernetic Dream ~

- the belief that computers will stabilise world power and economics
- No need for politics, everyone will be free to pursue their own happiness
- No hierarchy, but an organic order amongst people
- citizens forming networks → a planetary consciousness
- power to the people, government should only “facilitate”

All Watched Over By Machines of Loving Grace -  
episode 1 “Love and Power” until 24:30 min)

~ Internet & Art ~

~ Internet & Art  
& Society ~



Where  
are  
you?

I can't  
see  
you.



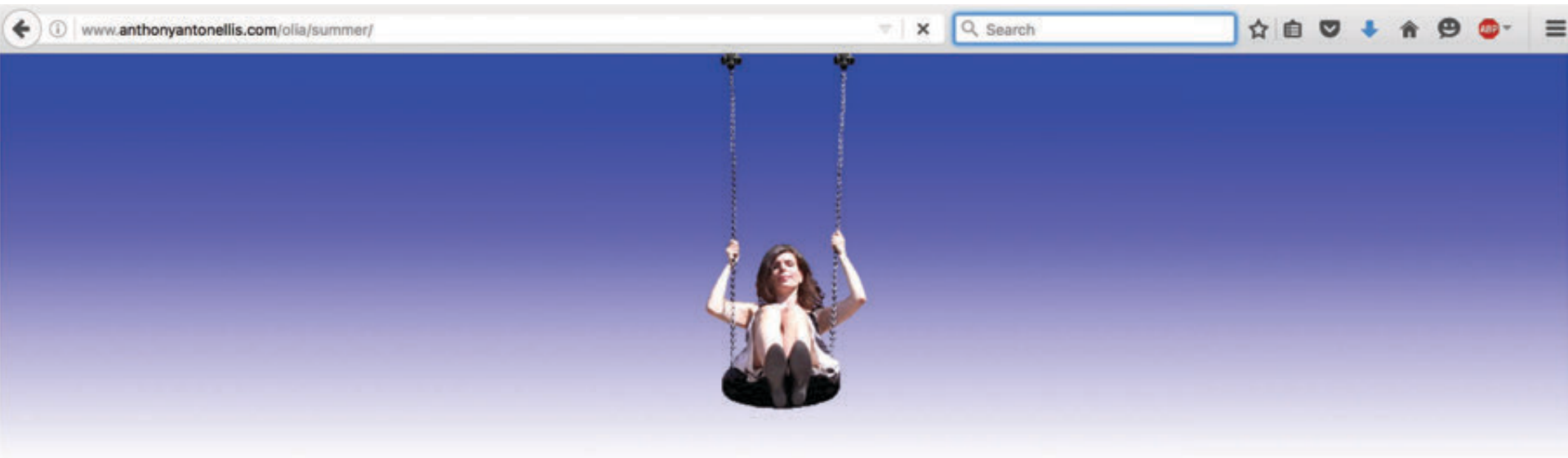


Where  
are  
you?

I can't  
see  
you.



Olia Lialina, *My Boyfriend came back from the War* (1996)



Olia Lialina, *Summer* (2013), screenshot



## ~ net.art ~

- Pointing to possibilities for creation and presentation offered by digital networks and software
- Public space?
- Browser-based
- Deconstructive approach: turning elements inside out
- Experimentation with interfaces and interactive audience engagement, like games + hacking
- Separate from the world of visual arts - similar to DIY movements of '60s/'70s
- **Inherent qualities of the medium** like low tech aesthetics, code, constant change, speed and user experience, **to reflect on the medium of the Internet**
- Incorporating social, philosophical, art historical, pop, material concepts

Cory Arcangel - Super Mario Clouds - 2002



2:26 / 5:53



Cory Arcangel, Clouds, 2002  
(screenshot of youtube version)

VIEWING:

# T.A.C. - Total Asshole Compression

YEAR:

[2004](#)

WWW:

[View Live](#) 

IT IS (A):

OSX software

PRODUCTION CREDITS:

In collaboration with the  
Radical Software Group

ELEVATOR PITCH:

Compression software  
that makes files bigger.

CATEGORY:

[Software](#)



Cory Arcangel, T.A.C. - Total Asshole Compression, 2004

# Internet Art

- art that is
  1. born on,
  2. spread through and
  3. aboutthe internet or digital tools
- **net.art** is the first generation of Internet Artists. The present-day internet heavyweights of the 1990s who insist on using self-made code or hacking
- Many **Internet Artists** in 2018 *may* use code or hacking, but more overtly use commercial, existing programmes and tools.
- They comment on the role of the Internet in our lives
- Some artists refer to the internet and place their videos online, but also place sexy sculptures in galleries



Aram Bertholl, *Point of View* (2015), installation

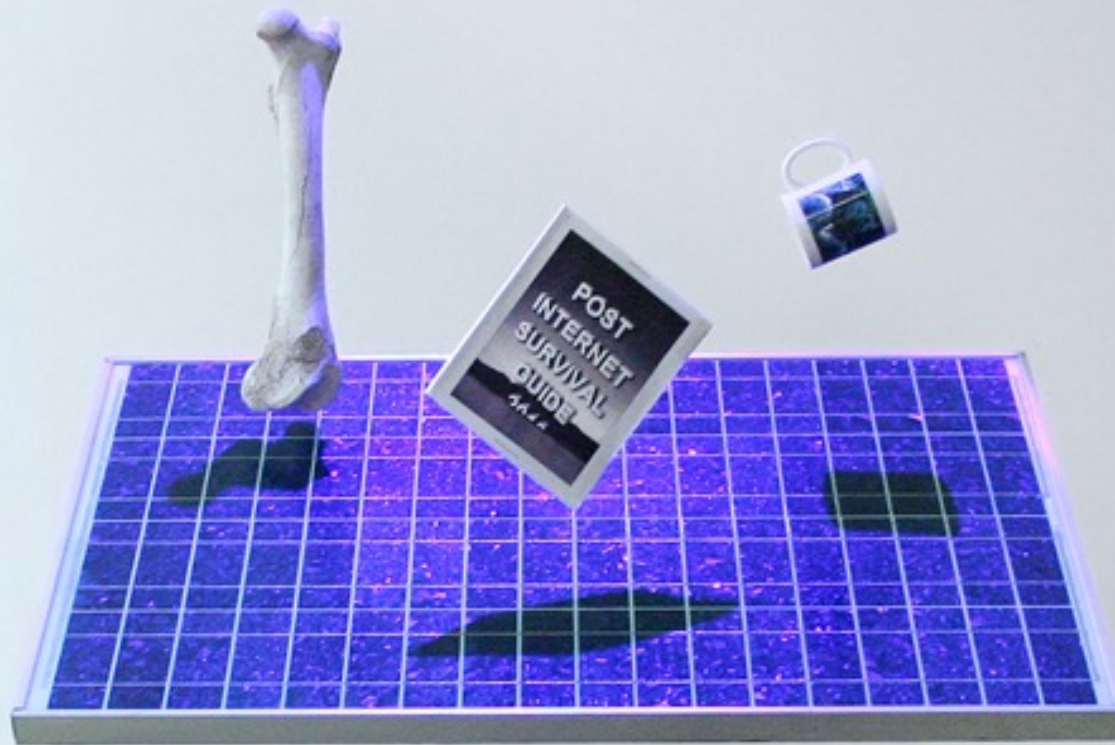
# ~ Development of the 'Internet Condition' ~

- Early suggestions (ca. 1995 - 2007) of the new condition of the Internet as a place and **time** for art were DIFFERENT from now: we were not always online. Internet and connection was more scarce.
- iPhone: 2007 - and beyond: SMARTPHONE era
  - continuously online
- Now, there is no 'after-', only 'during' - Michael Connor, 2013:

*It no longer makes sense for artists to attempt to come to terms with "internet culture," because "internet culture" is increasingly just "culture."*

- A shift in Internet Art since 2008: artists are acting *less* as interpreter, critical commenter, transcriber, narrator, curator, architect, and *more as a participant of the online world of our time*

# ~ Post-Internet survival guide 2010 ~



<http://katjanovi.net/2010/katjanovitskova-PISG-animated.gif>



Katja Novitskova 2013



Oliver Laric, Suntzu (Versions) 2012

# critique

- *Post-Internet art is in love with advertising, like a lot of art since Warhol, but it's the obsession with art-world power systems—as represented by the installation shot—that irks me the most about it. After a century that has witnessed art in newspapers, art on the radio, art in the mail, art on television and art on the Internet, here's a self-styled avant-garde that's all about putting art back in the rarefied space of the gallery, even as it purports to offer profound insights about how a vast, non-hierarchical communications network is altering our lives. – Brain Droitcour*
- commercial version of net.art?
- The catching up of the art world on what the internet as art's platform, medium and message can be, whereas the net art movement was asking all the right questions since the mid-1990s.

# ~ Post-Internet Hangover? ~

- “Post-” = in reaction to; after; in the style of, or ‘an extension’ of the internet
- the Internet is already everywhere, all the time. what can that mean for art, economy, life, relationships?

Post-Internet ... preliminarily is (or was) several things, but NOT an ‘artist movement’ or style:

- A self-reflective **discourse** (and polemic) by artists and critics alike
- an aesthetic phase: using the ‘shiny’ high res renderings possible with simulations and digital tools.
- The **attempt to categorise or understand** what the conditions of art online are in the 2.0 era: personal expression, the market, technologies, aesthetics and beauty, kitsch & pop, philosophical comments on the role of art.
- Tensions with net.art generation = free, unregulated web, coding, web 1.0  
Post-Internet = commercial tools, using the new platforms created by web 2.0 and web 3.0



Understand the  
Happiest of Intentions  
you Only May-  
internet society  
(04/12/2017)

Institutions Based  
On Love-dhsoov

Constant Dullaart, *Phantom Love* (2017), screenshot



Tabita Rezaire, *Premium Connect* (2017), screenshot

# Internet & Society

- SINCE THE ADVENT OF WEB 2.0 (ca 2005-2010) the internet is increasingly 'commercial': it uses attention and data as an economic currency
- The internet was supposed to neutral, separated from big powers
- to democratise the world with access to information
- but it hasn't been able to deliver on all those ideas.
- In marketing, media, design and technology, a bias reveals what is the dominant group thought to use a product. It is often the assumed 'standard' or group of users.
- Products + production processes (accidentally) thus reflect dominant stereotypes and social 'standards'
- can we think of biases?
- Ask ourselves:  
what ideas are behind the processes of production and use of a technology?

Another Example: the racial bias in technology of photography & film

- <http://www.vox.com/2015/9/18/9348821/photography-race-bias>

# Internet & Society

further exploration of these topics

- Reply All, a podcast about the Internet  
Episode “Raising the Bar”  
on difficult questions why diversity matters, Twitter and  
the question ‘Where do you keep your ketchup?’  
<https://www.gimletmedia.com/reply-all/52-raising-the-bar>
- Rhizome, a website that critically reports on digital  
currents in reading, events, game culture, workshops and  
books (such as <https://rhizome.org/editorial/2018/aug/08/entering-the-gray-zone-on-james-bridles-new-dark-age/> )  
  
<https://anthology.rhizome.org/>  
“Retelling the history of net art from the 1980s through  
the present day.”
- <https://www.wired.com/>

# Cécile B. Evans

## HYPERLINKS OR IT DIDN'T HAPPEN

*Hyperlinks or It Didn't Happen is narrated by the failed CGI rendering of a recently deceased actor, PHIL, and follows a group of digital beings—render ghosts, spam bots, holograms—as they search for meaning. Multiple storylines and materials collapse and converge to raise questions about what it means to be materially conscious today and the rights of the personal data we release.*

*In her work, Cécile B. Evans examines the significance and role of emotion in contemporary societies as well as the increasing influence of new technologies on our feelings and actions*



Cécile B. Evans, *Hyperlinks or it didn't happen*, video 22:37min (still) 2014

# The Polar Bear, Climate Change's Poster Child, Ignites Controversy

Perhaps more than any other animal, polar bears are used to represent the dangers of climate change—as in a recent viral video. So why are deniers seizing on them too?

December 22, 2017

Jason Bittel





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News &  
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Watchlist



## Philip Seymour Hoffman

 Top 5000

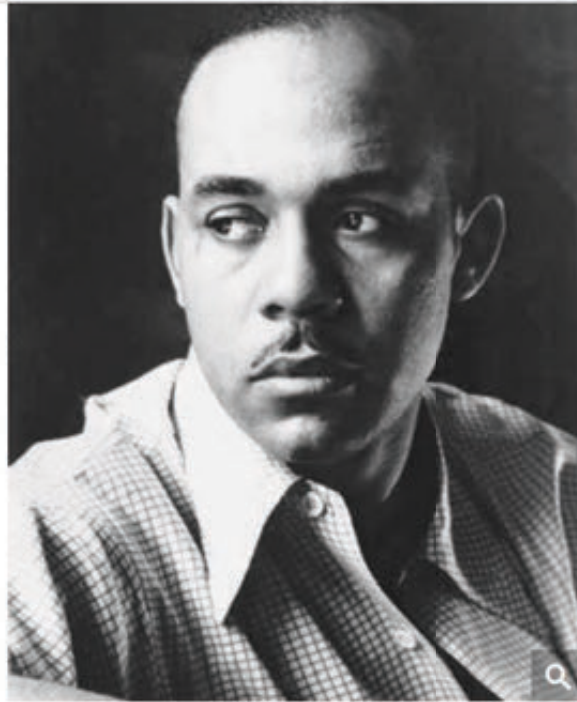
(1967–2014)

[Actor](#) | [Producer](#) | [Soundtrack](#)

Film and stage actor and theater director Philip Seymour Hoffman was born in the Rochester, New York, suburb of Fairport on July 23, 1967. He was the son of Marilyn (Loucks), a lawyer and judge, and Gordon Stowell Hoffman, a Xerox employee, and was mostly of German, Irish, English and Dutch ancestry. After becoming involved in high school ... [See full bio](#) »

**Born:** [July 23, 1967](#) in [Fairport, New York, USA](#)

**Died:** [February 2, 2014](#) (age 46) in [West Village, Manhattan, New York City, New York, USA](#)



**Ellison, Ralph**  
Ralph Ellison, 1952.  
*Encyclopædia Britannica, Inc.*

DETAIL: *Invisible Man* is Ralph Ellison's only novel and is widely acknowledged as one of the great novels of African-American literature. The invisibility of Ellison's protagonist is about the invisibility of identity—above all, what it means to be a black man—and its various masks, confronting both personal experience and the force of social illusions. The novel's special quality is its deft combination of existential inquiry into identity as such—what it means to be socially or racially invisible—with a more sociopolitical allegory of the history of the African-American experience in America. The first-person narrator remains nameless, retrospectively recounting his shifts through the surreal reality of surroundings and people from the racist South to the no less inhospitable world of New York City.

# To age is to fail: the media's message to older women

## *Invisible Woman*

Wed 21 Aug 2013  
10.19 BST



1346 379

From C4's *How Not to Get Old* to the Mail's sidebar of shame, women are cast as players in a doomed quest for eternal youth





## The Computer Girls

BY LOIS MANDEL

A trainee gets \$8,000 a year  
... a girl "senior systems analyst"  
gets \$20,000—and up!  
Maybe it's time to investigate....

Ann Richardson, IBM systems engineer, designs a bridge via computer. Above (left) she checks her facts with fellow systems engineer, Marvin V. Fuchs. Right, she feeds facts into the computer. Below, Ann demonstrates on a viewing screen how her facts designed the bridge, and makes changes with a "light pen."

Twenty years ago, a girl could be a secretary, a school teacher . . . maybe a librarian, a social worker or a nurse. If she was really ambitious, she could go into the professions and compete with men . . . usually working harder and longer to earn less pay for the same job.

Now have come the big, dazzling computers—and a whole new kind of work for women: programming. Telling the miracle machines what to do and how to do it. Anything from predicting the weather to sending out billing notices from the local department store.

And if it doesn't sound like woman's work—well, it just is.

("I had this idea I'd be standing at a big machine and pressing buttons all day long," says a girl who programs for a Los Angeles bank. I couldn't have been further off the track. I figure out how the

computer can solve a problem, and then instruct the machine to do it."

"It's just like planning a dinner," explains Dr. Grace Hopper, now a staff scientist in systems programming for Univac. (She helped develop the first electronic digital computer, the Eniac, in 1946.) "You have to plan ahead and schedule everything so it's ready when you need it. Programming requires patience and the ability to handle detail. Women are 'naturals' at computer programming."

What she's talking about is *aptitude*—the one most important quality a girl needs to become a programmer. She also needs a keen, logical mind. And if that zeroes out the old Billie Burke-Gracie Allen image of femininity, it's about time, because this is the age of the Computer Girls. There are twenty thousand of them in the United *(cont. on page 54)*



Photos by Henry Grossman, Drawn by Gene Charles.

# COSMOPOLITAN

April, 1967 • 50¢

Sex and the  
Japanese  
Single Girl

A Secretary  
Tells How a  
Con Man  
Took Her Money

Vanessa Redgrave—  
Zap!

The Unfaithful Wife  
—A New Study

Here Comes Twiggy!  
Britain's New, Super Model  
by John Fowles

Mystery Novel—Complete  
by Patricia Highsmith

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n page 54)



Ilga Minjon

0 questions · 0 answers

Back to Top Questions

Related Questions

Deceased friend account was hacked? How do I report it?

Related Help Centre FAQs

How do I report a deceased person or an account on Facebook...

I think my friend's account was hacked.

How do I help my friend get back into their account?

How do I request the removal of a deceased family member's F...

How do I ask a question about a deceased person's account on...

How do I request content from the

## Deceased friend account was hacked? How do I report it?

Ask a Question

Hacked Accounts

Managing a deceased person's account



Asked about 5 years ago by Brandon Tucker

86 votes · 27 followers

Good Question

Follow this Question · Share

Featured Answer



Facebook Help Team

Hi Brandon,

Please accept my condolences. Please send us a request to memorialize your friend's account. When an account is memorialized, it is secured and no one can log into it: <https://www.facebook.com/help/103897939701143/?ref=u2u>

Best,  
Jim

Helpful · Not helpful · 9 comments · Share · Answered about 5 years ago

View previous comments

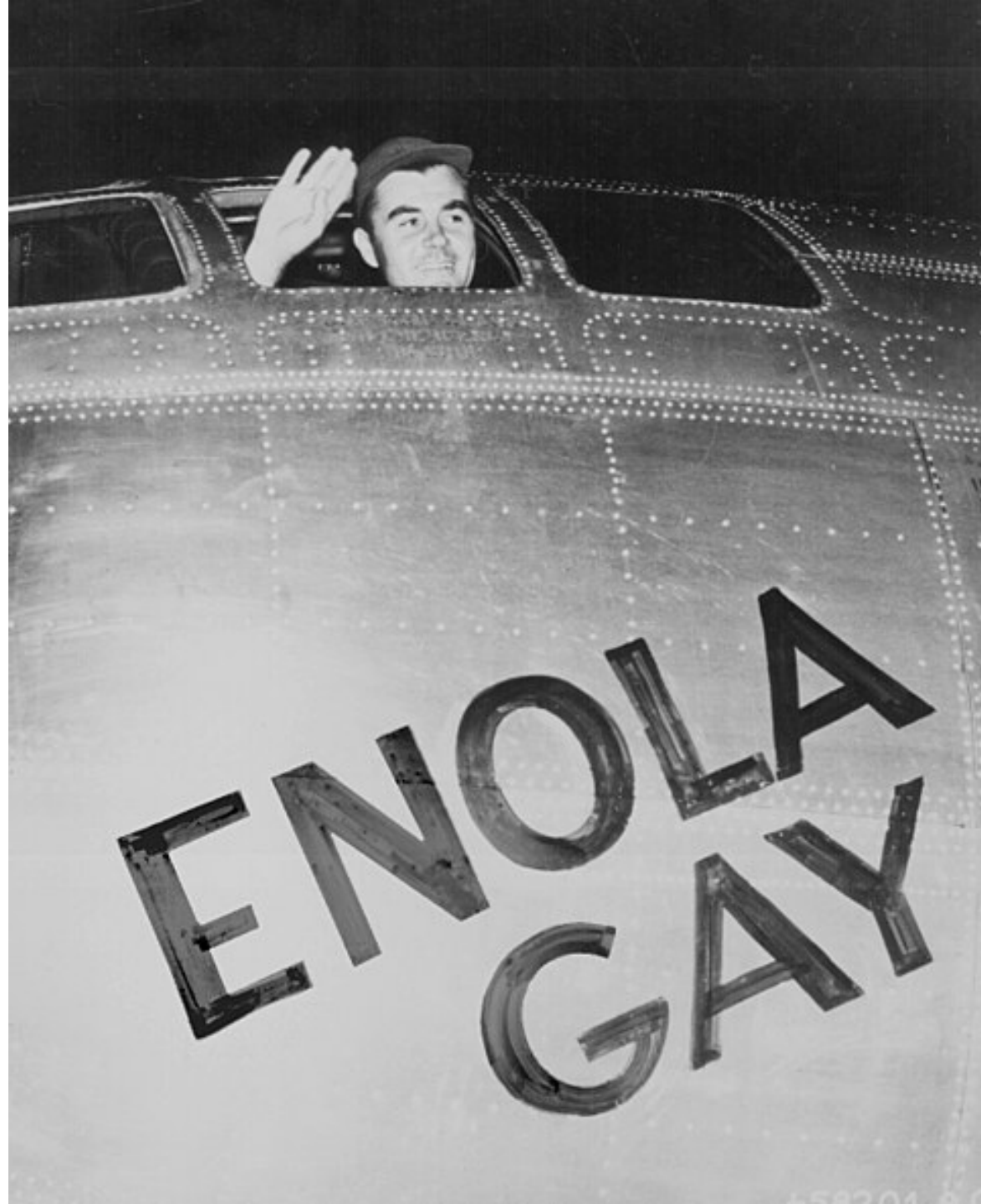


It won't let me submit a request to memorialize it because when I type in her name, it doesn't show because it shows as the hacker.

Posted about 4 years ago by Megan Bronder



My deceased friend's Facebook account was being used by his ex-girlfriend so that she could follow otherwise blocked people's accounts. It was pretty sick in my... See more





## *Enola Gay*

---

From Wikipedia, the free encyclopedia

*This article is about the bomber. For the song, see [Enola Gay \(song\)](#).*

The ***Enola Gay*** (/ˈɛnoʊlə/) is a [Boeing B-29 Superfortress bomber](#), named after Enola Gay Tibbets, the mother of the pilot, [Colonel Paul Tibbets](#). On 6 August 1945, during the final stages of [World War II](#), it became the [first aircraft to drop an atomic bomb](#). The bomb, code-named "[Little Boy](#)", was targeted at the city of [Hiroshima](#), Japan, and caused the near-complete destruction of the city. *Enola Gay* participated in the second atomic attack as the weather reconnaissance aircraft for the primary target of [Kokura](#). Clouds and drifting smoke resulted in a secondary target, [Nagasaki](#), being bombed instead.





We Steal Secrets: The Story of WikiLeaks



[Alle](#)

[Video's](#)

[Afbeeldingen](#)

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Julian Assange > Films en tv-programma's > We Steal Secrets: The Story of WikiLeaks



Architects of Denial  
2017



The New Radical  
2017



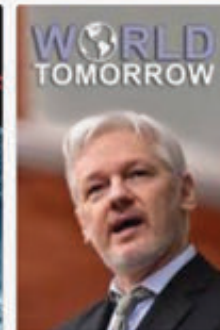
Risk  
2016



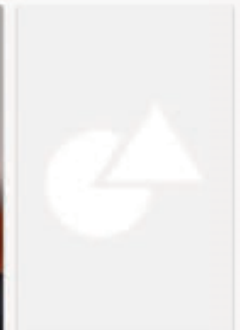
Mediastan  
2013



We Steal Secrets: The...  
2013



World Tomorrow  
2012



Collateral Murder  
2010

# 현송월

위키백과, 우리 모두의 백과사전.

**현송월**(玄松月, **영어**: Hyon Song-wol, 1977년 ~ )은 **조선민주주의인민공화국**의 음악인이다. 현송월은 **왕재산경음악단**, **보천보전자악단** 등의 공연 무대에서 1995년 무렵부터 2000년대 중반까지 가수로 활약하였다.

현송월의 나이는 그동안 1972년생 혹은 1983년생이라는 잘못된 정보가 널리 알려져 있었으나, 2018년 1월 31일 **국가정보원**의 국회 정보 위 보고에서 1977년 **평양** 출생인 것으로 밝혀졌다.<sup>[1]</sup> 이는 2018년 1월 21일 **평양 동계올림픽** 북측 예술단 사전점검단의 남측 출입사무소 (CIQ, Customs Immigration Quarantine services) 통과시 확인한 현송월의 신분증 정보에 기반하는 것으로 보인다.



2018년 4월 27일 판문점 평화의 집에서의 남북정상회담 공식 만찬에서 대통령 영부인 김정숙 여사와 대화를 나누는 현송월

현송월은 2012년 7월 첫 공연을 가진 **모란봉악단**의 단장이었으며 또한 2017년 12월 모란봉악단의 지방순회공연에서 함께 버스를 타고 이동하는 모습이 **조선중앙TV**의 뉴스에서 목격되었으나, 2018년 1월 **삼지연관현악단** 단장이라는 새로운 직함으로 **평양 동계올림픽** 북측 예술단 파견을 위한 실무접촉에 북측 대표로 참여하였다.<sup>[2]</sup> 이어서 2018년 2월 북측 예술단 **삼지연관현악단**을 이끌고 방남하였으며,<sup>[3]</sup> 2018년 4월 남측 예술단의 평양 공연에서도 **삼지연관현악단** 단장으로 모습을 드러냈다.<sup>[4]</sup>

또한 2018년 4월 6일 **김정은** 위원장이 **삼지연관현악단**에 '은정어린 선물 악기들'을 보내준 전달식에도 현송월은 삼지연관현악단장으로 참석하여<sup>[5]</sup> 삼지연관현악단장이 임시적 자리가 아니라는 것을 보여주었다. 그러나 현송월이 2018년 4월 현재 **모란봉악단**의 단장까지 겸임을 하고 있는지는 확인되지 않고 있다.

## 목차 [숨기]

- 1 음악적 경력
- 2 처형 루머
- 3 모란봉악단장으로 등장

## 현송월



2018년 2월 11일 서울 국립극장 삼지연관현악단의 공연에서 박수치고 있는 현송월

## 기본 정보

**출생** 1977년 (40-41세)  
**조선민주주의인민공화국**  
**국적** 조선민주주의인민공화국

# Who is Hatsune Miku?

She is a **singing voice synthesizer** featured in over **100,000 songs** released worldwide.

Hatsune Miku means "The first Sound from the Future".

## Facts

- over 100,000 released songs, 170,000 uploaded YouTube videos, 1,000,000 created artworks
- **over 900,000 fans on Facebook**
- performing **sold-out 3D concerts worldwide** with performances in LA, Taipei, Hong Kong, Singapore, Tokyo
- corporate collaborations with SEGA, Toyota USA, Google and more

## The Hatsune Miku Phenomenon

Hatsune Miku has traveled an interesting path from vocal synthesizer product to beloved **collaboratively constructed cyber celebrity with a growing user community** across the world. She is also often called a global icon or 'hub', because the culture around her encourages a worldwide creative community to produce and share Miku-related content. With the increase of remix works and the steadily growing global demands, Crypton Future Media, INC. engages consciously in the **promotion, support and cultivation of the Hatsune Miku community**. PIAPRO.jp, a consumer-focused media platform where users can collaborate and share their ideas, and the user-focused **digital label KARENT** were opened as web services. In 2012, Crypton decided to adapt "Creative Commons License CC BY-NC" to the original illustrations of Hatsune Miku to support open creative activities all over the





### Bauer & Miquela - Hate Me (Official Video)

666,069 views

24K 1.6K SHARE SAVE



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