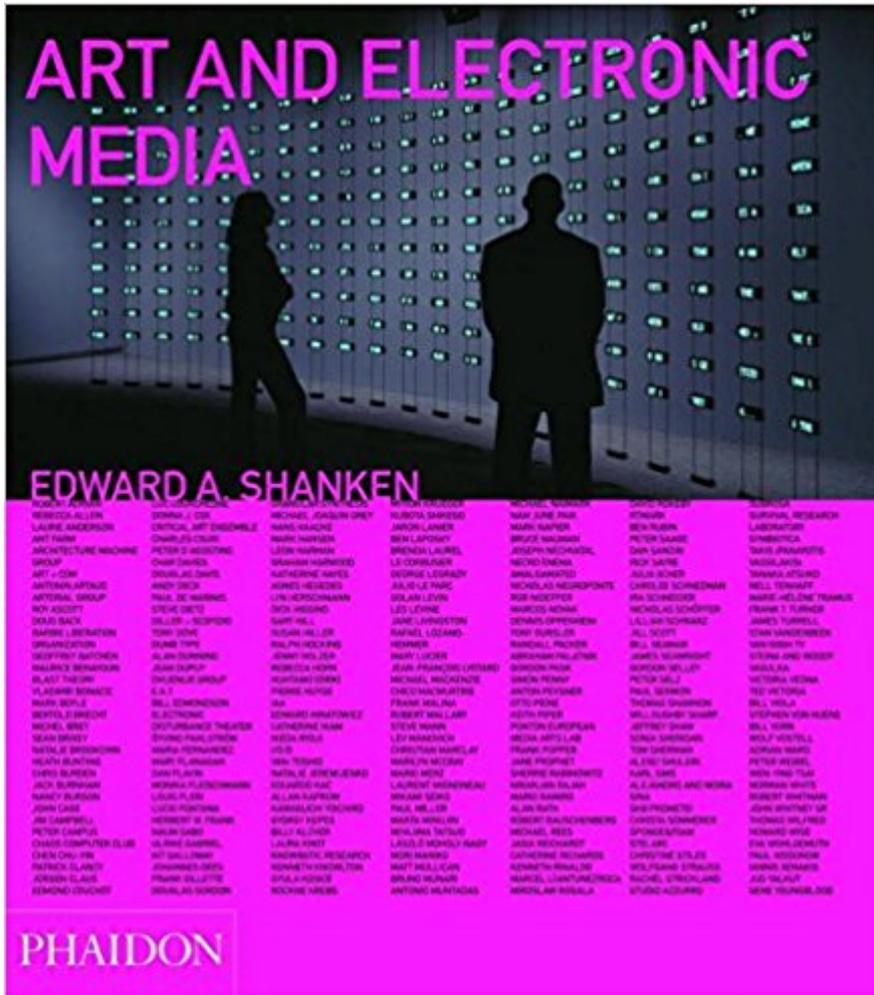


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# Art And Electronic Media



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## Synopsis

A timely survey that addresses the relationship between art and electronic technology, including mechanics, light, graphics, robots, virtual reality and the web.

## Book Information

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## Customer Reviews

"[Art and Electronic Media] goes further than just offering a survey view. Edward Shanken unpacks what is now often called new media art into fathomable themes ... As well as his thought-provoking essay, there are images from seminal yet disregarded figures in electronic media" [Art World](#)

Edward A. Shanken is an art historian whose research focuses on 20th-century experimental art. He is editor of *Telematic Embrace: Visionary Theories of Art, Technology, and Consciousness* by Roy Ascott (University of California Press, 2001). Recent and forthcoming publications include essays on art and technology in the 1960s, art and cybernetics, telematic art, artificial life and art, and interactive multimedia. Shanken holds graduate degrees from Yale (1990) and Duke Universities (1999). He was a Fellow in Arts Administration at the National Endowment for the Arts in 1991, and received a Henry Luce/American Council of Learned Societies fellowship in 1998-99. He is currently Assistant Professor in the Department of Media Studies at the University of Amsterdam and a member of the Media Art History faculty at the Donau University, Krems, Germany.

What stands out most for me about this book is how, even though it is a review of twentieth-century art, it is the best book I have read to date that offers an exciting perspective on where art can go from there. The book was almost published a few years ago and again a year or so ago. I started to wonder if it would ever get published. The delay appears to be a desire to contextualize up through 2008, to show what the concepts in the twentieth century led to. This is likely because art in 2008, especially electronic media, was being conceived of from the early twentieth century and has, in some cases, only fully manifested itself now. People imagined communicating the way we do now in 2009 long before we had the technology to build an Internet, post home videos, and make use of virtual reality, a term coined in the early twentieth century. The common thread with the art covered in this book is that it all makes use of electricity in some form. It covers computers, robotics, biotechnology, even body and performance art. Much of it, although not all of it, deals with communication processes. Of course, all of it deals with communication, as that is what art is about. Another thing that stands out for me is how the written material in this book covers the end of the twentieth century. Much as I have found *Art in Theory 1900 - 2000: An Anthology of Changing Ideas* to be an amazing book, the essays at the very end not only do not cover the material in this book, they are among the weakest in that book. So, I recommend this book for its superior coverage of the turn of the 20th/21st century. Posthistorical theory may have merit, but it can have an implied fatalism that this book correctly circumvents, offering instead an inspiring, optimistic view of the still uncharted possibilities for art. No competent contemporary art history program will be complete without this sort of material. Traditional mediums will continue to be used, but the period where it was cool to be snobbish towards television and other electronic mediums is now dated and irrelevant. All of the books in the Themes and Movements series are fantastic. But this is the best one to date to pull you into the future and not merely fetish the past. For current developments, *Leonardo* is suggested by the book. The journal covers issues related to the development of the arts and sciences and how these two disciplines relate to one another. I would recommend reading this book first and then deciding if a subscription is in order as the journal does not lend itself to mere passive reading.

Purchased this for class. Covers quite a plethora of artists who have vested in the new media arts over the years. Includes pictures. Densely informative like most other textbooks in the universe... in my POV this is basically a history book for Nerds and Artists XD

Book is a lifesaver and was in perfect condition!

Bought this book for a class and am really enjoying it.

Got here in no time at all, item just as described.

plugged in

I haven't finished reading the book, the contents of the previous chapters in great detail. Picture is very interesting. Worth reading.

Some of the essays annoy me. But the resources of old and new artists is a valuable asset. Nonetheless, as a text for class, it is heavy, expensive, and often very annoying.

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