Can Computing in Art Renew the Debate on Art?

Mario Verdicchio*[1]

[1]Università degli Studi di Bergamo – Italy

Abstract

To take Computing into account in the context of Art is anything but simple. This work is an attempt to shed some light on the matter, with the aim to bring home at least some clear perspective from which we can conduct the discourse on Computing in Art and, hopefully, some new insights into the nature of Art.

An analysis of contemporary artworks relying on computing devices seems to point at operational issues in the creation and fruition of Art that call for a greater attention toward the role played by technology in this context.

*Speaker