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▶ Calls su vari argomenti, in ordine di inserimento. Quelli scaduti vengono rimossi dalla pagina (ma restano nel database)

▶ Calls on many topics sorted by insertion. Expired ones are removed from view (but remain in the database)

NET ART & MUSEUMS

a cura di [Domenico Quaranta](#)

Radical Software

PIEMONTE SHARE FESTIVAL 2006 - LIMITLESS TORINO, ACCADEMIA ALBERTINA, 08.03.2006 - 12.03.2006

<http://www.toshare.it/>
info@toshare.it

][MEZ][
[net]blog to log][ah!rhythm][, 2006 -
<http://www.livejournal.com/users/netwurker/>

[EPIDEMIC]
AntiMafia, 2003 - <http://epidemic.ws/antimafia/>

AMY ALEXANDER
Scream, 2005 - <http://scream.deprogramming.us/>

CORY ARCANGEL (BEIGE) + PAPER RAD
Super Mario Movie, 2005 -
<http://beigerecords.com/cory/>

MARKETA BANKOVA
Scribble, 2005 -
<http://www.initialnews.com/scribble>

WAYNE CLEMENTS
un_wiki, 2006 - http://www.invacua.com/un_wiki.html

GUERRIGLIAMARKETING.IT +
MOLLEINDUSTRIA.IT
Where-next, 2005 - <http://www.where-next.com/>

PETER LUINING
Window, 2005; Giant Cursor, 2005; 100 windows,
2005 - <http://works.ctrlaltdel.org/>

K-HELLO
Wasteoftime, 2003 - <http://www.k-hello.org/wasteoftime/itindex.htm>

CALLS

Calls su vari argomenti
Calls on many topics

▶ **Kassel Documentary Film & Video Festival**
Call for entries (Deadline: 01/08/2006)

This year's interfiction symposium (including lectures, presentations and a workshop) is dedicated to prosumer culture DIY-production within an arena of consumption. Researchers, writers and others interested in transdisciplinary exchange on the related issue are invited to join the conference and to discuss their ideas and projects.

▶ **Future Perfect**
Call for entries (Deadline: 03/07/2006)

This year in the Hamptons we will have an impressive video art complex featuring some really top notch international artists striving to be ahead of the curve. We are looking for additional screen based videos (HD and SD) no longer than 10 minutes and computer based new media projects, websites, vblogs and anything else that you would consider to be art on a computer.

▶ **Field of Vision: Beijing**
Call for entries (Deadline: 15/08/2006)

Following the success of FIELD OF VISION: NEW YORK and FIELD OF VISION: EXTREMES, FIELD OF VISION: BEIJING will be the third in this series of combined internet / physical world events. This time the organising artists are asking everyone to submit images and text about China, everything Chinese or influenced by China.

▶ **Network History**
Call for submissions (Deadline: 26/09/2006 - 26/11/2006)

You are asked to contribute to the research and preparations of the "Stamp Images 1987-2007" exhibition to be shown at the Museum of Fine Arts, Budapest



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MOLLEINDUSTRIA.IT
 McDonalds Videogame, 2006 –
<http://www.molleindustria.it/>

ROVEBOTICS
 Bush Bot 0.4, 2004 - <http://www.bushbot.ath.cx/>

UBERMORGEN.COM featuring ALESSANDRO
 LUDOVICO & PAOLO CIRIO
 GWEI [Google Will Eat Itself], 2005 –
<http://www.gwei.org/>

Se prescindiamo dai suoi antecedenti storici, la Software Art, nell'accezione classica formalizzata dal "Jury Statement" del Transmediale 2001 [1] e estesa da Florian Cramer [2], nasce nel 1997, con The Web Stalker del collettivo inglese I/O/D e la riflessione teorica avviata da Matthew Fuller, uno degli autori del software. Sin da questo primo esempio, e da queste prime definizioni, la Software Art si rivela "radicale" per natura. A ben pensarci, anche solo il fatto di trasformare il software da mero strumento in "soggetto" e "contenuto" di una riflessione culturale e artistica è una rivoluzione copernicana suscettibile di essere tacciata di eresia; così come eretica è l'idea di appropriarsi di un linguaggio (l'HTML), un protocollo di comunicazione (l'HTTP) e un intero sistema di oggetti culturali (il Web) e renderli visibili in una forma ribelle alla loro stessa funzione: nella nostra cultura secolarizzata, non è molto diverso dal prendere un crocifisso, capovolgerlo e servirsene per celebrare messe nere. In altre parole, la Software Art è radicale anche nelle sue manifestazioni più innocue e politicamente neutrali; quando poi sovverte la struttura del browser in polemica contro la standardizzazione delle interfacce, e quando erige a suo slogan una frase del tipo "software is mind control, get some", allora la polemica diventa poetica, primo motore del processo creativo.



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in spring 2007, where the artistamp history of the past 20 years will be mapped and presented by Artpool. Please send your stampworks, articles, publications about artistamp exhibitions and events

► **The e-volution of Information Technology in Cultural Heritage**
Call for papers (Deadline: 26/06/2006 - 17/07/2006)

The 2006 joint conference which will provide an opportunity to exchange research results, opinions, experiences and proposals on the best practice and hi-tech tools from Information and Communications Technology to document, preserve, manage and communicate Cultural Heritage.

► **eContent Award Italy 2006**
Call for participation (Deadline: 28/07/2006)

eContent Award Italy nasce per promuovere la creatività e l'innovazione nel settore dei nuovi media, selezionare su scala nazionale i migliori contenuti digitali e promuovere la loro diffusione internazionale. La selezione prende in esame contenuti appartenenti alle categorie: eBusiness, eCulture, eEntertainment, eGovernment, eHealth, eInclusion, eLearning, eScience. I migliori prodotti di ogni categoria potranno rappresentare ufficialmente l'Italia al prestigioso World Summit Award 2007.

► **Artech 2006**
Call for papers (Deadline: 30/06/2006)

Artech 2006 aims to offer the scientific, technological and artistic community interested in the context of the digital culture and in the intersection between art, science and technology as an important research field, a common ground for debate and the exchanging of experiences, as well as to promote a forum for artists, fostering an understanding and appreciation of these forms of cultural expression.

► **Disonancias 2006**
Call for applications (Deadline: 05/07/2006)

Disonancias (Art and innovation) is the second round of this art and industry collaboration project located in the Basque

Testi precedenti/Previous texts▶ **Interview with Oron Catts**▶ **"Leaping into the abyss and resurfacing with a pearl"**

Interview with Jon Ippolito

▶ **We all looked at that site and this knowledge shows**

Interview with Steve Dietz

▶ **Investigating a new realm, a new set of givens, a new landscape**

Interview with Benjamin Weil

Country, Spain. The project seeks to promote the diversification in relation to the process of innovation inside research labs and R & D units here, based on the potentials of experience and exchange generated by the relationship with artists.

▶ **Pixel Pops!**

**Call for submissions
(Deadline: 08/07/2006)**

International exhibition in October 2006 in Prague, Czech Republic. This is an artist-organized exhibition, coordinated by Natalia Vasquez (Miami, US), Michal Blazek (Prague, Czech Republic), and Joan Sanchez (Barcelona, Spain). We will arrange to display a variety of digital works. All work must show evidence of extensive computer manipulation or be otherwise highly digital.

▶ **Electrohype 2006**

**Call for entries (Deadline:
03/07/2006)**

The exhibition will present works by 8 - 10 artists or artist groups. The concept of the Electrohype biennial is that it shall be a Nordic exhibition but this does not exclude works by artists from outside the Nordic region. To give the exhibition a broad perspective we are usually working with a 50/50model, 50 percent from the Nordic region and 50 percent from the rest of the world.

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