

Computer art as a way of life

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COMPUTER ART as a WAY OF LIFE

By Gene Youngblood

When I think of computer art I think of Chicago, and of four people there—Jane Veeder, Phil Morton, Dan Sandin and Tom De Fanti—who are pioneering a visual art form that ultimately is not visual at all, but rather the creation of language, and of conversational "environments" out of which will emerge our future images and the images of our future. Together with Steina and Woody Vasulka in Santa Fe, they inspired me, taught me, and changed me profoundly over the last ten years. With infinite patience and dedication, with the passion of visionary seekers, they guided me ever deeper into the digital domain and caused me at last to understand that computer graphics is something more than art, that it is a kind of practical philosophy, a way of life, a way of being in the world and a way of creating a world to be in.

No story reflects this more vividly than that of Jane Veeder, an artist-programmer whose life and work epitomize both the unique computer-art community in Chicago and a personal pathway of growth and discovery that will become representative of the life of the artist in our time. In my opinion, Veeder stands with Ed Emshwiller and Larry Cuba as one of the most gifted computer artists working in America today. Relatively unknown until recently, she is beginning to get the recognition she deserves. Her 1982 animation *Montana* is the only work of computer graphics in the Museum of Modern Art's video collection, and her interactive paint program/arcade game *Warpitout*—the sensation of the SIGGRAPH '82 Art Show in Boston—will later this year be installed at the Ontario Science Center in Toronto, one of the most prestigious science museums in the world.

Gene Youngblood was a member of the jury for the SIGGRAPH '83 Exhibition of Computer Art. He is working on a new book, *The New Renaissance: The Computer Revolution and the Arts*.



Jane Veeder (1982) *Warditout* (videojuego fragmento).

Electronic Visualization Lab, Computer Science Department at the University of Illinois, Chicago.

ZGRASS Graphics Language

Datamax UV-1 Graphics Computer and Digitizer

Hitachi CCTV Video Camera

<https://www.youtube.com/watch?v=UcU1LyGdg3k>

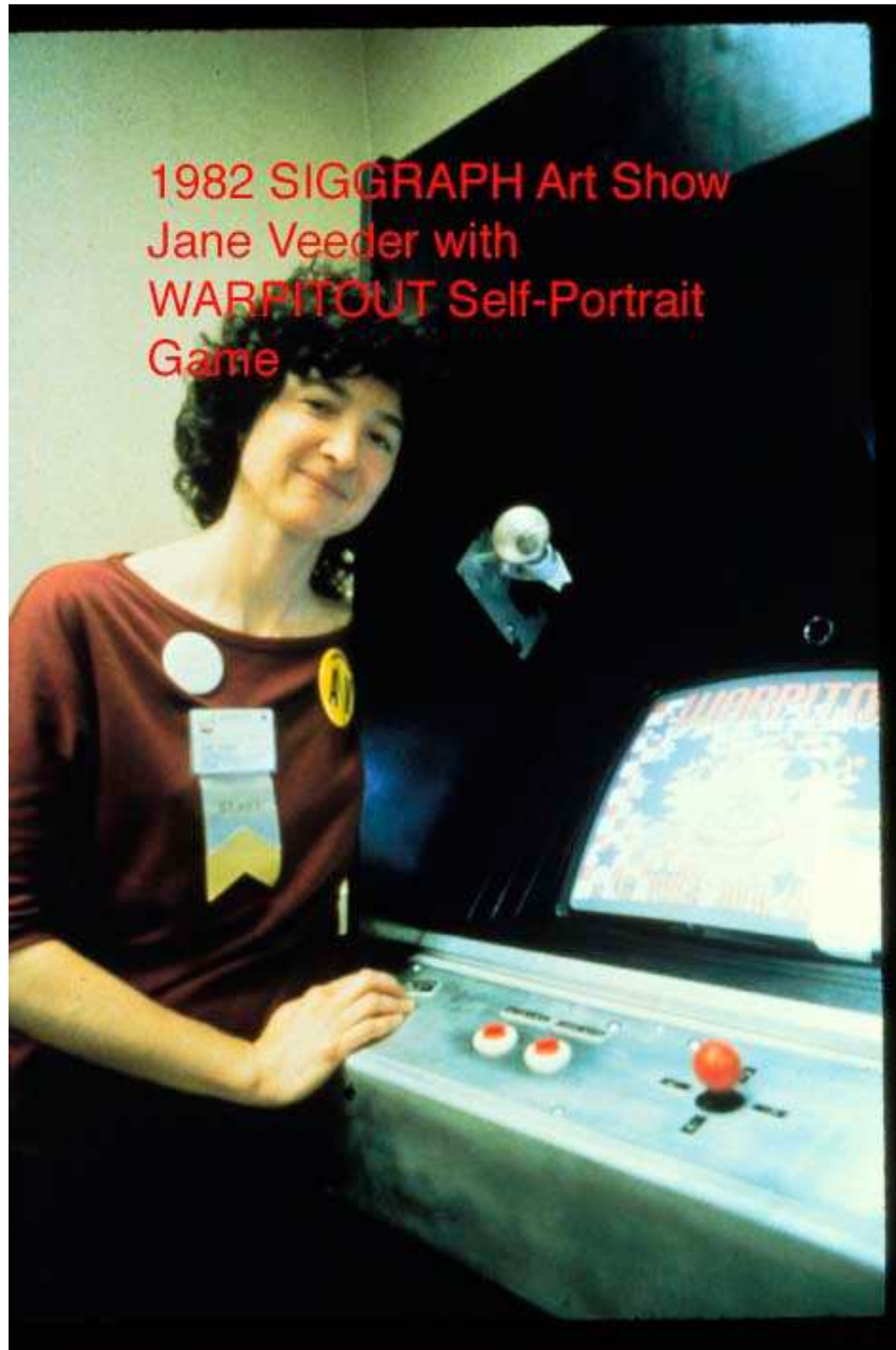
The image shows a dark, textured background with a grid-like pattern. In the center, the word "Warpitout" is written in a white, serif font. Below it, the year "1982" is displayed in the same font. At the bottom, the name "Jane Veeder" is written in the same font.

Warpitout

1982

Jane Veeder

1982 SIGGRAPH Art Show
Jane Veeder with
WARPITOUT Self-Portrait
Game



Consumidores & Productores

1. Performatividad top-down.

Transformaciones de los actos de habla a través del software.

2. Performatividad bottom-up.

Transformaciones de los actos de habla a través de las interfaces gráficas de usuario.

3. World y Web.

Desde las comunidades imaginadas de Benedict Anderson a las multitudes inteligentes de Howard Rheingold.

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

5. DIY society.

¿El arte de computador se ha convertido en una forma de vida o no?

1. Performatividad top-down.

Transformaciones de los actos de habla a través del software.

PRODUCCIÓN Y CONSUMO	TOP-DOWN	BOTTOM-UP
PERFORMATIVIDAD	hardware + software PC (Personal Computer), OS (Operative System), Satélites, Wifi, Cable, Fibra óptica, bits/bytes, ISP (Internet Service Provider), TCP, (Transmission Control Protocol), IP (Internet Protocol), HTML (HyperText Markup Language), XML (eXtensible Markup Language), HTTP (HyperText Transfer Protocol), POP (Post Office Protocol), VPN (Virtual Private Network), P2P (Peer-to-Peer), B2B (Business-to-Business), F2F (Friend-to-Friend), RFC (Request For Comments), ClientServer, C++, PHP, JAVA, FLASH, etc.	juegos del lenguaje + formas de vida INGLÉS 28.6% CHINO 23.2% ESPAÑOL 7.9% ÁRABE 4.8% PORTUGUÉS 4.3% JAPONÉS 3.9% RUSO 3.1% ALEMÁN 2.9% FRANCÉS 2.8% MALAYO 2.7% OTRAS LENGUAS 15.7%

2. Performatividad bottom-up.

Transformaciones de los actos de habla a través de las interfaces gráficas de usuario.

PRODUCCIÓN Y CONSUMO	TOP-DOWN	BOTTOM-UP
INTERFACES GRÁFICAS DE USUARIO	nuevos medios Sistemas operativos Procesadores de texto Hojas de cálculo Bases de datos Procesadores de imagen 2D/3D Editores de video Editores de video en tiempo real Chats Correo electrónico Navegadores Buscadores Wikis Blogs Listas de correo Apps Sitios web Videojuegos etc.	viejos medios Prensa Radio Teléfono Correo postal TV Video Cine Libros Música Pintura Fotografía Dibujo Cartografía Publicidad etc.

3. World y Web.

Desde las comunidades imaginadas de Benedict Anderson a las multitudes inteligentes de Howard Rheingold.

PRODUCCIÓN Y CONSUMO	TOP-DOWN	BOTTOM-UP
WORLD		sociedades nacionales de fabricación comunidades imaginadas Estados nacionales, Municipios, Ciudades, Localidades, Organismos internacionales, Organismos regionales, Bancos, Bolsas, Empresas, Industria, ONG, Partidos políticos, Universidades, Escuelas, Transportes, Hospitales, Alimentación, Minería, Energía, Museos, Cines, Auditorios, etc.
WEB	cultura global de la información comunidades virtuales / multitudes inteligentes Internet Explorer, Mozilla, Safari, Chrome, google.com , yahoo.com , facebook.com , twitter.com , instagram.com , blogger.com , wikipedia.org , wordpress.com , tumblr.com , delicious.com , linkedin.com , soundcloud.com , etc.	

3. World y Web.

Desde las comunidades imaginadas de Benedict Anderson a las multitudes inteligentes de Howard Rheingold.

Entre los viejos y los nuevos medios es evidente que existen continuidades y diferencias. Los flujos de performatividad *top* y *bottom*, tecnológicos e históricos, constituyen un intento de actualizar las continuidades y renovar el análisis de sus diferencias porque lo que está en juego no son solo palabras sino formas de vida, es decir, maneras de gestionar las circunstancias extralingüísticas de la existencia en las sociedades globalizadas.

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

REDES ORGANIZADAS	TOP-DOWN	BOTTOM-UP
RESPONSABILIDAD <i>ACCOUNTABILITY</i>		- juegos del lenguaje + formas de vida
SUSTENTABILIDAD <i>SUSTAINABILITY</i>	- hardware + software - nuevos medios - cultura global de la información	- viejos medios - sociedades nacionales de fabricación
ESCALABILIDAD <i>SCALABILITY</i>	- hardware + software - nuevos medios - cultura global de la información	- viejos medios - sociedades nacionales de fabricación

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

CONDICIONES EXTRALINGÜÍSTICAS DE LOS ACTOS DE HABLA PERFORMATIVOS
--

1	Establecen un procedimiento aceptado por los participantes
2	Dependen de circunstancias adecuadas para ser realizados
3	Pueden ser replicados

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

PRODUCCIÓN Y CONSUMO	TOP-DOWN	BOTTOM-UP
WORLD		sociedades nacionales de fabricación comunidades imaginadas Estados nacionales, Municipios, Ciudades, Localidades, Organismos internacionales, Organismos regionales, Bancos, Bolsas, Empresas, Industria, ONG, Partidos políticos, Universidades, Escuelas, Transportes, Hospitales, Alimentación, Minería, Energía, Museos, Cines, Auditorios, etc.
WEB	cultura global de la información comunidades virtuales / multitudes inteligentes Internet Explorer, Mozilla, Safari, Chrome, google.com , yahoo.com , facebook.com , twitter.com , instagram.com , blogger.com , wikipedia.org , wordpress.com , tumblr.com , delicious.com , linkedin.com , soundcloud.com , etc.	

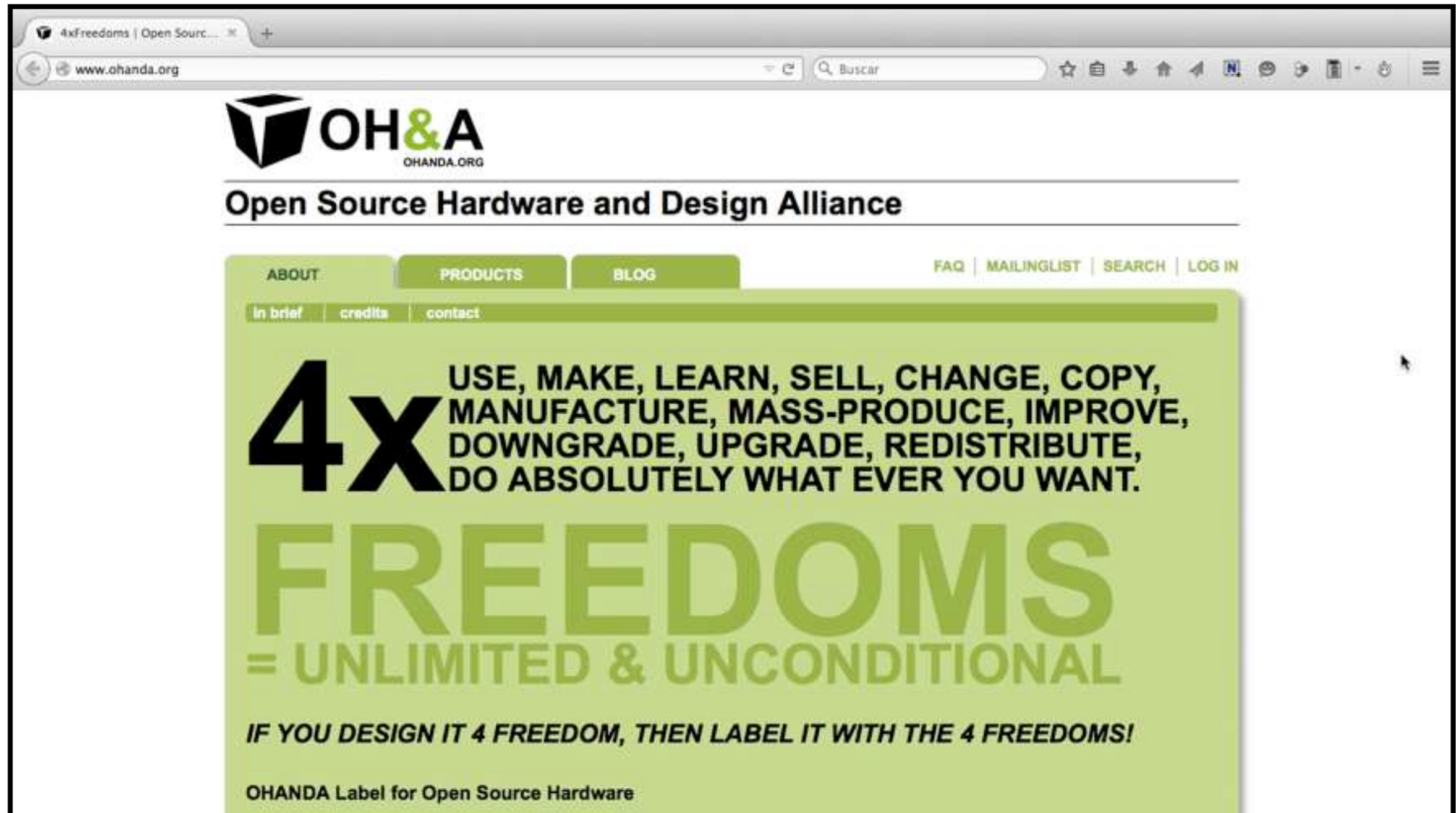
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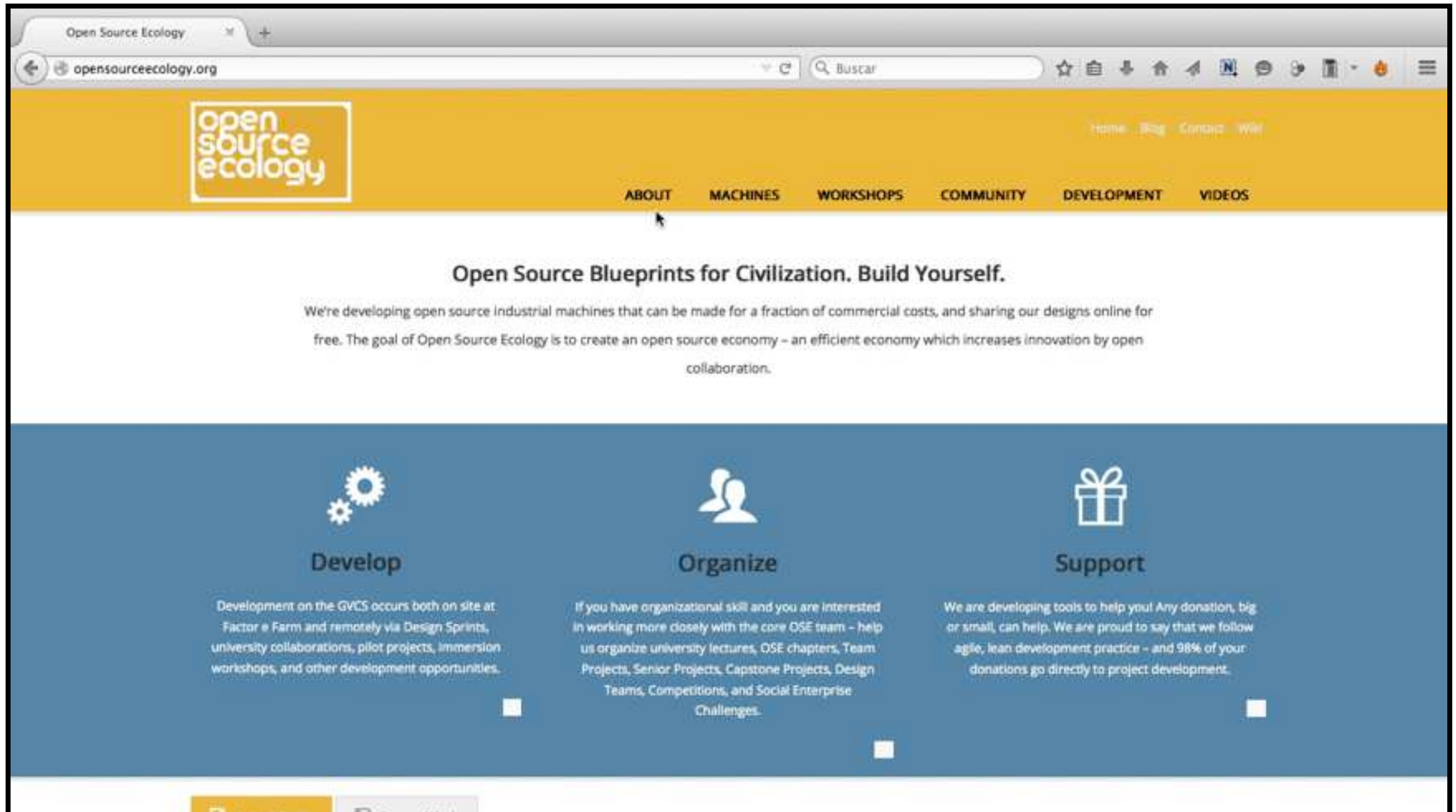
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Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.



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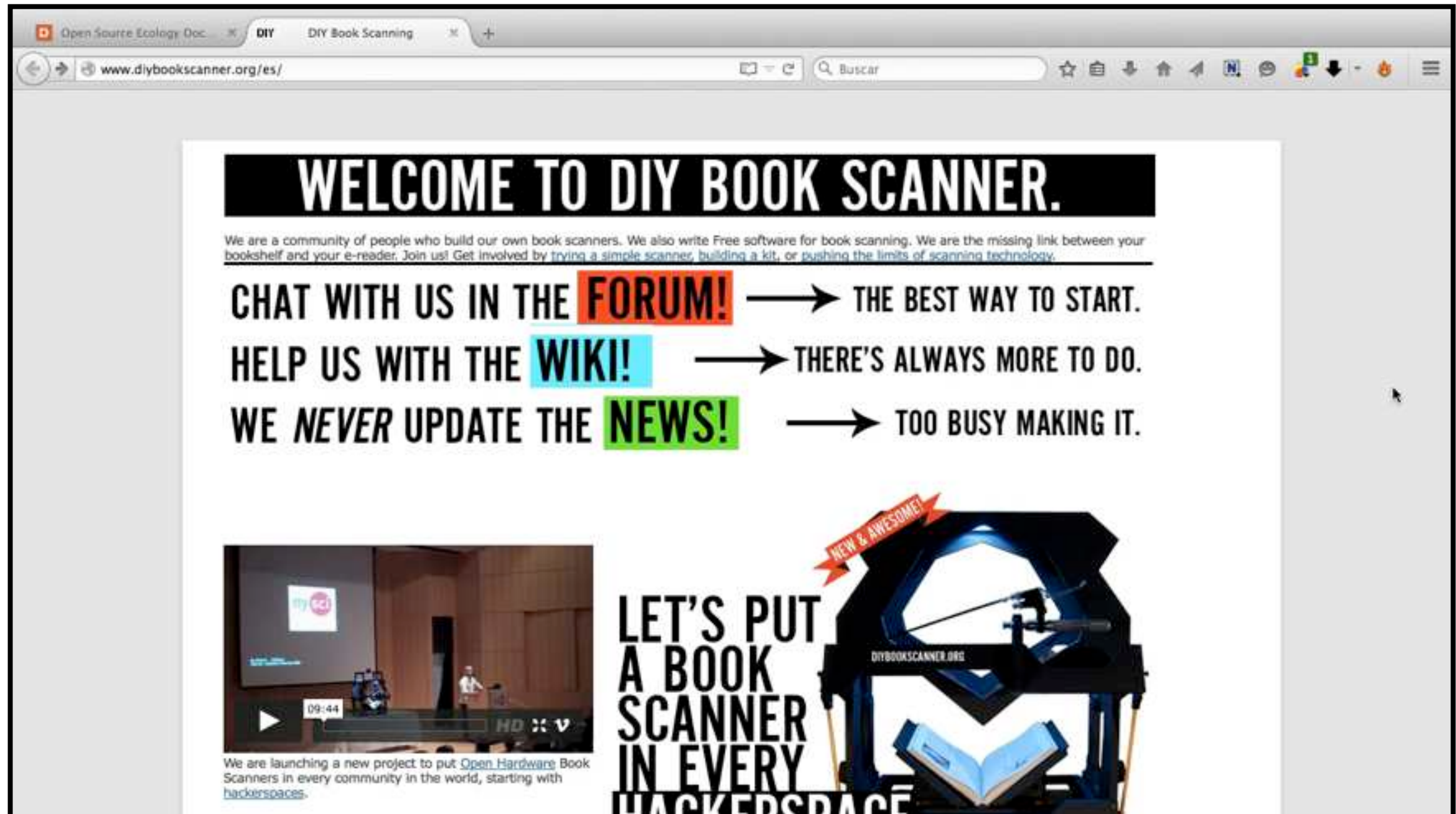
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Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

opensourceecology.org	TOP-DOWN	BOTTOM-UP
RESPONSABILIDAD ACCOUNTABILITY		The mission of Open Source Ecology (OSE) is to create the open source economy. Global Village Construction Set (GVCS) Design Methodology Model: Extreme Programming / Extreme manufacturing Founder, collaborators, true fans & funders ENGLISH 100%
SUSTENTABILIDAD SUSTAINABILITY	DNS: .org / Wordpress (main framework) / Enigmatic (GUI) / Blog / Wiki / Email / Youtube / Trovebox / Vimeo / Facebook / Join Diaspora / Twitter / Google+ / IRC / Dokuzi / Openmeetings / Skype / Mumble / Type Pad / WebEx / GoToMeeting / FuzeMeeting / Pligus / Paypal / Bitcoin / Flattr	TALLERES, CONFERENCIAS, DONACIONES, VOLUNTARIADO Master Card, Visa, American Express, etc. NON-PROFIT Nonprofit organization in the State of Missouri, USA. TRADEMARK Trademark on its name from the US Trademark and Patent Office. LICENSES Creative Commons Attribution-ShareAlike 4.0 International License + GPL + Copyright
ESCALABILIDAD SCALABILITY	GLOBAL	LOCAL Missouri, Estados Unidos Factor e Farm (FeF) is a 30 acre parcel of land 1 hour away from the Kansas City International Airport in Missouri. PO Box 442 Maysville MO 64469 USA

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.



The image is a screenshot of a web browser displaying the homepage of www.diybookscanner.org/es/. The browser's address bar shows the URL, and the page title is "DIY Book Scanner". The main content area features a large black banner with the text "WELCOME TO DIY BOOK SCANNER." in white. Below this banner, a paragraph of text reads: "We are a community of people who build our own book scanners. We also write Free software for book scanning. We are the missing link between your bookshelf and your e-reader. Join us! Get involved by [trying a simple scanner](#), [building a kit](#), or [pushing the limits of scanning technology](#)." Below this paragraph, there are three lines of text, each with a colored box highlighting a word and an arrow pointing to a phrase: "CHAT WITH US IN THE **FORUM!** → THE BEST WAY TO START.", "HELP US WITH THE **WIKI!** → THERE'S ALWAYS MORE TO DO.", and "WE *NEVER* UPDATE THE **NEWS!** → TOO BUSY MAKING IT." Below these lines, there is a video player showing a presentation slide with the text "my eci" and a timestamp of "09:44". Below the video player, a paragraph of text reads: "We are launching a new project to put [Open Hardware](#) Book Scanners in every community in the world, starting with [hackerspaces](#)." To the right of the video player, there is a large image of a blue and black book scanner. Above the scanner, there is a red banner with the text "NEW & AWESOME!". Below the scanner, there is a large text overlay that reads "LET'S PUT A BOOK SCANNER IN EVERY HACKERSPACE".

Open Source Ecology Doc... DIY DIY Book Scanner

www.diybookscanner.org/es/

Buscar

WELCOME TO DIY BOOK SCANNER.

We are a community of people who build our own book scanners. We also write Free software for book scanning. We are the missing link between your bookshelf and your e-reader. Join us! Get involved by [trying a simple scanner](#), [building a kit](#), or [pushing the limits of scanning technology](#).

CHAT WITH US IN THE **FORUM!** → THE BEST WAY TO START.

HELP US WITH THE **WIKI!** → THERE'S ALWAYS MORE TO DO.

WE *NEVER* UPDATE THE **NEWS!** → TOO BUSY MAKING IT.

09:44

We are launching a new project to put [Open Hardware](#) Book Scanners in every community in the world, starting with [hackerspaces](#).

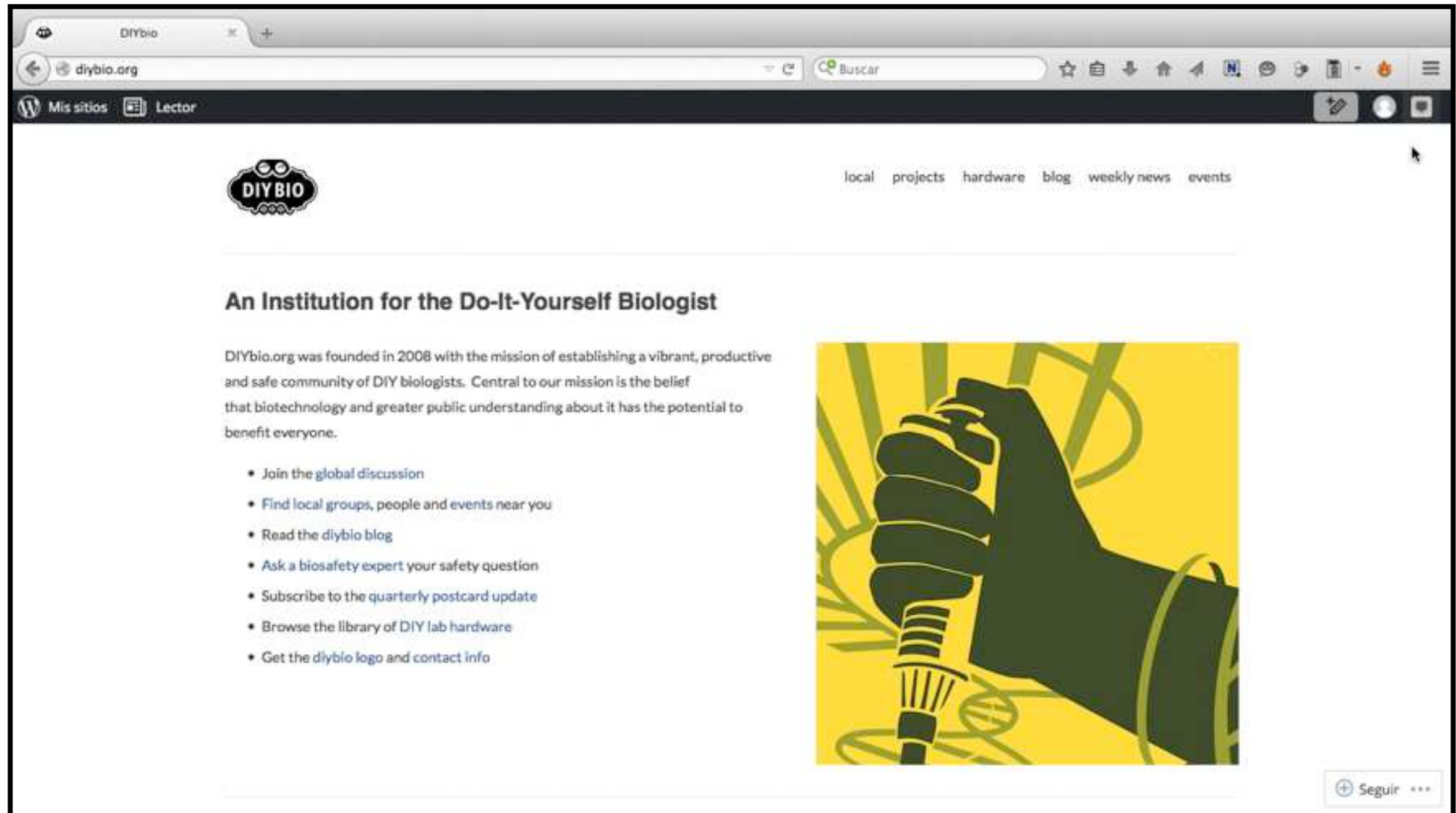
LET'S PUT A BOOK SCANNER IN EVERY HACKERSPACE

NEW & AWESOME!

DIYBOOKSCANNER.ORG

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.



4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

Open Source Ecology Doc. | DIY High-Speed Book Sc... | Hardware: Algae microscop... | (R9+) DIYbio - Grupos de... | Open Source Satellite Initi...

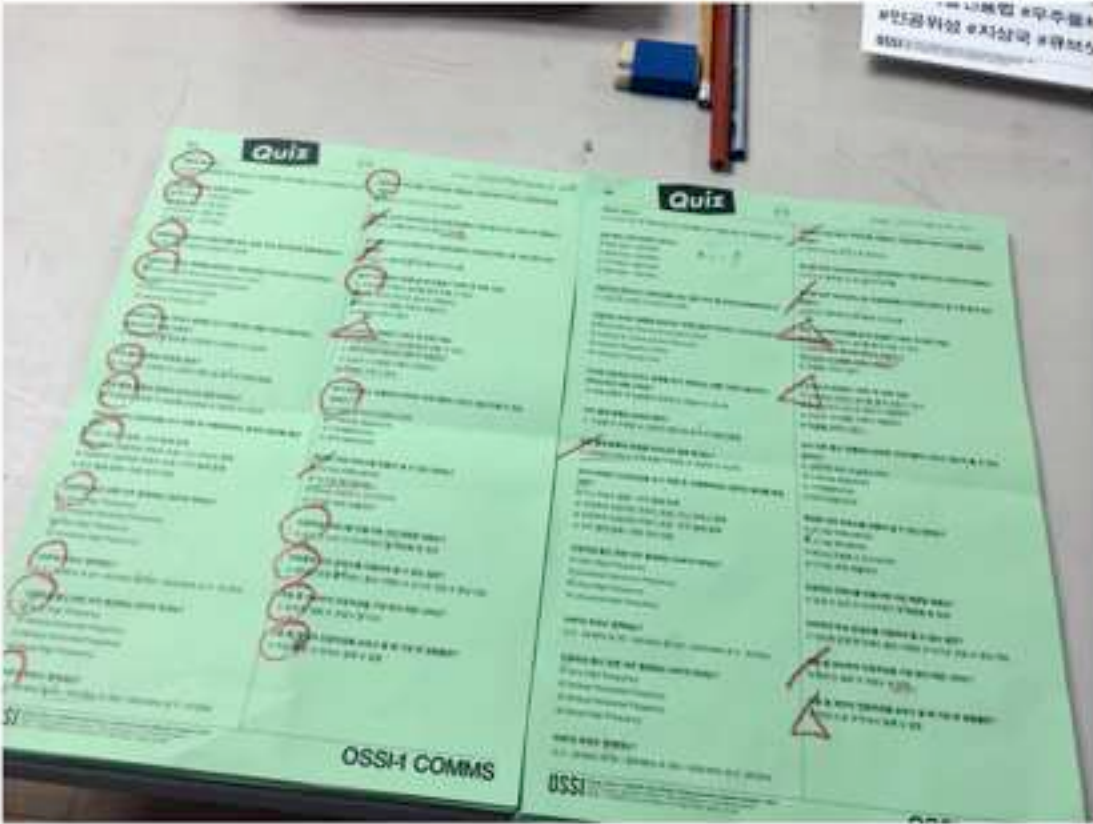
← opensat.cc | Buscar | ☆ | 📄 | ⬇ | 🏠 | 🔍 | 🗨 | 📧 | ⬇ | 🔥 | ☰

**OPEN SOURCE SATELLITE INITIATIVE**

9812

[About](#) [People](#) [Manual](#) [Download](#) [Press](#) [Blog](#) [Donation](#) [#Register](#) [\[한글\]](#)

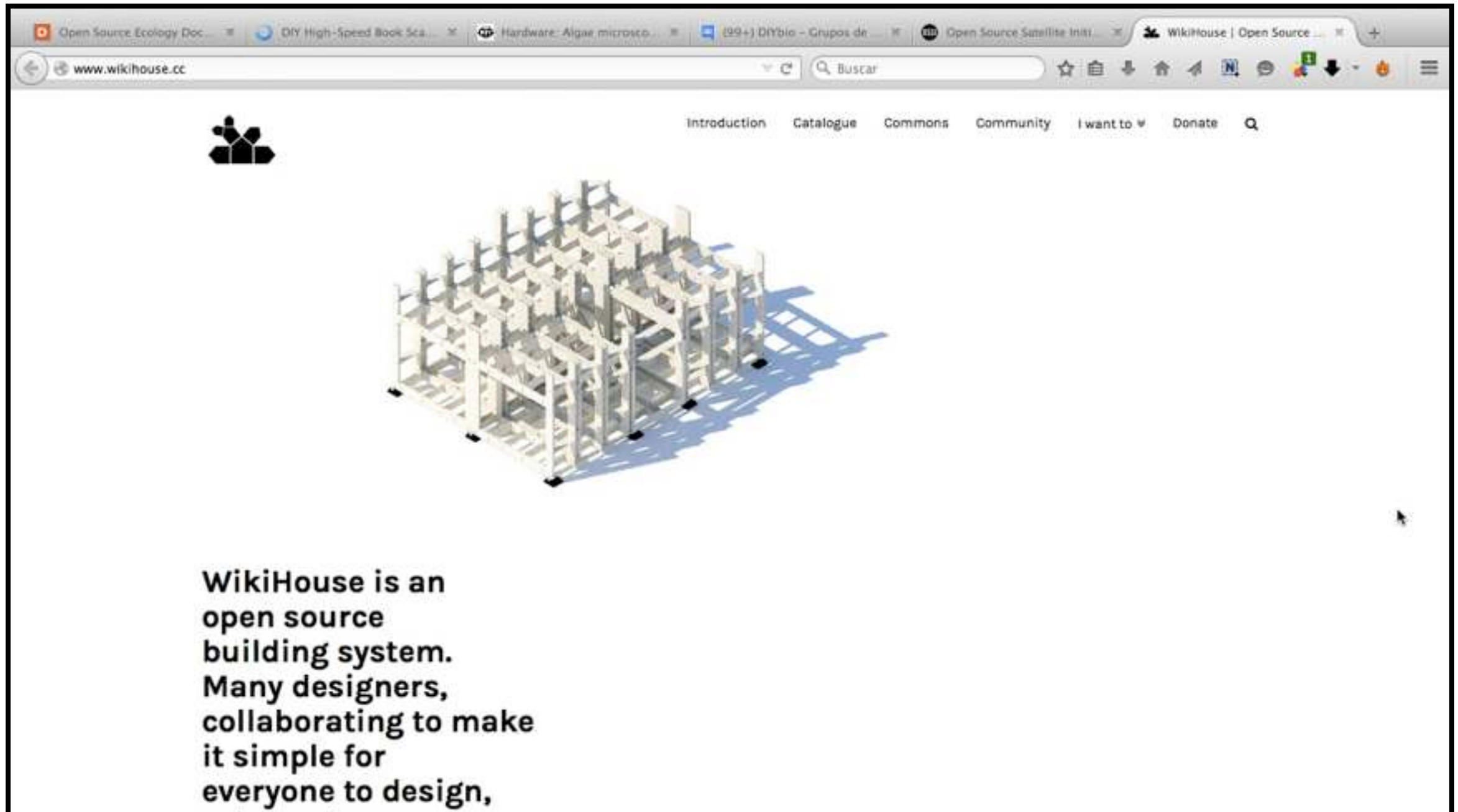
인공위성 퀴즈쇼 결과 발표
Satellite Quiz Show Result



채점 과정

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.



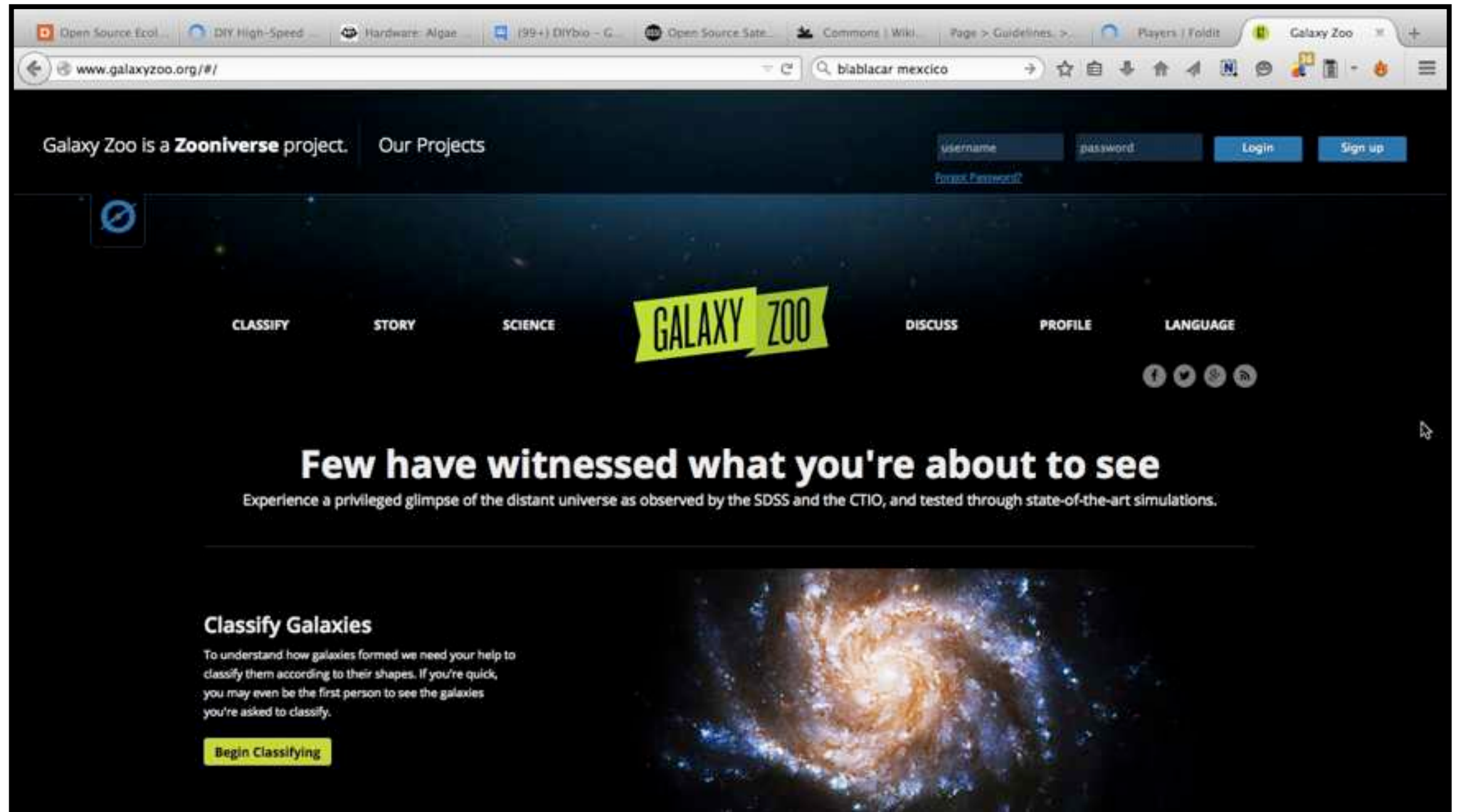
4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

The screenshot shows the fold.it website in a web browser. The browser's address bar displays 'fold.it/portal/'. The website has a green header with the 'fold.it' logo and the tagline 'Solve Puzzles for Science'. A navigation menu includes links for PUZZLES, BLOG, CATEGORIES, FEEDBACK, GROUPS, FORUM, PLAYERS, WIKI, RECIPES, FAQ, CONTESTS, ABOUT, and CREDITS. The main content area features a large 3D protein structure with a text box that reads 'Click to learn how you contribute to science by playing Foldit.' To the right, there is a 'GET STARTED: DOWNLOAD' section with buttons for 'Win Beta', 'Mac Beta', and 'Linux Beta'. Below this is a 'SEARCH' section with a search bar and a 'Google Search' button. Further down is a 'RECOMMEND FOLDIT' section with a text input and a 'Send' button. The 'USER LOGIN' section includes fields for 'Username' and 'Password', a 'Log in' button, and links for 'Create new account' and 'Request new password'. At the bottom, there are tabs for 'SOLOISTS', 'EVOLVERS', 'GROUPS', and 'TOPICS'. A 'What's New' section on the left side of the main content area announces a 'Developer Preview Release Soon' and lists changes: 'General' and 'Some additional puzzle files may now be encrypted.' A small 'openstructures.net' watermark is visible in the bottom left corner.

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.



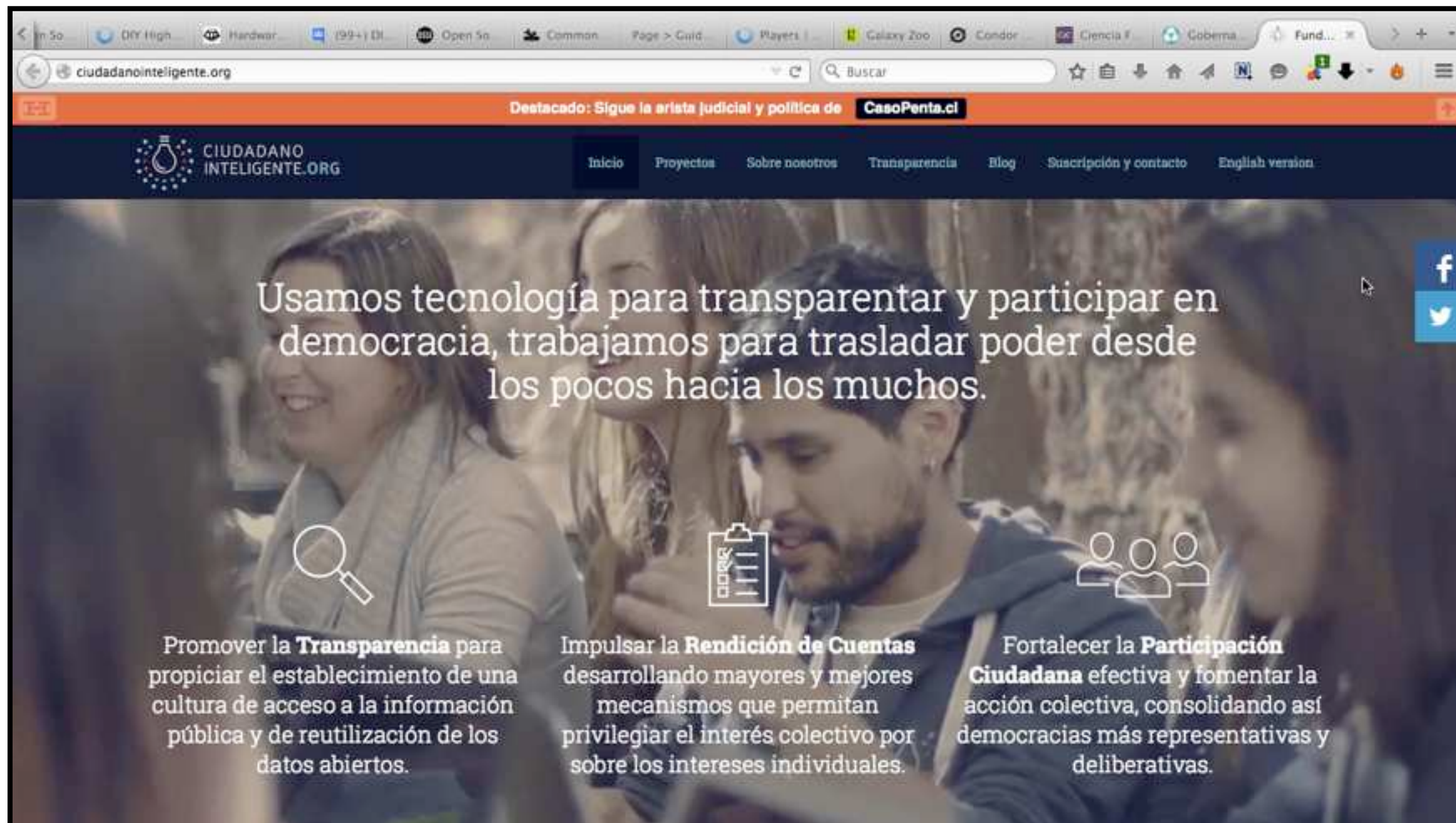
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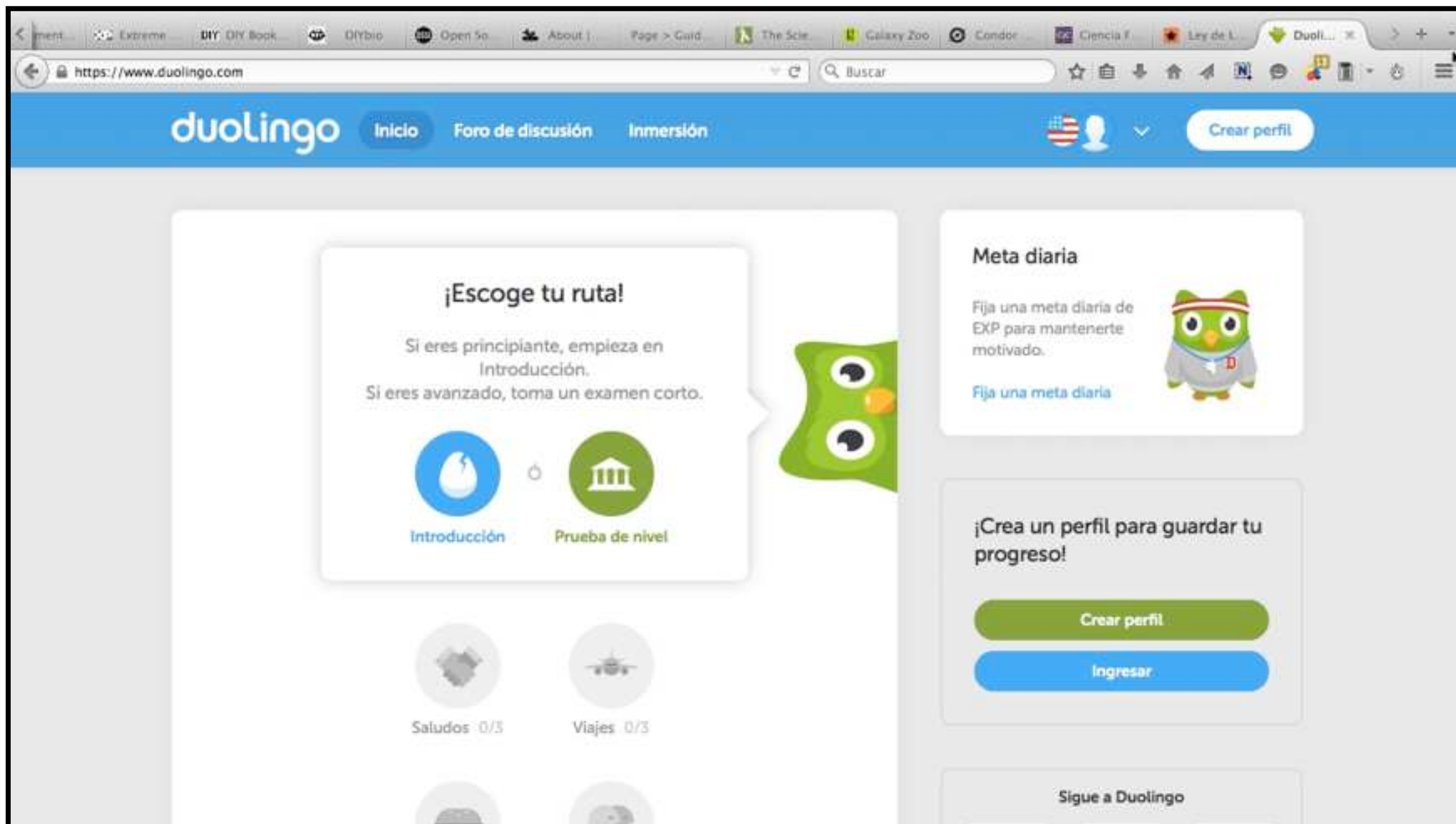
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4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

The screenshot shows the homepage of the Let's Do It! World Cleanup website. The browser's address bar displays www.letsdoitworld.org. The navigation menu includes links for ABOUT, GET STARTED, JOIN OUR TEAM, COUNTRIES, MAP THE WASTE, EVENTS, NEWS, TEAM, PARTNERS, and LOGIN. The main banner features the Let's Do It! logo and the text "World Cleanup: Let's clean the world together!". Below this, there are two buttons: "Start a cleanup" and "Map the waste". A map of the world is displayed on the right side of the banner, with a tooltip showing "See world waste map". Below the banner, there are three statistics: "112 COUNTRIES joined so far", "13 MILLION volunteers", and a blue box for "MEXICO Website" showing "2384 POINTS on map". At the bottom, there are three promotional boxes: "Let's clean up the World in just ONE DAY! with 380 million", "Cleanup time is close? Click HERE for 2015 promo materials.", and "Next events" listing upcoming events in Egypt, Libya, Kenya, and Albania.

Let's do it!

World Cleanup:
Let's clean the world together!

Start a cleanup

Map the waste

See world waste map

112 COUNTRIES joined so far

13 MILLION volunteers

MEXICO Website
2384 POINTS on map

Let's clean up the World in just ONE DAY! with 380 million

Cleanup time is close? Click HERE for 2015 promo materials.

Next events

- 10.10.2015 - 10:00 Let's Do It! Egypt
- 10.10.2015 - 10:00 Let's do it! Libya
- 20.10.2015 (All day) Let's Do It! Kenya
- 20.11.2015 - 10:00 Let's Do it! Albania

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

The screenshot shows the Labdoo.org website in a web browser. The browser's address bar displays <https://www.labdoo.org>. The page features a navigation bar with links: Explore, Doojects, Dootrips, Edoovillages, Hubs, Teams, Wiki, and Share wall. A search bar contains the text "biablar mexico". The main header includes the Labdoo.org logo and a tagline: "Your humanitarian social network to help bring education around the globe." Below this, a progress bar displays global statistics: 5485 Doojects tagged, 696 Doojects in transit, 3316 Doojects delivered, 143 Hubs, 492 Edoovillages, 121133 Students, and 105 Countries. A language dropdown menu is set to "English". Two prominent buttons are visible: "Join Labdoo" and "Learn how it works". A recent activity feed entry states: "17 hours 10 min ago Laptop 000005463 has started its journey to an edoovillage in Kabwe, Zambia...". A "Play video" link is provided for this entry. The main visual is a photograph of a smiling man in a white shirt interacting with a group of children in a classroom setting.

Global Progress: 5485 Doojects tagged 696 Doojects in transit 3316 Doojects delivered 143 Hubs 492 Edoovillages 121133 Students 105 Countries English

Join Labdoo Learn how it works

17 hours 10 min ago
Laptop 000005463 has started its journey to an edoovillage in Kabwe, Zambia...
See all recent global actions

Play video

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.



4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.



4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

www.landshare.net

It's growing > 75288 members so far

Log in or Sign up

landshare
Connecting growers to people with land to share

United Kingdom

Search landshare GO

Home Fruitshare About Landshare Community Map & Listings Take action Landshare toolkit

I WANT TO } FIND LAND OFFER LAND HELP OUT

LATEST LAND WANTED LATEST LAND OFFERED

LATEST FROM THE NEWS

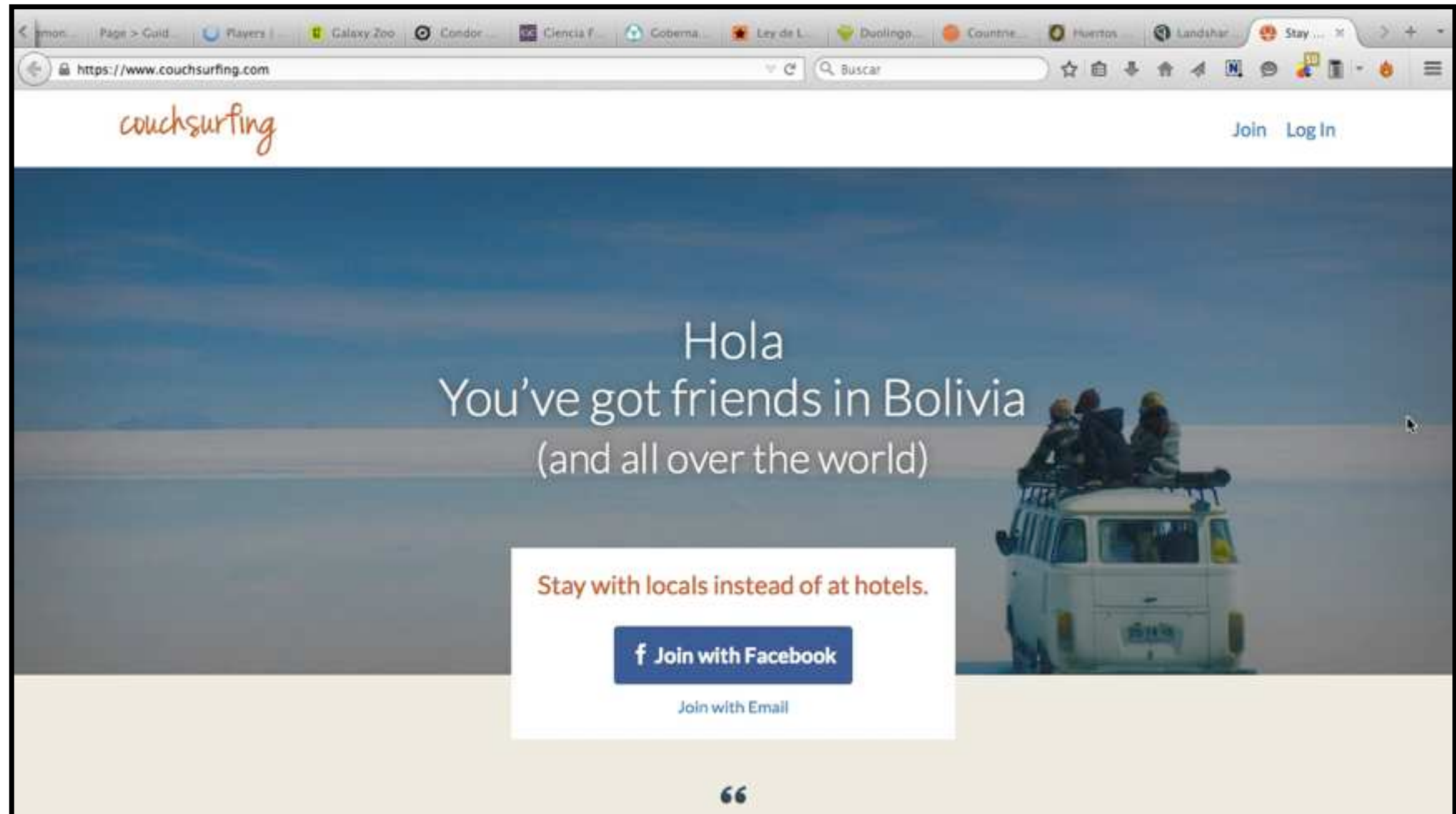
River Cottage Food Tube
Posted on 3rd December 2014

66 Hugh and the River Cottage gang scour both land and sea in search of an alternative culinary lifestyle for River Cottage Food Tube, the new YouTube channel using a delicious recipe of brand new, classic and live programming.

Read full post

4. Redes organizadas.

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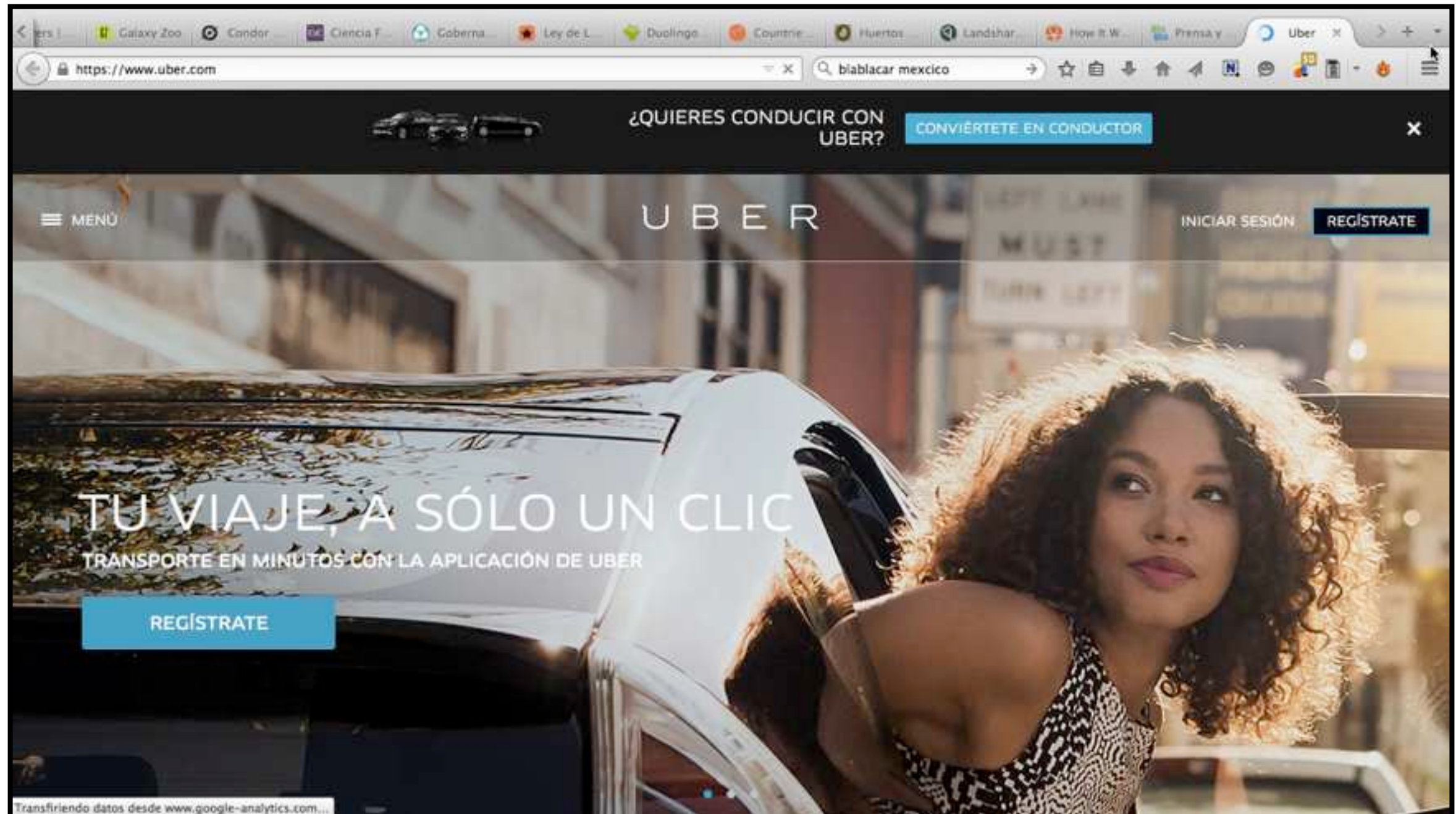
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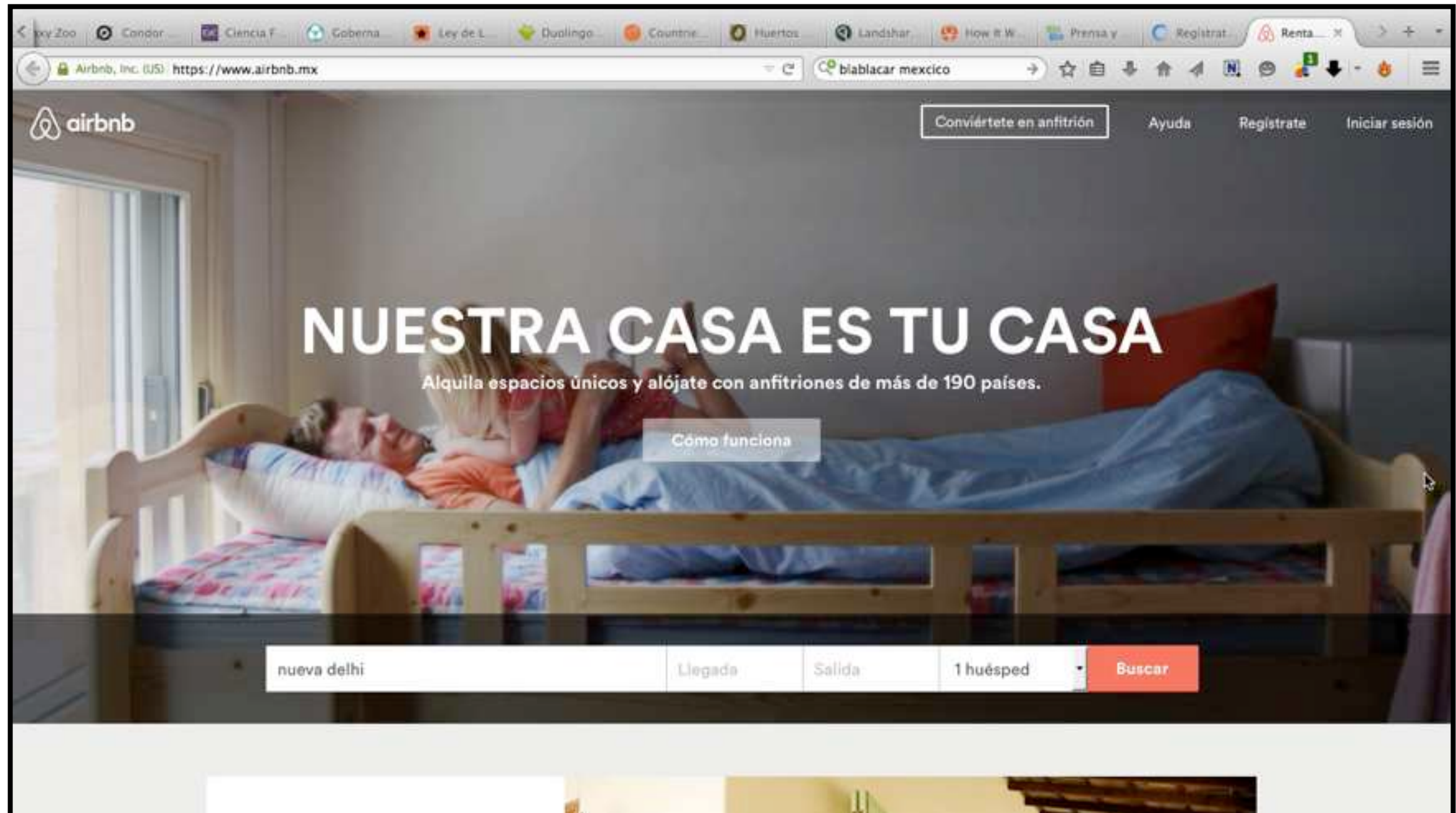
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The screenshot displays the Goteo.org website interface. At the top, there's a navigation bar with the Goteo logo, buttons for 'DESCUBRE PROYECTOS' and 'CREA UN PROYECTO', and a search bar. Below this, a banner features a project titled 'SAMUDARIPEN. EL HOLOCAUSTO...' with a goal of €900 and a current amount of €2,468. To the right, an event calendar shows 'Próximo evento' on October 23rd at Google Campus Madrid. The main content area highlights 'Casos de éxito: Innovación social' with a featured project 'SOCIAL COIN: UNA EPIDEMIA DE ALTRUISMO'. This project has 220 cofinanciadores and has raised €10,500. The background of this section shows a hand holding a 'SOCIAL COIN' token. At the bottom, a 'DESTACADOS' section is partially visible.

NOTICIAS: Co-creation workshops with open DNA. Ver más

SOBRE GOTEO BLOG FAQ € EUR ES

GOTEO DESCUBRE PROYECTOS CREA UN PROYECTO

COMUNIDAD ACCEDE

SAMUDARIPEN. EL HOLOCAUSTO...
Por: Virus Gitanes
RETORNO COLECTIVO
Web del proyecto con entrevistas a los testimo...
OBTENIDO € 900 DE € 2.468 QUEDAN 20 DIAS

Próximo evento
Octubre 23 viernes
01:00 a 13:00
Evento: CROWDDAYS 2.0
Google Campus Madrid

Casos de éxito: Innovación social

SOCIAL COIN: UNA EPIDEMIA DE ALTRUISMO
Una moneda socialmente responsable, una cadena de favores que se puede seguir y medir.
"Encuentra tu propósito, piénsalo en grande, empieza pequeño, pon foco y crece rápido". Iyan Caballero, del proyecto: The Social Coin.

COFINANCIADORES 220 OBTENIDO € 10.500

DESTACADOS

4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.

The screenshot shows a web browser window with the address bar displaying "fumbaro.org". The page features a header with the Fumbaro logo and the text "小さな力を集めて大きな力に！" (Gathering small powers into a big power!). Below this is the main title "ふんばろう東日本支援プロジェクト" (Fumbaro Tohoku Japan Support Project) and the subtitle "誰でもできる復興支援がここにある" (Recovery support that anyone can do is here). A navigation bar contains links: "ふんばろうについて" (About Fumbaro), "活動報告・活動実績" (Activity Report/Track Record), "ご協力いただいた企業" (Companies that have cooperated), "プロジェクト動画" (Project Video), "ありがとうの声" (Voice of Thanks), and "ふんばろう支援基金" (Fumbaro Support Fund). The main content area is divided into two sections. The top section, titled "ふんばろう東日本支援プロジェクト 総支援実績" (Fumbaro Tohoku Japan Support Project Total Support Track Record), includes a sub-header "活動実績・報告とふんばろうから生まれた知見・ノウハウ" (Activity Track Record, Reports, and Knowledge/Skills born from Fumbaro) and a button "詳しくはこちら" (More details here). The bottom section, titled "一般社団法人ふんばろう支援基金について" (About the General Incorporated Association Fumbaro Support Fund), contains a paragraph explaining the transition from the previous project to the new fund structure, effective from September 2014, and a button "詳しくはこちら" (More details here). A sidebar on the right lists several achievements and awards, including "ベストチーム・オブ・ザ・イヤー2014" (Best Team of the Year 2014) and "ふんばろう東日本組支援実績・ノウハウ" (Fumbaro Tohoku Japan Group Support Track Record/Skills).

ふんばろう東日本支援プロジェクト

誰でもできる復興支援がここにある

ふんばろうについて 活動報告・活動実績 ご協力いただいた企業 プロジェクト動画 ありがとうの声 ふんばろう支援基金

ふんばろう東日本支援プロジェクト

総支援実績

活動実績・報告とふんばろうから生まれた知見・ノウハウ

詳しくはこちら

一般社団法人ふんばろう支援基金について

2014年9月末をもって、これまでの大きな枠組みとしての「ふんばろう東日本支援プロジェクト」は発展的に解消し、ふんばろうから生まれた各独立プロジェクト（団体）と、支援金を引き継ぎ各団体への分配を行う「一般社団法人ふんばろう支援基金」からなる、新たな体制に移行しました。ふんばろう東日本支援プロジェクトのポリシーを引き継ぎ、今後も、みなさまから寄せられた支援金を東日本大震災の被災地復興に有意義に活用するため、そして支援活動続けるプロジェクトを支えるために運用されます。

詳しくはこちら

ベストチーム・オブ・ザ・イヤー2014

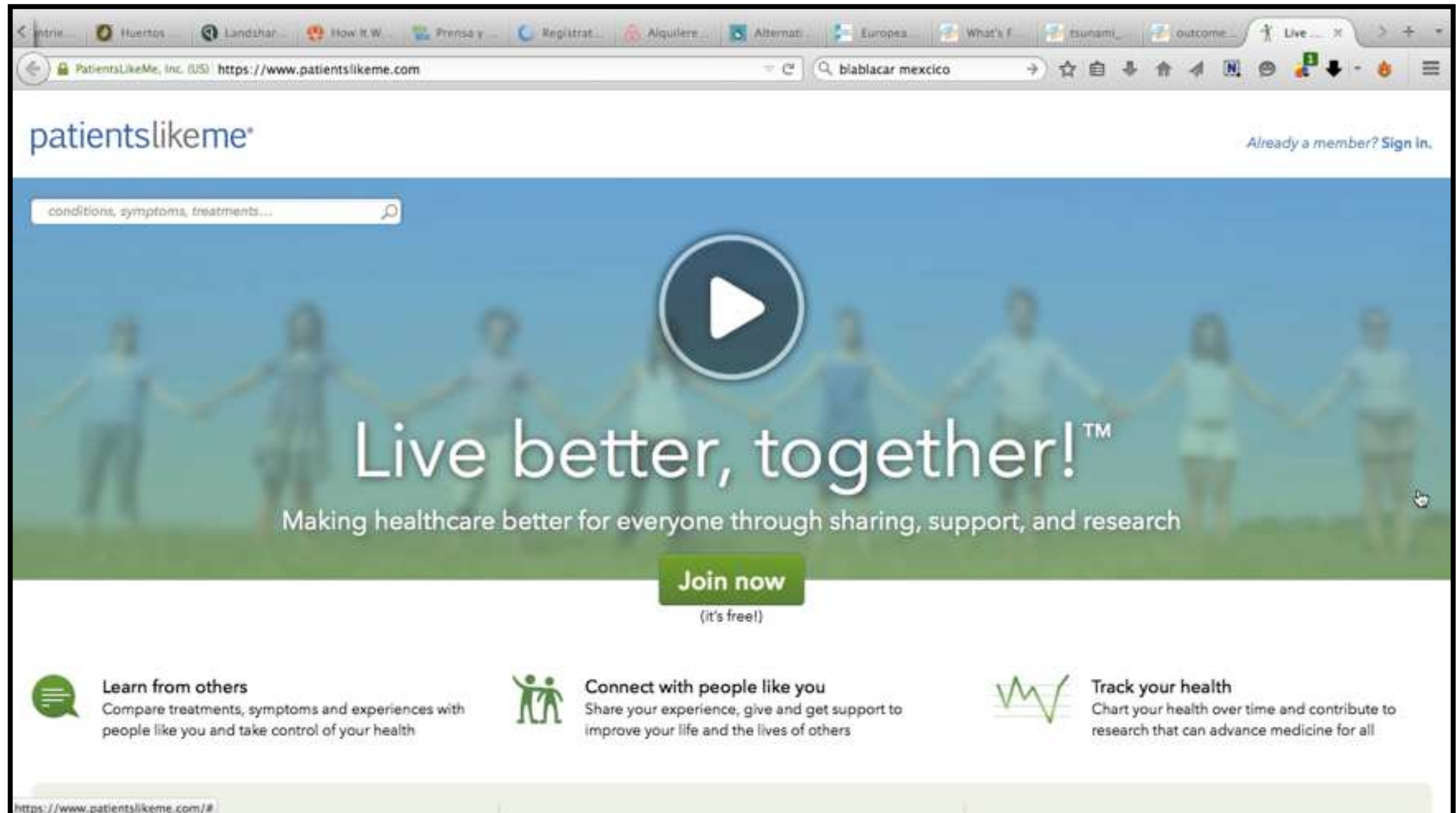
ふんばろう東日本組支援実績・ノウハウ

アルス・エレクトロニカ ゴールデン・ニカ受賞

ふんばろう東日本 3.0 体制のご紹介

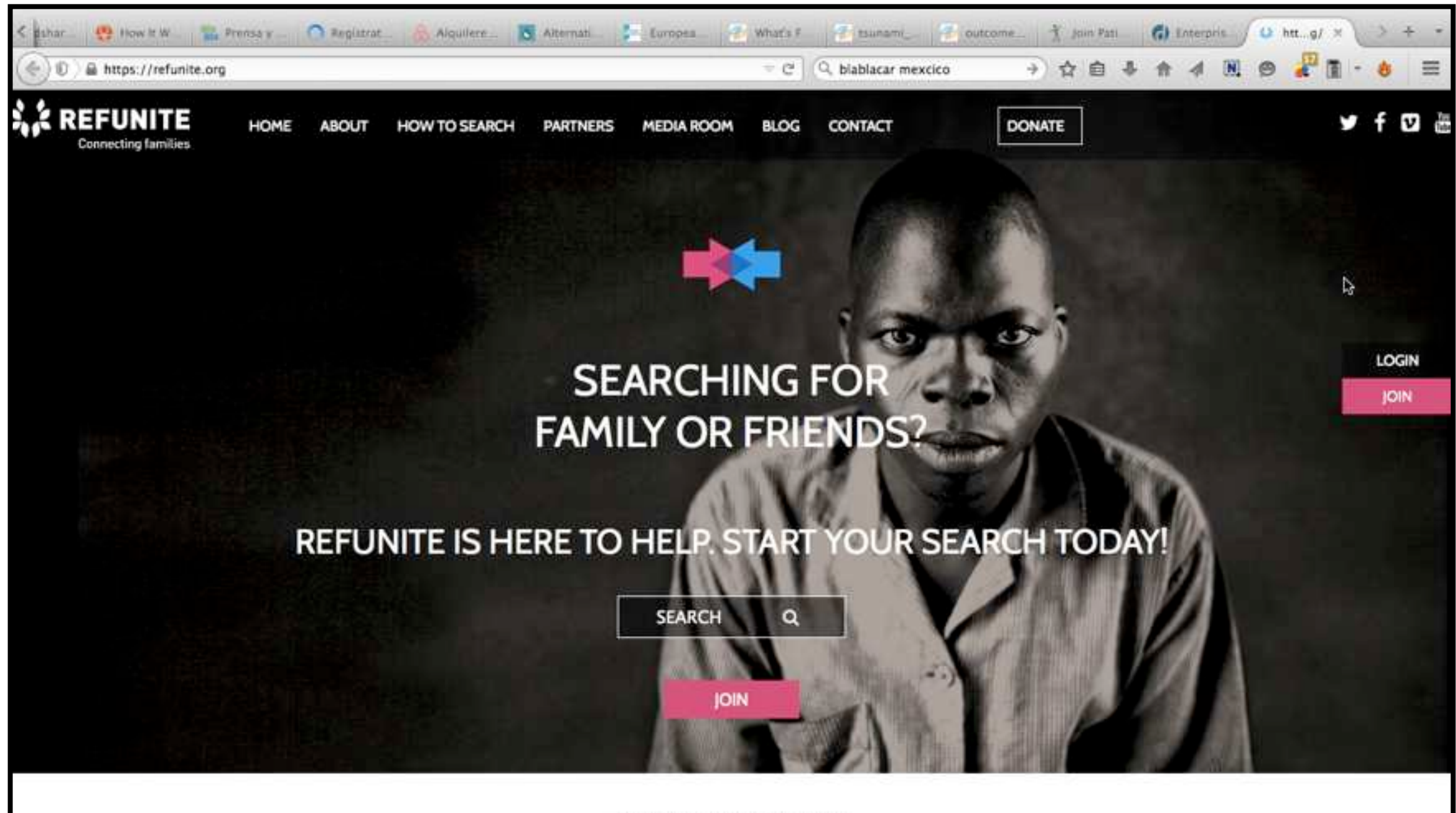
4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.



4. Redes organizadas.

Análisis textual para los sitios web vinculados con lo “open” y la “economía colaborativa”.



5. DIY society.

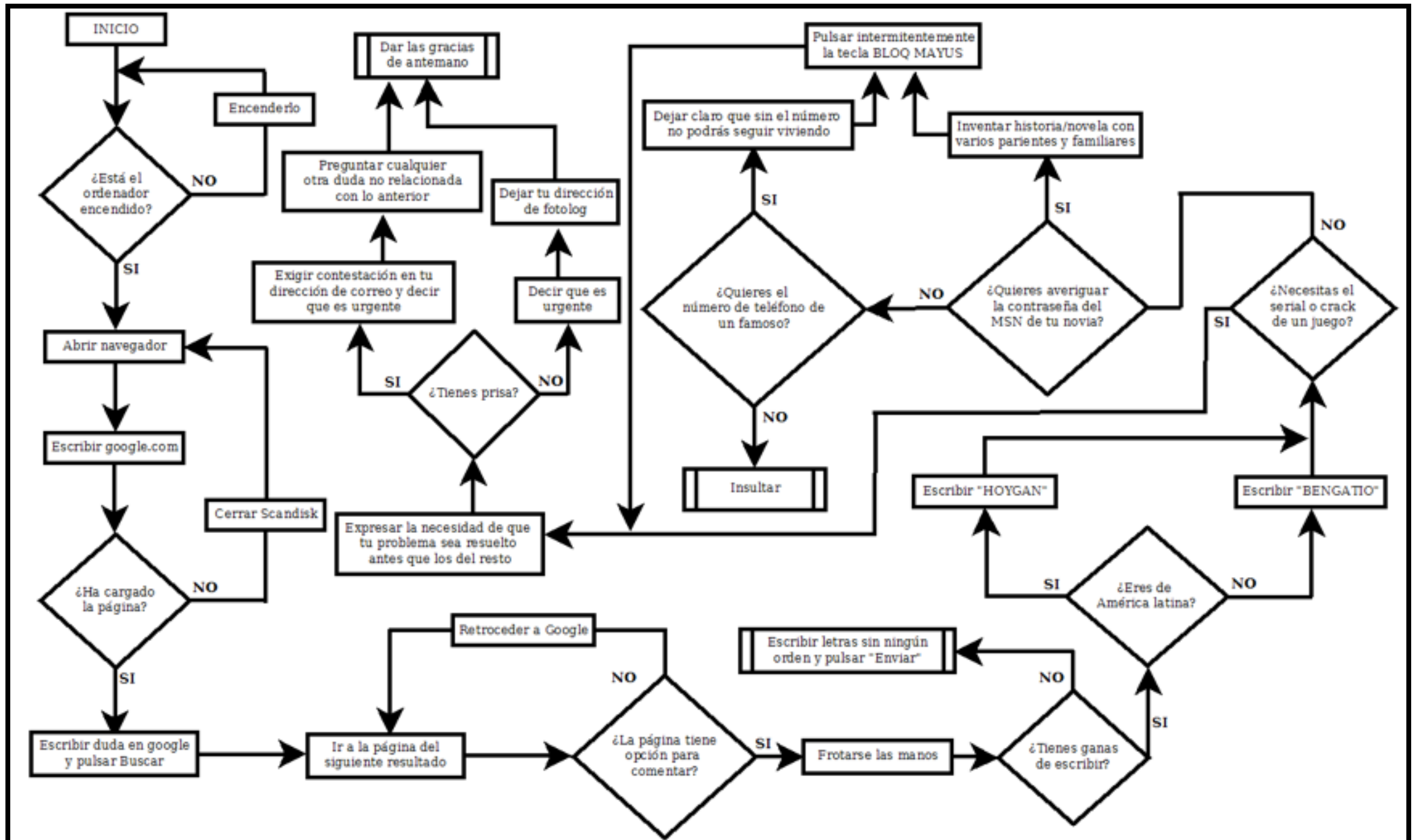
¿El arte de computador se ha convertido en una forma de vida o no?

CONVENCIONES NARRATIVAS DE LAS FORMAS DE VIDA TECNOLÓGICAS

1	La responsabilidad se centra en el metadiseño. Los procedimientos generan contextos más que contenidos, es decir, establecen sobre todo relaciones sociales de producción no productos.
2	A excepción del sitio web la sustentabilidad depende de los medios de producción que posea el consumidor.
3	La escalabilidad se establece combinando el uso táctico de los medios top-down con estrategias institucionales bottom-up.

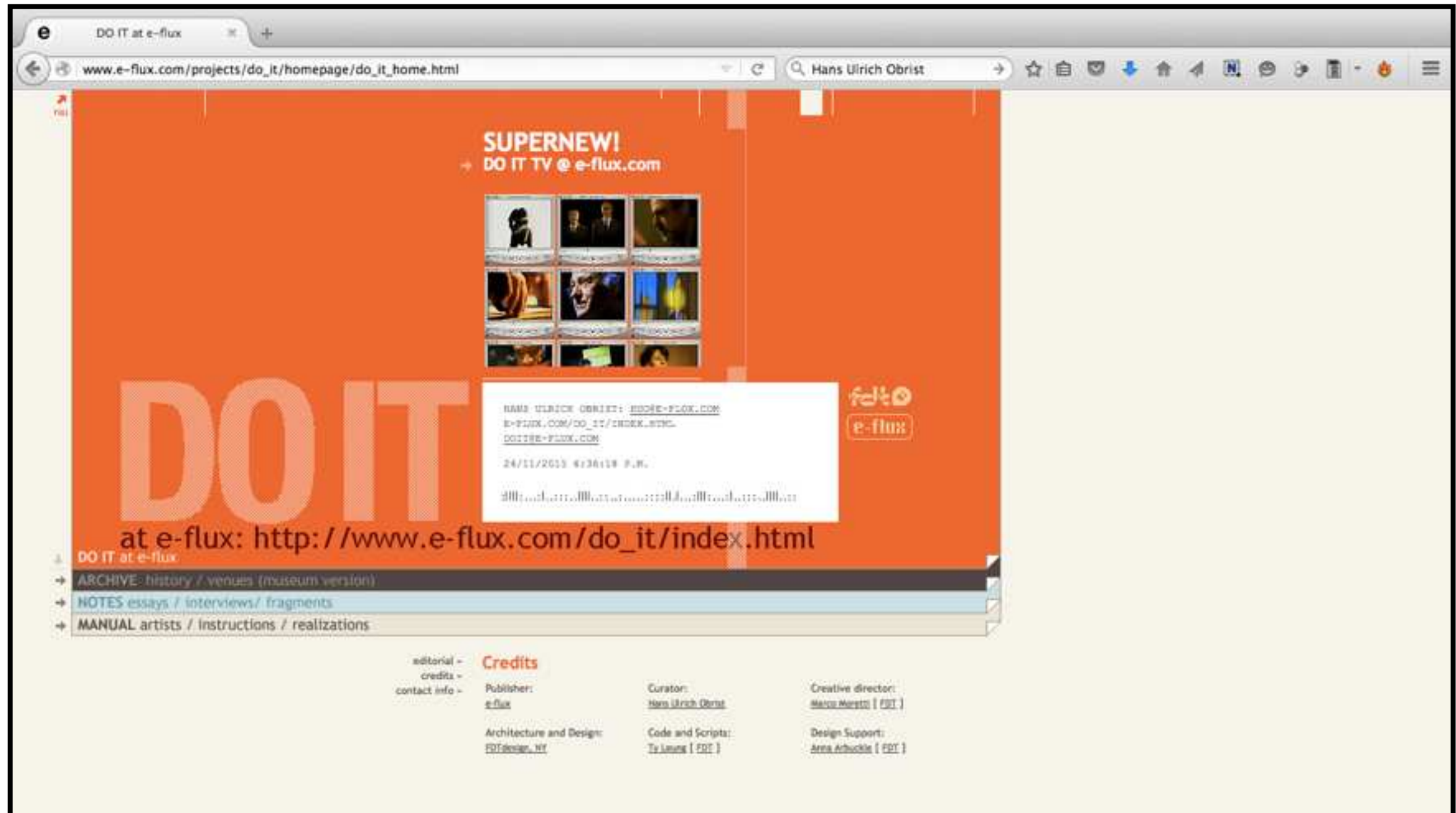
5. DIY society.

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5. DIY society.

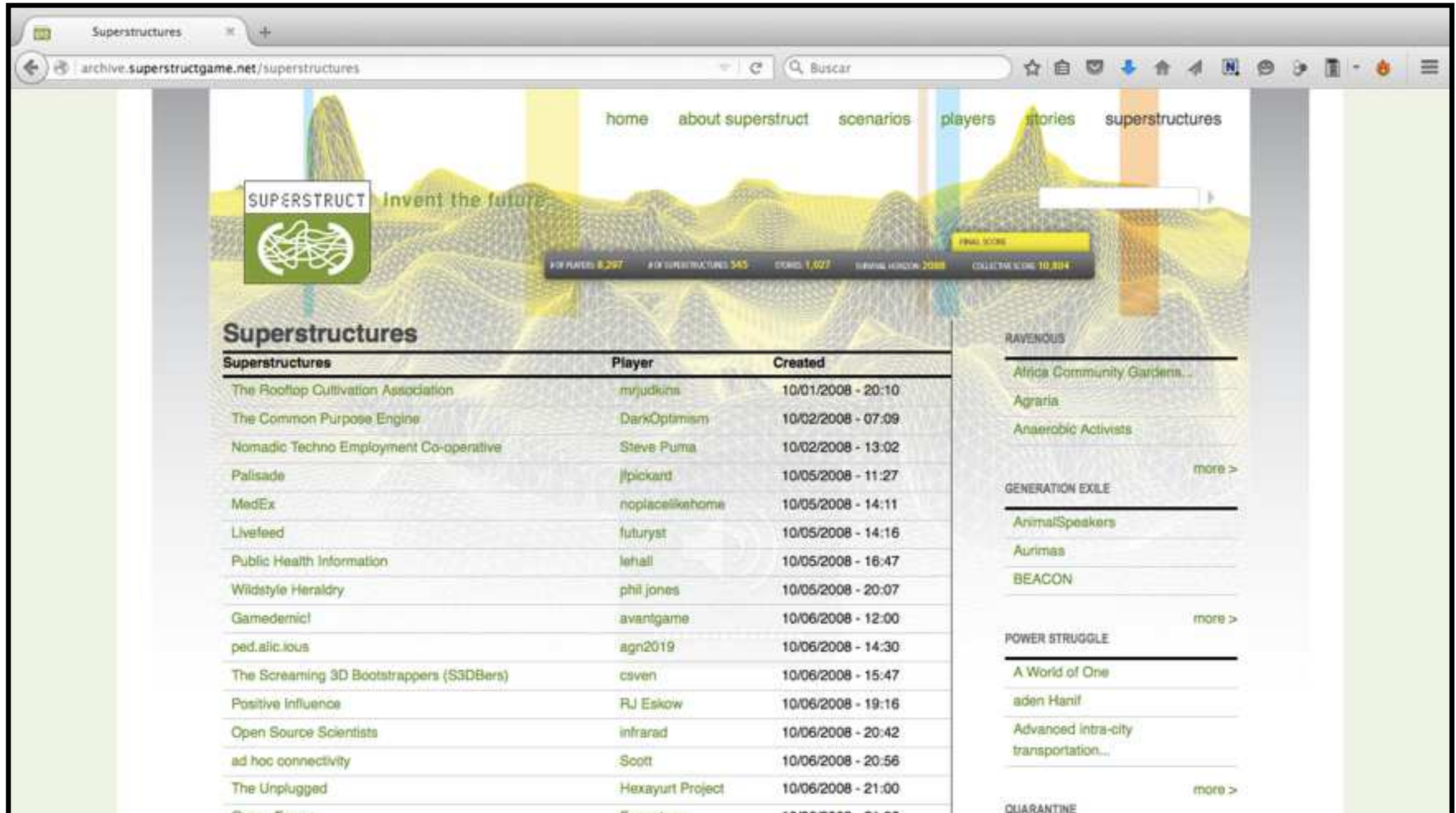
¿El arte de computador se ha convertido en una forma de vida o no?

PERFORMATIVIDAD DE LOS ACTOS DE HABLA TOP Y BOTTOM
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1	Transforman el análisis textual de los estudios literarios y cinematográficos en una metodología capaz de investigar acciones materiales, humanas y no humanas.
2	los juegos <i>top</i> y <i>bottom</i> actualizan las continuidades y renuevan las diferencias entre comunidades imaginadas y multitudes inteligentes.
3	“DIY society” donde los efectos sustituyen a las causas.
4	Comparar las redes organizadas con las estrategias y las tácticas previas.

5. DIY society.

¿El arte de computador se ha convertido en una forma de vida o no?



The screenshot shows the website 'Superstructures' at the URL 'archive.superstructgame.net/superstructures'. The page features a navigation bar with links: home, about superstruct, scenarios, players, stories, and superstructures. A search bar is also present. The main content area displays a list of 'Superstructures' with columns for the structure name, the player, and the creation date. To the right, there are sections for 'RAVENOUS', 'GENERATION EXILE', 'POWER STRUGGLE', and 'QUARANTINE', each listing specific projects or groups. A 'more >' link is provided for each of these sections.

Superstructures

Superstructures	Player	Created
The Rooftop Cultivation Association	mrjudkins	10/01/2008 - 20:10
The Common Purpose Engine	DarkOptimism	10/02/2008 - 07:09
Nomadic Techno Employment Co-operative	Steve Puma	10/02/2008 - 13:02
Palisade	jpickard	10/05/2008 - 11:27
MedEx	noplacelikehome	10/05/2008 - 14:11
Livfeed	futuryst	10/05/2008 - 14:16
Public Health Information	lehall	10/05/2008 - 16:47
Wildstyle Heraldry	phil jones	10/05/2008 - 20:07
Gamedemici	avantgame	10/06/2008 - 12:00
ped.alic.ious	agn2019	10/06/2008 - 14:30
The Screaming 3D Bootstrappers (S3DBers)	csven	10/06/2008 - 15:47
Positive Influence	RJ Eskow	10/06/2008 - 19:16
Open Source Scientists	infrarad	10/06/2008 - 20:42
ad hoc connectivity	Scott	10/06/2008 - 20:56
The Unplugged	Hexayurt Project	10/06/2008 - 21:00

RAVENOUS

- Africa Community Gardens...
- Agraria
- Anaerobic Activists

more >

GENERATION EXILE

- AnimalSpeakers
- Aurimas

BEACON

more >

POWER STRUGGLE

- A World of One
- aden Hanif
- Advanced intra-city transportation...

more >

QUARANTINE

5. DIY society.

¿El arte de computador se ha convertido en una forma de vida o no?

