

After Digital Art works of Sheldon Brown

Center for Research in Computing and the Arts (CRCA)
University of California at San Diego (UCSD)
Department of Visual Art
<http://crca.ucsd.edu/sheldon/>

Tuesday, April 11, 2006, 14h30-16h
Goldsmiths College, Lecture Hall, Ben Pimlott Building
<http://www.goldsmiths.ac.uk/find-us/campus-map.php>



After engaging digital technologies in artistic practice for the last 20 years, how does one conceive of venturing into the next 20 years of digitally enabled cultural practice? Professor Brown will describe issues that are at stake in the intentions and methodologies of his work, and how his intersecting practices of artist, academic and program administrator create a space for future cultural forms.

Sheldon Brown is Director of the Center for Research in Computing and the Arts (CRCA) at the University of California at San Diego (UCSD) where he is a Professor of Visual Arts and the head of New Media Arts for the California Institute of Telecommunications and Information Technologies (Calit2), where he also Directs the Experimental Game Lab.

His work mines the relationships between mediated and physical experiences, often existing across a range of public realms. As an artist, he is concerned about overlapping and reconfiguring private and public spaces; how new forms of mediation are proliferating co-existing public realms whose geographies and social organisations become ever more diverse. Art that explores schismatic junctions of these zones? the edges of their coherency — allow glimpses into their formative structures and provide a view that suggests transformative modes of being, extending constrained boundaries.

Seminar — Digital Studios

<http://www.doc.gold.ac.uk/creative.html>

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