

mute mute mute mute mute

D I G I T A L A R T C R I T I Q U E

Although the internet continues to be seen as a gigantic pixel gallery-window by some, artists are doing more with the bare bones of communication technologies than this might imply. Pushing the wet dream of art's immateriality back earthbound, questions are being asked about the Net's social and political effects, the history and possible futures of media criticism and productive models of participation in the development of the technologies themselves.

**mute**  
is a quarterly newspaper seeking to develop a forum for the discussion of these issues. It looks at the impact of digital and communication technologies on art and culture from local and international perspectives.

The first issues of mute looked into the following themes:

**PILOT**  
Can art survive the 20th century?

Technology's effects on paradigm changes extend into the arts. Is the internet providing a radical break with the sacral gallery space and challenging the status of the author or has it just made the shop window even bigger?

**ISSUE1**  
**HOMO LUDENS**

to play or not to play? Influenced by Dutch historian Johan Huizinga's book, this issue looked at the ludic impulse. On illusions of interactivity, the spatial constructions of virtual world and games (ab)use.

**ISSUE2**

**The Chocolate Covered Highway**

the information super-highway takes over from the palm-lined Hollywood Boulevard as the mirror for all dreams. Commerce vs. Creativity?

**ISSUE3**  
**CODE**

With architects and artists employing algorithms to help shape their work, this issue looked at coding, as programmers' tool and cultural viral metaphor.

**ISSUE4**

**Analogue City**

Steps from digital to analogue pavements and back.

Mute also contains sections on Print, the Web and Games.

Issue Seven is out now.

Carey Young interviews Jayne Loader about Atomic Cafe and Public Shelter . . . . .

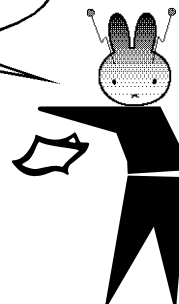
Marina Grzanic sets out possibilities for a theory for new media art in Ex-Yugoslavia . . . . .

mute collates interviews on online publishing with Pit Schultz<nettime>, Armin Medosch/Telepolis and Mark Tribe/Rhizome . . . . .

James Flint and Suhail Malik talk about the applicability of Deleuze and Guattari to analyses of the internet and Niko Waesche does a doubletake on recent debates on agent technology.

Further articles on: CyberTattoo: Lukas Girling: Thinking Alien:

Everything magazine on-line: Rude Mechanic: Ebon Fisher/Bionic Codes: DEAF96 and more...



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