

# Arte, Teorie e Tecniche del Software Libero

Jaromil's Journal of Musings

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Questo modulo formativo introdurrà gli studenti alle sensibilità estetiche proprie dell'universo creativo del software libero, nonché agli strumenti adoperati ed in via di sviluppo. Verrà esplorato l'universo linguistico dei codici sorgenti, la possibilità di definire ed adoperare nuovi linguaggi per la generazione di materiali visivi e sonori, decostruendo le relazioni sintattiche e semantiche pre-stabilite dalle applicazioni sul mercato di consumo.

La pratica del seminario verterà sull'uso e la personalizzazione di software basati sul linguaggio per la creazione di audio video e testi, fra i quali: FreeJ<sup>1</sup> (Javascript), Fluxus<sup>2</sup> (Lisp/Scheme), Context Free Art<sup>3</sup>, Emacs<sup>4</sup>, Muse-el<sup>5</sup>, LaTeX<sup>6</sup>.

## Bibliografia

- "Networking - La rete come arte", Tatiana Bazzichelli, Costa & Nolan (2006)<sup>7</sup>
- "Constructing Media Spaces", Josephine Bosma, Medien Kunst Netz (2006)<sup>8</sup>
- "Words Made Flesh", Florian Cramer, Piet Zwart Institute (2005)<sup>9</sup>
- "Pornographic Coding", Florian Cramer and Stewart Home, Crash conf. (2005)<sup>10</sup>
- "I Love you", digitalcraft (2004)<sup>11</sup>
- "Software, Art, Aesthetics", Andreas Broeckmann, Runtime Art (2004)<sup>12</sup>
- "Read\_me, run\_me, execute\_me", Inke Arns, Medien Kunst Netz (2004)<sup>13</sup>
- "Not Just Art", Saul Albert, twentiethcentury (2003)<sup>14</sup>
- "Digital Code and Literary Text", Florian Cramer, Freie Univ. Berlin (2003)<sup>15</sup>
- "Smash the Surface / Break Open the Box / Disrupt the Code", Eric Kluitenberg, ProContra / CFront (2000)<sup>16</sup>

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<sup>1</sup><http://freej.dyne.org>

<sup>2</sup><http://www.pawfal.org/Software/fluxus/>

<sup>3</sup><http://contextfreeart.org/>

<sup>4</sup><http://www.gnu.org/software/emacs/emacs.html>

<sup>5</sup><http://mwolson.org/projects/EmacsMuse.html>

<sup>6</sup><http://www.guit.sssup.it/>

<sup>7</sup><http://www.networkingart.eu/index.html>

<sup>8</sup>[http://www.medienkunstnetz.de/themes/public\\_sphere\\_s/media\\_spaces/](http://www.medienkunstnetz.de/themes/public_sphere_s/media_spaces/)

<sup>9</sup><http://pzwart.wdka.hro.nl/mdr/research/fcramer/wordsmadeflesh/wordsmadefleshpdf>

<sup>10</sup><http://www.netzliteratur.net/cramer/pornography/london-2005/pornographic-coding.html>

<sup>11</sup><http://www.digitalcraft.org/iloveyou/catalogue.htm>

<sup>12</sup><http://runtimeart.mi2.hr/TextAndreasBroeckmann>

<sup>13</sup>[http://www.medienkunstnetz.de/themes/generative-tools/read\\_me/print/](http://www.medienkunstnetz.de/themes/generative-tools/read_me/print/)

<sup>14</sup>[http://twentiethcentury.com/saul/not\\_just\\_art.htm](http://twentiethcentury.com/saul/not_just_art.htm)

<sup>15</sup>[http://cramer.plaintext.cc/essays/digital\\_code\\_and\\_literary\\_text/digital\\_code\\_and\\_literary\\_text.pdf](http://cramer.plaintext.cc/essays/digital_code_and_literary_text/digital_code_and_literary_text.pdf)

<sup>16</sup><http://amsterdam.nettime.org/Lists-Archives/nettime-l-0006/msg00132.html>

- "net.art on nettime", Robert Adrian X, Ljudmila Medialab (1996)<sup>17</sup>
- "Art, Power, and Communication", Alexei Shulgin (1996)<sup>18</sup>

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<sup>17</sup><http://www.ljudmila.org/nettime/zkp4/37.htm>

<sup>18</sup><http://sunsite.cs.msu.su/wwwart/apc.htm>