

Defining New Media Art

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ART 101

9/30/2021

The main idea of this article is that New Media art is not simply defined by a variety of technologies; by contrast, New Media artists, by using those technologies for critical or experimental purposes, redefine them as art media. The main argument which supports this point is that technology, such as data surveillance software, becomes a tool for artistic data visualization. What I learnt from this article is that New Media art won't always benefit us, it sometimes can bring us some negative effects in the meantime. I believe that the author's made a good point about the definition of New Media art because without certain purposes, technologies become no sense anymore. My top three favorite artists that are referenced in this article are Marcel Duchamp, Roy Lichtenstein and John Klima. First of all, the reason why I like Marcel Duchamp is because his work *Fountain* really shocks me since it is just an ordinary standard urinal that everyone can easily buy at that time, but only Marcel got the idea to make an art work out of it. I also like Roy Lichtenstein because most of his artwork use abstract art which makes me think more deeply about the emotion or information that he wants to convey. Lastly, I like John Klima because of his work *Earth*. Unlike other artwork, this artwork is using some real-time data to visualize the appearance of Earth in a unique way which is a really special concept.



Blam  
Roy Lichtenstein • 1962



Takka Takka  
Roy Lichtenstein • 1962



Brattata  
Roy Lichtenstein • 1962



Whaam!  
Roy Lichtenstein • 1963



Drowning girl  
Roy Lichtenstein • 1963



Brushstroke  
Roy Lichtenstein • 1996



Modern Art I  
Roy Lichtenstein • 1996



Crying Girl  
Roy Lichtenstein • 1964



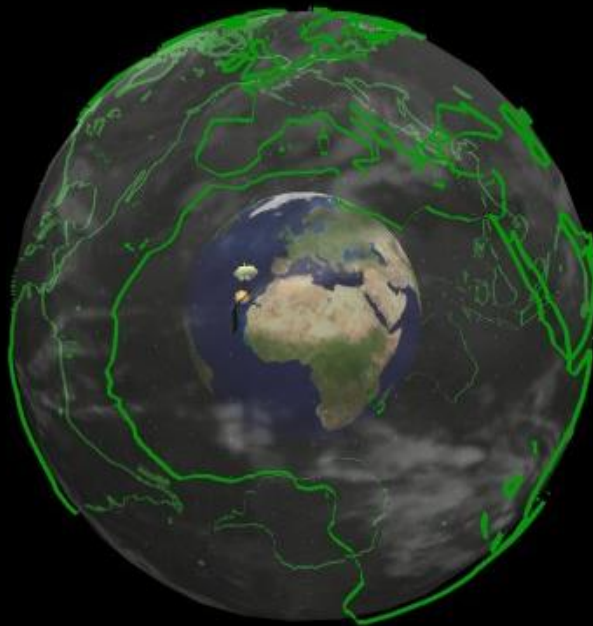
Interior with mobile



Collage for nude with white flower  
Roy Lichtenstein • 1994

JOHN KLIMA

EARTH, 2001



21.08.07  
radiation

6.78.14  
temperature