

Projects, Log, Posts, Resources

Course Description

Through a series of workshops and projects, students in *Localhosts* will develop the necessary skills to maintain and navigate a web server, and provide instructions for a browser using HTML, CSS, and JavaScript. This course will result in a series of works made in relationship to a particular 'locale' of a your choosing. You will be asked to consider the following: Where does a website go? What are its constituent parts and how do they relate to it's infrastructure (the server it lives on, where it's hyperlinks go, the ISP that supports it, the distance between sender and receiver)? How are these affects made visible?

What is a Locale?

In computing, 'locale' refers to the settings that determine the region in which a computer program executes. A computer's locale affects language, paper format, currency and time formats, character encoding etc.

In literature, 'locale' refers to the setting in which the actions of a story take place. A character's behavior, thoughts, and idiosyncrasies are all affected by the spaces they occupy.

In the context of this class, 'locale' sits somewhere in between. A locale could be a habitable place, like 'a casino,' or 'Foxconn;' or it could be a "place," like 'a data packet traveling at 124,188mph under the Atlantic Ocean,' or 'The Home and Garden Television Channel.' It refers to the context from which your work will be made over the course of the semester.

Sender: PHP 8.1.8 Development Server; Medium: Mozilla/5.0 (Macintosh; Intel Mac OS X 10_15_7) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/104.0.0.0 Safari/537.36; Receiver: ::1;

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P1: Source (1wk)

Collect texts and media relating to your locale and prepare a 5-10min proposal (including writing and media) describing it. Why are you interested in it? What type of visual connotations does it have? How does your locale dictate or affect behavior? How does it affect language? How is it typically represented? Does it relate to a broader industrial, cultural, or political context? Over the course of the semester, you will be expected to continue to build a repository for your research. Use this to anticipate potential strategies and areas of exploration in developing your future projects.

P2: Structure (1wk)

With HTML (text, tags and hyperlinks – no CSS yet), create a website relating to a structural aspect of your locale. How can you use hyperlinks and pages to convey an idea? Where else can language go? How can comments, page titles, etc. bring further meaning to your ideas?

P3: Style (1wk)

With HTML (text and media) and CSS (type, color, animation, etc.), create a website relating to an aesthetic (visual and/or auditory) aspect of your locale. Consider using language to frame and annotate your work. Can you use other metadata (alt text, favicons, etc.) to bring further meaning to your ideas?

P4: Event (2wks)

Pick a DOM Event from the list presented in class. With HTML, CSS and JS, create a website that relates to your locale and uses this event as a central method of interaction.

P5: Clock (2wks)

With HTML, CSS and JS, create a website that relates to your locale has a lifespan of 24 hours. How can you use JavaScript to determine how the website will look like at any given point in time?

P6: Reading Room (6wks)

Gather the writing you've collected over the semester and create a 'reading room' for your locale. Write an abstract that articulates your perspective on your locale, the works presented and the space in which they are presented. Using skills developed over the semester, style your abstract and think of how your collected writings may be distributed and displayed. In choosing the location for your reading room, consider how the context of the space relates to your locale and the type of behavior you would like to encourage.

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Good Links

- MDN Web Docs

Reference

A Feminist Server Manifesto 0.01

A Vernacular Web

Olia Lialina

Black Goopy Universe

American Artist

Centripetal City: The Myth of the Network

Kazys Varnelis

Correspondence Art: Source Book for Network of International Postal Art Activity

Contemporary Art Press

Dark Matters: On the Surveillance of Blackness

Simone Browne

Dark Matter Objects: Technologies of capture and things that can't be held

Neta Bomani

Failure and Markup Language: Remembering Sandra Bland

American Artist

Global Fax Festival

David Hammons

How Buildings Learn

Stewart Brand

Jodi's Infrastructure

Alexander R. Galloway

Minima Memoranda: A Note on Streaming Media

Tetsuo Kogawa

On Software, or the Persistence of Visual Knowledge

Wendy Hui Kyong Chun

Once Its Typed its Published

John Chris Jones

Poor Meme, Rich Meme

Aria Dean

Reverse Hallucinations in the Lower Delta

R.C. Clarke

Southern Electronics and Grassroots Technologies

R.C. Clarke

Television Delivers People

Richard Serra, Carlota Fay Schoolman

The Cybernetic Hypothesis

Tiqqun

The Modem World: A Prehistory of Social Media

Kevin Driscoll

The Poetry of Feedback

Jasper Bernes

Thinking Images

Adriana Ramic & Leo Ramic

Tongue of the Computer

Bryce Wilner

When Windows Were Wires: The Projection of Network Invulnerability and the Architecture of the AT&T Long Lines

Addison Godel

Women in Hypertext: On Judy Malloy and Cathy Marshall's Forward Anywhere

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