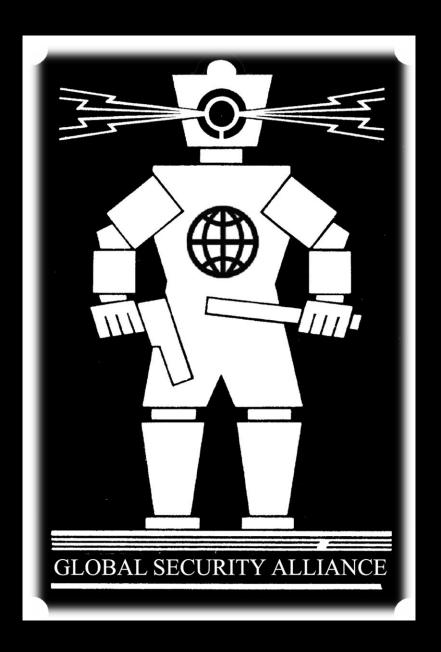
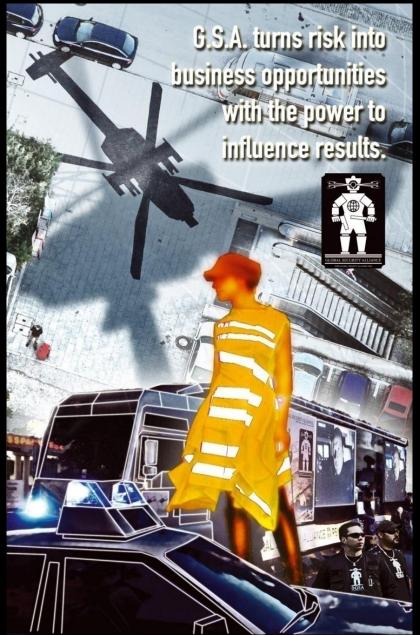


Providing and Protecting Public Information



Critical Strategies in Digital Art and Media











New Cultural Practices

Austrian Cultural Forum (ACF) 11 East 52nd Street, New York, NY 10022

September 10, 2009

1:30pm - 21:00pm

X A roundtable conference of > digital theorists and practitioners on the future of cultural intelligence and freedoms.

Ted Byfield / Nettime

Critical Art Ensemble ICAE Steve Kurtz /

Amanda McDonald-Crowley / Eyebeam Claire Pentecost

Peter Lamborn Wilson / Temporary Autonomous

Konrad Becker | World-Information Institute

A World-Information Institute event in cooperation with LBI/Media.Art.Research; and ACFNY

Critical Strategies in Art and Media

September 10, 2009 / Austrian Cultural Forum

Beyond the obsolete models of artist or author as genius and their fetish objects, what collective and collaborative practices are inventing new terrains and flows?

As information and communication technologies saturate our world, how is art giving way to new forms of cultural symbolic manipulation?

Can we identify new models to replace the auteur and the artwork? If so, where do they come from and what might that say about the future of critical

What new kinds of "virtual" spaces are opening up for cultural practice in electronic media? As "old media" begin to collapse under the pressures of the virtual, what new media can we find?

How are didactic illustration and channeled dissidence giving way to new forms of surprise and intensity?

What strategies elude the creative industries' seemingly infinite appetite for things radical? Are there any strategies that can elude being reduced to styles in the service of sales, or are critical practices doomed to play cat and mouse with the forces of consumerism?

Date: September 10, 2009

Time: 1:30pm :

With: Ted Byfield / Nettime, Steve Kurtz / Critical Art Ensemble (CAE), Amanda McDonald-Crowley / Eyebeam, Claire Pentecost / Continental Drift, Peter Lamborn Wilson / Temporary Autonomous Zone

Moderators: Konrad Becker / World-Information Institute, Jim Fleming / Autonomedia

A World-Information Institute event in cooperation with LBI/Media.Art.Research, and ACFNY

Publication: "Critical Strategies in Art and Media", Autonomedia 2010

World-Information Institute strengthening the public sphere and broadening the foundations of a debat on development potentials in information societies. Related to these goals,

the World-Information Institute put out a series of publication

The Institute for New Culture Technologies/t0

The World-Information Institute is affiliated with the Institute for New Culture Technologies, Vienna. It has been investigating key issues of the information society since the early nineties, and has established itself internationally as a platform of competence for the critical use of information and communication technologies in the field of arts, culture and

politics.



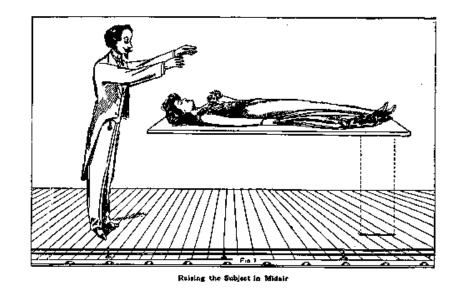


"Down with art that aspires to be nothing more than a spot of beauty on the ugly lives of the rich.

Down with art that tries to be a glittering stone in the merciless and dirty lives of the poor.

Down with art whose sole purpose is to escape a life not worth living.".

Alexander Rodtschenko 1920s



"All aware people of our time agree that art can no longer be justified as a superior activity, or even as an activity of compensation to which one could honorably devote oneself."

Guy-Ernest Debord,
Methods of Detournement





THE GODDESS OF REASON

"In the civil war phase we are engaged in [...] we can consider that all known means of expression are going to converge in a general movement of propaganda which must encompass all the perpetually interacting aspects of social reality."

Guy-Ernest Debord, Methods of Detournement

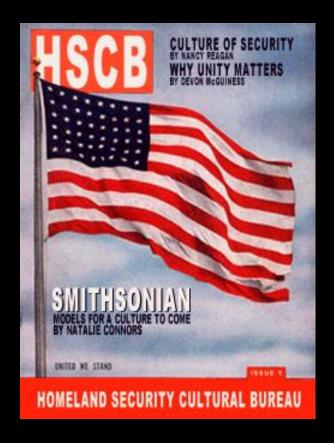




SERVICING SECURITY CULTURE: Creative Industries

The Legend of Creative Industries:
To bring the fine arts in from the cold into the productive forces of industry and thus bring security to the artists and culture to the machines of capital











HOMELAND SECURITY CULTURAL BUREAU





Ideologies of a commercially driven culture of creative industries opposed to an understanding of culture of social justice and self-governance.

Caught in the Art: Agents of Compliance and Disobedience



Artists forced to adapt to a changing world of insecurity and threats based on politics of mediated reality control

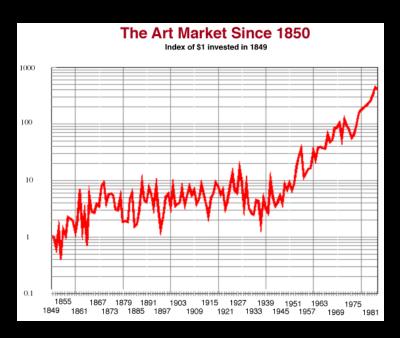




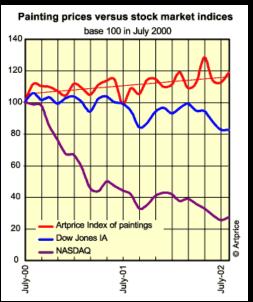


Freedom of Art and Security Culture

Conflicts of security for the arts and securing freedom of expression











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Sumerians believed in: Seas of Knowledge

The Akkadian creation myth features the primordial sea-serpent Mummu-Tiamat, the dark empress ruling the Chaos of the Sea.





leviathan, n. [ME, fr.LL, fr. Heb liwyathan] 1 a often cap: a sea monster represented as an adversarydefeated by Yahweh in various scriptural accounts. b (1): a large sea animal (2): a large oceangoing ship 2 cap: the political state; esp: a totalitarian state having a vast beauracracy 3: something large or formidable -- leviathan adj.

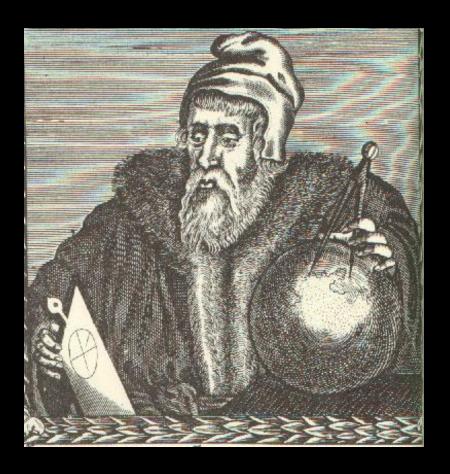
Webster's New Collegiate Dictionary, 1973.

"The very word "information" implies an ideology, or rather a paradigm, rooted in unconscious fear of the "silence" of matter and of the universe. "

"Information" is a substitute for certainty, a left-over fetish of dogmatics, a super-stitio, a spook."

Peter Lamborn Wilson

Spies, Magicians, Cryptographers:



John Dee , 1527-1608

As a secret agent of Elizabeth's court (his code name was 007) Dee maintained a network of informants on the continent and collected a great deal of data concerning Spanish threats to England and discoveries in the New World.

The magus John Dee, advisor to Elizabeth I, seems to have invented the concept of "magical imperialism". John Dee believed that specially constructed mirrors could draw magical power from the sun and transmit messages and objects to distant stars and other worlds. He experimented in wireless communication with spirit forces and secret languages

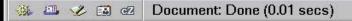


Information as an element of power.

ENTER SITE

"The role of communications is to manage perceptions which motivate behaviors that create business results. We are totally focused on this idea as our mission... " "[B-M] helps clients manage issues by influencing in the right combination - public attitudes, public perceptions, public behavior and public policy"

Burston-Marsteller; PR and corporate intelligence





"However, the big development of the 1990s is that conservative institutes have had spectacular new success in tapping business money to fund ideologically charged policy research."

David Callahan

"The Think Tank as Flack: How Microsoft and other corporations use conservative policy groups". http://www. washingtonmonthly.com



TACTICAL

MEDIA

TACTICAL
REALITY
DICTIONARY

STRATEGICAL Intelligence and Social Control MAII / WIG PIA

IMAGINATION

Ambiguous Information, Attentive Relevance, Behavior Patterns, Belief Networks, Coercive Continuum. Cognitive Framing, Consistent Illusions, Control Stratagems, Corporate Intelligence, Critical Hedonism. Cultural Counterintelligence, Cultural Intelligence, Cybercratic Conspiracy Command Control Intelligence (C4I), Deceptive Communication, Deceptive Intelligence, Decognition Training, Digital Ecology, Digital Human Rights, Dimensional Framing, Dream Nation, Electric Emotions, Embedded Commands, Expanded e~scapism, Expert Systems, Explanation Driving, Fluffy Logic, Future Heritage, Hyper Politics, Hyper Topology, Induction Codes, Infobody Attack, Infobody Biofeedback Modulation, Intelligent Pandemonium, Invisible Intelligence, Knowledge Representations, Leviathan Supersystems,

Mac Believe, Magnetic Somnambulism, Manipulation Patterns, 72 KEYS Meme Slaves, Memory Construction, Memory States, Mesmerized Data, Microwave Discommunication. Mind Modification, Mind Patterns. Nested Images, Non-Lethal Action, Pattern Detection, Pattern Recognition, Perception Management, Perceptive Expectations, Persuasive Influence, Persuasive Internalization, Propaganda Propulsion Project, Psychotronic Stimulation, Reality Engineering, Senso-Linguistic Infiltration Programs, Social Styling. Spell Checking, State Control. Structural Delusion, Symbolic Order, Synchronous Isopraxis, Synthetic Cults, Synthetic Worlds, Tactical Truth. Tactical Synrealism, Telepresent Contagious Postures, Vast Active Living Intelligence System, Virtual Patrol. WholsWho Anonymous All men can see the tactics whereby I conquer, but what none can see is the strategy out of which victory is evolved.

The Art of War, Sun Tzu



STRATEGIC REALITY DICTIONARY

DICTIONARY



Deep Infopolitics

and

Cultural Intelligence



AUTONOMEDIA

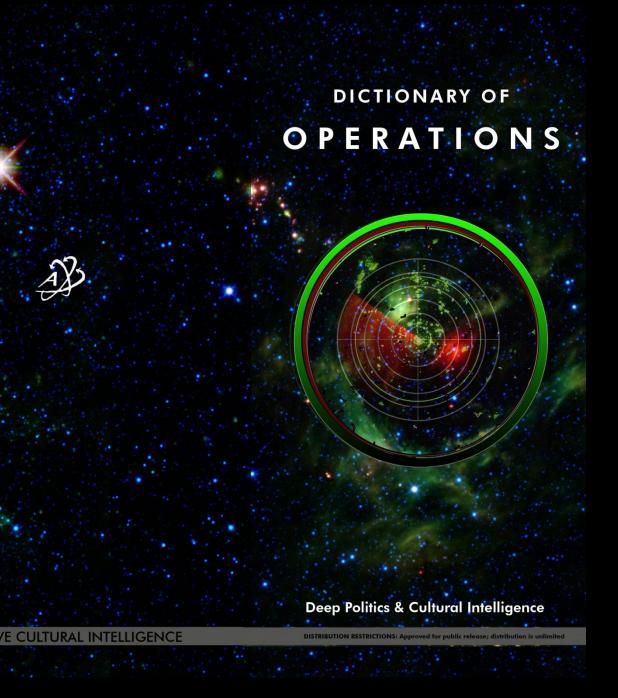
Affective Images Artificial Resurrection Authentic Falsification Bionic Spectacle Bounded Irrationality Buried Alive Cartographic Projections Conspired Environments Control Panic Credibility Crisis Crossover Agencies Cultural Terrorism Death Count Desire Markets Domain Shifter Electric Grids **Enchanted Things** Enforced Embeddings Epidemic Communication Experience Configuration Fictitious Memory Flow Control Free Spirits Genuine Quasi-Monsters Ghost Authors Hall of Mirrors Haunted Doppelgängers Hidden Sources Horror Ontologies Hybrid Objects Hyperreal Estate Identity Agents Incorporated Entities Imperative Rules Imperial Charms Influence Spheres

72 KEYS

"to unlock the gates of strategic reality: its construction over centuries, its imposition through stealth and force, its dull and laborious maintenance, and its dissolution and destruction by those who can't take it anymore."

Brian Holmes

Info Warcraft Intelligence Cycles Invisible Objectives Libidinal Economies Matrix Culture Media Attention Military Entertainment Mimetic Copyright Multiple Avatars Mundus Imaginalis Necromedia Presence Operation Systems Paranoid Styles Persuasive Technologies Phantom Induction Plagiarism Appropriated Power Encryption Predator Patterns Psychic Property Reality Maps Recurring Afterimages Reproduction Vectors Risk Management Ritual Repetition Situational Practice Social Narratives Sound Effects Space Invaders Strategic Arts Synthetic Fear Theaters of Possession Transaction Bonds Unique Doubles Value Creation Wizard Science World Domination



Absolute Mammon **Action Heroes Anxiety Management** Apophenic Drama Bad Banks **Basic Complexity Beauty Industries** Belief Schemata **Blood Money Business Empires** Capital Magic Category Errors Clandestine Infiltration Classification Warfare Compulsive Order **Corporate Communication** Correctional Rationality Crisis Relief Critical Intrigue Cryptic Tales Dilemma Rebels Disembodied Voices Dissimulation Art Dream Traps **Empathic Processes** Evolutionary Logic Extreme Intuition Fake Revolutions Fama Clinics Fascinating Phantasms Fictional Rationalism Fundamental Epiphenomena **Human Sacrifice** Illusionist Ringleader **Imaginary Realists** Immanent Transcendence

Index Adjustments Individual Conformism Interactive Technologies Interior Authorities Irrational Objectivity Kabbalah Cabal Market Lunacy Memory Control Miracle Value Mythical Moderns Narrative Politics **Navigation Programs Network Economies** Nominal Freedom Obsessive Recurrence Occult Radicals Perpetual Emergency **Practical Madness** Predictive Anticipation Promethean Pronoia **Property Development** Pseudo Dissent Psychological Facilitation Reality Mining Reason Seasons Refractive Mirages Revenants Revisiting Ritual Relations Shadow Governance Simplified Simulations Simulacra Scoundrels **Skeptic Dogmas** Speculative Finance Subterranean Treasures **Thought Chains** Truth Production

Strategic Space

& Informational VatrX

HYPERSPACE

Virtual

X

Real

Symbolic

X

Material

Inner

X

Outer

Hidden

X

Open

SPACE

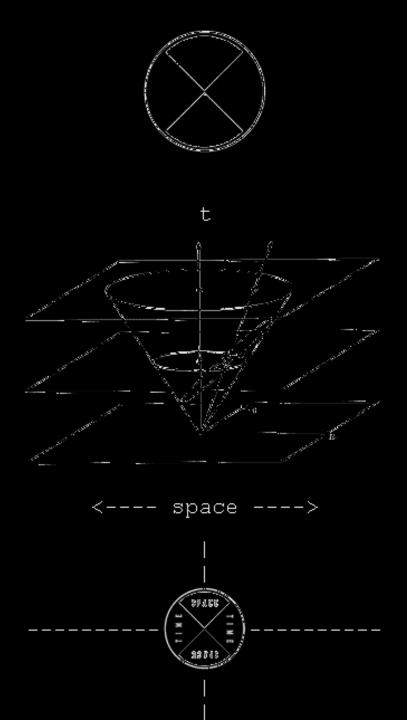
Multidimensional

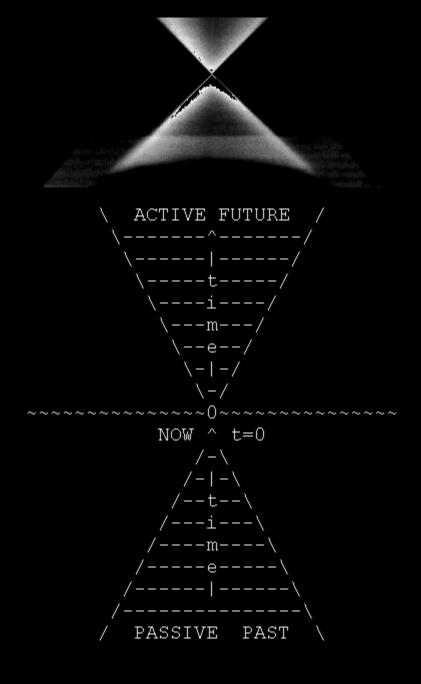
Product of

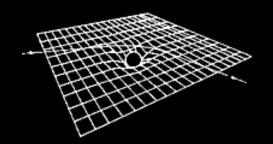
USE

EXPERIENCE

UNDERSTANDIN G



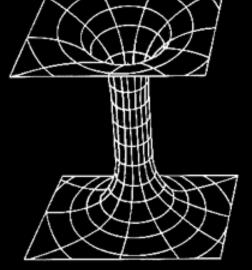


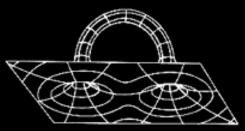


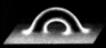
space-time curvature gravitational warps

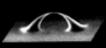


wormholes to
distant parts of
space-time or
another Universe
on parallel
planes

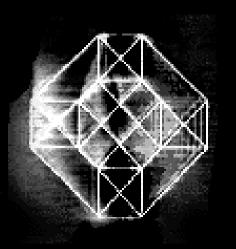


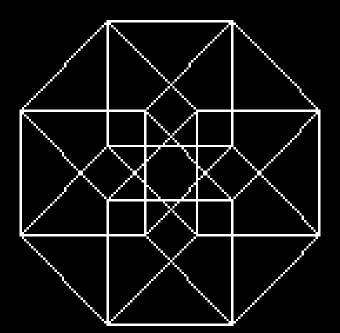


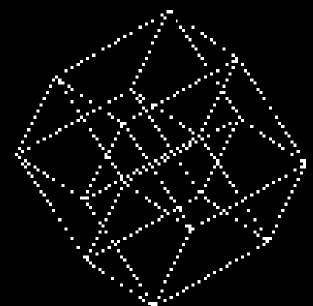








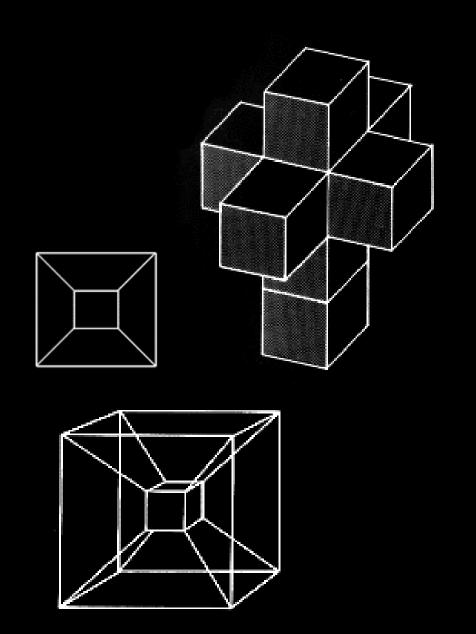




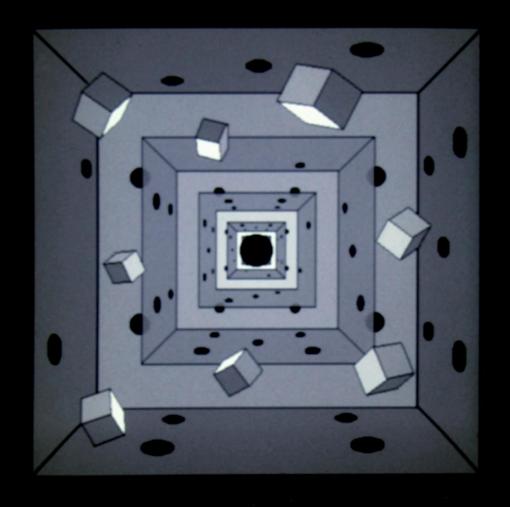
Hypercube

a cube having more than three dimensions.

One of the simplest multi-dimensional structures is the four-dimensional analogue of an ordinary cube.



A theory of space as multidimensional structure includes physical dimensions beyond the three "spatial" and one "temporal" including gravity and other phenomena as spatial dimensions.

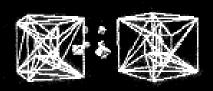


A hypercube cannot be visualized but one can unravel a hypercube into its lower components of ordinary 3D cubes or to visualize its shadow-projections or cross sections

The shadow of a cube a square within a square.

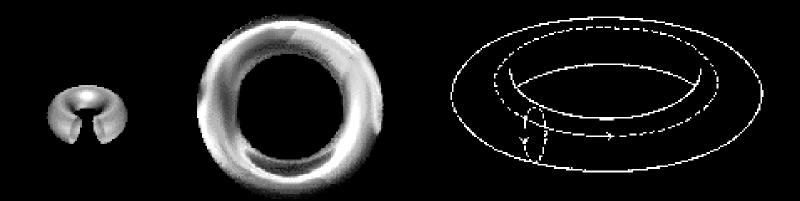
The shadow of a hypercube a cube within a cube.



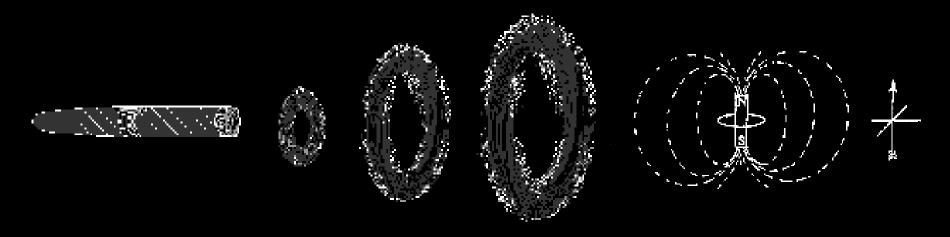


HYPERSPHERE

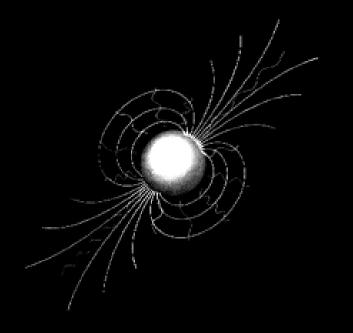




The torus shape, also that of the vortex shares a formula with the hypersphere $(2pi^2r^3)$



appears widely in natural phenomena as in the magnetic field of a neutron star or in smoke rings



SPACE MATRIX

	Material (experienced) Space	Representation (conceptualized) Space	Spaces of Representation, lived Space
Absolute Space	Walls, bridges, streets, buildings, mountains, gated communities State boundaries, factories, places of consumption, storm of the bastille	Administrative Maps, landscape descriptions, location (easy c+c) <u>Use value and concrete labor in labor process, private property maps, clas exclusion</u>	Security or incarceration, command and domination, feelings of ownership Alienation vs. satisfaction, isolated individuals vs. social solidarity
Relative Space /Time	Circulations and flows of energy (air, people, capital, information Market exchange, trade, migration, commuting	Thematic and non- euclidian topological maps (hard c+c) Accumulation schemes, commodity chains, networks, geopolitical relations	Thrill of moving, frustration in traffic jam, feelings of space-time compression Commodity fetish, (perpetual unfulfilled desire) instability, intensity
Relational Space / Time	Electromagnetic fields and flows, social relations, energy potentials Abstract labor, revolutionary resistance movements	Psychogeography, poetics (very hard c+c) Social power of money (globalization) strategies of change, Revolutionary hopes and fears	Desires, fantasy, dreams, memory, frustration, phantasms <u>Capitalist hegemony</u> <u>T.I.N.A., international</u> <u>solidarity.</u> empathy

Space Control

MAPS REPRESENTATION OF SPACE **UBIQUITOUS TELEPRESENCE BEYOND TECHNOLOGY** INFLUENCE OVER DISTANCE **CONTROL JUJU CROSSOVER AGENCY CROSSROADS OF TRIVIA ENERGY AND INFORMATION FLOWS GEOPOLITICS** INFORMATION DOMINANCE PSYCHOLOGICAL WARFARE INTELLECTUAL PROPERTY INFORMATION FEUDALISM INFORMATION PEACEKEEPING ZONING STRATIFICATION

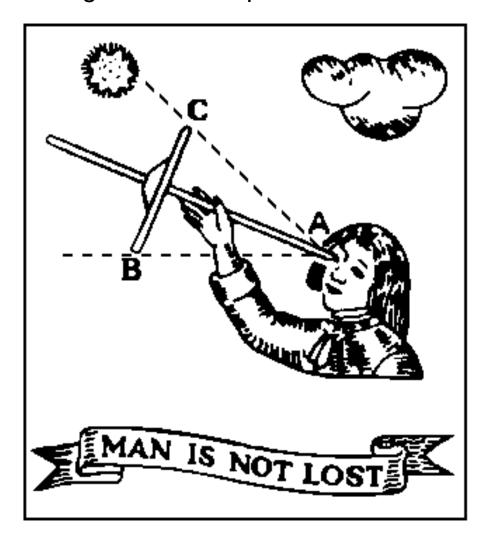


World-Information.Org

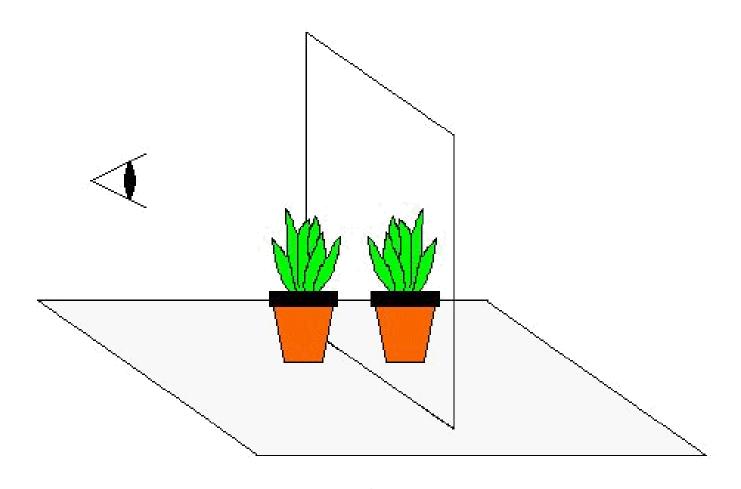
Mapping Power:

Technologies of Representation for Complex Systems

Navigation in Complex Environments



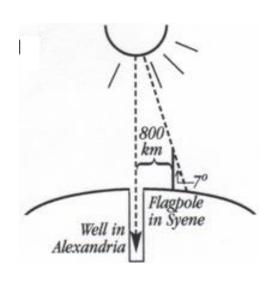
Creating Interfaces between Reality and the Mind



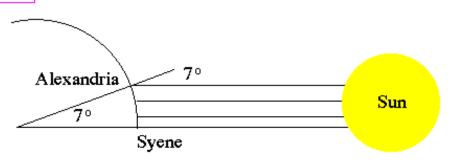
objects in a mirror are `unreal' in the sense of not having existence in the material world

Mapping the World

Eratosthenes 240 B.C. measurement of the earth's circumference







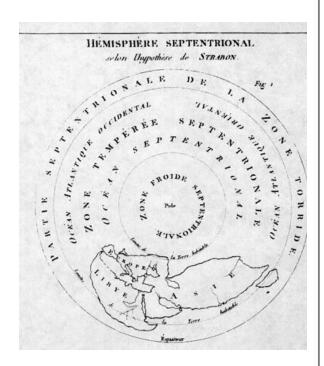
the distance from Alexandria to Syene was 4900 stadia, so the ratio of that distance to the circumference of the Earth, C is given by:

$$\frac{C}{4900 \text{ stadia}} = \frac{360^{\circ}}{7^{\circ}}$$

therefore, C = 252,000 stadia (1 stadia = 0.16 km) = 40,320 km (textbook gives circumference of Earth as 40,030 km)

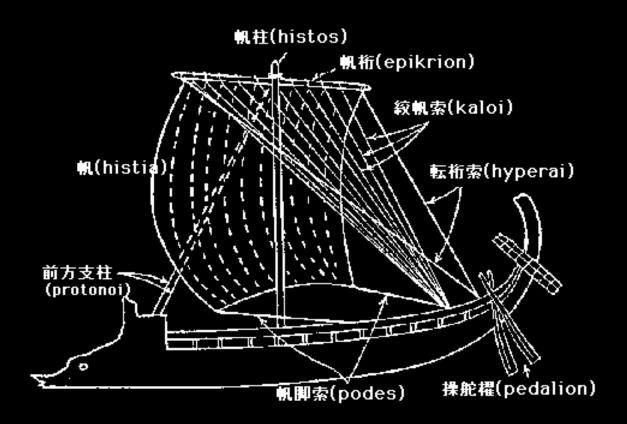
Mapping the Knowledge of the World the Library of Alexandria Strabo *68BC





Strabo About 25 BCE

CYBERNETIC

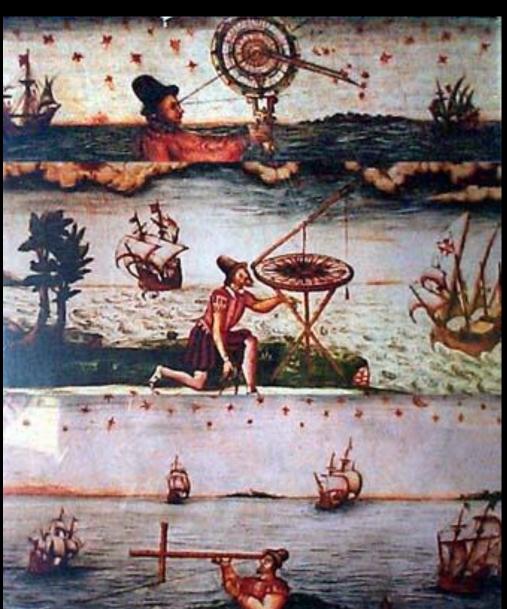


from Greek Kybernao, the steersman who set the direction on a ship.

Mapping Reality with Technology







"All social action flows through boundaries determined by classification schemes ."

Robert Darnton

"The map reflects the map maker."

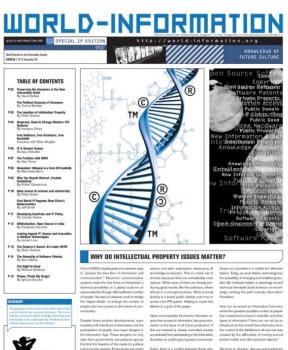
"The map is not the territory. "

A. Korzybski

"The Map is the Territory."

El Iblis Shah

World-Information.Org





Ф O 0









WSSS 2663 Speech By Richard Stollman



WORLD-INFORMATION



everything*

http://world-information.org <u>ವಿಶ್ವ ಮಾಹಿತಿ ನಗರ</u>

WORLD-INFORMATION

WORLD-INFORMATION.ORG



IP CITY EDITION

http://world-information.org

KNOWLEDGE OF **FUTURE CULTURE**

World Summit on the Information Society TUNIS | 16-18 November 2005

World-Information City BANGALORE | 14-20 November 2005

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By Lawrence Liang

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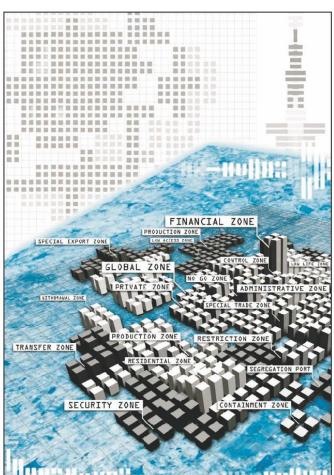
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- P 13 The Camera is there, but where ist the screen? By Frederic Noronha
- P 14 Autolabs, Cybermoholla By Ricardo Rosas, Tatiana Wells and Shveta Sarda

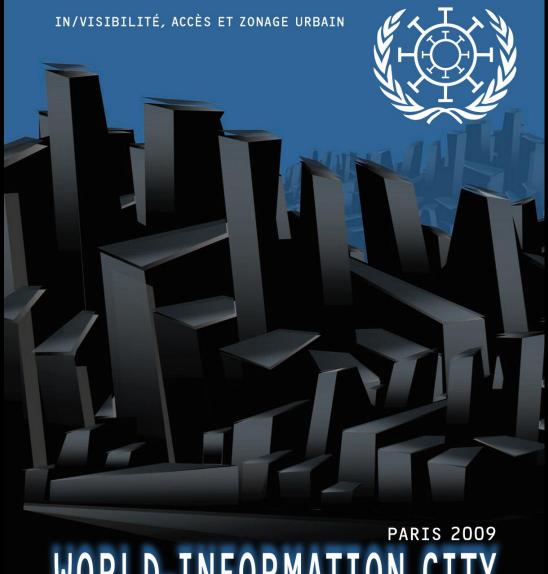


Information City Urban Containment Commons Open Source Software **Public Domain Public Property** Innovation Knowledge Monopoly lew Information Order **Trusted Computing** Information Access Software Patents

IP AND THE CITY - RESTRICTED LIFESCAPES AND THE WEALTH OF THE COMMONS

The booms, bubbles and busts of the digital networking revolution of the 90s have ebbed into normality. The new logic of information economies is interacting with the full range of social and political contexts, producing

ideas, thoughts, and experiences - as songs, as computer programs, as stories, as new processes how to make things better - is being prohibited by proprietary claims of "data lords" who enforce dominion over their



WORLD-INFORMATION CITY

30 - 31 MAI 2009

MAISON DES MÉTALLOS

http://world-information.org

94 rue Jean-Pierre Timbaud - 75011 Paris

UNE CONFÉRENCE AVEC: Bruno Latour, Saskia Sassen, Stephen Graham, Carlo Ratti, John Urry, Eyal Weizmann, Solomon Benjamin, Christophe Aguiton, Brian Holmes, etc.

SAMEDI 30 Mai 2009 MAISON DES MÉTALLOS 94 rue Jean-Pierre Timbaud - 75011 Paris

COMPRENDRE LA MOBILITÉ

UNDERSTANDING MOBILITY

14:00 - 16:30

Mobility Futures

John Urry Centre for Mobilities Research, Lancaster University (UK) **Real Time City**

Carlo Ratti

SENSEable City Laboratory, MIT (US)

FLUX MONDIAUX, ENVIRONNEMENTS LOCAUX

GLOBAL FLOWS. LOCAL PLACES

17:00 - 19:30

Re-Assembling the Urban

Saskia Sassen Committee on Global Thought, Columbia University (US) The Porosity of Land, Economy, and Politics

Solomon Benjamin University of Toronto's Dept of Political Science (IN/CA) DIMANCHE 31 Mai 2009

MAISON DES MÉTALLOS 94 rue Jean-Pierre Timbaud - 75011 Paris Orange/France, Maison des Métallos, la Ville de Paris et la Région Ile-de-France

Nous remercions le Forum Culturel Autrichien et le Ministère Autrichien de l'Enseignement, de l'Art et de la Culture pour tout le soutien apporté.

ESPACE, CONFLIT ET SÉCURITÉ

SPACE, CONFLICT AND SECURITY

14:00 - 16:00

Cities Under Siege: The New Military Urbanism

Stephen Graham Human Geography, Durham University (UK)

The Endless Present

Eyal Weizmann Centre for Research Architecture. Goldsmiths College London (IL)

CARTOGRAPHIER DE LA COMPLEXITÉ

MAPPING COMPLEXITY

17:00 - 19:30

Mobile Networks, Urban Swarms

Christophe Aquiton, Dominique Cardon Zbigniew Smoreda Orange Labs (FR)

Mapping Complex Networks

Bruno Latour Universités Sciences Po (FR)

SÉANCES D'ATELIERS

WORKSHOP SESSIONS MAISON DES MÉTALLOS 94 rue Jean-Pierre Timbaud - 75011 Paris

SAMEDI 30 Mai 2009

10:00 - 13:00 Zoning vs Open Source City

Jose Perez de Lama Hackitectura, WikiPlaza, ES

DIMANCHE 31 Mai 2009

10:00 - 13:00 Data City

V. Blondel, P. Van Dooren, et al. UCL

C Cariou, C. Ziemlicki

Orange Labs

C. Licoppe & C. Levallois-Barth

Telecom ParisTech F. Girardin Uni. Espagne

WORLD-INFORMATION CITY PRE-EVENT AT SCIENCES PO MÉDIALAB

JEUDI 28 MAI 2009 SCIENCES PO MÉDIALAB 13. rue de l'Université - 75 007 Paris

19:00 - 21:00 Sciences Po médialab opening

Konrad Becker World-Information City, AT

Carlo Ratti

Director of the SENSEable City Laboratory - MIT

Suivi d'une discussion avec des chercheurs de Sciences Po

BUREAU D'ÉTUDES

FOYER MAISON DES MÉTALLOS 94 rue Jean-Pierre Timbaud - 75011 Paris

WORLD-INFORMATION INSTITUTE http://world-information.org/wii http://www.t0.or.a

World-Information Institute mène des recherches indépendantes et gère l'éducation dans les domaines d'innovation, des nouvelles technologies culturelles et la société.

World-Information City Paris poursuit des séries de conférences et d'expositions telles que Bruxelles, Vienne 2000, Amsterdam 2002, Belgrade 2003, Bangalore 2005... lesquelles visaient à favoriser une prise de conscience critique du culturel et de l'impact social du développement technologique.

Le but primordial du World Information Institute est de renforcer la sphère publique et d'élargir les bases d'un débat sur les potentiels de développement dans des sociétés de l'information

Face à ces objectifs, le World Information Institute a lancé une série de publications.

L'Institut pour les Nouvelles Technologies Culturelles

The World-Information Institute est affilié à l'Institut pour les Nouvelles Technologies Culturelles, Vienne

L'Institut pour les Nouvelles Technologies Culturelles a examiné les problèmes majeurs de la société de l'information depuis le début des années quatre-vingt-dix et s'est établi internationalement comme une plate-forme de compétence pour l'utilisation critique d'informations et des technologies de communication dans les domaines des arts, de la culture et des politiques.

WORLD-INFORMATION INSTITUTE http://world-information.org/wii http://www.t0.or.at

The World-Information Institute conducts independent research and education in the fields of innovation, new culture technologies, and society.

World-Information City Paris continues a series of conferences and exhibitions (Brussels, Vienna 2000, Amsterdam 2002, Belgrade 2003, Bangalore 2005) aimed at fostering a critical awareness of the cultural and socialeffects of technological development.

The World-Information Institute's overarching aim is strengthening the public sphere and broadening the foundations of a debate on development potentials in information societies.

Related to these goals, the World-Information Institute put out a series of publications.

The Institute for New Culture Technologies

The World-Information Institute is affiliated with the Institute for New Culture Technologies, Vienna.

The Institute for New Culture Technologies has been investigating key issues of the information society since the early nineties, and has established itself internationally as a platform of competence for the critical use of information and communication technologies in the field of arts, culture and politics.

World-Information Institute



http://world-information.org/wii

Seit Jahren dominiert der vermeintliche Aufstieg der "Kreativen Klasse" die Diskussionen zum sozioökonomischen Strukturwandel der westlichen Informationsgesellschaften. Die Auseinandersetzung erstreckt sich von der Hysterie um Creative Industries über halbherzige sozialdemokratische Versuche, sich im soziokulturellen Bereich den Veränderungen der Wertschöpfungskette zu stellen, bis hin zu konservativen Spielarten der Kulturindustrie und ihrer Verschmelzung mit Hightech-Industriemonopolen. Dem gegenüber erscheinen sowohl theoretische Debatten als auch die Grundlagenforschung eher dürftig.

»Phantom Kulturstadt«

Sowohl die Konzeption als auch die Ideologie der strukturellen Bewusstseinsindustrie von Kultur und Medien entwickeln dabei unweigerlich direkte Auswirkungen auf unsere urbanen Realitäten. Der Einfluss auf alltägliche Lebenswelten betrifft nicht nur die Arbeitsverhältnisse. Er materialisiert sich vor allem in der Stratifizierung städtischer Räume und formt dabei auch die hegemoniale Dominanz über informelle Bildung, Insignien und Weltbilder.

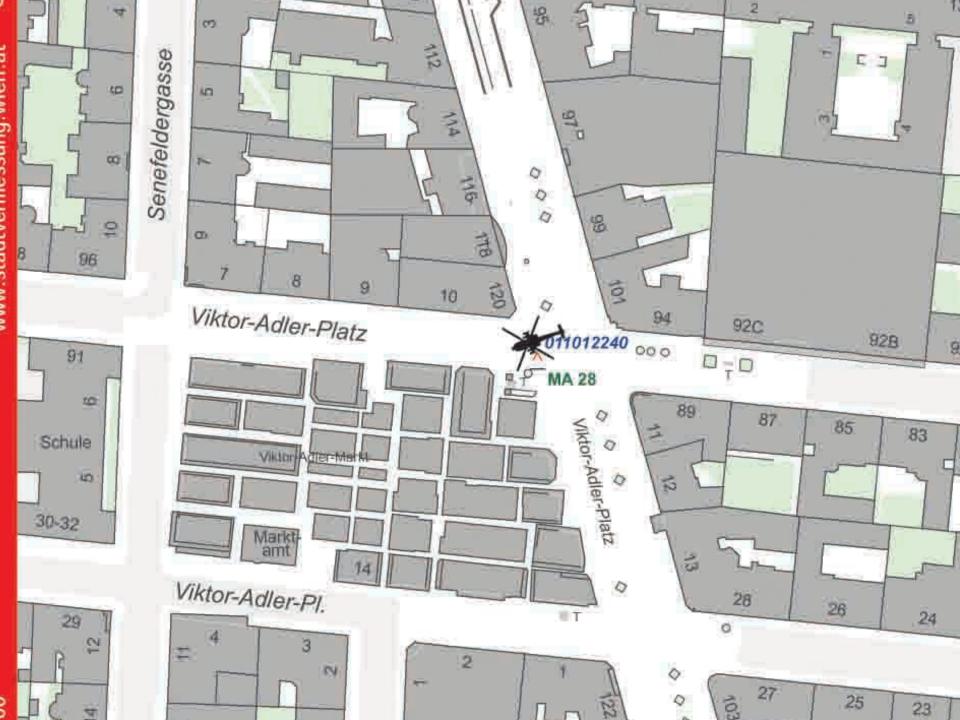
Im Zeitalter der Globalisierung ist eine kritische Reflexion notwendiger denn je. Mit einem besonderen Augenmerk auf das weltweite Netzwerk von Städten und deren urbane Entwicklungen und Umgestaltungen soll mit dem zweiten Band der Texte zur Zukunft der Kulturpolitik dem Phantom Kulturstadt im 21. Jahrhundert nachgespürt werden.

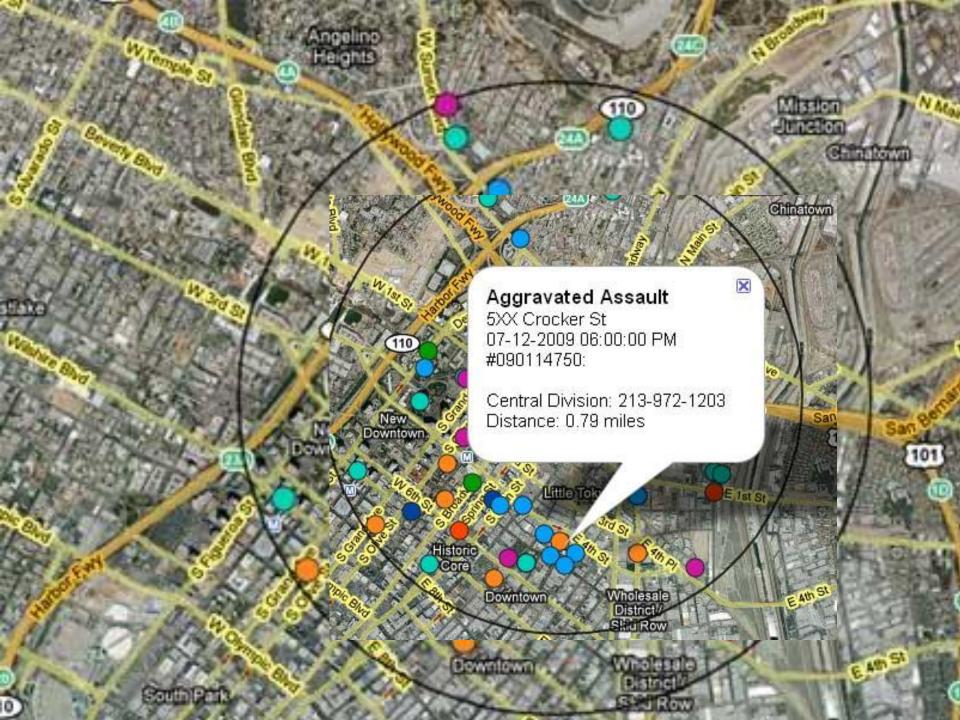
Mit Beiträgen von Clemens Apprich, Roland Atzmüller, Konrad Becker, Ljubomir Bratic, Boris Buden, Stefanie Carp, Ewen Chardronnet, Mike Davis, Anne Katrin Feßler, Hanna Hacker, Christian Höller, Therese Kaufmann, Christoph Laimer, Katharina Ludwig, Siegfried Mattl, Elisabeth Mayerhofer, Monika Mokre, Klaus Neundlinger, Merijn Oudenampsen, Matteo Pasquinelli, Peter Rantasa, Felix Stalder, Hito Steyerl, Jan Tabor, Markus Wailand, Tom Waibel, Martin Wassermair, Beat Weber, Stephanie Weiss, Rainer Zendron.

Eine Veröffentlichung des World-Information Institute www.world-information.org/wii www.t0.or.at

Konrad Becker, Martin Wassermair (Hrsg.) TEXTE ZUR ZUKUNFT DER KULTURPOLITIK I

Löcker



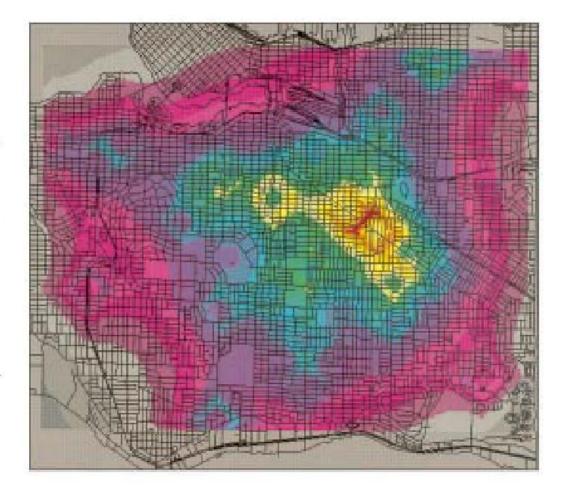


Mapping Crime: Principle and Practice-

Figure 6.1

A geoprofile of a series of armed robberies in Vancouver, British Columbia, Canada.

Source: Det. Insp.
D. Kim Rossmo,
Vancouver,
British Columbia,
Police Department.
Reproduced by
permission.



Mapping Crime: Principle and Practice-





Figure 4.18

A map showing firearm incidents in Salinas, California.

Source: Salinas, California, Police Department. Reproduced by permission.

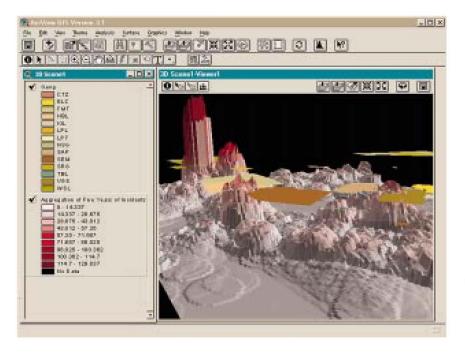
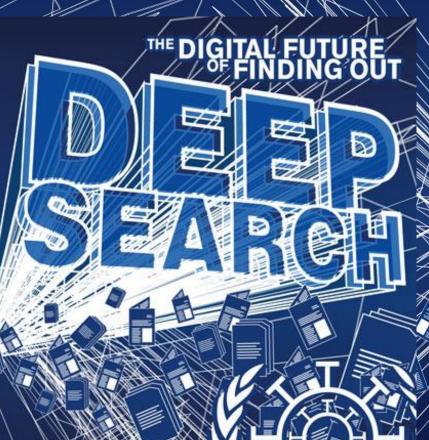


Figure 4.19

A 5-year analysis of incident data with an overlay of identified gang turfs in Salinas, California.

Source: Salinas, California, Police Department. Reproduced by permission. Search engines – most obviously Google – lie at the heart of our digital lives. Their interfaces seem to be simple and neutral. Yet underneath operates a political philosophy, written in complex technical code. At stake is nothing less than how we, individually and collectively, find out about the world.



WORLD-INFORMATION INSTITUTE

SA 8, NOVEMBER 2008

AUSTRIA TREND HOTEL SAVOYEN VIENNA

RENNWEG 16, 1030 VIENNA AUSTRIA

HTTP://WORLD-INFORMATION.ORG/DEEPSEARCH

DEEP SEARCH -The Politics

O

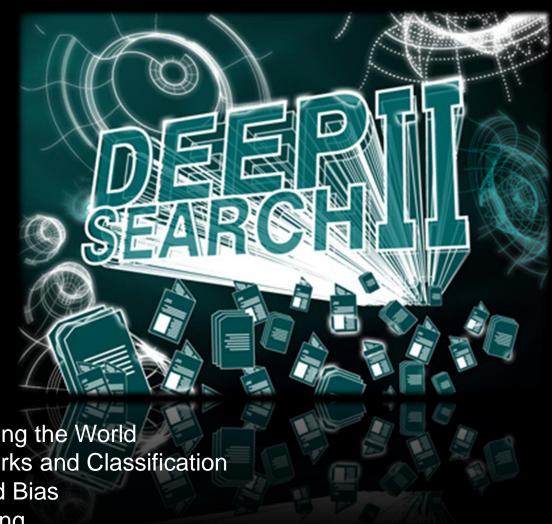
The Politics of Search Legond Google

Studien Verlag

Konrad Becker, Felix Stalder (Eds.)

ACCESS TO THE INDEX

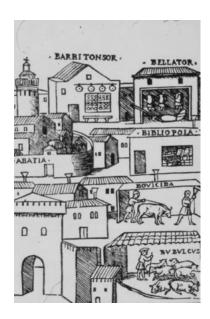
- Histories
- Liberties
- Power
- Visibility

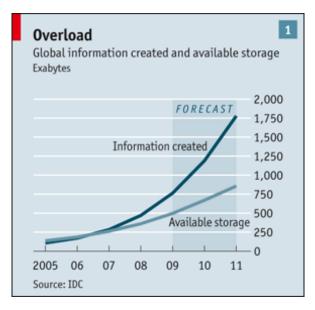


Visions of Organizing the World
Sociometry, Networks and Classification
Cognitive Rent and Bias
Contextual Modelling

BIG DATA MEMORY

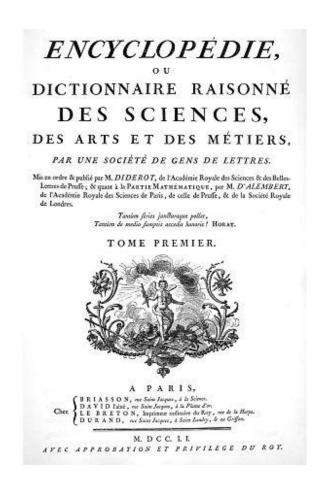


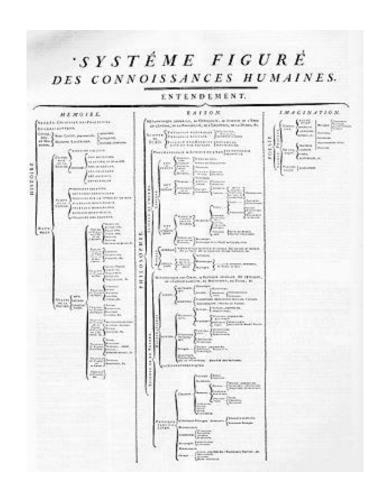




Unit	Size	What it means
Bit (b)	1 or 0	Short for "binary digit", after the binary code (1 or 0) computers use to store and process data
Byte (B)	8 bits	Enough information to create an English letter or number in computer code. It is the basic unit of computing
Kilobyte (KB)	1,000, or 2 ¹⁰ , bytes	From "thousand" in Greek. One page of typed text is 2KB
Megabyte (MB)	1,000KB; 2 ²⁰ bytes	From "large" in Greek. The complete works of Shakespeare total 5MB A typical pop song is about 4MB
Gigabyte (GB)	1,000MB; 2 ³⁰ bytes	From "giant" in Greek. A two-hour film can be compressed into 1-2G
Terabyte (TB)	1,000GB; 2 ⁴⁰ bytes	From "monster" in Greek. All the catalogued books in America's Library of Congress total 15TB
Petabyte (PB)	1,000TB; 2 ⁵⁰ bytes	All letters delivered by America's postal service this year will amoun to around 5PB. Google processes around 1PB every hour
Exabyte (EB)	1,000PB; 2 ⁶⁰ bytes	Equivalent to 10 billion copies of The Economist
Zettabyte (ZB)	1,000EB; 2 ⁷⁰ bytes	The total amount of information in existence this year is forecast to be around 1.2ZB
Yottabyte (YB)	1,000ZB; 2 ⁸⁰ bytes	Currently too big to imagine

Denis Diderot: "to change the way people think"





Encyclopedia or a systematic dictionary of the sciences, arts, and crafts



INDEX LIBRORUM PROHIBITORUM

SSmi D. N.

BENEDICTI XIV.

PONTIFICIS MAXIMI

Recognitus, atque editus.

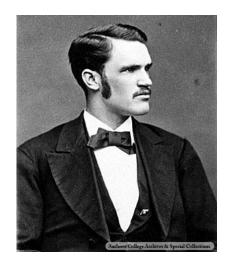


ROMÆ M. DCC. LVIII.

Ex Typographia Reverendæ Cameræ Apostolicæ.

CUM SUMMI PONTIFICIS PRIVILEGIO.

An anxious battle against the chaos of information





Melvil Dewey

(1851 - 1931)



Dewey Decimal System of library classification developed in 1876.

"The Analytical Language of John Wilkins"

Jorge Luis Borges

"a certain Chinese encyclopedia called the Heavenly Emporium of Benevolent Knowledge.



- (a) those that belong to the emperor;
- (b) embalmed ones;
- (c) those that are trained;
- (d) suckling pigs;
- (e) mermaids;
- (f) fabulous ones;
- (g) stray dogs;
- (h) those included in this classification
- (i) those that tremble as if they were mad;
- (j) innumerable ones;
- (k) those drawn with a very fine camel'shair brush;
- (I) etcetera;
- (m) those that have just broken the flower vase;
- (n) those that at a distance resemble flies."

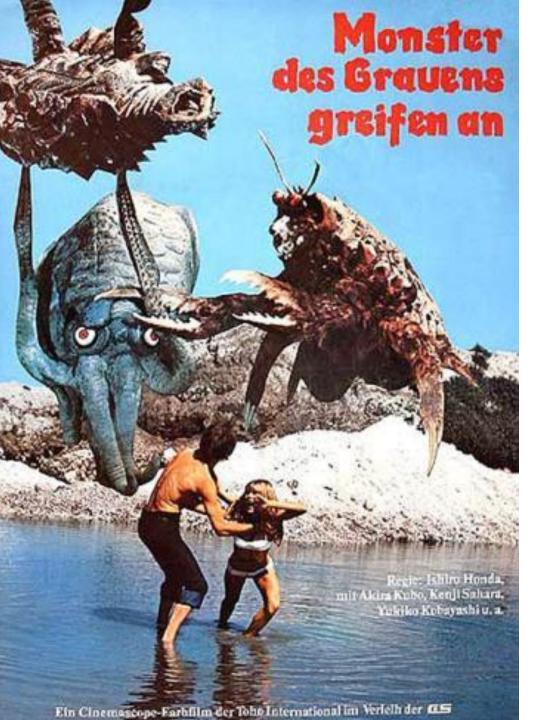


Enlightenment was about what humans know the romantic horrorstory is about the unknowable.



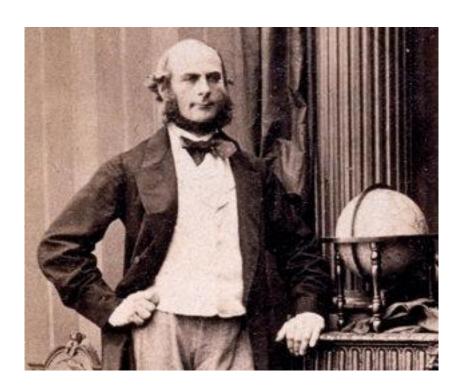
CATEGORIZATION BEGETS MONSTERS

Some peoples avoid flying squirrels because they break the ontological categories of birds and mammals.



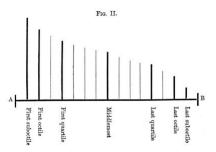


Horror is a threat from entities that fall through the cracks of ontological epistemic categories.



OBSESSIVE STATISTICS

Francis Galton 1822 - 1911

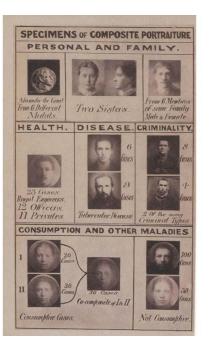


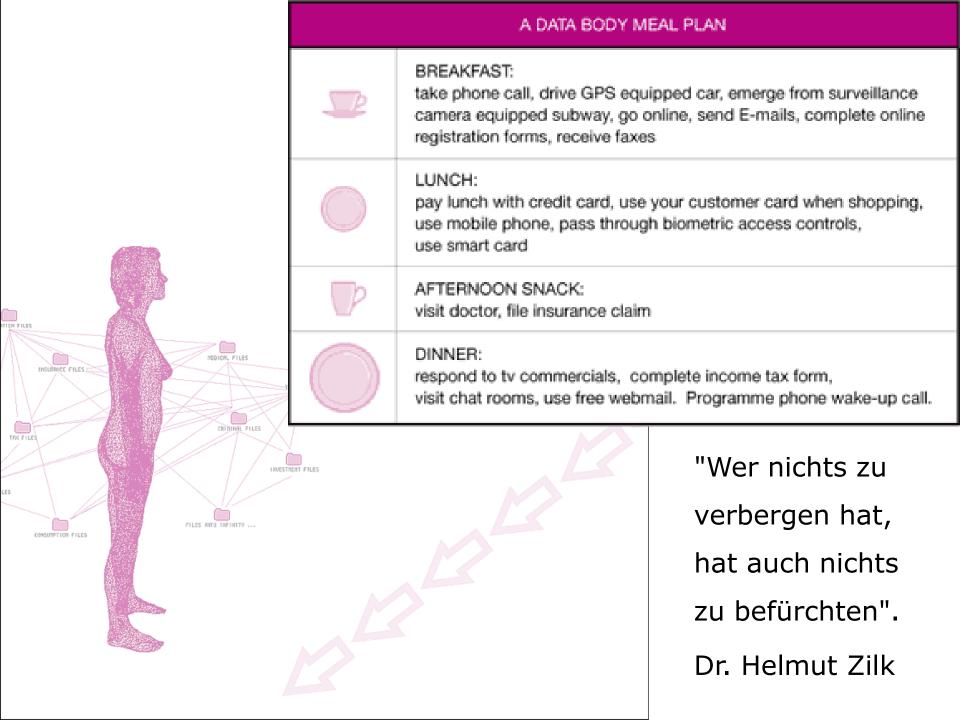


ENLARGED PRINT OF A MISPLACED GRAFT OF FLESH ON A THUMB, THIRTY YEARS AFTER IT WAS MADE.

Degrees of the length of Array o — 100°	Estimates in lbs.	Centiles		(I)
		Observed deviates from 1207 lbs.	Normal p.e =37	Observed over Normal
°5	1074	- 133	~ 90	+43
10	1109	- 98	- 70	+28
15	1126	- 81	- 57	+24
20	1148	- 59	- 46	+13
71 25	1162	- 45	- 37	+ 8
30	1174	- 33	- 29	+ 4
35	1181	- 26	- 21	+ 5
40	1188	- 19	- 14	+ 5
45	1197	- 10	- 7	+ 3
ne 50	1207	0	0	0
55	1214	+ 7	+ 7	0
	1219	+ 12	+14	- 2
65	1225	+ 18	+21	- 3
70	1230	+ 23	+ 29	- 6
73 75	1236	+ 29	+ 37	- 8
80	1243	+ 36	+46	-10
85	1254	+ 47	+ 57	- 10
90	1267	+ 52	+70	- 18
95	1293	+ 86	+90	- 4

 q_1 , q_3 , the first and third quartiles, stand at 25° and 75° respectively. m, the median or middlemost value, stands at 50° . The dressed weight proved to be 1198 lbs.





"The increasingly automated discriminatory mechanisms for risk profiling and social categorizing represent a key means of reproducing and reinforcing social, economic, and cultural divisions" David Lyon

Welcome.

US-VISIT Procedures: For Visa Holders Only

Left Index Finger Indice Izquierdo 왼손 검지손가락 左手食指 Indicador Esquerdo







Right Index Finger Indice Derecho 오른손 검지손가락 右手食指 Indicador Direito



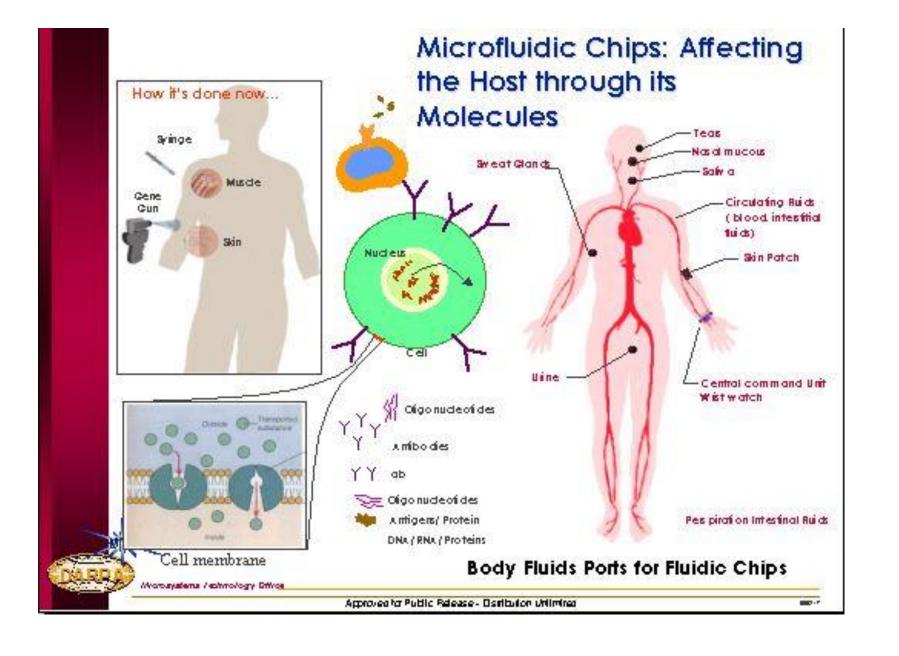


11 Look at Camera Mire la Cámara 카메라를 보십시오 注视相机 Olhe para a Câmera









Segments Pricing and Availability

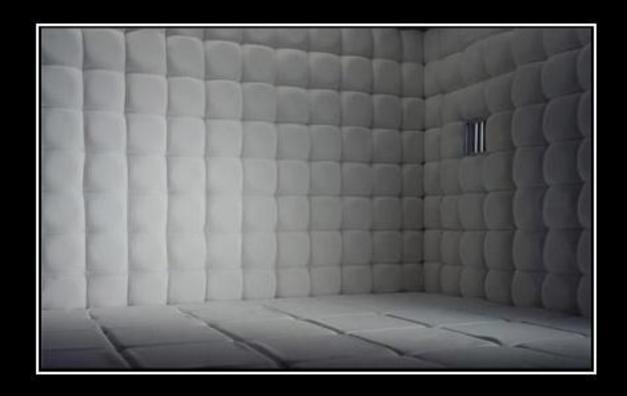
Segment	Field	Price ¹
Rapleaf Core		
1. Basic	Age	Free
2. Basic	Gender	Free
3. Basic	Location	Free
4. Premium	Household Income	\$0.01
5. Premium	Marital Status	\$0.01
6. Premium	Presence of Children	\$0.01
7. Premium	Home Owner Status	\$0.01
8. Premium	Home Property Type	\$0.01
9. Premium	Length of Residence	\$0.01
10. Premium	Home Market Value	\$0.01
11. PREMIUM BUNDLE	Income, Marital Status, Presence of Children, Home	\$0.05
	Owner Status, Home Property Type, Length of	
	Residence, Home Market Value	
12. Auto	Cars in Household	\$0.01

PERSONALIZATION

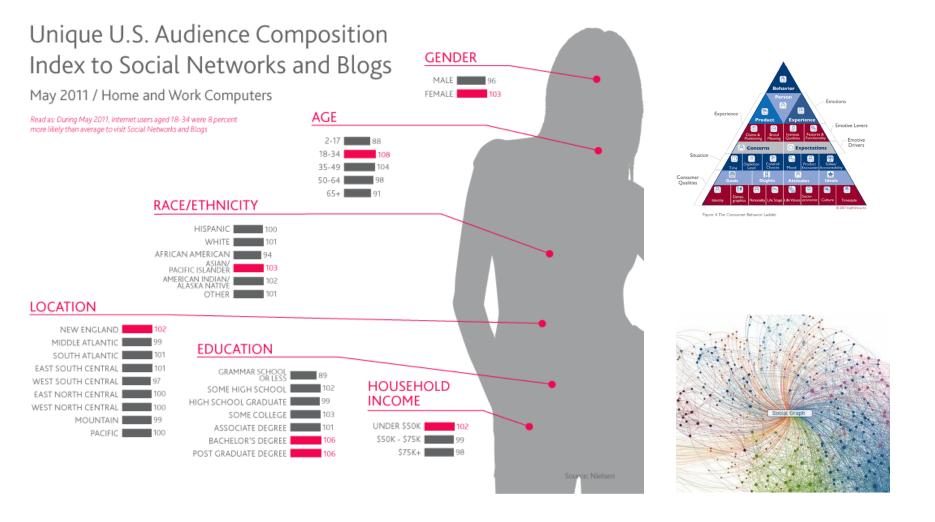


Privatization and the ideologies of individualization impose schemes of fragmentation.

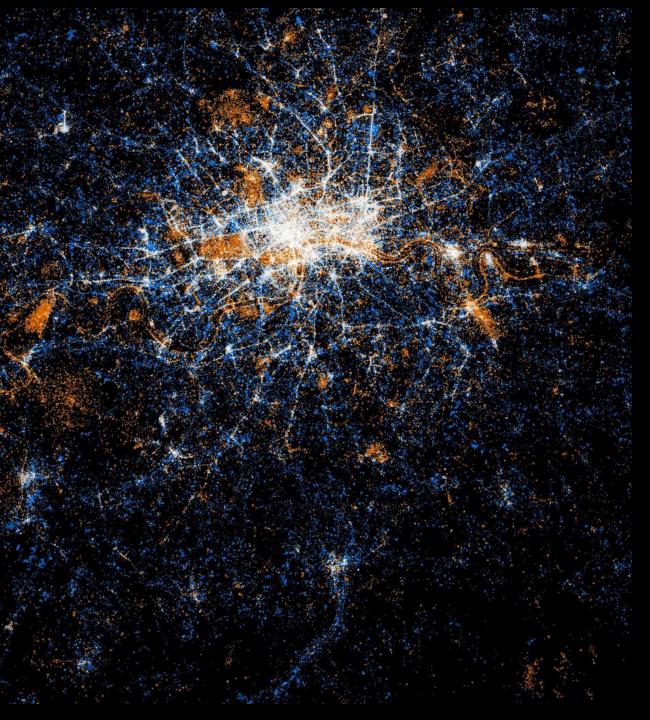
Isolated Selves in a Personal Asylum



NINJA INSANE ASYLUM

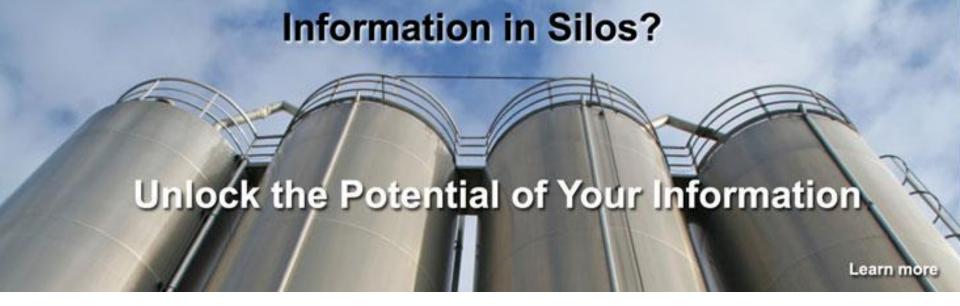


Increasingly human relations are based on a databody of categorization tags and symbolic indicators not a personal presence. Strategies to cope with the number of social interactions lead to standard response routines.



When friends and likes are part of statistical calculations about individual net worth, humans turn into market objects, ghostly apparitions that follow the logic of economization to the grave.





Social Networking:

"Each site is a silo, walled off from the others".

"The more you enter, the more you become locked in ..."

Tim Berners-Lee

FLOW MANAGEMENT

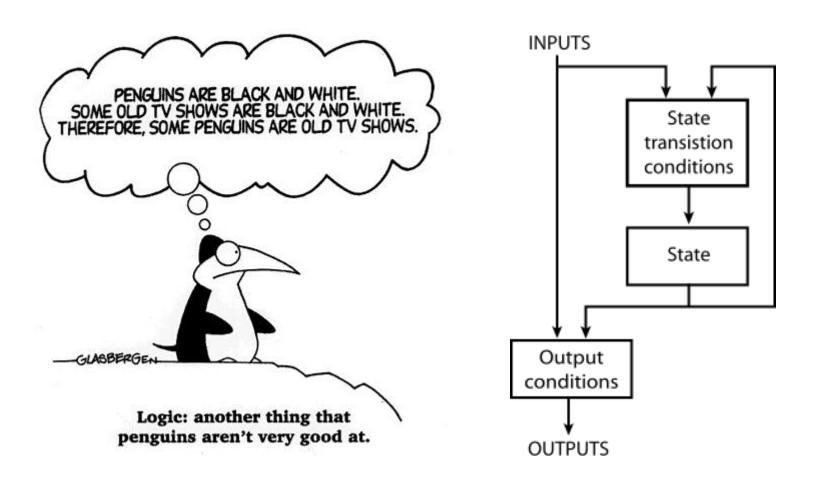


from educational indoctrination to the fluid mining of cognitive response and reaction flows in opinion poll perception management.

STATISTICS and CLASS WAR



HUMAN BRAINS ARE SOCIAL ORGANS



AND HAVE A ROMANCE WITH AMBIGUITY.

Proteus tells the Future



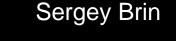
But he answers only to someone who is capable of capturing him and changes his shape to avoid this.

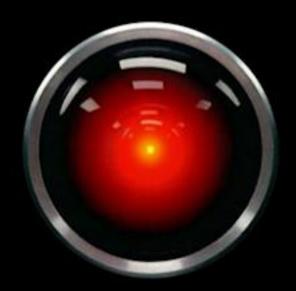
an early sea-god in Greek mythology

"The perfect search engine would be like the mind of God"



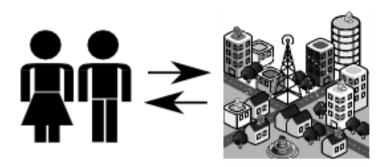






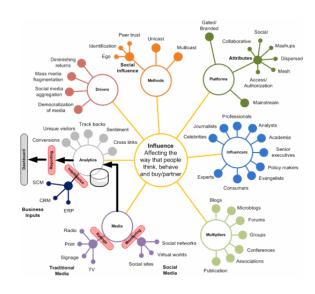
Dave... I'm afraid I can't let you do that...

From Open Government to Open Industry Data



OPEN DATA FOR A READ/WRITE SOCIETY







ASYMMETRIC RELATIONS



users become transparent to deep data-mining practices

a decentralized system with an impenetrable center

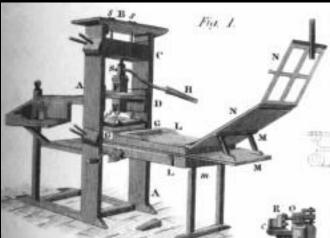
HAUNTED DOPPELGANGERS : Reproduction & Repercussions

TECHNOLOGIES OF REPLICATION

Change Reality











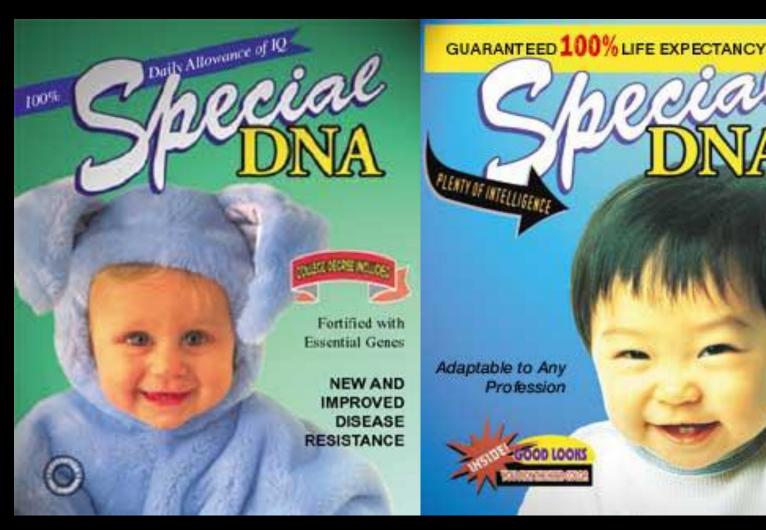
TRANSITIONS

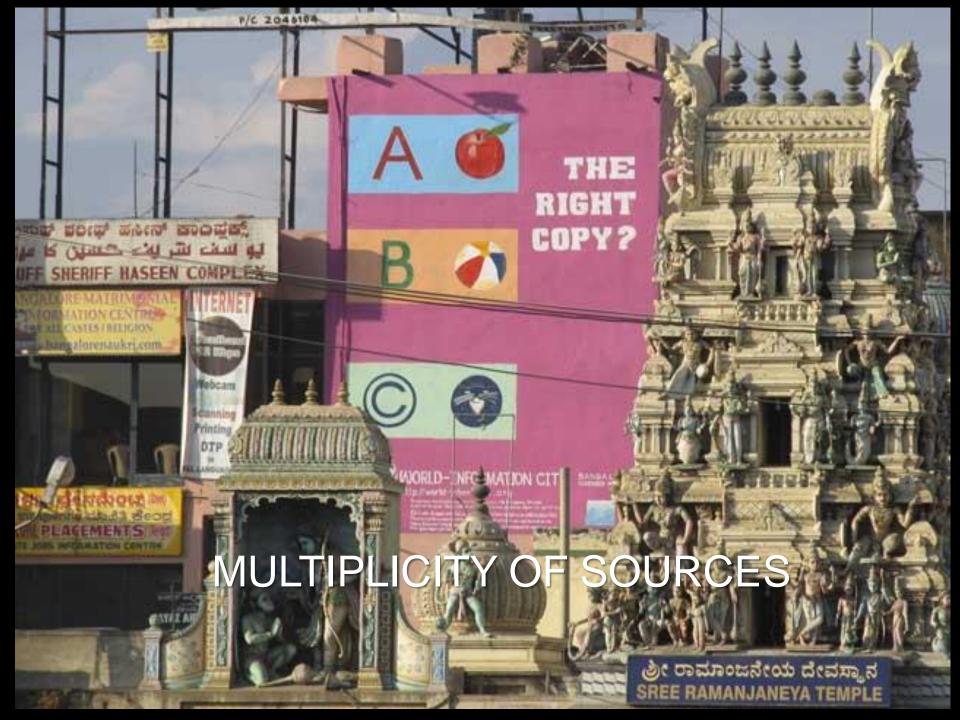
Deep Change Biosphere Technology



Technology Kills Difference the Copy and Original

of





UNIQUE ORIGINALS

Mythic aura of authenticity based on quasi-religious beliefs regarding contact with a unique source.





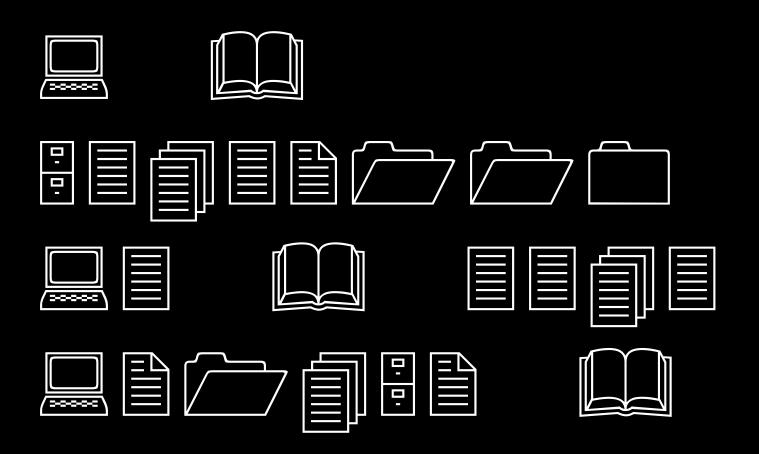
Ancestor Worship Gone Wrong



Originality as modernisms claim to a dynamism of innovation turned into authenticity.

Identity, Control and Authenticity

Restrictions Management or Liberation of the Copy



TECHNOLOGIES OF DEATH

Replication Technology's Dark Shadow:

Virtual Doppelganger



CULTURAL PEACEKEEPING



The Silence of the Graves in the Quiet Wars of Public Paranoia

BURIED ALIVE: Every

Noise an Image of Subversion

Proliferation of Print

Pamphleteers on the Gallows



NOTICE OF UNRULY GATHERING

PURSUANT TO TUCSON CODE SECTION, 16-32, AS A RESULT OF AN UNRULY GATHERING AT THESE PREMISES, ANY UNRULY GATHERING WITHIN THE NEXT 180 DAYS WILL RESULT IN CIVIL PENALTIES IMPOSED UPON ALL PARTICIPANTS AND SPONSORS OF THE EVENT, AND ALL PROPERTY OWNERS OF THE PREMISES AND THEIR AGENTS.

NOTICE IS HEREBY GIVEN THAT, pursuant to Tueson Code Section 16-

32, on , 200 , at a m/p.m. , the Tucson Police







The Arch-Prelate of Standrewes in Scotland reading the new Service-booke in his pontificalibus assaulted by men & Women, with Crickets Stooles

Stickes and Stones,



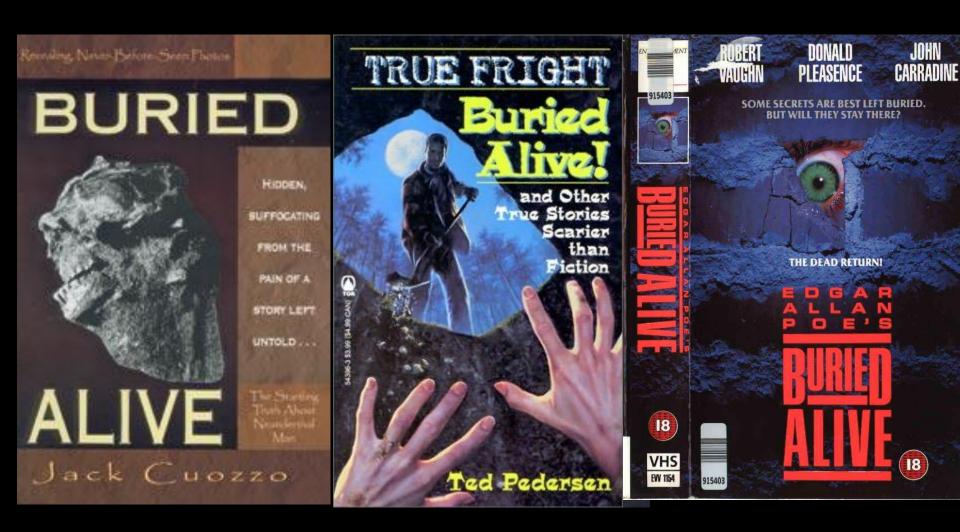
Feudal Information Elites present

Digital Networks for Human Empowerment in:

WEAPONS OF MASS EXCLUSION

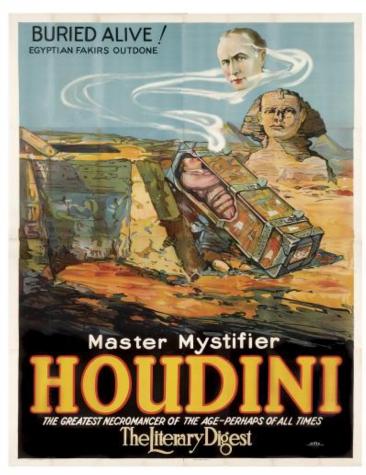


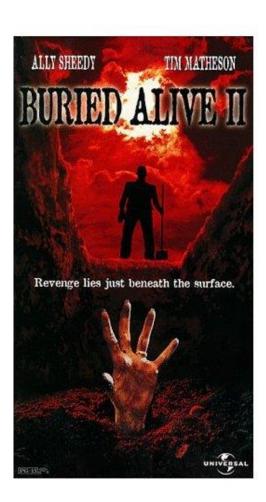
MASS GRAVES of IDEAS

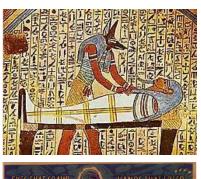


REGIMES OF EXCLUSION

Against the Autonomy of Memory









"Information Feudalism is an evocative way of describing the contemporary institutional push to redistribute property rights unequally."

Peter Drahos

Information Feudalism-Who owns the knowledge economy





Restriction Management Variables

Patterning of Exits and Entries across
Threshold

BELIEVE HE WAS BURIED ALIVE.

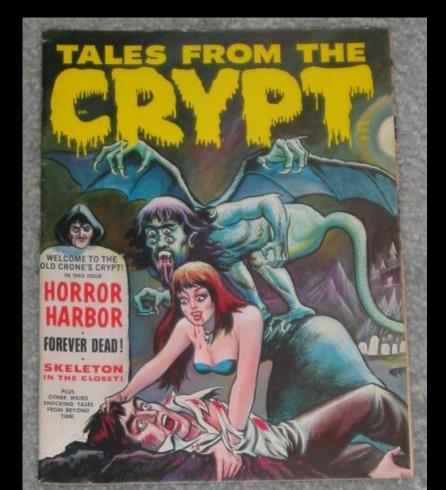
Distorted Features of a Machpelah Grave's Tenant.

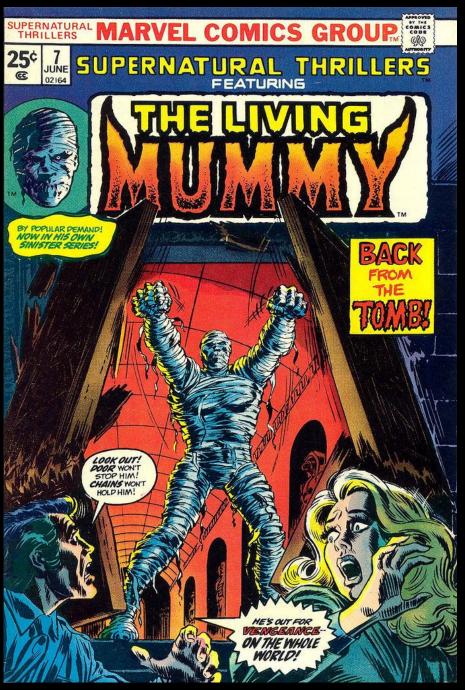
A grewsome discovery was made at Machpelah Cemetery yesterday by the workmen engaged in removing bodies. Remains, well preserved in an iron casket, were unearthed. The body, as viewed through the glass lid of a hermetically scaled metallic coffin, presented every appearance of a man who had been buried alive. The eyes were wide open; the tongue protruded far out of the mouth and the general appearance

Ritual belonging & Representation

Beyond Making Believe:

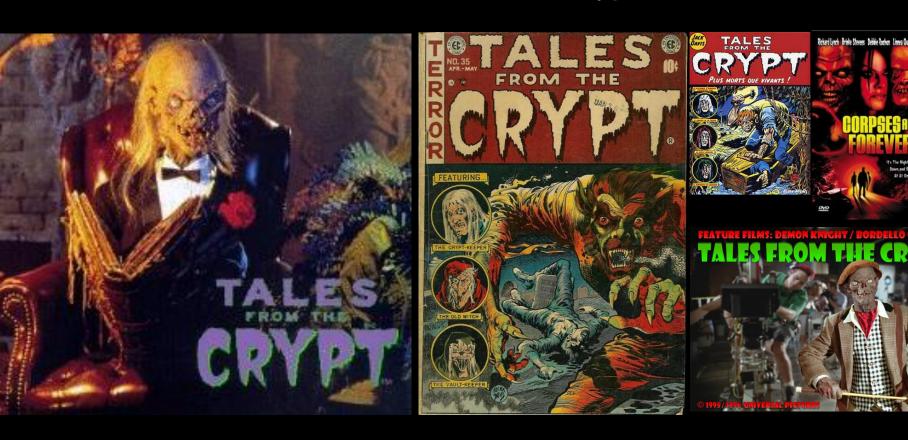
IMPOSED SILENCE





PATTERNS OF DEPRESSION

Tales from the Crypt

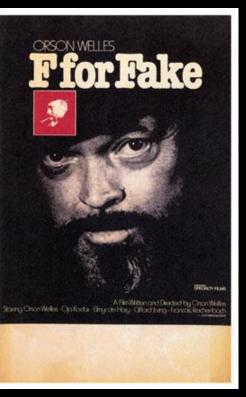


AUTHENTIC FALSIFICATION

& Alien Invasions

copies indistinguishable or even better than the original changed the notion of authenticity and undermined the distinction between

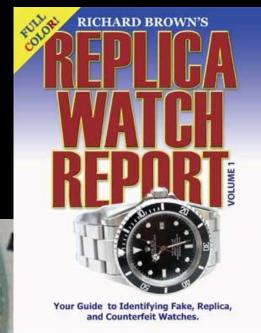
COUNTERFEIT AND REAL





Forgery is about Authorship not Content







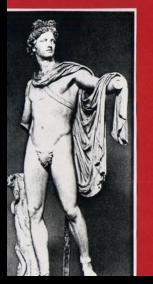
Fake

Greek

Art

Doryphoros (Stokesdad 196)

Apollo Belvedere



-statue is classic roman copy

-regarded to be essence of Greek spirit during Greek revival (Jamoon 117)

SACRED AURA OF THE UNIQUE

The sacred aura of the unique "beautiful" image is tied to the secularization of society and the emerging cult of beauty in bourgeois social order.











Some art forgers have become popular and in the view of many the only damage done is creaming off the wealthy.

CRIMES OF SUBTERFUGE

Fake Not a "Victimless Crime"

- Alters Official Authorized History, Collective Identity

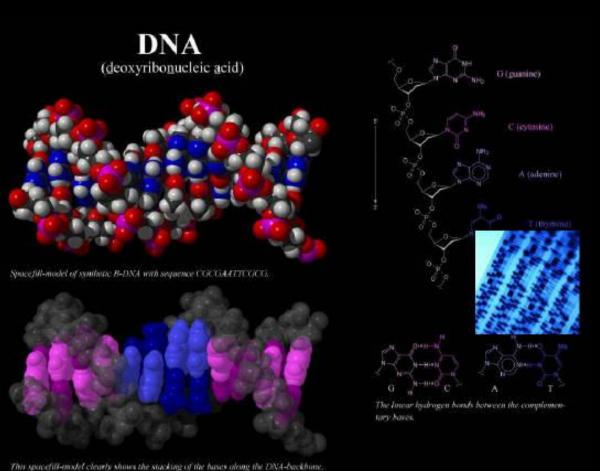






Invasion of Alien Doubles

Infiltrating and Altering Cultural Codes







PLAGIARISM APPROPRIATE & the Attack on the Sacred

Plagiarism is Necessary, Progress Implies it

It closely grasps an author's sentence, uses his expressions, deletes a false idea, and replaces it with a right one."

Comte de Lautréamont (1846-1870)



Social Process of Shared Interactions

Reactionary ideologies promote "individuality" of ownership and mystify creation.

A system based on branding and authenticity and insignificant "innovations" of "individuals".



SACRED POSSESSION OF ELITES



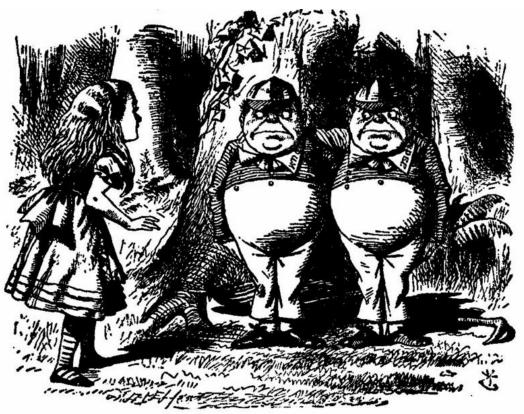
Annibale Carrachi 1560-1609: Der Genius des Ruhmes. Photo ©Maicar Förlag-GML

Anyone can Plagiarize

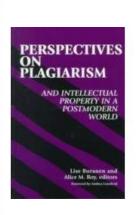


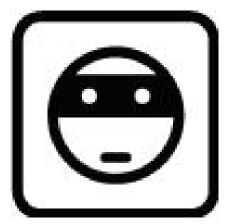
CONSTRUCTION OF MILIEUS

Cultural practice should be free to reflect its everyday environment and incorporate public influences - beyond restrictive "fair use" rules.







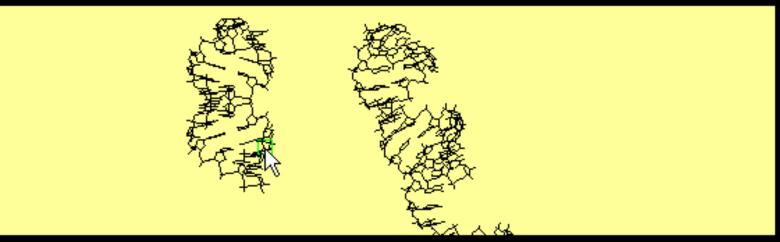


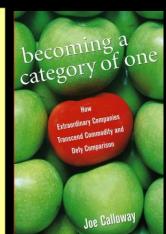
DOUBLE

Symbolic Terror

Information is Unique Sharing It Doubles

by





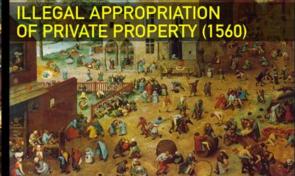
When people exchange ideas each one has at least one more, i.e. you can have it and give it away too.





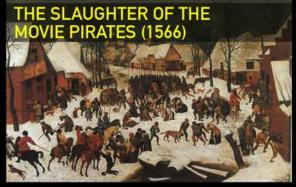








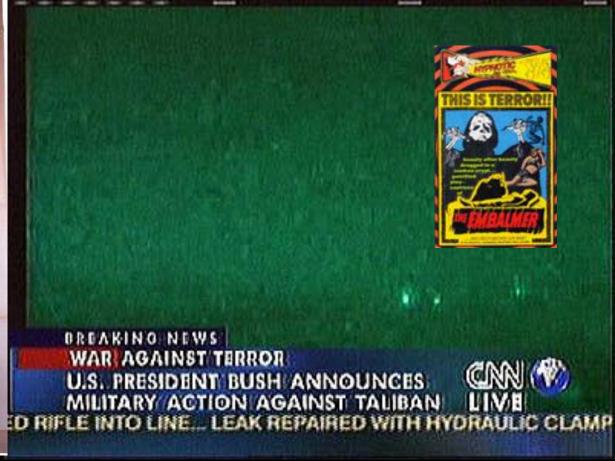






"Piracy is like terrorism today and it exists everywhere" Kamil Idris (WIPO) at WSIS 2003



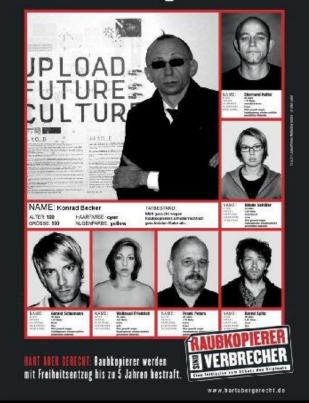


SHARING = CRIME





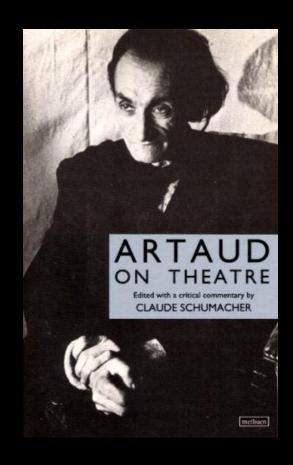
Raubkopierer:



THE COPY AND ITS DOUBLE

"Every real effigy has a shadow which is its double-art must falter and fail from the moment the sculptor believes he has liberated the kind of shadow whose very existence will destroy his repose".

"The Theater and its Double" Antonin Artaud



A rendition is not an imitation of reality, but becomes a reality for itself.



DEMONIC DOUBLES



















PROPAGANDA BY DEED & Cultural Field

Terror and Art:

- Asymmetric Unconventional Action
- -Unorthodox Methods of Operation

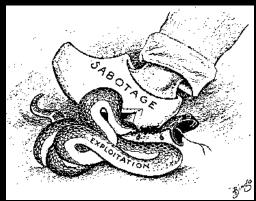






"Propaganda by Deed" coined by Serge Nechayev originally refers to the acts of violence used against the representatives of political and economic repression in the late 19th century.

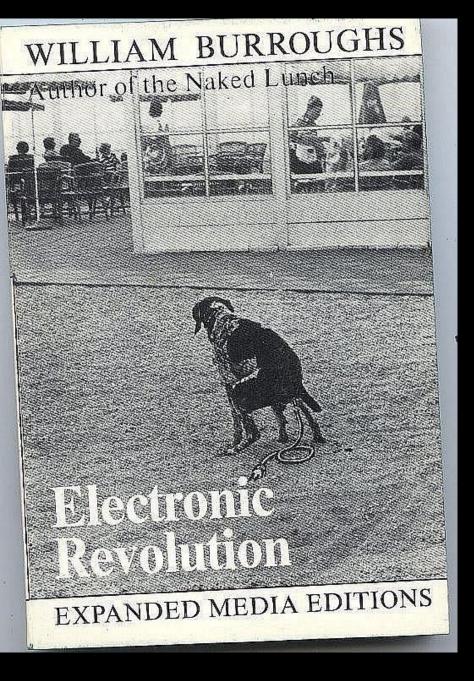






Since then many have begun to redefine Propaganda by Deed to incorporate more than simple acts of violence.







Cultural Guerilla Tactics became visible in movements like Berlin Dada or Situationists who have been portrayed as intellectual terrorists.

William Burroughs describes tactics of psychological attacks and cultural sabotage in the 60's.



Spontaneous collective psychic attacks and tactical operations against repressive notions of identity while moving in several directions at once.

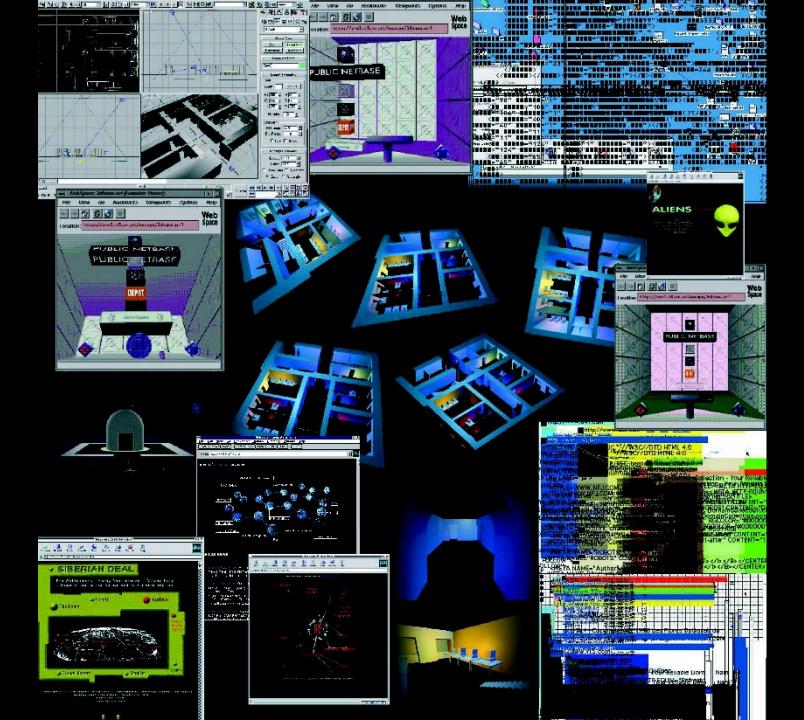
Public Netbase: Non Stop Future New Practices in Art and Media



Branka Ćurčić, Zoran Pantelić / New Media Center_kuda.org

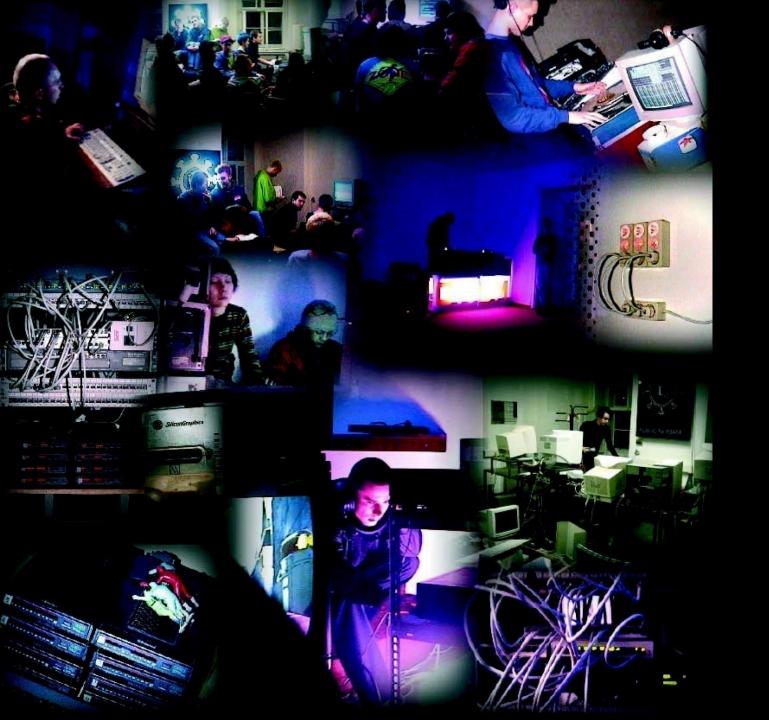
Editorial team:

Konrad Becker, Branka Ćurčić, Zoran Pantelić, Felix Stalder, Martin Wassermair













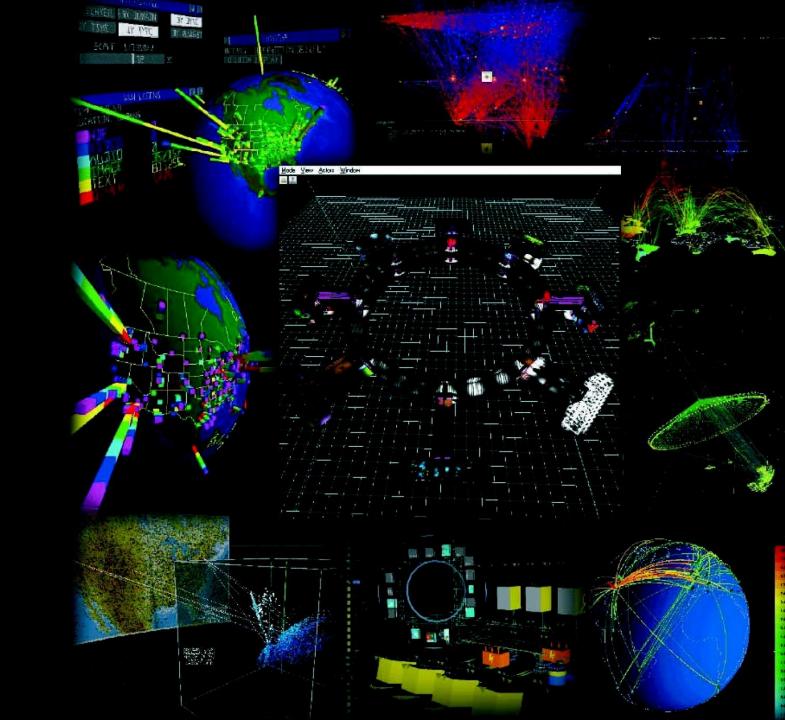






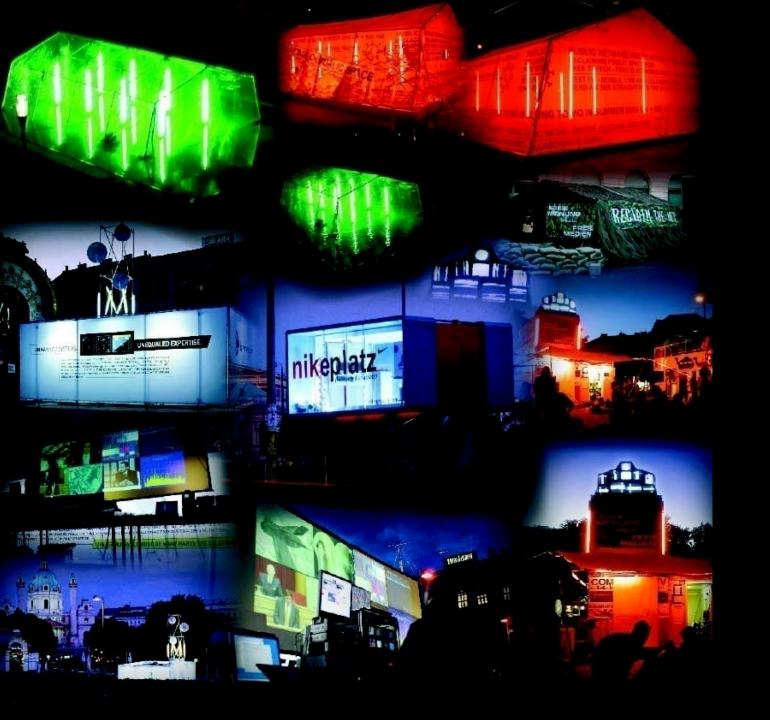


















Cultural Counter-Psyops

Kunstsektion NEU

Kunstsektion ALT









U-Express, 02.08. 2001





























Überparteiliche Bürgerinitiative



Offnet den Karlsplatz!

Für einen Platz der Offenen Kulturen

Home InitiatorInnen Texte Presse

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NEWS!!

PRESSEINFORMATION-15.7. 2003

Bundespräsident Dr. Klestil begrüßt das Eintreten für einen Platz der Offenen Kulturen

Die überparteiliche Bürgerinitiative "Öffnet den Karlsplatz!" überreichte Bundespräsident Dr. Klestil anläßlich einer Audienz in der Präsidentschaftskanzlei einen süßen Gruß vom Karlsplatz. Die Delegation übergab zusammen mit den fünf Forderungen eine Torte in Form der Karlskirche, die eigens für diesen Besuch vom ehemaligen Hoflieferanten zubereitet wurde.



Neue Bürgerinitiative in der Endlosschleife

Die künstlerische Gestaltung eines menschenwürdig erneuerten Karlsplatzes will eine neue Bürgerinitiative ins Auge fassen - und übersieht, dass die Politik ihre vollmundigen Platzneuplanungsankündigungen oft aus den Augen verliert.

Thomas Rottenberg

Wien – Zum Glück hat Michael Ende mit seiner "Unendlichen Geschichte" einen simplen Fantasy-Roman geschrieben und nicht versucht, sich mit der Echtwelt am Karlsplatz auseinander zu setzen. Sonst wäre das Buch nie erschienen. sondern - höchstens - als auseinander fallendes Manuskript in irgendwelchen Projektgruppen des Rathauses über 100 Jahre von einem Schreibtisch zum nächsten gereicht worden. Mit Vermerken: "wichtig", "heikel" und "wem andern umhängen".

Am Karlsplatz kommen nämlich nicht nur die Verkehrsströme der Stadt, sondern auch alle mit ihnen einhergehenden Probleme zusammen. Kein Wunder also. dass sich kein Politiker wirklich über den Platz traut. Zu Fuß so wenig wie planerisch.

Eine Mitte der Woche gegründete Bürgerinitiative will da nun Abhilfe schaffen. Oder zumindest die Politik zwingen, eine öffentliche Diskussion zu führen: Unter dem Signet "Öffnet den Karlsplatz" soll sich die Zone zwischen Naschmarkt und Historischem Museum zu einem "Ort der Kunst" entwickeln.

Als Signal für künstlerische Gestaltungsformen des 21. Jahrhunderts, erklärt Karl Latz

von der Karlsplatz-Initiative, solle der Raum "nicht nur musealen Formen* der Kunstaufbewahrung in den Museen an seinen Rändern dienen. "Die angedachte Neugestaltung am Platz*, so Latz, "stellt eine historische Chance dar." Wenn über eine Sanierung der "grauslichen Verkehrssituation" zu einem "menschenwürdigen Naherholungsgebiet* diskutiert werde, dürfe die Debatte um eine künstlerische Aufbereitung des Areals nicht vergessen werden.

Konzept versprochen

Konkret beziehen sich Latz und seine Mitstreiter da auf iene Pläne und Ideen, die zuletzt im Spätsommer 2002 präsentiert wurden. DER STANDARD berichtete damals ausführlich.

Demnach sollten - unter anderem - die Straßenbahnen beim Künstlerhaus verlegt und eine Umleitung der den Platz in unzugängliche Inseln teilenden Verkehrsströme ins Auge gefasst werden. Ergebnisse wurden für November 2002 angekündigt.

Was genau das Ergebnis der Studien ist, wissen aber auch die Bürgerinitiativler nicht: "Alle reden darüber, aber keiner weiß etwas Konkretes". erklärt Latz. Auch und gerade deshalb sei es wichtig, die Politik in die Pflicht einer öffentlichen und offensiven Debatte über die Zukunft des Platzes zu nehmen.

Freilich weiß man im Rathaus derzeit auch nicht mehr als auf der Straße: Das für November angekündigte Konzept verzögere sich, bedauert man im Büro von Planungsstadtrat Rudolf Schicker (SP). "In den nächsten zwei Monaten sollte es aber vorliegen." Für Gespräche sei man natürlich offen, "sobald konkrete Vorschläge am Tisch liegen".

Michael Ende hat nie über den Karlsplatz geschrieben. Darum ist seine unendliche Geschichte auch irgendwann fertig geworden.

DER STANDARD Webtipp: www.verkehrshoelle.at www.die-leselust.de/buch/ endemichaelgeschichte.htm

Liftumbau ohne Genehmigung

Wien - Im Zusammenhang mit jenem Liftunglück, bei dem im November ein kleiner Bub ums Leben kam, wurde nun klar: Mit Liftumbauten werde begonnen, noch ehe alle Genehmigungen vorliegen. Grund: Der Amtsweg dauere zu lang, hieß es seitens einer Liftbaufirma. Das dürfte auch beim Umbau des Lifts in einem Altbau in der Wickenburggasse so gehandhabt worden sein. So sei der Plan nicht vorgelegen, in dem der Abstand zwischen den Lifttüren vermerkt ist, hieß es im Rathaus. Der Bub wurde damals zwischen den Türen eingeklemmt und mitgerissen. (aw)

Nike-Platz?

beiging, dachte ich, es wäre ein Scherz: Laut einigen Plakaten auf einem durchsichtigen Container am Karlsplatz wird dieser nächstes Jahr in Nikeplatz umbenannt. Beim Betreten des Containers wurde mir jedoch klar, dass die Angelegenheit durchaus ernst zu nehmen ist. Anscheinend hat die Firma Nike den Namen des Platzes gekauft, um ihr 20-jähriges Bestehen zu feiern. Ein Plastikmodell im Container zeigt, wie der Platz dann - nach dem Aufstellen eines riesigen Monuments (ein 20 Meter hohes Nike-Logo aus recycelten Turnschuhsohlen) - aussehen soll. Die Stadt Wien hat dem - für eine große Geldsumme - bereits zugestimmt

Zuerst war ich schockiert, dass hier niemand die Wiener gefragt hat. Dann wurde mir jedoch bewusst, dass die Sache mit dem Karlsplatz kein Ein-



zelfall, sondern bloß Teil einer größeren Unternehmensstrategie (mit Namen Nikeground) ist, in deren Rahmen Orte in ganz Europa umbenannt werden sollen. Nach einigem Grübeln kam ich drauf, dass diese aggressive Marketingkampagne auch positive Effekte haben könnte, würde man die Umbenennungsaktion mit einer Reduzierung oder sogar einer Beseitigung von Plakatwänden verbinden. Indem sie ihre Slogans und ihre Präsenz raffinierter, aber deshalb nicht weniger wirkungsvoll vermitteln würden, könnten Unternehmen ihre visuelle Aufdringlichkeit vermindern. Stellen sie sich vor, wie oft am Tag eine Person sagen würde: "Treffen wir uns am Nikeplatz beim Coca-Cola Theater oder im Viagra Park?

Franz Lechner, E-Mail

Schafft offene Knotenpunkte!

Der Karlsplatz muss ein offenes Zentrum einer zukunftszugewandten kulturellen Praxis werden. Der Karlsplatz muss ein dynamisches Experimentierfeld und Impulsgeber gesellschaftlicher Entwicklung werden! Der Karlsplatz muss einen offenen Knotenpunkt internationaler Netzwerke, von Kunst, Kultur und Wissenschaft bilden! Der Karlsplatz muss für Offene Kulturen als demokratischer Wegbereiter geöffnet werden!

Flugblatt der Bürgerinitiative "Öffnet den Karlsplatz".



Offnet den Karlsplatz!

Für einen Platz der Offenen Kulturen

InitiatorInnen Texte Presse

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NEWS!!

PRESSEINFORMATION - 6.10. 2003

Nike-Platz statt Karlsplatz? Die Wienerinnen und Wiener dürfen sich das nicht gefallen lassen!

Ein Bericht der Kronen Zeitung hat am Samstag, 4. Oktober, auf Seite 13 Gerüchte bestätigt, wonach der historische Karlsplatz schon ab dem nächsten Jahr in Nike-Platz umbenannt werden soll.

Alle Bemühungen des internationalen Sportartikel-Herstellers Nike, die Sachlage zu dementieren, können nicht darüber hinwegtäuschen, daß sich hier ein unglaublicher Skandal abzeichnet: Die Stadt Wien hat den Karlsplatz ganz offensichtlich verkauft! Das wurde Vertretern der Bürgerinitiative "Öffnet den Karlsplatz!" auf einem eigens für Werbezwecke eingerichteten Informationsstand sogar bestätigt: "Die Wirtschaft", so wurde durch ein junge Nike-Mitarbeiterin mitgeteilt, "ist eben die kreativste Kraft dieses Landes."

Die Firma Nike hat sogar eine eigene Homepage im Internet eingerichtet, die diese Pläne im Detail preisgibt.

"Nikeground"-Homepage





ZKW kf45 - Virtual Drama in four Acts:



A critical interpretation of historical representation in the Austrian "jubilee year" 2005



"kommando freiheit45" Cattle Mutilation as Legitimate Weapon against Symbolic Hegemony

Kern der zukünftigen österrei-



Szene aus einem dem Standard zugespielten Video des "Kommandos freiheit45": Ist die Kuh (3. v. re) noch zu retten?

Belvedere-Kuh in Geiselhaft!

Bekennerschreiben im Wortlaut

ES REICHT!

as kommando freiheit45 (kf45) ist in der Nacht von 9, auf 10. Mai in die Grünanlagen des Belvedere eingedrungen und hat eine dort weidende Kuh der Bundesregierung in seine Gewalt genommen. Diese Kuh ist ab sofort politische Gefangene der Zellen Kämpfender Widerstand ZKW!

Wir fordern:

■ Eine öffentliche Erklärung von Bundeskanzler Schüssel und ORF-Generalintendantin Monika Lindner am 15. Mai in der ZiB 1 um 19.30 Uhr

■ Das Schuldbekenntnis, die Bevölkerung im Jahr 2005 mit Geschichtslügen irregeführt und nationalistisch verhetzt zu haben!

Eine Anerkennungsleistung von jährlich 10 Mio. Euro für Partisaninnen und Deserteure! Errichtung eines Denk-

mals für Deserteure am Heldenplatz!

■ Sofortige Einrichtung eines Partisanenmuseums im Wiener Museumsquartier!

Dies muss binnen 12 Stunden im Rundfunk und allen österreichischen Tageszeitungen bestätigt werden.

Wenn Sie diesen Forderungen bis einschließlich 15. Mai 2005 Folge leisten, bleibt die politische Gefangene unversehrt und wird auf freien Fuß gesetzt.

Von den Straßen Wiens. Zellen Kämpfender Widerstand ZKW kommando freiheit45

PS: Sollte diese politische Gefangennahme ein blutiges Ende nehmen müssen, so liegt dies ausschließlich in der Verantwortung des Bundeskanzlers und der österreichischen Bundesregierung!

RKT

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w York,

reinterpretation of symbolic action and deconstruction of official imagery and semiotic systems

















For one week of May 2005, ZKW kf45 provided a collective realization of a virtual street theatre, based on a regionally coded context and digital information organization: a kidnapping drama charged with the subversive energy of the absurd, an unofficial counter design for public dissent.

Architettura.

Provocazione multinazionale

di Massimiliano Fuksas

er i viennesi è stato una choc. Uno matrina nella storica Karlsplate compare uno scarokine high-rech chamato "Nike Infobox", un container di due pieni con gli angoli emassati e solleva-



Witch-hunt punishes those who defy Haider

Das Netz der Schlüpfrigkeit

Koalitionskrach um Public Netbase

VP verweigert der Wieser Internet- und Kulturplattform jede weitere Unterst

L'homme traqué de l'infosphère



Arger im MuseumsQuartier

ditcume image detamarque

La nique à Nike er Autriche



Datendrang

Streit ums Netz

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Das Medium als bleibende Botschaft

Das Wiener Institut für Neue Kulturischreitegien, Paine Nethuse, streitet für die Historisierung digitidet Gegenwart

"Microsoft soll nicht Leben bestimmen"



Porno: Verein klagt FPO

der FTO vor, zu Unrecht mir cinem personna Pocho-Archieter in Verhindung ge-

"Publie Netbaso" wirft rum der FTO vor, zu Umrechn mit einem personen Porno-gezigten Amerikaten esten unter the Introce-Adresse



Trans.

WILLTUR Feuer im Netz

K

Kulturplattform will FPO Chell Jorg Haider klagen

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Wie das Internet die Gesellschaft verändert

Jelinek unterstützt Public Netbase

Kulturrat fordert ausreichende Finanzierung des Internetservers

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Auch im Cyberspace gibt es Künstler

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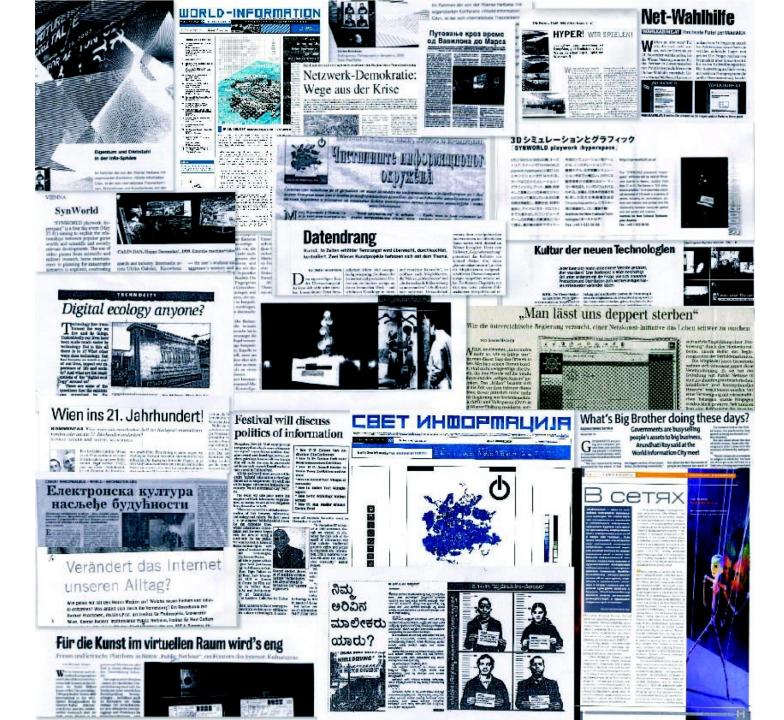


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"sex.net": Netbase klagt die FPÖ

Wien - . Härteste Hardcore-Pornographie" bietet laut FPÖ die Public Netbase auf Staatskneten an Das im Wiener Mu-

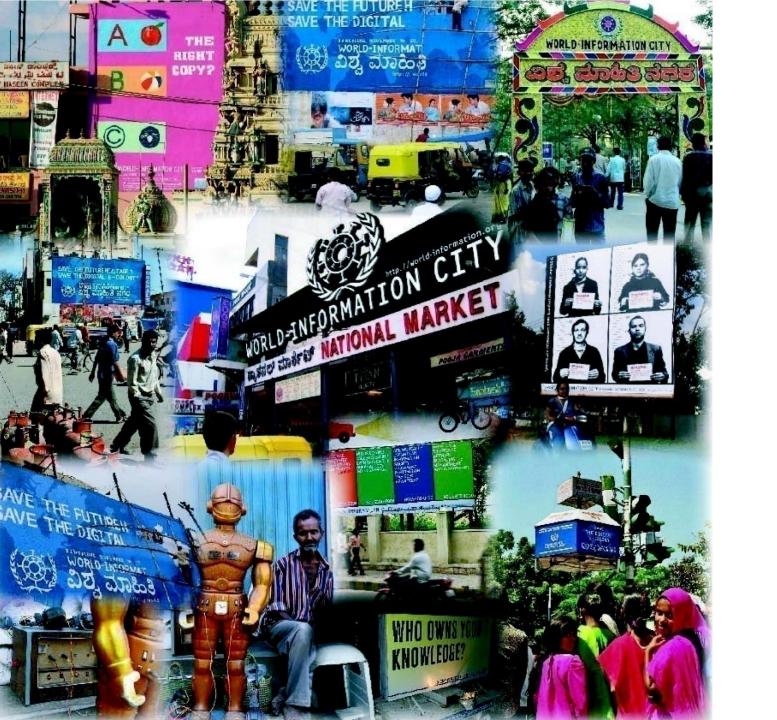










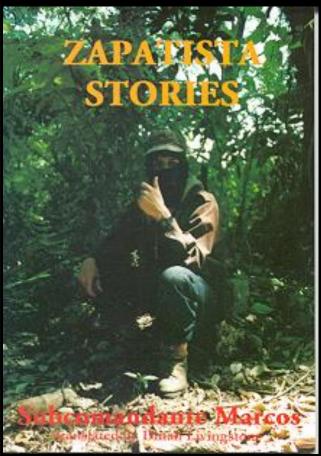


POETIC TERRORISM: Psychology of Change

Silence, Solitude and Fear

Fighting truth projection and cultural peacekeeping





With the aim to change someone's life, poetic terrorism does not necessarily target feelings of angst but tries to achieve the emotional intensity of terror through other powerful psychological agents like disgust, sexual arousal, superstitious awe or identity deconstruction.



"The basic tool for the manipulation of reality is the manipulation of words. If you can control the meaning of words, you can control the people who must use the words."

Philip K. Dick





ENGINEERS OF THE IMAGINATION



Telling tales and painting pictures into the mind is at the core of an arsenal of power.

In self-fulfilling imaginations of embedded media environments, more than ever

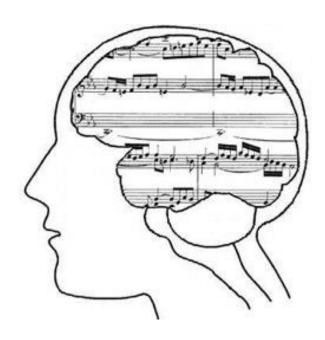
LIFE IMITATES ART







Imagination it is not just a subjective process but also the creation of the so called real.





FIKTION AND AGENCY



Cultural intelligence is a practice that uses the technologies of the imagination to tell another story.







Charismatic Domination and Rule by Games of Law

Mapping Behavior Coding Rules: Game Maps

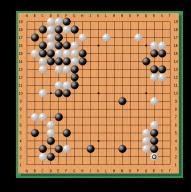


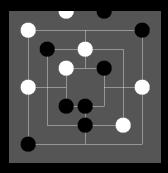


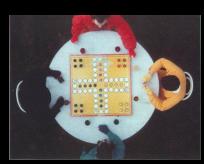




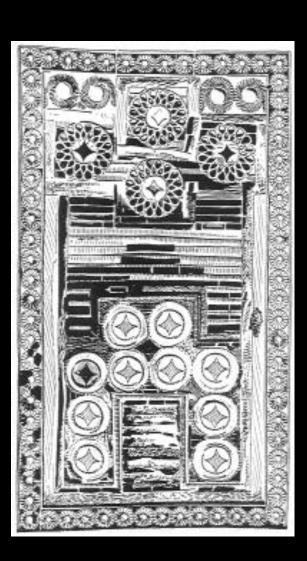


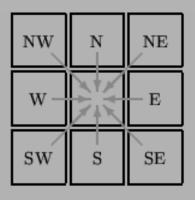












Game of Life

Figure 6.1 The neighborhood of Conway's Game of Life

Figure from The Computational Beauty of Nature: Computer Explorations of Fractals, Chaos, Complex Systems, and Adaptation. Copyright © 1998–2000 by Gary William Flake. All rights reserved. Permission granted for educational, scholarly, and personal use provided that this notice remains intact and unaltered. No part of this work may be reproduced for commercial purposes without prior written permission from the MIT Press.

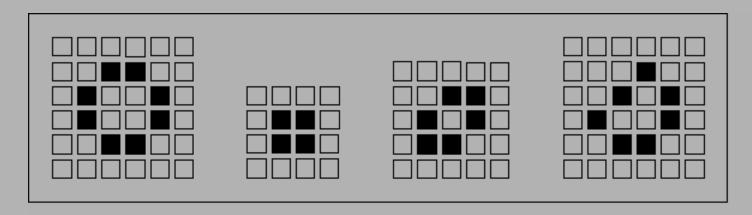
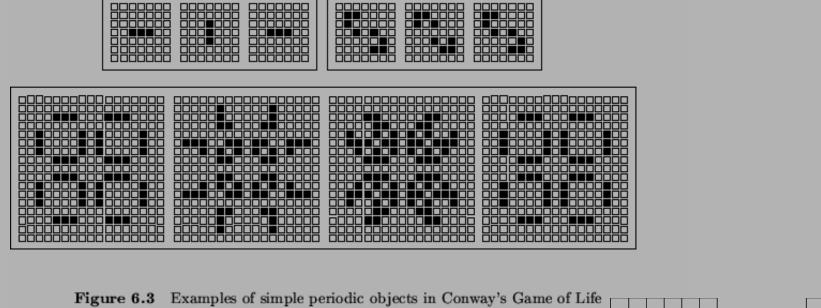


Figure 6.2 Examples of static objects in Conway's Game of Life

Figure from The Computational Beauty of Nature: Computer Explorations of Fractals, Chaos, Complex Systems, and Adaptation. Copyright © 1998–2000 by Gary William Flake. All rights reserved. Permission granted for educational, scholarly, and personal use provided that this notice remains intact and unaltered. No part of this work may be reproduced for commercial purposes without prior written permission from the MIT Press.



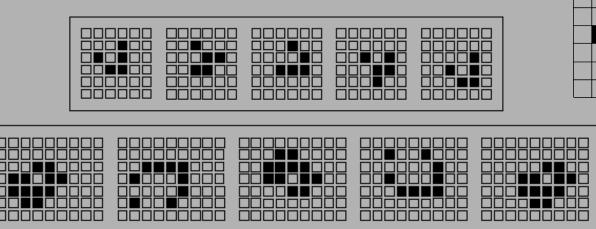


Figure 6.4 Examples of moving objects in Conway's Game of Life

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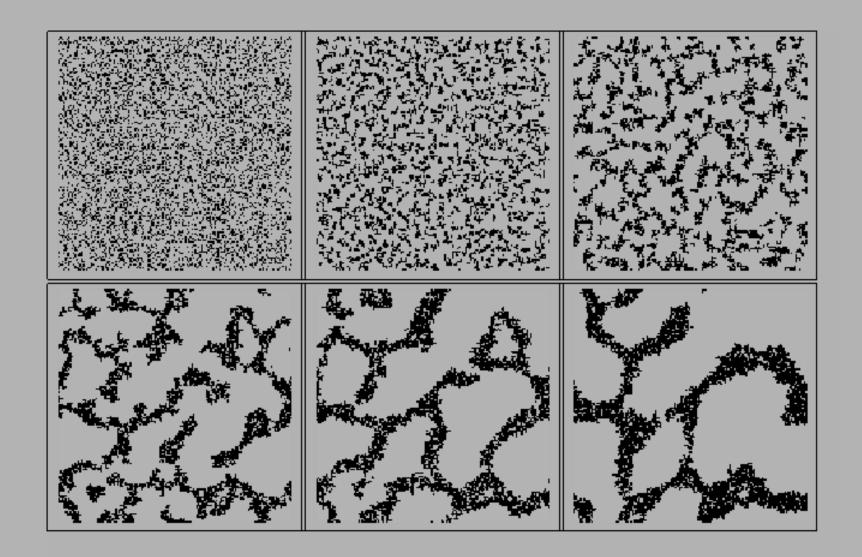


Figure 6.5 Termites randomly placing wood chips according to a simple rule produce order

Figure from The Computational Beauty of Nature: Computer Explorations of Fractals, Chaos, Complex Systems, and Adaptation. Copyright © 1998–2000 by Gary William Flake. All rights reserved. Permission granted for educational, scholarly, and personal use provided that this notice remains intact and unaltered. No part of this work may be reproduced for commercial purposes without prior written permission from the MIT Press.

Secure hegemony and information dominance needs to embrace culture, art and ideology to subdue criticism and resistance, extending mastery to the symbolic level.





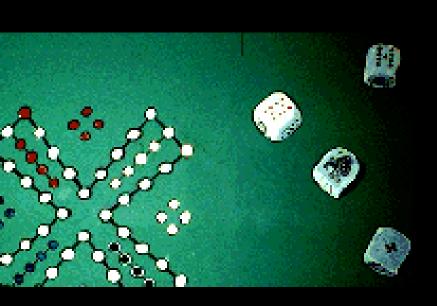




Culture supports security operations. Like game rules, culture defines value and constitutes interests by delineating what is worth pursuing and what must be avoided.



The rules of a game do not simply tell a player what kinds of moves can and cannot be made, they indicate what the game is about; they reveal its purpose and objectives, and how a player is expected to behave.



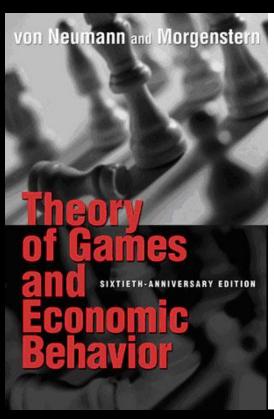


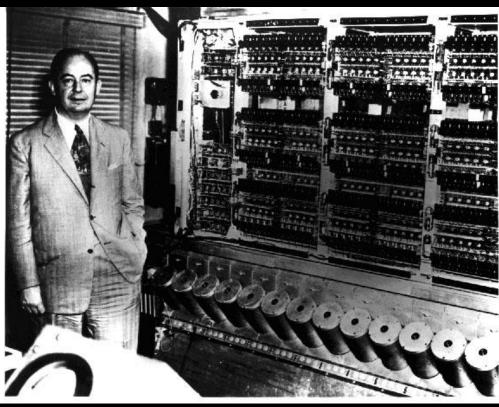






Game Theory and Neoliberal Economies

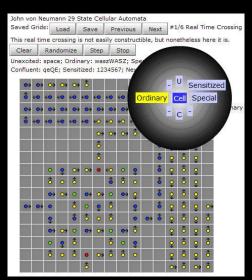




MAD: Strategies of Mutually Assured Destruction



Paranoid War Games in Finance and Public Policy











Eastwood (CS)

Eastwood uses the strategy game Civilization IV to express their attitude towards contemporary social cultural practice, to emphasise the "military" structure in today's economy and to map and visualize systems.



Civilization IV : AGE OF EMPIRE

2003

This Game is based on CIVILIZATION® III game engine

Civilization IV displays the functioning of the IT complex, including roles such as: military-entertaining complex, immaterial labour, pharmaceutical industry, net. economy, business espionage, surveillance mechanisms, sex/porn industry, terrorism, governments, and schizophrenia.

