

Media Art Essentials

Describe the work Connect by Andreas Muxel and compare it with the Kinetic Sculpture by Art & Com (<https://beta.artcom.de/?project=kinetische-skulptur>). Which one appeals to you more? Why?

After locomotion of the installation, first few seconds of Andreas Muxel's "Connect" metal balls attached to microcontrollers are behaving the same: "The program logic of each element's microcontroller is based on identical rules". After those first few seconds, balls start to show their independency. Therefore, the newly generated behavior, which is exposing the "balls nature" is creating something that the artist is calling "chaos" or more precisely "chaotic movement generator". Yet, that chaos is controlled in a way. Maybe it is not a chaos at all. Or maybe it is showing how chaos should not only refer to entropic and formless structures, but rather represent something random.

In the terms of something that is at first sight similar, "Kinetic Sculpture" by Art&Com is completely different. Firstly, I would like to say that the biggest difference between them is the purpose and the reason for the existence of those two art pieces. "Connect" is showing how inner relations, or even better, connections between independent modules are structuring and shaping something unpredictable. "Kinetic sculpture" is, on the other hand, generated predictability. It is not giving a space for any module to make a mistake. It is an army of soldiers making a parade and showing off. The most important thing is that one particular module- in both cases the ball, is not that important as an independent piece in "Kinetic sculpture". If one ball is missed, the generation of movements will continue, and we as observers, probably won't even notice that one is not there, because we will be focused on a whole organism- a structure made out of cells that is showing us something. On the contrary, in "Connection" every ball matters, because they are independently generating movements with their peculiarities.

Because of the above mentioned observations and because of nature and preferences of mine, "Connect" is more appealing to me.

*Describe works of the presentation that have to do with "self-organisation".
Describe the self-organisation.*

Self-organization is a possibility to create without the fear of mistake, without boundaries of surrounding that is restricting the production, without the interference of the hands of external factors and with freedom. It is, I believe, in every scale like that, from a person to the art piece.

In terms of presented works, in my opinion, every non-interactive art-piece is self-organized. But, there is one more criteria that was coming to my mind: If a system (installation) needs regular control and checking by a human being, if it's strictly programmed without a possibility for a mistake > then probably it is not "self-organized". Referring to previous examples: "Connection" can be self-organized, "Kinetic Sculpture" cannot. I consider installations that are visualizing existing data as non self-organized, because although they can work independently, they are very much dependent on data they are visualizing (Ralf Baecker "Installation", 2004). Their dependency is showing that if there is no data, there is no art. Or maybe they are self-organized, but just not self-sufficient. I am still in a doubt.