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TASK 7 // Media Art Essentials

The work *Connect* by Andreas Muxel is a kinetic structure composed of thirteen units, each unit being a rubber spring with a magnetic ball at its end. The units are constantly moving and this is creating connections between them and between another magnetic spring which is also in constant movement. The oscillations might seem very random but they are actually programmed with Processing.
In comparison to the *Kinetic Sculpture* by Art & Com, the movements look much more random and, in a way, natural. The project by Art & Com looks very high tech and "robotic" in a way, and this personally fascinates me less. The movements of the units are already programmed and this is clearly visible, it seems like you are just watching a show which repeats itself in a loop.
Whereas, in Andreas Muxel's work, even though the movements are programmed with Processing, there is this more "natural" and accidental aspect which makes the installation more interesting for me to watch. Perhaps it's the randomness that makes the sculpture more "humane" in a way and I am able to empathize with it more.

I guess my personal interpretation of self organization is auto sufficient, meaning those projects that don't need external interaction to be stimulated. I am referring to Ralf Baecker's installation *Nowhere* and *Interface I,* Verena Friedrich's *Vanitas Machine* and *The Long Now* and Kerstin Ergenzinger's *Wanderer*. In all of these installations, the viewer looks at something which is not interacting with him/her. It can function even if no-one is looking at it.The installation is self organized and self sufficient.
I personally really liked Ralf Baecker's *Nowhere*, because he manages to give a shape - which we all know, a topography - to something which is so present yet so abstract like data. I was also very fascinated by Verena Friedrich's works, because I was very interested in how she managed to decline the concept of vanitas today, with this idea of "stopping time". In contrary to a renaissance panting, the viewer can look at a real bubble for a prolonged amount of time, something impossible in real life.