

ANT

: ACTOR NETWORK THEORY

- no distinguish between technological and social reasons for some development, both the human and "non human" are actors
↓
"they're both collaborators in the social, creative and material practice"
← anything that modifies a state of affairs is an actor

- all entities in a network can & should be described in the same terms.

↓ GENERALIZED SYMMETRY

MY VIEWS: I think that it's a misuse of words saying that a non human entity can be a collaborator.

CUM + LABOR → work together (latin)
↓

But the only one actually working is the human*. Technologies can limit the acting of the human but they have no agency, thus are no actors.

* he has a willing of acting

ANT IN THE CONTEXT OF COMPUTATIONAL ART

I surely think that ANT offers interesting sparks on the understanding of computational artworks.

- To further explore the role and control of the artist in relation to the artwork
- To understand why many modern computational artworks are really similar in their practice.
(they're all shaped by the same technologies, both in aesthetics and in conceptual)

↓
Kinect, led strips, computer vision...