Art & Science



NEW MEDIA / ART

"Over three decades ago, when most of the art history establishment was clueless about technology-inspired art, Frank Popper was there recognizing its importance, organizing shows, and trying to help readers understand its implications. Taking advantage of this unprecedented historical vantage point, his latest book offers an expansive survey of technology-inspired work in plastic arts, interactive media, installation, and net art, and explores the ways in which artists integrate aesthetic and cultural concerns to reveal new directions for humanizing technology."
— **Stephen Wilson, Professor of Conceptual and Information Arts, San Francisco State University, and author of *Information Arts***

"The rapid development of digital technology and interface design has made it increasingly difficult to summarize recent trends in the meeting between technology and art. Frank Popper's new book gives an insightful overview of the technological arts by clarifying the concept of 'virtual art.' He outlines its historical development and explains its ability to immerse the body and senses of its participants in a simulated world. Drawing on his long curatorial experience with artists and with exhibitions he has organized, Popper offers a very useful guidebook for readers who wish to know about this compelling artistic sphere."
— **Itsuo Sakane, Institute of Advanced Media Arts and Sciences (IAMAS), Japan**

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A TOUCH OF CODE

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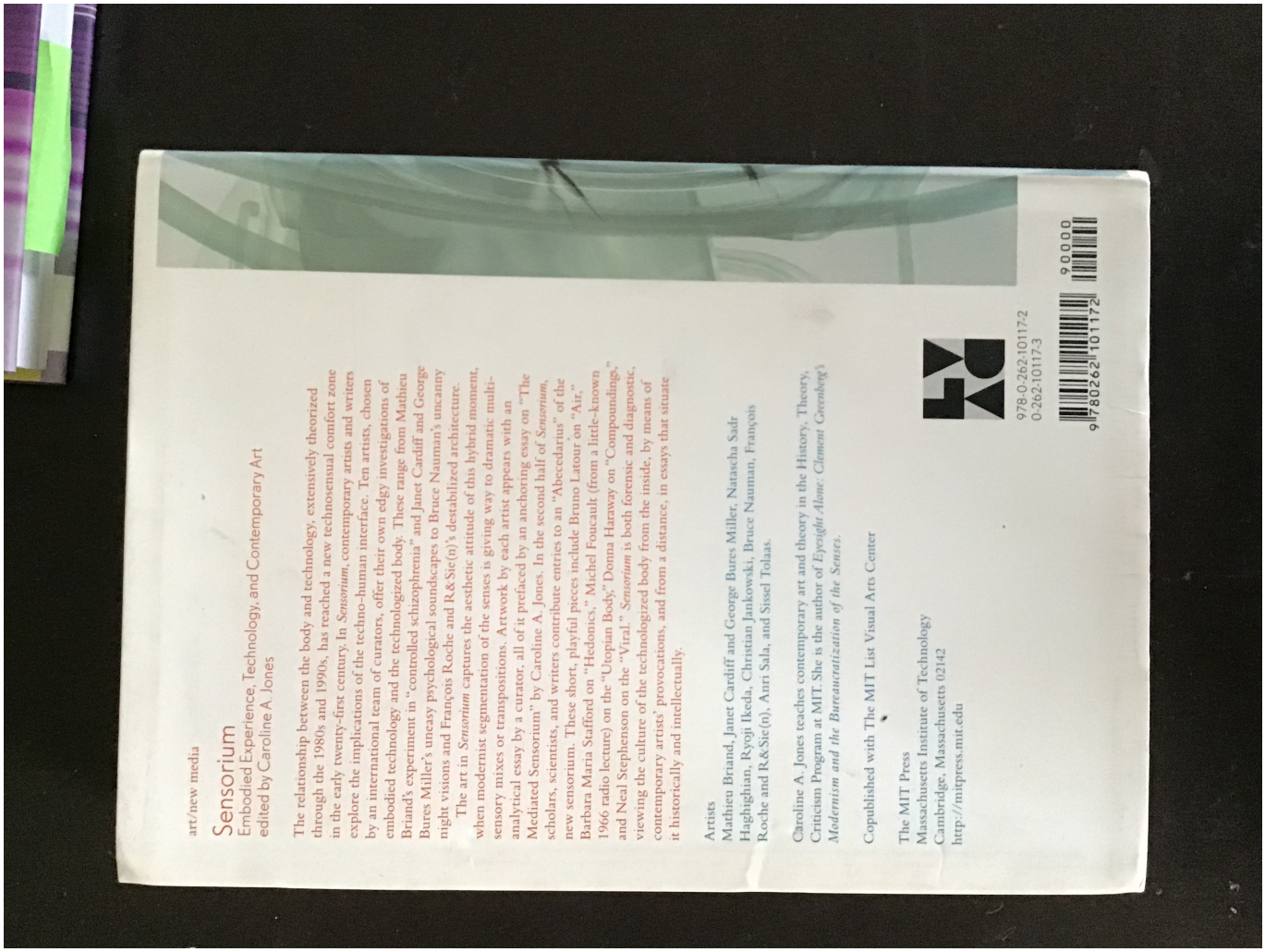
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