This is a chapter in piero scaruffi’s “A Visual History of the Visual Arts”: http://www.scaruffi.com/art/history
The Age of Globalization

• New Media Art
  – 1991: Wolfgang Staehle founds the bulletin board The Thing
  – 1992: The Electronic Visualization Lab in Chicago creates a "CAVE" ("Cave Automatic Virtual Environment“)
  – 1992: The Banff Centre starts the Art and Virtual Environment Project
  – 1994: Benjamin Weil starts Ada Web, a curated website for online art
  – 1994: Eastern European artists including Vuk Cosic found the "net.art" movement of artists active on the World Wide Web
  – 1994: Susan Conde and Henri-Francois Debaillleux organize the fractalist exhibition in France
The Age of Globalization

• New Media Art
  – 1995: The Ljudmila (Ljubljana Digital Media Lab) in Slovenia
  – 1995: Pit Schultz and Geert Lovink establish the Nettime e-mailing list for new media art
  – 1996: Nicolas Bourriaud coins "relational aesthetics"
  – 1996: Itsuo Sakane founds the International Academy of Media Arts and Sciences in Japan
  – 1996: "Manifesta 1", the first European biennale of contemporary art, in the Netherlands
  – 1996: Mark Tribe founds "Rhizome"
  – 1996: Arthur Kroker and Marilouise Kroker found the e-magazine Ctheory
  – 1996: The first DVD player is introduced by Toshiba
  – 1997: NTT’s InterCommunication Center in Tokyo
  – 1997: Frank Popper publishes “Art of the Electronic Age"
  – 1998: Anton Vidokle founds the curatorial platform e-flux
The Age of Globalization

• New Media Art
  – 2001: Pierre Levy publishes "Cyberculture"
  – 2003: Oliver Grau's book "Virtual Art"
  – 2003: Linden Lab launches "Second Life", a virtual world accessible via the Internet
  – 2004: Margot Lovejoy publishes "Digital Currents - Art in the Electronic Age"
  – 2005: YouTube debuts on the World-wide Web
  – 2005: The Letterman Digital Arts Center opens in San Francisco
  – 2008: Piero Scaruffi organizes the first Leonardo Art Science Evening Rendezvous (LASER)
  – 2008: Marisa Olson coins the expression "Post-Internet Art"
  – 2009: Rick DeVos establishes the ArtPrize, an art competition that takes place in multiple cities
  – 2010: Edinburgh's Fringe Festival
  – 2010: Rafael Rozendaal fouds the open source exhibition Bring Your Own Beamer
The Age of Globalization

- Multimedia Installation/interactive
  - Margot Lovejoy (1930, Canada)

"Turns" (2001)

“Parthenia" (1995), website
The Computer Age

• Kinetic Sculpture
  – Juergen Claus (1935, Germany)

“Carousel of Suns” (1991)
The Age of Globalization

- Immersive/interactive
  - Diane Gromala (1960, Canada) & Yacov Sharir (1940, Israel)

"Dancing with the Virtual Dervish: Virtual Bodies" (1994), dancing in VR
The Age of Globalization

- Immersive/interactive
  - Michel Bret (1941, France) & Marie-Helene Tramus

"The Virtual Acrobat" (2000)  "Dance with Me" (2001)
The Age of Globalization

• Immersive/interactive Video Installation
  – Jeffrey Shaw (1944, Australia)

"Place, a user manual" (1995)

“Virtual Museum" (1991)
The Age of Globalization

• Immersive/interactive Video Installation
  – Toni Dove (1946, USA)

"Artificial Changelings" (1998)
The Age of Globalization

• Immersive/interactive
  – Toni Dove (1946, USA) & Michael Mackenzie

“Archaeology of a Mother Tongue”, VR (1993)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Diana Domingues (1947, Brazil)
    “In Viscera” (1995)
    “Heartscape” (2005)
    “Trans-E” (1997)
    Zapping Zone (2004)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Nicole Stenger (1947, France)

"Angels" (1992), the first VR film

"The Isle That Was A Book" (2011)
The Age of Globalization

- Multimedia Installation/ Interactive
  - GH Hovagimyan (1950, USA)

“Barbie & Ken Politically Correct” (1993)

"A soaPOPera for Laptops" (1997), with live music by Rhys Chatham
The Age of Globalization

• Multimedia Installation/ Interactive
  – Monika Fleischmann (1950, Germany) & Wolfgang Strauss (1951, Germany)

“Home of the Brain”, VR (1992)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Monika Fleischmann (1950, Germany) & Wolfgang Strauss (1951, Germany)

“Liquid Views” (1993)

“Interfacing the Archive” (2012)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Brenda Laurel (1950, USA) and Rachel Strickland

“Placeholder”, VR (1992)
The Age of Globalization

- Multimedia Installation
  - Ken Feingold (1952, USA)

"Séance Box No.1" (1999),
telerobotics

"The Surprising Spiral" (1991)
• Digital Media Art
  – Ken Feingold (1952, USA)

  “Self Portrait as the Center of the Universe” (1998)

  “Where I can see my house from here so we are” (1993), three small robot-puppets

  “If/then” (2001), two identical heads that engage in a philosophical conversation

  “You” (2004), two identical heads— one with a male voice and the other with a female voice — that engage in a circular argument
The Age of Globalization

• Multimedia Installation
  – Mona Hatoum (1952, Lebanon)

“Light Sentence” (1992): a single moving light bulb illuminates the wire mesh walls and sculptures of a dark room

“Current Disturbance” (1996): the sound and light of flashing lightbulbs

“Impenetrable” (2009)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Jill Scott (1952, Australia)

"Beyond Hierarchy" (2000)

"Frontiers of Utopia" (1995)
The Age of Globalization

• Multimedia Installation / Interactive
  – Jill Scott (1952, Australia)

“Electric Retina” (2008)
The Age of Globalization

- Immersive/interactive
  - Michael Naimark (1952, USA)

"Displacements" (1980): projection mapping
"Movie Map" (1979): navigation software

"Be Here Now" (1995)
The Age of Globalization

- Immersive/interactive Video Installation
  - Luc Courchesne (1952, Canada)

“The Visitor - Living by Numbers” (2001), interactive video

“Portrait One” (1990), interactive video
The Age of Globalization

• Immersive/interactive Video Installation
  – Luc Courchesne (1952, Canada)

"Family Portrait" (1993)
The Age of Globalization

- Immersive/interactive
  - Charlotte Davies (1954, Canada)

"Osmose" (1998), VR
The Age of Globalization

• Immersive/interactive
  – Char Davies (1954, Canada)

Davies: “Ephemere” (1995), VR
The Age of Globalization

- Immersive/interactive
  - Miroslaw Rogala (1954, Poland)

"Lovers Leap" (1995)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Shu Lea Cheang (1954, Taiwan)

“Brandon” (1998), a website documenting the life and death of a girl pretending to be a boy who was raped and murdered
The Age of Globalization

• Multimedia Installation/ Interactive
  – Perry Hoberman (1954, USA)

“Timetable” (1999)

“Workaholic” (2000)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Rebecca Allen (1954)

“Bush Soul” (1997)

“Workaholic” (2000)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Simon Penny (1955, Australia)

“Traces” (1999), VR
The Age of Globalization

- Multimedia Installation/ Interactive
  - Masaki Fujihata (1956, Japan)

“Field Works” (2002), reconstructing collective memories into cyberspace

“Global Interior Project” (1996)
The Age of Globalization

- Multimedia Installation
  - Jim Campbell (1956, USA): LED matrix installations
The Age of Globalization

- Multimedia Installation/ Interactive
  - Masaki Fujihata (1956, Japan)

"Removable Reality (1992), which used an infrared cordless phone"

"Global Interior Project" (1995), networked multi-user virtual environment
The Age of Globalization

• Multimedia Installation/ Interactive
  – Bill Seaman (1956, USA)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Lawrence Paul Yuxweluptun (1957, Canada)

“Inherent Rights, Vision Rights” VR (1992)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Janet Cardiff (1957, Canada) and George-Bures Miller (1960, Canada)

"The Infinity Machine" (2015), kinetic sculpture
"The Dark Pool" (1995), every object speaks
The Age of Globalization

• Multimedia Installation/ Interactive
  – Ingo Guenther (1957, Germany)

"World Processor - Field of Globes" (2000), data visualization

"Refugee Republic" (1996), data visualization
The Age of Globalization

- Tamiko Thiel (1957, USA): augmented reality

“Gardens of the Anthropocene” (2016)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Maurice Benayoun (1957, Algeria)


“Cosmopolis” (2005)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Maurice Benayoun (1957, Algeria)


“The Tunnel under the Atlantic” (1995)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Simon Biggs (1957, Australia)

"Halo" (1998)

"Parallax" (2001)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Simon Biggs (1957, Australia)

“Shadows” (1993)

“Dark Matter” (2016)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Zoe Beloff (1958, Britain)

“The Influencing Machine” (2001)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Ken Rinaldo (1958, USA)

"Autopoiesis" (2000), interactive robotic installation

"Augmented Fish Reality" (2004), interactive robotic installation
The Age of Globalization

• Jennifer Steinkamp (1958, USA): video installations

"Gender Specific" (1989)

“Loop” (2000)

"Still-Life" (2016)
The Age of Globalization

- Jennifer Steinkamp (1958, USA)

- "Winter Fountains" (2017)
- "Loop" (2000)
- "Madame Curie" (2011)
- "You" (2016), VR

- "Winter Fountains" (2017)
- "Madame Curie" (2011)
The Age of Globalization

- Alejandro Inarritu
  - Carne y Arena (2017), VR
- Laurie Anderson
  - Chalkroom (2017), VR
  - To the Moon (2017), VR
- Kathryn Bigelow: “Protectors: Walk in the Ranger’s Shoes” (2017), VR
The Age of Globalization

• Multimedia Installation/ Interactive
  – Victoria Vesna (1959, USA)

“Bodies” (1993), a website to construct bodies

“Zero@wavefunction” (2002), nanoart
The Age of Globalization

- Immersive/interactive
  - Joachim Sauter (1959, Germany) & Dirk Lüsebrink

“Zerseher/ Iconoclast” (1991)
The Age of Globalization

- Immersive/interactive
  - Miguel Chevalier (1959, France)

“Fractal Cloud” (2000)

“Periphery” (1998), VR
The Age of Globalization

• Immersive/interactive
  – Tamas Waliczky (1959, Hungary)

"Focus" (1998)

“Sculptures” (1997)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Rand Miller (1959, USA): gaming

“Myst” (1993), first “artistic” videogame
The Age of Globalization

• Multimedia Installation/ Interactive
  – Shawn Brixey (1961, USA): art and science

"Alchymeia" (1998), genetically engineered ice crystal installation using human hormones
The Age of Globalization

- Multimedia Installation/ Interactive
  - Naoko Tosa (1961, Japan)

  “Talking to Neuro Baby” (1993), emotion recognition

  “Interactive Poem” (1996), collaborative poetry

  “Unconscious Flow” (1999)
The Age of Globalization

• Multimedia Installation/ Interactive

"Ancestral Path/ Robotic Church" (2000), a crowd of animated computer-controlled pneumatic sculptures

“Urge to Stand” (1999)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Mel Chin (1961, USA)

"Knowmad" (2000), videogame based on rug patterns of nomadic people facing cultural extinction
The Age of Globalization

• Multimedia Installation/ Interactive
  – Mel Chin (1961, USA)

Artist Mel Chin Floods Times Square With Virtual Reality Art to Sound the Alarm on Climate Change

The prophetic artwork is a team-up with Microsoft HoloLens.

Sarah Cascone, July 12, 2018

“Wake and Unmoored" (2018), virtual reality
The Age of Globalization

- Mark Dion (1961, USA): cabinets of curiosity

Tate Thames Dig (1999)

"Cabinets of Curiosities (2001)"
The Age of Globalization

• Mark Dion (1961, USA)

“Systema Metropolis” (2007)
The Age of Globalization

- Mark Dion (1961, USA)

The Age of Globalization

• Multimedia Installation/ Interactive
  – Toshio Iwai (1962, Japan)

Well of Lights (1992)
The Age of Globalization

• Computer Art
  – Toshio Iwai (1962, Japan): optical illusion

“Morphovision” (2005)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Toshio Iwai (1962, Japan)

“Piano” (1995)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Richard Brown (19??, ??)

"Biotica" (1999), simulated evolution

"Alembic" (1997), VR
The Age of Globalization

• Multimedia Installation/ Interactive
  ‒ Karl Sims (1962, USA): simulated evolution
    ‒ “Panspermia” (1990)
    ‒ “Galapagos” (1997)
    ‒ “Tori” (1991)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Karl Sims (1962, USA): simulated evolution

“Galapagos” (1997)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Natalie Bookchin (1962, USA): gaming
  – John Klima (1971, USA): gaming


“Metapet” (2003)
The Age of Globalization

• Multimedia Installation
  – Pierre Huyghe (1962, France)

“L’Expédition Scintillante” (2002) - on three stages
The Age of Globalization

• Multimedia Installation/ Interactive

“Simulation Mosaik Data Klaenge” (1993)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Knowbotic Research

“Dialogue with the Knowbotic South” (1994)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Knowbotic Research

“Anonymous Muttering” (1996)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Knowbotic Research

"IO_dencies" (1997)
The Age of Globalization

- Multimedia Installation
  - Erwin Redl (1963, Austria) : LED matrix installations
    - “Matrix II” (2000)
    - “Fade I” (2004)
    - “Matrix XV” (2007)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Robert Nideffer (1964, USA)

“Proxy” (1998)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Susan Collins (1964, Britain)

“Pedestrian Gestures” (1994)

“Audiozone” (1994)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Christa Sommerer (1964, Austria) & Laurent Mignonneau (1967, France): simulated evolution
  “A-Volve” (1994)

“Interactive Plant Growing” (1992)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Christa Sommerer (1964, Austria) & Laurent Mignonneau (1967, France)

“Mobile Feelings” (2002), devices that allow users feel each other’s heartbeat

“Living Room” (2001), immersive environment
The Age of Globalization

- Multimedia Installation/ Interactive
  - Christa Sommerer (1964, Austria) & Laurent Mignonneau (1967, France)

“Phototropy” (1995), simulated evolution

“Riding the Net” (2000), immersive environment
The Age of Globalization

• Multimedia Installation
  – Deborah Aschheim (1964, USA)

“Earworm” (2008)

“June 10” (2007)
The Age of Globalization

• Multimedia Installation
  – Jane Prophet (1964, Britain)

“TechnoSphere” (1995), VR
The Age of Globalization

- Multimedia Installation/Interactive
  - Agnes Hegedus (1964, Hungary)

“Handsight” (1992)
The Age of Globalization

- Multimedia Installation/ Interactive
- Agnes Hegedus (1964, Hungary)

Virtual world “Memory Theater” (1997)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Ulrike Gabriel (1964, Germany)

"Terrain 01" (1993), simulated evolution

"Perceptual Arena" (1993), VR
The Age of Globalization

- Multimedia Installation/ Interactive
- Stahl Stenslie (1965, Norway)

"CyberSM" (1993), real-time, visual, auditory, and tactile tele-haptic communication system

"Inter_skin" (1994), suit for tactile communication

"Solve et Coagula (1997), cyborg organism
The Age of Globalization

- Multimedia Installation/ Interactive
  - Stahl Stenslie (1965, Norway)

"Solve et Coagula (1997), cyborganism"
The Age of Globalization

- Multimedia Installation/ Interactive
  - Kazuhiko Hachiya (1966, Japan)

“Inter Dis-communication Machine” (1993), interconnected virtual reality
The Age of Globalization

- Multimedia Installation/ Interactive
- Darij Kreuh (1966, Slovenia) and Davide Grassi (1970, Italy)

"Brainscore" (2000) for eye scans and brain scans
The Age of Globalization

- Multimedia Installation/ Interactive
  - Mark Tribe (1966, USA)

“Apparitions” (1994), VR
The Age of Globalization

- Multimedia Installation/ Interactive
  - Darij Kreuh (1966, Slovenia) and Davide Grassi (1970, Italy)

"Brainscore" (2000) for eye scans and brain scans
The Age of Globalization

- Multimedia Installation/ Interactive
  - Feng Mengbo (1966, China): retro gaming
    - “Long March: Restart” (2008)
    - “Q4U” (2001)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Daniela Alina Plewe (1966, Germany)

“Ultima Ratio” (1998)
The Age of Globalization

- Multimedia installations/ Interactive
  - Bernd Lintermann (1967, Germany): simulated evolution

"Morphogenesis" (1997)

"Sonomorphis" (1998)
The Age of Globalization

• Multimedia installations
  – Olafur Eliasson (1967, Denmark)

“Your Strange Certainty Still Kept” (1996)

“The Forked Forest Path” (1998)
The Age of Globalization

• Multimedia installation
  – Olafur Eliasson (1967, Denmark)

“Your Mobile Expectations" (2007)

“One-way colour tunnel” (2007)
The Age of Globalization

• Multimedia Installation
  – Rafael Lozano-Hemmer (1967, Canada)

“Displaced Emperors
Relational Architecture 2” (1997)
The Age of Globalization

• Multimedia Installation
  – Rafael Lozano-Hemmer (1967, Canada)

The Age of Globalization

• Immersive
  – Mariko Mori (1967, Japan)

The Age of Globalization

• Multimedia Installation
  – Jennifer McCoy (1968) and Kevin McCoy (1967)

“Every Shot Every Episode” (2001), a database of 10000 shots from episodes of a tv soap opera.

“201 - a space algorithm” (2001) allows the viewer/user to re-edit Kubrick’ “2001 Space Odyssey”
The Age of Globalization

- Multimedia Installation
  - Robert Henke (1969, Germany)

"Fragile Territories" (2012)
"Lumiere" (2013)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Scott Snibbe (1969, USA)

"Boundary Functions" (1998)

The Age of Globalization

- Multimedia Installation
  - Jacob Dahlgren (1970, Sweden)

“Sydney 2006 for coffee mugs and aluminium” (2008)


“I, the world, things, life”
The Age of Globalization

• Multimedia Installation/ Interactive
  – Marnix de Nijs (1970, Netherlands)

“Exploded Views 2.0” (2002)

“Run Motherfucker Run” (2005)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Martin Wattenberg (1970, USA) & Marek Walczak

"Apartment" (2000): a memory theater

"Thinking Machine" (2003): the singularity
The Age of Globalization

- Multimedia Installation/ Interactive
  - Camille Utterback (1970, USA)
    "Text Rain" (1999)
  - "Abundance" (2007)
  - "Aurora Organ" (2009)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Marnix de Nijs (1970, Holland)

"Physiognomic Scrutinizer" (2008) for face-recognition software
The Age of Globalization

- Multimedia Installation/ Interactive
  - Sachiko Kodama (1970, Japan)

“Protrude, Flow” (2000)
The Age of Globalization

- Multimedia Installation/ Interactive
  - John Klima (1971, USA): virtual reality

“Glasbead” (2000)

“Go” (2000)
The Age of Globalization

• Multimedia Installation/ Interactive
  – John Klima (1971, USA): virtual reality

"Ecosystm" (2000), data visualization

“The Great Game” (2001)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Golan Levin (1972, USA)

“Dialtones - A Telesymphony.” (2001) for the audience’s mobile phones

"Yellowtail" (1998)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Julian Oliver (1973, New Zealand)

"Newstweek" (2011), reality distorting device

"LevelHead" (2008), gaming
The Age of Globalization

• Immersive/interactive
  – Dmitry Gelfand (1974, Russia) and Evelina Domnitch (1972, Belarus): ephemeral art-science

“Camera Lucida” (2005)

“Hydrogeny” (2011)
The Age of Globalization

• Multimedia Installation/ Interactive
  – Chris Milk (1975, USA)

"The Treachery of Sanctuary" (2012)
The Age of Globalization

- Multimedia Installation/ Interactive
  - Hisako Yamakawa (1977, Japan)

“Kodama” (2005): by monitoring the audience, the forest appears to "collect" their voices by converting sound waves into images reminiscent of large air bubbles.
The Age of Globalization

• Multimedia Installation/ Interactive
  – Onformative - Julia Laub (1980, Germany) and Cedric Kiefer

MakeOurMark” (2013), user-generated data sculpture

"Anima Iki" (2015), light and sound sculpture that changes as it reacts to the viewers
The Age of Globalization

- Immersive/interactive
  - Refik Anadol (1985, Turkey)

“Infinity Room" (2015)
The Age of Globalization

- Immersive/interactive
  - Hayoun Kwon (1981, South Korea)

“The Bird Lady” (2017), VR
The Age of Globalization

- Immersive/interactive
  - Ian Cheng (1984, USA)

"Emissaries Trilogy" (2015-17), live simulation works created using a video game engine
The Age of Globalization

• Immersive/interactive
  – Rachel Rossin (1987, USA)

“I Came and Went as a Ghost Hand” (2015), VR
The Age of Globalization

• Multimedia Installation
  – Ben Goldman’s United Visual Arts (founded 2003):
    LED matrix installations

The Age of Globalization

• Multimedia Installation/ Telerobotics
  – Adrianne Wortzel (1941)

“Camouflage Town” (2001)

“Sayonara Diorama” (1998), theater for humans and robots
The Age of Globalization

• Multimedia Installation/ Telerobotics
  – Jean-Paul Longavesne (1945, France)

"Longaves" (1995), live performance at Siggraph of a networking painting machine receiving data from a satellite about the cosmic background radiation
The Age of Globalization

- Multimedia Installation/ Telerobotics
  - Joel Slayton (1954, USA)

The Age of Globalization

- Multimedia Installation/ Interactive
  - Eduardo Kac (1962, Brazil): telerobotics

“Rara Avis” (1996), telerobotics and telecasting
The Age of Globalization

- Multimedia Installation/ Telerobotics
  - Ken Goldberg (1961, USA)
  - Shawn Brixey (1961, USA) & Richard Rinehart

“Telegarden” (1995)  
"Chimera Obscura" (2002)
The Age of Globalization

• Multimedia Installation/ Telerobotics
  – Eric Paulos (1969) and John Canny (1959)

“PRoP0” (1997)
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