METHODS AND CONCERNS

"what's a bug for a programmer is an opportunity for an artist"

Text for Electronic Literature Salon Aug. 11th

1. Very early on, 1970 something, worked on a distinction between **immersive** and **definable** operations; the latter references usual operations such as 2+3 = 5; the former, processes that are temporal and involve someone doing something. The latter is a kind of phenomenology of both body and abstraction and of course now references code. **So the body was always there with me in an uneasy relationship to abstract thinking.** (You can see this at work in the video I did with Kathy Acker circa 1974.

2. A few years ago I wrote on distinctions among **gamespace, edgespace, and blankspace** - again, while the first two are more or less formal, the last references thinking through the imaginary, **projections and introjections of the body, and so forth. So always the body, never a literature, electronic
or otherwise.**

3. This led further to thinking about **somatic ghosting and the abject** - which for that matter can also be related to the (now old) new primitives, club cultures, Covid-19, ISIS, police violence, and so forth. It's relatively simple - not thinking about the ghost in the machine, **but about the body as fundamental in the matrix, in networking, in code culture, and so forth. So almost in the sense of a detective:** *where are the bodies*?

4. *I try to bring bodies into code or abject code generation, to work with uncomfortable texts and readings, to create real and symbolic parasitic noise (thinking about Serres' parasite),* **to problematize the usual suturing that informs artworks in our culture - framing and institutional devices, internal and external framing**, and so forth.

5. Examples - **ytalk** - an early 2-way conversation program using telnet - the division in the screen also representing two presences or bodies. **IRC - Internet Relay Chat** - with its own culture - a potentially highspeed presencing of bodies - exercise with signing in a "Susie" or such - and the private messaging lighting up the screen. Or the early work I did in Pascal - see the several images - **working with obstructive and noisy editing** - relationship to Jewish and other **refuseniks**, blocked or altered messages, messages in noise, **number stations**, etc. *Show ytalk.mp4, editor and editorpro, IRC.*

6. **Perl and Dialog texts** following on this form - **semantic catalysts** - *Show KD and JD images for the latter - perhaps live demo junew.pl etc. for the former.* Talk about semantic manipulations - "bending" texts towards issues of the body. Early example - **4320** - towards a

phenomenology of moving in 4d space. Show **NYUMISC images,** read text. **Here moving into video** -

7. **Access Grid - aaggdouble** - what remains of presence and the somatic among/during global circumnavigations. Also:
https://www.youtube.com/watch?v=j9CPU9XP5ys

8. **Day in and Day out - https://www.youtube.com/watch?v=Gb3VSSzWdws** series of works in Second Life, MacGrid, OpenSim localhost, trying to "bend" (again) avatars into issues of abjection. All of the videos are **improvisations** and almost all in real time - shape riding in text and movement. It's important that all the movements of the avatars originate in human motion - the dialog between virtual and somatic is abject, uneasy.

9. Altered mocap - too much to show here - check out **Jerky Moves for Bio People for example** - https://www.youtube.com/watch?v=wIIHrCG2kSo Cyborg inversions - also see **Superhero Tethered**
- https://www.youtube.com/watch?v=oXZschj5bwQ

10. **The medical** - **Resonance / MRI** - scan through this -
https://www.youtube.com/watch?v=nhS5mxjLLdw

--- 10a. Maybe **Floodwall**? *See litevent : bodies and dams: Johnstown in 1889, 2209, dam burst - burning and screaming against the bridge thru the night,*
May 31, 3 in the afternoon -

11. **Finally, just a word on music - see - somatic/thought elements at work here - Azure voice, I'm on guitar** -
https://www.youtube.com/watch?v=xGK1W-vo_6I Azure and I @ Zinc Bar -

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