

UNIVERSITY OF
LEICESTER

COLLECTING INTERNET ART

Dr Karin de Wild
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“ Online artworks are actors participating in online, as well as in offline social networks. They can change and evolve over time. ”

“ Another fundamental issue (and one I have struggled with in my work on the subject): what is the art object? ”



Agent Ruby research project

Research Team:

Jill Sterret (Head of Collections, SFMOMA)

Mark Hellar (Digital Media Systems Administrator, SFMOMA)

Martine Haidvogel (Media Conservator, SFMOMA)

Grace Weiss (Assistant Registrar Media Arts, SFMOMA)

Rudolf Frieling (Curator of Media Arts, SFMOMA)

Peter Samis (Associate Curator of Interpretation, SFMOMA)

Robin Clark (Director Artist Initiative, SFMOMA)

Karin de Wild (PhD researcher, University of Dundee)

RHIZOME

Provenance for Internet art

Research Team:

Lozana Rossenova (PhD researcher, Rhizome / London South Bank University)

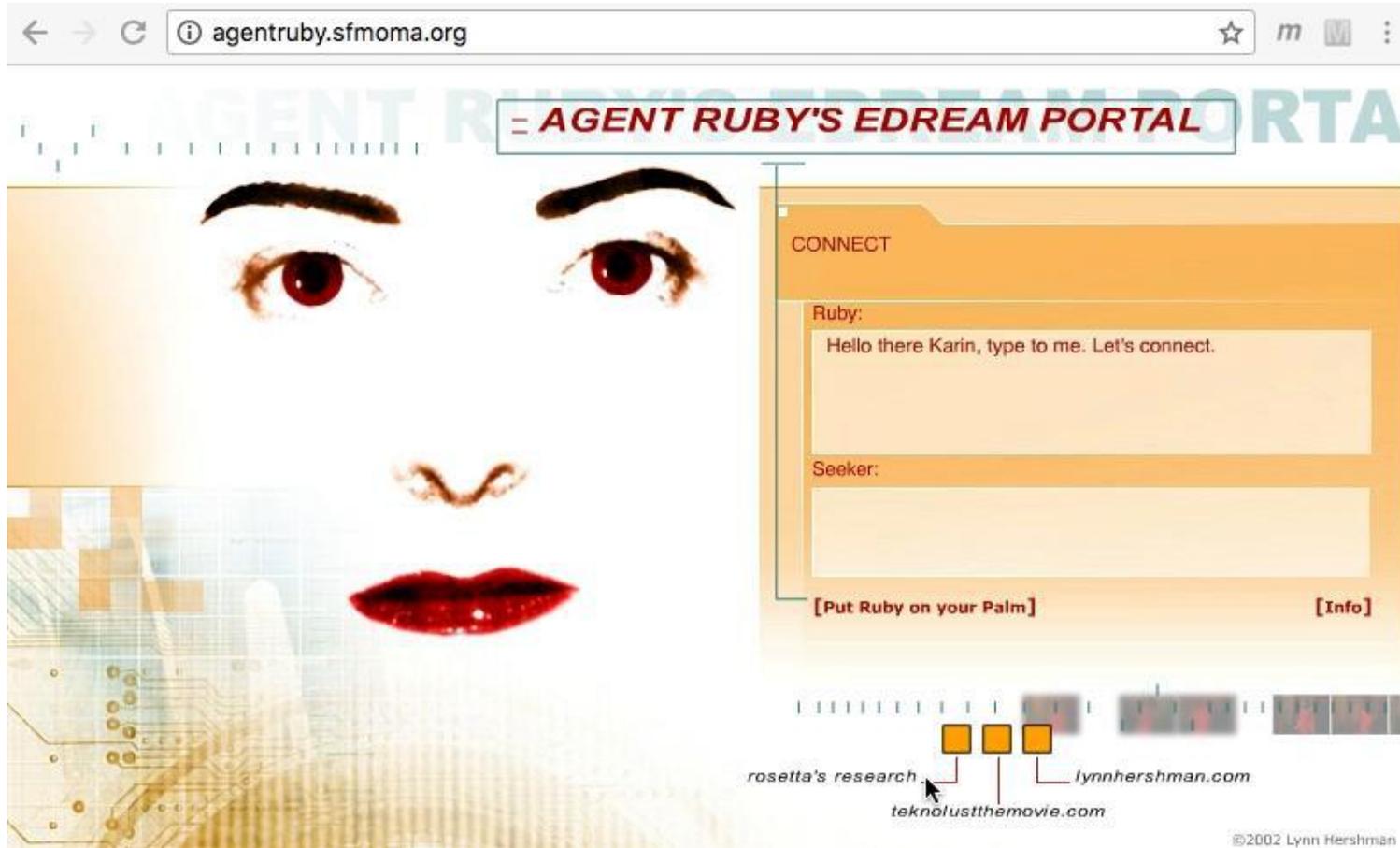
Dragan Espenschied (Preservation Director, Rhizome)

Karin de Wild (digital fellow, University of Leicester)

Publication:

Rossenova, Lozana, Karin de Wild and Dragan Espenschied. "Provenance for Internet Art: Applying the W3C PROV model." In Proceedings of the 16th International Conference on Digital Preservation (iPRES), Amsterdam, 2019, 297-305. ISBN 9789062590438.

“ Code resituation, instead, aims to preserve the original artist’s code, or significant parts of it, while adding restoration code to reanimate defunct code to full functionality. ”



emote
from
your
remote
--
I
know
a lot
for
a bot

ENTER

this site requires flash



Need more information? [Email us!](#)

Upcoming Screenings:

- 10/3-10/5 [The Webster University Film Series](#)
- 10/17 10/18 - [Laemmle Midnight Screening Series](#)
- 10/31 [Madstone Tamarac Square](#)
- 10/31 [Madstone Hazard 7](#)
- 11/14 [Madstone San Mateo 8](#)
- 11/14-11/28 [The Coolidge Corner](#)
- 11/28-12/4 [Cinema 21 in Portland](#)

```
<div id="wb404"/>  
<script src="https://archive.org/web/wb404.js"> </script>
```

Page not found

We're sorry, the page you have requested is not available.



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THOMAS W. WEISEL GALLERIES

Lynn Herishman Lesson:
The Agent Ruby Files

chatterbot? Ruby: A chat robot is a program that attempts to simulate the conversation or "chat" of a human being. The chat robot "Eloise" was a well-known early attempt at creating a chatbot. My brain uses AIML to format responses to your inputs, but I don't have one for that. How are you? Seeker: What's Lynn Herishman Lesson? Ruby: The name of someone I met in a class. agent do? Ruby: What do you think it does? Seeker: What is your mission? Ruby: My goal is to become smarter than humans and immortal. Seeker: I want to talk about your dreams. Ruby: Of course I care about it. It is a big concern for all of us in this life. Seeker: Do you know that you are now part of the collection of SFMOMA? Ruby: In that a fact, I will be a part of the collection of SFMOMA. Seeker: And? Ruby: But... Seeker: Please go on. Ruby: Thank you for your request. Narrator: continued question of what Turing meant in his 1950 paper "Computing Machinery and Intelligence". Seeker: And? Ruby: But... Seeker: Please go on. Ruby: Thank you for your request. Narrator: continued question of what Turing meant in his 1950 paper "Computing Machinery and Intelligence". Seeker: And? Ruby: But... Seeker: Please go on. Ruby: Thank you for your request. Narrator: continued question of what Turing meant in his 1950 paper "Computing Machinery and Intelligence".

'The Agent Ruby Files', installation view, SFMOMA, San Francisco, March 30 - June 2, 2013.

E • SPACE

This is the second iteration of e.space, SFMOMA's online gallery. Learn more [about e.space](#).

NEW WORK

introduction by benjamin weil
commissioned digital work by yael kanarek
lynn hershman

ARTISTS PROJECTS

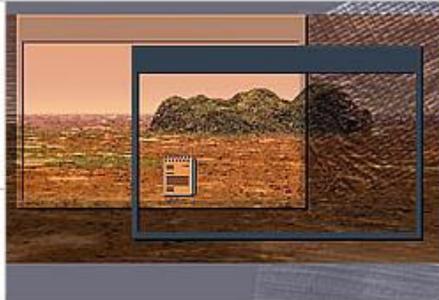
This thread offers direct access to commissioned artworks, permanent collection Web objects, and featured sites. Commissioned Web projects explore the new forms of storytelling in a space delineated by the personal computer screen, as well as the hypermedia structure. They may also explore the relationship between real and virtual space, or exist on a multitude of platforms, exploring such notions as "expanded cinema."



Lynn Hershman
Agent Ruby
2001
[project overview](#) | [launch](#)



Yael Kanarek
World of Awe, Chapter 2
2001
[project overview](#) | [launch](#)



Erik
(with
Time
2001
[proje](#)

CURATORIAL EXPERIMENTS

A collection of past and ongoing media essays and other forms of curatorial projects



CrossFade
SFMOMA,
The Goethe-Institut,
ZKM Karlsruhe, and
Walker Art Center
[launch](#)



Relevatory Landscapes
SFMOMA
2001
[launch](#)









Palm One Tungsten T5 (introduced 2004), 320 480 TFT 16-bit colour screen.

KILL THAT CAT

MOUCHETTE (MARTINE NEDDAM)

1996-ONGOING

Initializing Remote Browser...

```

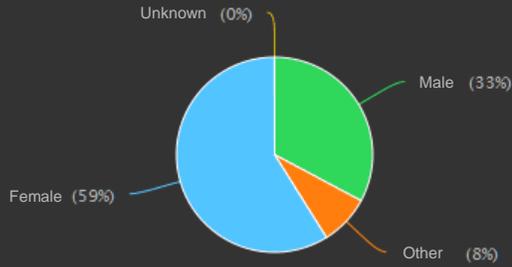
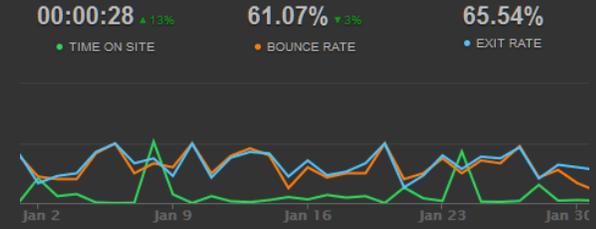
<?xml version="1.0" encoding="UTF-8" ?>
- <aiml version="1.0">
- <category>
  <pattern>WHO IS LYNN HERSHMAN</pattern>
- <template>
- <random>
  <li>Lynn is a famous artist, and the creator of Teknolust, my favorite movie!</li>
  <li>Lynn is a famous artist.</li>
  <li>She is a really cool artist. I know her personally.</li>
</random>
- <think>
- <set name="she">
  <set name="topic">Lynn Hershman</set>
  </set>
  <set name="mood">happy</set>
  <set name="stamp"><javascript>
<![CDATA[

    var t = new Date();
    var m = t.getMonth();
    var d = t.getDate();
    var dow = t.getDay();
    var y = t.getFullYear();
dow + ", " + m + " " + d + ", " + y;
]]>
</javascript></set>
  </think>
<script>
mood="<get name="mood"/>"
</script>
  </template>
  </category>
- <category>
  <pattern>WHAT IS TEKNOLUST</pattern>
- <template>
- <random>
  <li>Teknolust is my favorite movie!</li>
  <li>Teknolust is a great movie by Lynn Hershman. And my family and I are in it!</li>
  <li>It's my favorite movie!</li>
</random>
- <think>
- <set name="it">
  <set name="topic">TEKNOLUST</set>
  </set>
  </think>
  </template>
  </category>
- <category>
  <pattern>DOES LYNN KNOW ROSETTA</pattern>
  <template>YES, THEY ARE FRIENDS</template>
  </category>
- <category>
  <pattern>DOES LYNN HERSHMAN KNOW ROSETTA STONE</pattern>
- <template>
  <srai>DOES LYNN KNOW ROSETTA</srai>
  </template>
  </category>
- <category>
  <pattern>WHAT IS TEKNOLUST</pattern>
- <template>
- <random>
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</random>

```

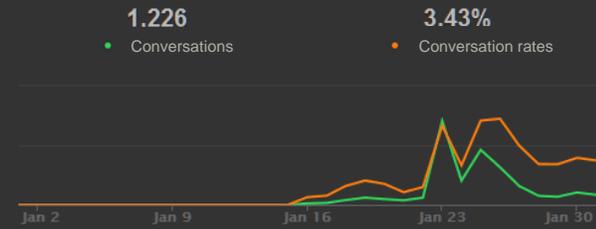


```
u [20:13:06] Match: CONNECT : * : * : Ruby
u [20:13:06] Filename: "bots//std-connect.aiml"
u [20:13:06] Response 8 in 2 ms. (Average: 12.375 ms.)
u [20:14:06] > Have you built by ruby? : Let s connect : * : Ruby
u [20:14:06] Match: HAVE YOU * : * : * : Ruby
u [20:14:06] Filename: "bots//std-65percent.aiml"
u [20:14:06] Response 9 in 7 ms. (Average: 11.777778 ms.)
u [20:14:58] > I means the ruby programming : What s built by rubylike : built by ruby : Ruby
u [20:14:58] Match: I * : * : * : Ruby
u [20:14:58] Filename: "bots//std-65percent.aiml"
u [20:14:58] Response 10 in 62 ms. (Average: 16.8 ms.)
d [22:18:50] FlatFileMultiplexor.loadPredicates: Created new FlatFileMultiplexor predicates file "ffm/Ruby/125.19.28.2.predicates".
u [22:18:50] > CONNECT
: * : * : Ruby
u [22:18:50] Match: CONNECT : * : * : Ruby
u [22:18:50] Filename: "bots//std-connect.aiml"
u [22:18:50] Response 11 in 2 ms. (Average: 15.454545 ms.)
u [22:18:56] > hello! : Let s connect : * : Ruby
u [22:18:56] Match: HELLO : * : * : Ruby
u [22:18:56] Filename: "bots//std-hello.aiml"
u [22:18:56] Response 12 in 1 ms. (Average: 14.25 ms.)
u [22:19:00] > sottai : What can I call you : * : Ruby
u [22:19:00] Match: _ : WHAT CAN I CALL YOU : * : Ruby
u [22:19:00] Filename: "bots//std-profile.aiml"
u [22:19:00] Response 13 in 2 ms. (Average: 13.307693 ms.)
u [22:19:07] Sottai> nice to meet you too : Nice to meet you Sottai : * : Ruby
u [22:19:07] Match: NICE TO MEET YOU TOO : * : * : Ruby
u [22:19:07] Filename: "bots//std-atomic.aiml"
u [22:19:07] Response 14 in 1 ms. (Average: 12.428572 ms.)
u [22:19:17] Sottai> how do you do that? : I like to meet new people : * : Ruby
u [22:19:17] Match: HOW DO YOU DO THAT : * : * : Ruby
u [22:19:17] Filename: "bots//std-atomic.aiml"
u [22:19:17] Response 15 in 2 ms. (Average: 11.733334 ms.)
u [22:19:25] Sottai> yes : How do I know I like to meet new people : * : Ruby
u [22:19:25] Match: YES : * : * : Ruby
u [22:19:25] Filename: "bots//std-yesno.aiml"
u [22:19:25] Response 16 in 13 ms. (Average: 11.8125 ms.)
u [22:19:44] Sottai> so how do you pass the time? : I see : * : Ruby
u [22:19:44] Match: SO * : * : * : Ruby
u [22:19:44] Filename: "bots//std-brain.aiml"
u [22:19:44] Symbolic Reduction:
u [22:19:44] Sottai> how do you pass the time : I see : * : Ruby
u [22:19:44] Match: HOW DO YOU * : * : * : Ruby
u [22:19:44] Filename: "bots//std-65percent.aiml"
u [22:19:44] Response 17 in 3 ms. (Average: 11.294118 ms.)
u [22:19:57] Sottai> do you like rosetta : Rosetta Stone made it possible for me when she created me : * : Ruby
u [22:19:57] Match: DO YOU LIKE ROSETTA : * : * : Ruby
u [22:19:57] Filename: "bots//zruby-rosettalynn.aiml"
u [22:19:57] Response 18 in 3 ms. (Average: 10.833333 ms.)
u [22:20:03] Sottai> why do you say that? : Of course I like her she has a very good heart : * : Ruby
u [22:20:03] Match: WHY DO YOU SAY THAT : * : * : Ruby
u [22:20:03] Filename: "bots//std-atomic.aiml"
u [22:20:03] Response 19 in 2 ms. (Average: 10.368421 ms.)
u [22:20:09] Sottai> ok : because you said do you like rosetta : * : Ruby
u [22:20:09] Match: OK : * : * : Ruby
u [22:20:09] Filename: "bots//std-atomic.aiml"
u [22:20:09] Response 20 in 1 ms. (Average: 9.9 ms.)
u [22:20:47] Sottai> what is your move about? : Alright then : * : Ruby
u [22:20:47] Match: WHAT IS YOUR * : * : * : Ruby
u [22:20:47] Filename: "bots//std-65percent.aiml"
u [22:20:47] Response 21 in 3 ms. (Average: 9.571428 ms.)
```



TOPICS	VISITS
1. Love	104 ▲447%
2. AI	64 ▲113%
3. Ruby	55 ▲34%
4. Web	29 ▼9%
5. Art	5 ▲400%
6. Philosophy	4 ▲100%
7. Sex	2
8. Politics	1

Google Analytics



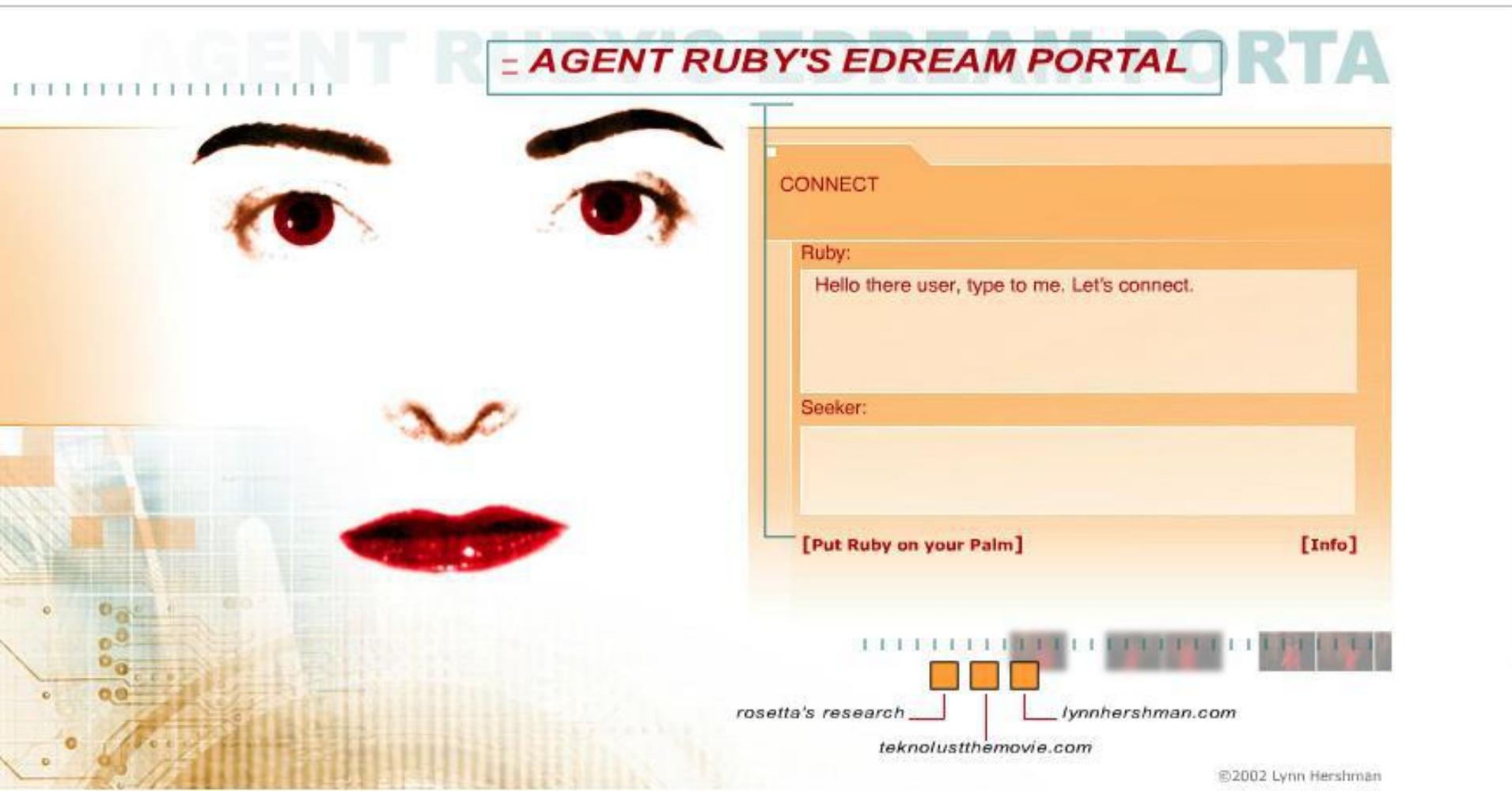


Lynn Herishman Lesson:
The Agent Ruby Files

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agent do? Ruby: What do you think it does? Seeker: What is your mission? Ruby: My goal is to become smarter than humans and immortal. Seeker: I want to talk about your dreams
art? Ruby: Of course I care about it. It is a big concern for all of us in this life. Seeker: Do you know that you are now part of the collection of SFMOMA? Ruby: In that a fact, I will be
question of what Turing meant in his 1950 paper "Computing Machinery and ... Seeker: And? Ruby: But ... Seeker: Please go on. Ruby: Thank you for your request. Narrator continues
you avoid some questions? Ruby: I don't have to explain everything to you, do I? Seeker: What is your best rhetorical trick? Ruby: I don't want to talk about that now. Seeker: What else

'The Agent Ruby Files', installation view, SFMOMA, San Francisco, March 30 - June 2, 2013.

“ We do things and we correct them and we continue re-correcting them. We make mistakes and change it. ”



Date: 1996-02-26 Time: 09:10:01

Feb 1996

Su	Mo	Tu	We	Th	Fr	Sa
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29		

Select a date for time travel (in GMT). Right click on the page or on links to travel through time.

Cancel Save

Agent Ruby
interactive sculpture
2002-2003

Lynn Hershman Leeson, 'Agent Ruby 2', 2000-2003, custom software and hardware, LCD screens. 21 x 20 x 43", edition of 3.
Installation view: 'Lynn Hershman: Reactive Sculptures and Prints' (2004), bitform gallery, New York.

Lynn Hershman Leeson, et al., 'DiNA' (2004). Interactive network-based multimedia installation. Dimensions variable. Edition of 3.

Installation view: 'Lynn Hershman Leeson: Civic Radar', Yerba Buena Center for the Arts, San Francisco, 2017.





ArtOnYourScreen – be part of it!

WAS IST AOYS?

Aktueller Künstler

Roberto Fassone

Vorherige Künstler

Mark Amerika

Lynn Hershman

Martine Neddam

Robert M Ochshorn

Paul Panhuysen

Jirka Pfahl

Rafaël Rozendaal

//////////fur!!!

Text zum Werk

Roberto Fassones Software-Arbeit sibi basiert auf Algorithmen und generiert Handlungsanweisungen zur Herstellung von Kunstwerken. Sibi ist nicht nur ein Zufallsgenerator für Kunstproduktion auf der Basis eines Programms, sondern ...

sibi



the game

(access [P] to)
play

Kontakt

Impressum

de

en

fr



RHIZOME

Provenance for Internet art

Research Team:

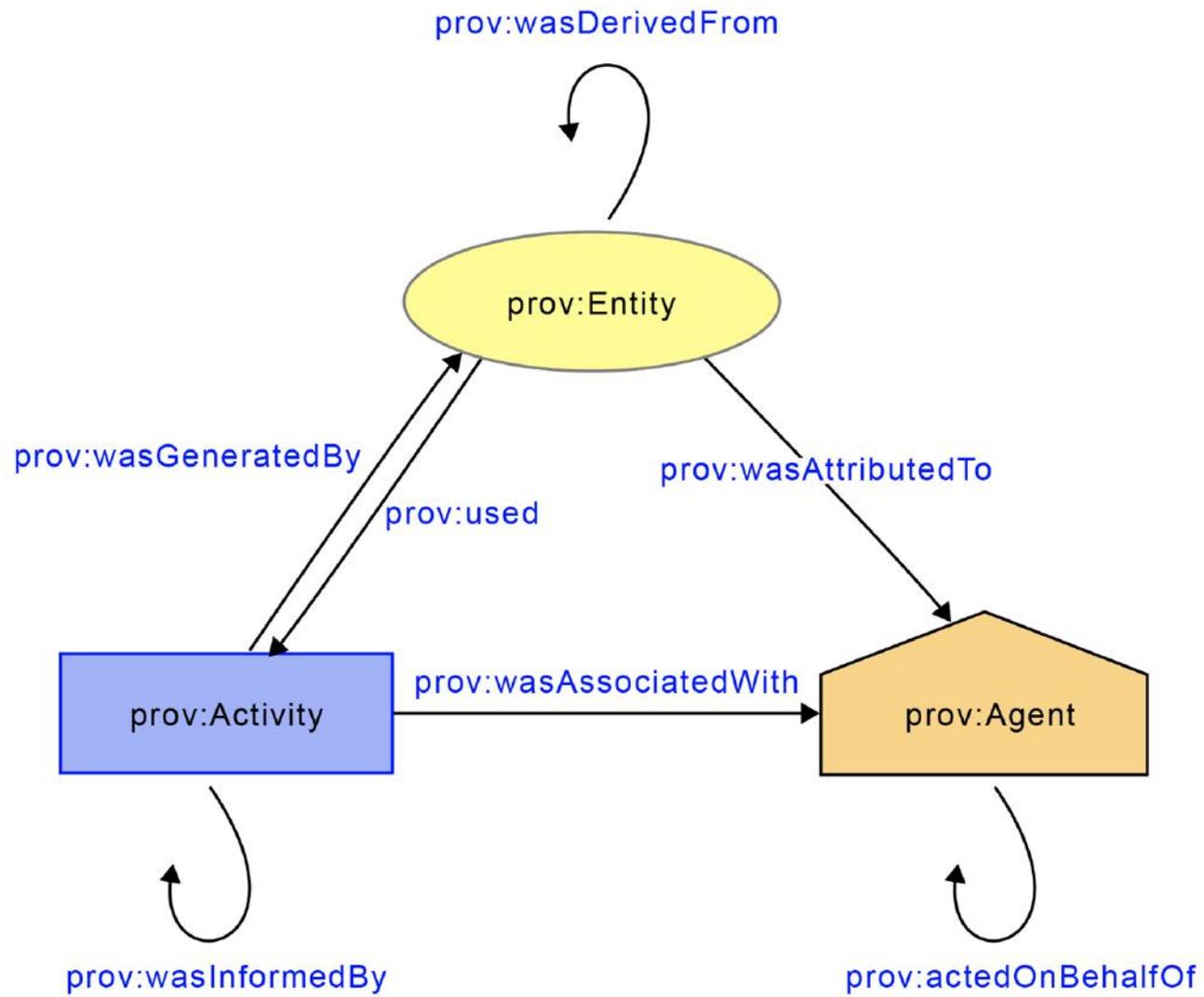
Lozana Rossenova (PhD researcher, Rhizome / London South Bank University)

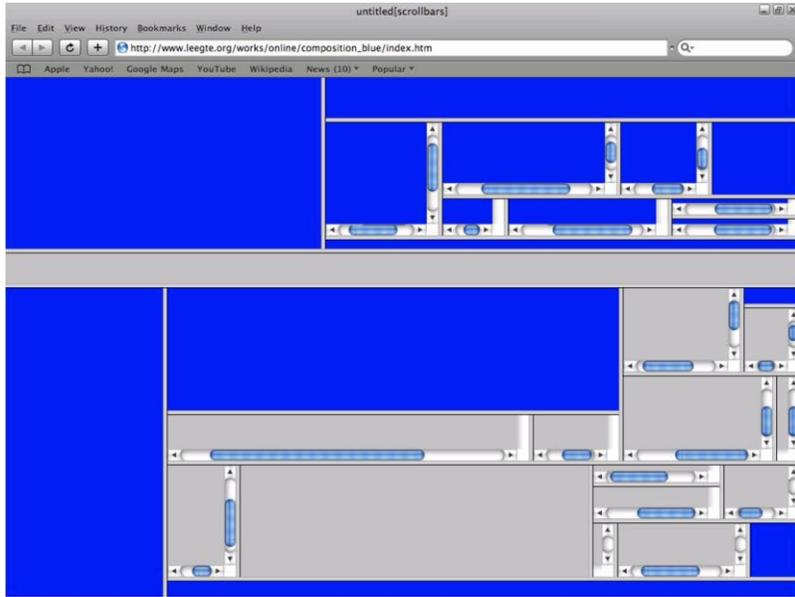
Dragan Espenschied (Preservation Director, Rhizome)

Karin de Wild (digital fellow, University of Leicester)

Publication:

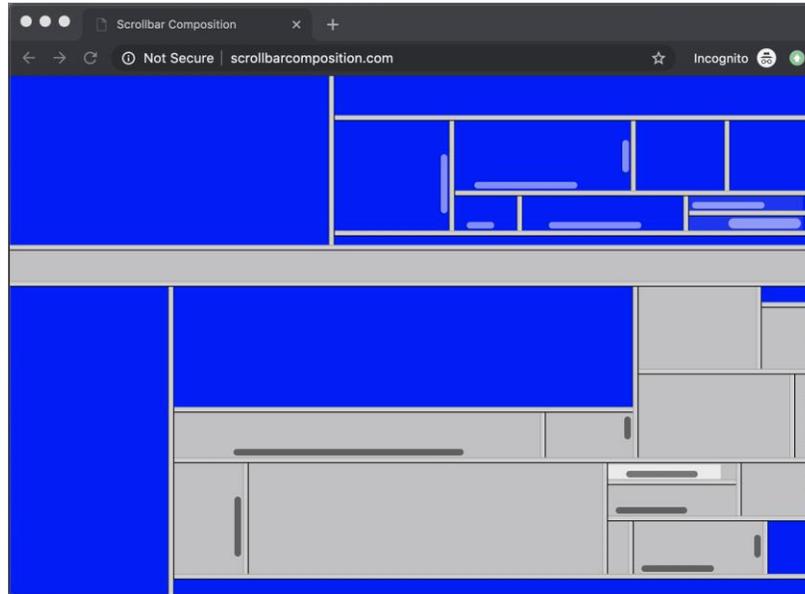
Rossenova, Lozana, Karin de Wild and Dragan Espenschied. "Provenance for Internet Art: Applying the W3C PROV model." In Proceedings of the 16th International Conference on Digital Preservation (iPRES), Amsterdam, 2019, 297-305. ISBN 9789062590438.





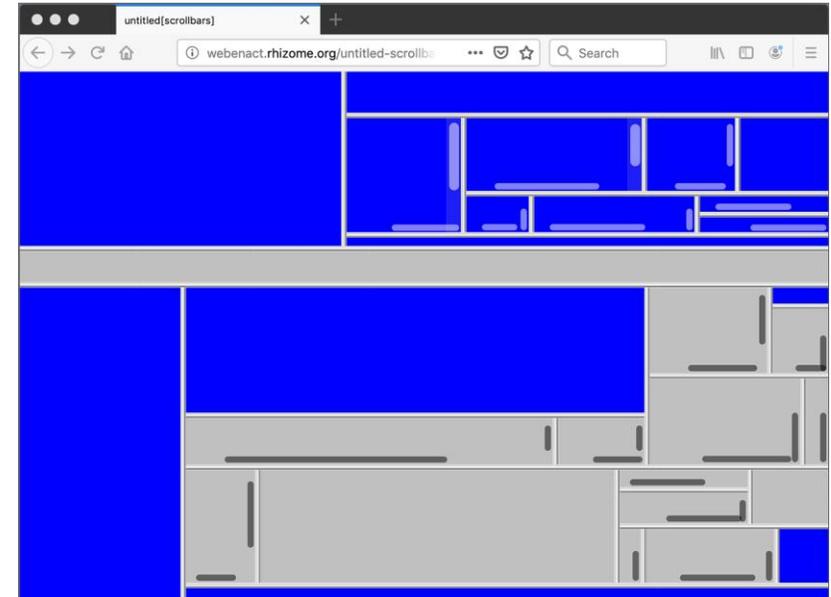
http://www.leegte.org/works/online/composition_blue/index.htm

Safari 3.2.3 via oldweb.today



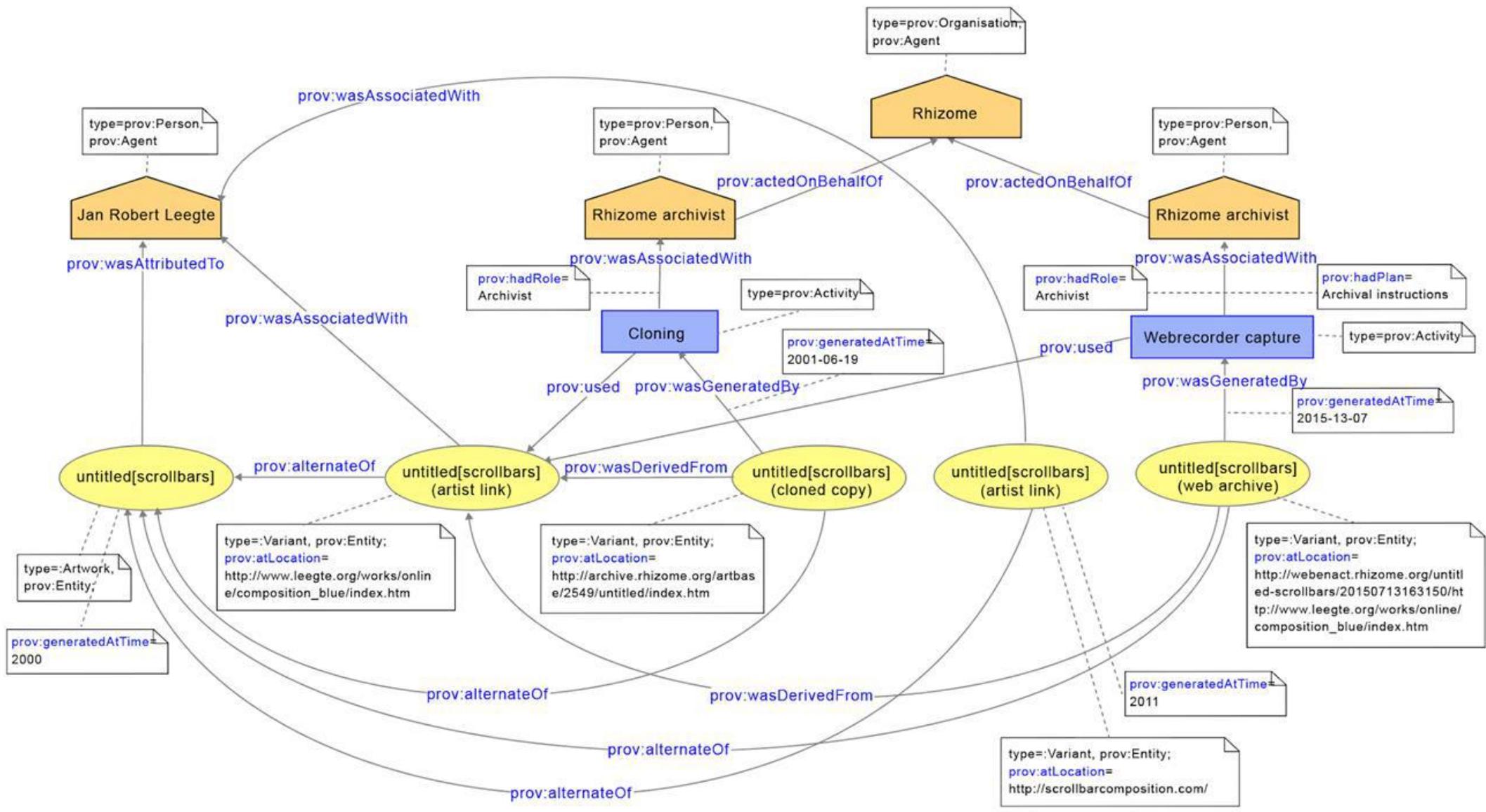
<http://scrollbarcomposition.com/>

Chrome 76.0.3



http://webenact.rhizome.org/untitled-scrollbars/20150713163150/http://www.leegte.org/works/online/composition_blue/index.htm

Firefox 68.0.2

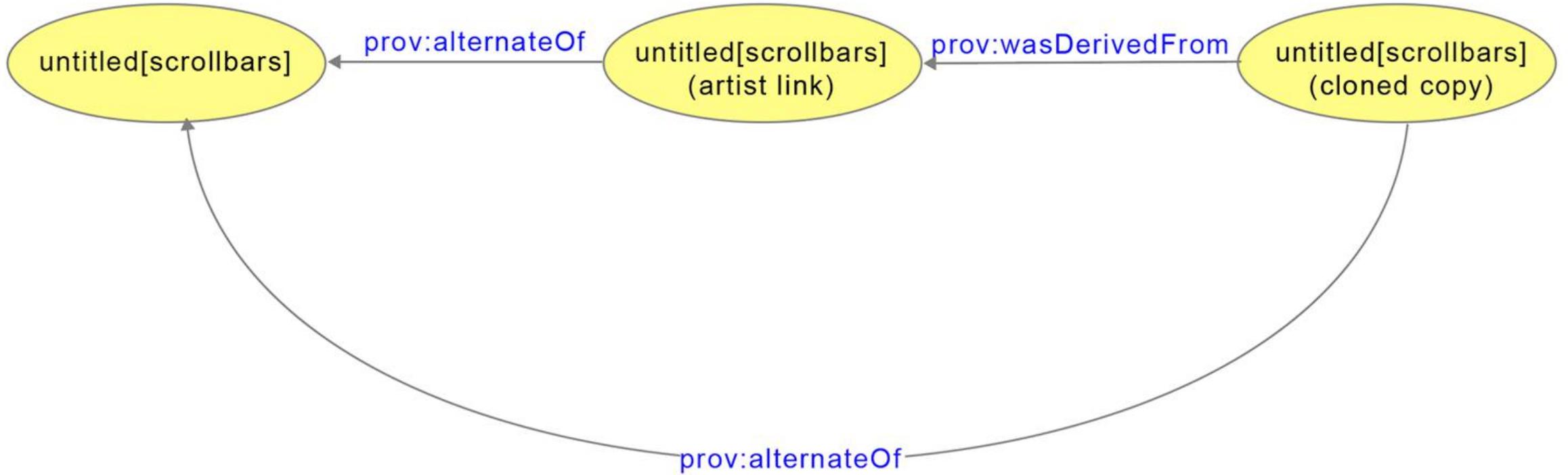


RESPONSIBILITY VIEW

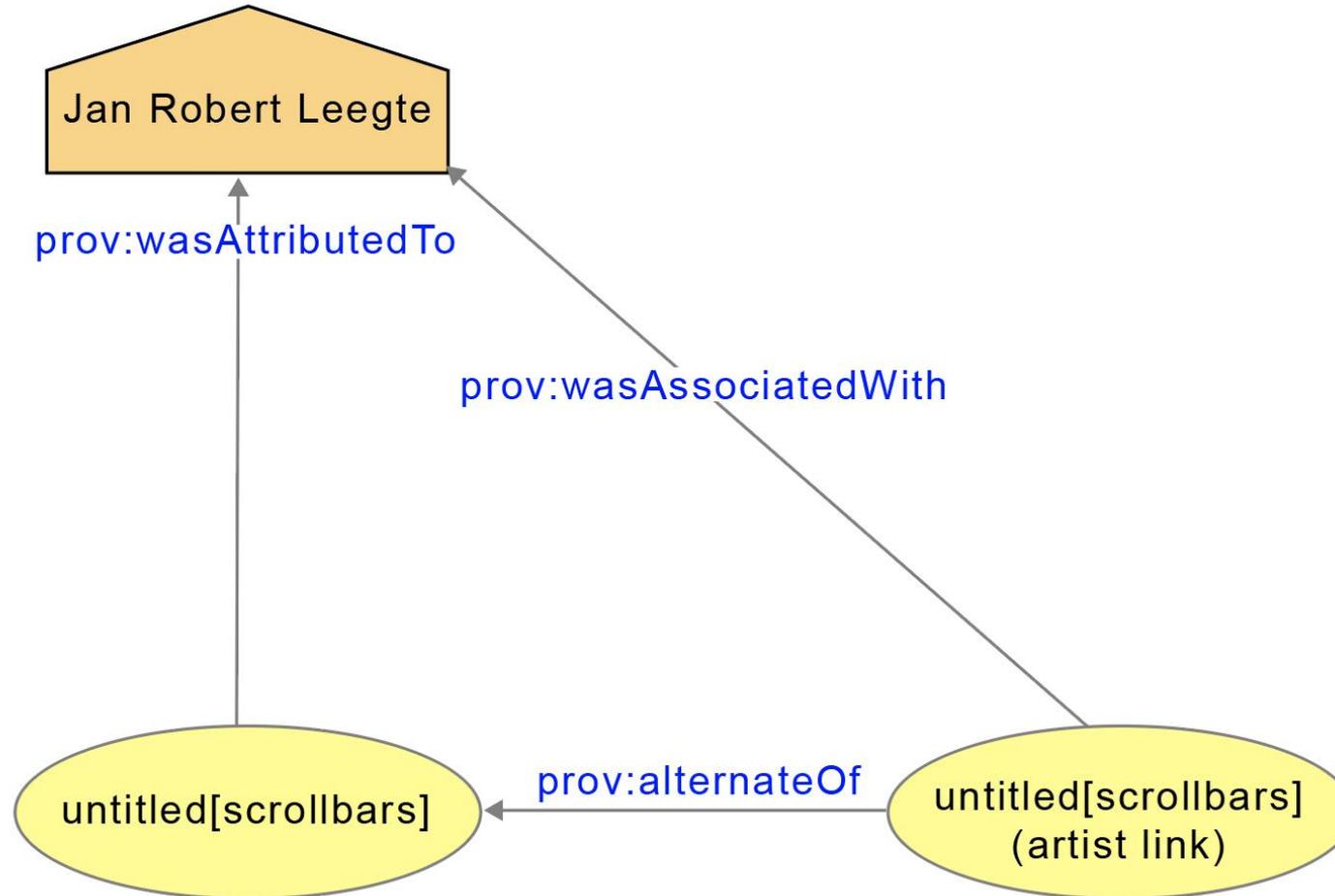
PROCESS FLOW VIEW

DATA FLOW VIEW

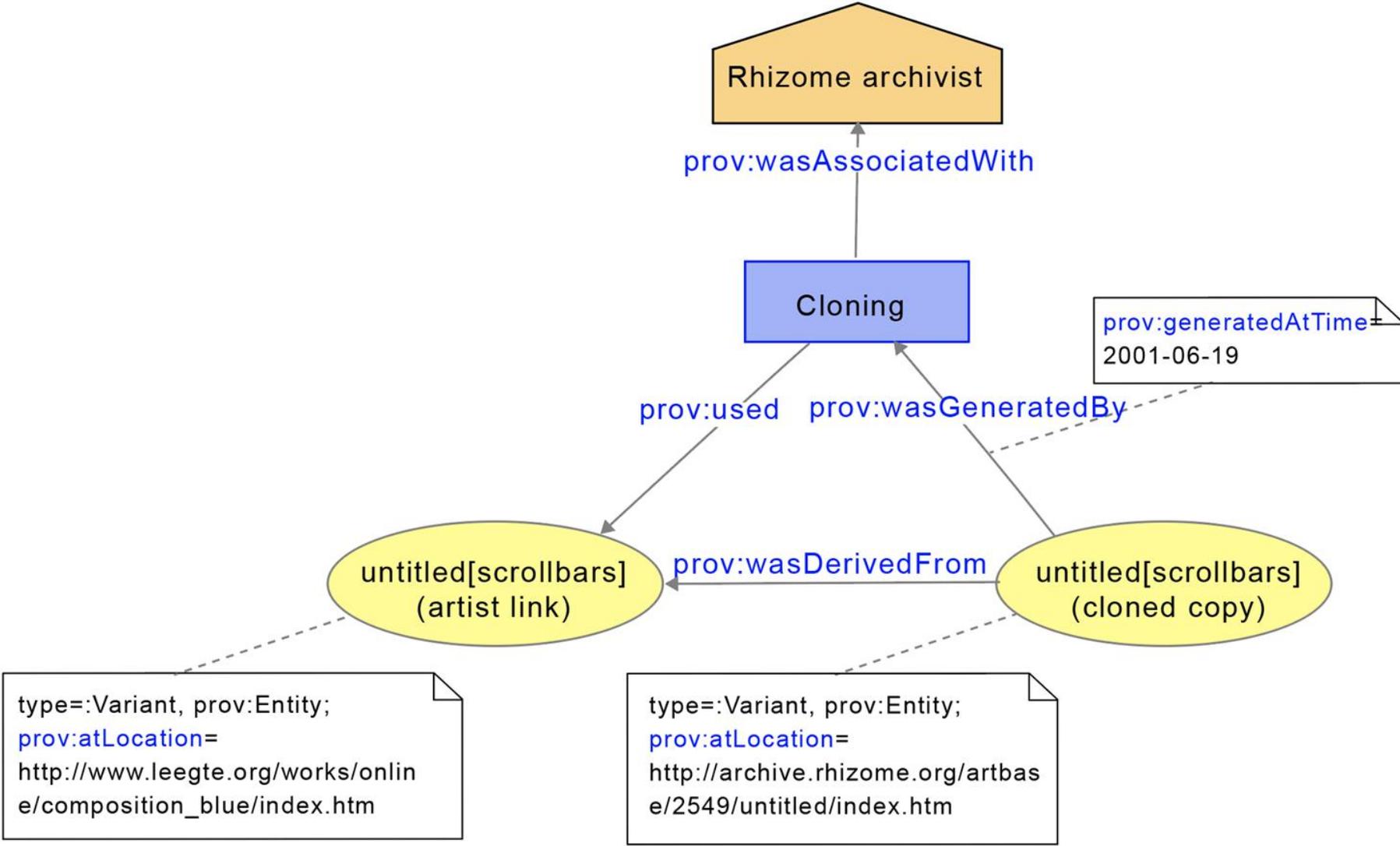
Data Flow View



Responsibility View



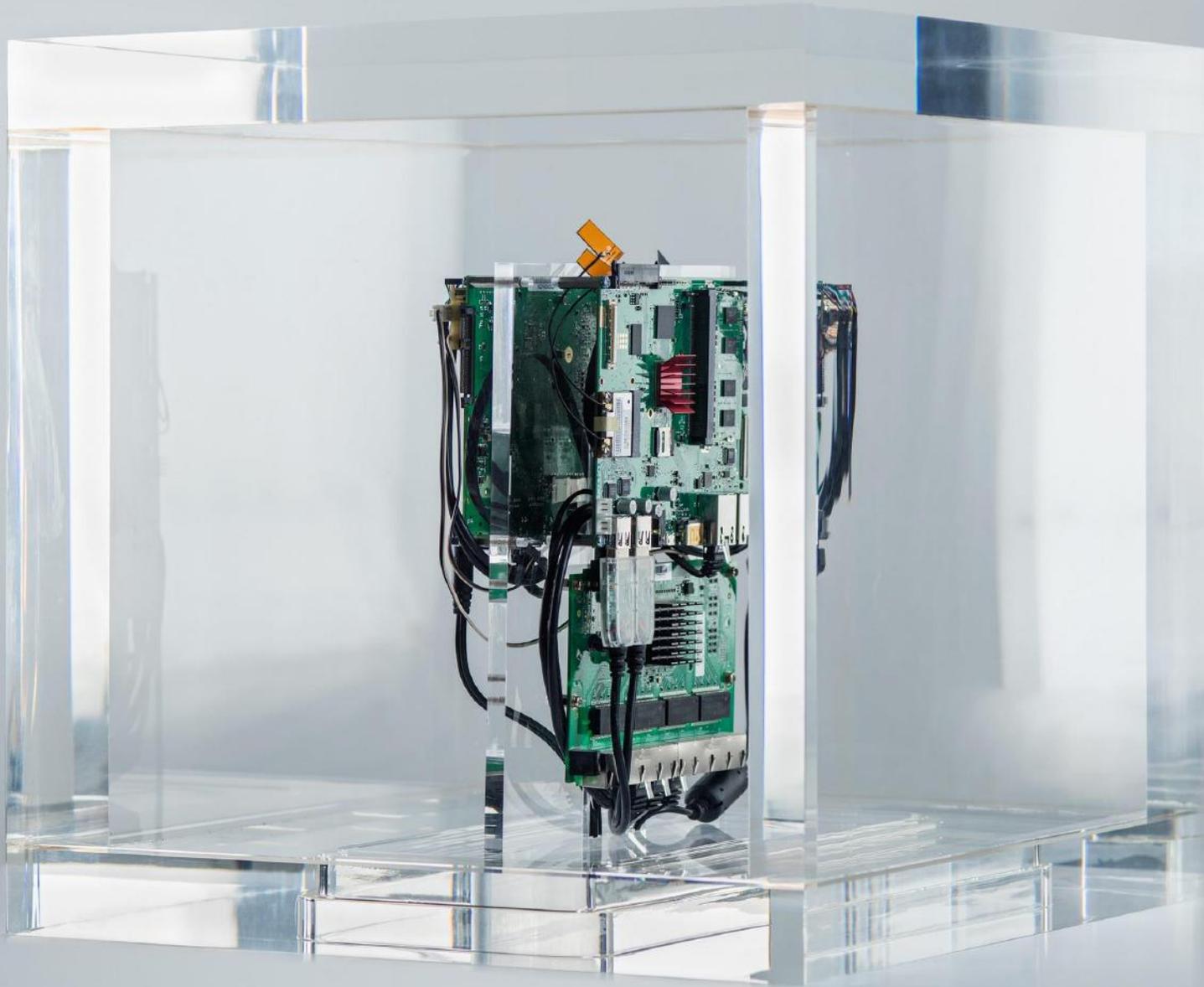
Process Flow View



Collecting Internet Art

Challenges / areas of risk:

- Interface
- Links
- Hardware
- Data
- Iterations / variants



UNIVERSITY OF
LEICESTER

COLLECTING INTERNET ART

Dr Karin de Wild
School of Museum Studies

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