Reading 1: Mark Tribe "Defining New Media Art"

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I am interpreting the assignment description based on the line, “The short paragraph should include:”.

The main point of the article is defining ‘New Media Art’, as well as giving an overview of the concept. To this aim, the author goes through the historical antecedents and emerging history of ‘New Media Art’ as it developed as well as detailing offshoots and trends that developed from it including its own existence as a movement. In other words, I learned that New Media Art is effectively the invasion of the developing internet where the new medium and technologies were being used for artistic purposes, at least according to me. My thoughts on the matter, as someone who’s not very into the art scene, are that this seems straightforward in concept and very varied in practice, and otherwise have no strong feelings on the subject beyond my interest in the products of the art movement. I am more interested in the how rather than the why of much of the art, potentially due to my being a programmer. I am also particularly interested in the difficulties of capturing and preserving ‘New Media Art’ as a similar issue exists in the video game industry regarding how the shutdown of some online aspect of a video game can result in the complete death of access or replication of the game. My three favorite artists mentioned in the article are Diane Ludin, for http://www.thing.net/~diane/ due to it’s creative display format, Mark Napier for Shredder.io in having shown how messy yet simple the base parts of HTML are, and Michael Mandiberg for ‘Oil Standard’ being a political art piece about the impact of oil on the economy.