

me: do u still have time to talk for like 10-20 min?

Brian: yeah sure

me: awesome

ok

lemme get set up here

7:29 PM

Brian: k

this is just text right ?

me: ya

7:30 PM

Brian: k

me: ok kewl

so i think im ready

:)

Brian: so tell me about how this project started

me: so i've been working a lot around the issue of "mediated space"  
as a way of working around, or through talking about "netart"

7:31 PM

because I feel like that terms is quickly becoming irrelevant  
so i've been substituting netart w/ something like "on-screen"

Brian: "mediated space" or "netart" ?

o

yeah

me: rite

so one of the like important properties of onscreen work is about this process of mediation

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and im interested in connecting that conversation of mediation to other forms

7:33 PM

Brian: right. i think that's a good delineation because i feel like people have been continuing the  
conversation of 'netart' into sculpture and things that don't utilize technology directly  
but that's the other half of things

me: rite

so i'm curious about like how this mediation makes us behave  
and makes us interact as a "peer group"

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Brian: i was just sharing with my roommate the other night  
or confessing maybe

that i've developed this new embarassing habit when i'm walking around school

and when i see someone that i have a lot of mutual friends with. i'll just say their full name in my head  
when i see them

me: :)

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Brian: and i think it's a result of how facebook taught me to look at faces  
me: lol

Brian: yeah. it's kind of horrible or just weird or something  
me: but you think that screenspace has conditioned you to behave this way?  
are they people that you normally interact with?

7:36 PM

Brian: not exactly. i feel like we are more forced to think about both representations  
i feel like i'm always thinking about people afk when i am on their website or facebook  
and vice versa

me: rite  
so there is this reciprocating relationship between these spaces  
Brian: right

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me: or else, these spaces seem almost one and the same  
Brian: yeah  
i think we compare the two to first find intentionality

7:38 PM

i think the first discernment we try to make is if someone is trying to represent themselves a different way than they are online  
me: right

7:39 PM

i know what you mean  
there are these comments i get frequently about "idk how you're able to consider these people you've never met as people you are close to"  
and this has given me a lot of pause

7:40 PM

Brian: yeah  
me: mostly because it makes me question my peers willingness to creatively engage in the technology they use everyday  
Brian: that's happened to me too  
me: right  
Brian: i feel really close to my friend Ida Lehtonen and consider her one of my best friends  
me: there is this sensibility that screen space is purely a utilitarian space  
Brian: but i've only spent 1 week with her afk

7:41 PM

me: right  
Brian: i think a lot of people find social media to be a obstructive way to represent your personality  
but i think most people don't know how to use it  
me: rite  
or manipulative

7:42 PM

Brian: there are so many small ways to put yourself out there. but that's how it gets tricky i guess

me: how do u mean?

Brian: i think a lot about passive aggression  
on facebook

7:43 PM

me: right

Brian: like how people can like things sarcastically

me: right

i think this happens in a lot of comment threads too

Brian: yeah

me: the immediate defensiveness or territorial-ness that happens online

7:44 PM

and that rubbing up against needing other more productive avenues of hashing out those insecurities

Brian: yeah

me: i mean that stuff is a different concern really

7:45 PM

im more interested in how the term afk has become a critical or is more often used as a critical term

because it's different from something like IRL

it literally means that you are away from mediation

or away from a tool of mediation

7:46 PM

Brian: right

me: but IRL doesn't necessarily predicate that removal, u know?

i mean i could talk to IRL in the same mediated way

Brian: yeah i totally disagree with ppl mixing up IRL with AFK

me: or talk to you\*

right

Brian: i think all interactions are real

i mean. we ARE talking

me: RITE

7:47 PM

Brian: this is not not IRL

me: yes

Brian: we are totally chatting right now lol

me: LOL

this is what im saying

exactly

Brian: i've talked about this with friends many times

and it's really hard to phrase this sentiment in any other way

me: ya

7:48 PM

i think that often i try to explain how these interactions and sentiments are something that is not obscure

but it comes across like i am preferences this format over another which i guess i am a lil

Brian: ya. totally natural

7:49 PM

me: BUT i'm not discrediting, or elevated this platform of communication over afk ya

nature

don't get me started there...

Brian: lol

me: but i totally agree

Brian: but yeah. that relates to what i was saying earlier about finding ways to express yourself beyond anything you can do in person, physically

me: right

7:50 PM

Brian: i think the main mix up is in defining virtua

me: omg yes

a real problem

7:51 PM

i find it hard

because i have such a difficult time saying that something is INNATELY virtual or MORE virtual than anything else

Brian: right

me: ya that dichotomy is really superfluous i think

7:52 PM

im wondering tho when it was important to need to make those distinctions and what can be learned from that need

Brian: yeah. it's very easy to prescribe the "virtual" to anything digital

me: right

but that is a false connotation

Brian: right

me: i think nowadays

ya

i especially don't like the term "virtual identity"

7:53 PM

i don't understand what it means anymore

wasn't identity always virtual?

before screen technology

7:54 PM

Brian: yeah. i mean some people believe identity is non-cartesian

me: rite

Brian: i think people who think body and essence are cartesian are very anti-internet

7:55 PM

me: ya

Brian: because it separates your body from what you communicate

me: yaya

thats interesting

7:56 PM

i mean, bodies seem to be so pervasive in screen based art

Brian: i think that's why people find second life so threatening because it guess it makes surrogates a potential reality

me: right

Brian: but to me even if that becomes something it wouldn't really matter

7:57 PM

yeah, i think the body was a big part of screen based works in the 90s and still

me: ya

Brian: but i think especially then because this technology was so new and people wanted to understand what it was doing

me: right

i think people still do

7:58 PM

Brian: right

i think now work related to networking is moving in the direction of talking about networked ecology

me: but that "understanding" is really quite different from "experiencing"

ya

7:59 PM

Brian: and more of what it's doing to our environment. but still relevant to the self

me: ya

see

network makes more sense to me

as a determinant for classification

or at least "formal" classification

8:00 PM

Brian: yeah.

me: because there are inherent properties there that aren't in other formal practices

Brian: have you read henri lefebvre's "the production of space" ?

me: o ya

not all of it

Brian: i haven't read any of it

lol

me: :)

8:01 PM

ya, there are some great stuff in that

Brian: but i imagine it's totally on track with how we are approaching the concept of networking

me: it's literally sitting right next to my computer in my studio

Brian: lol that's an appropriate place for it

me: :)

lol

right?

but ya, space

space is another topic all together

8:02 PM

Brian: yeah

me: because so much of social behavior and history is dictated by space

8:03 PM

i think that's really what people are trying to figure out

how to negotiate that social space

8:04 PM

when it is abstracted into/onto screens

Brian: right

8:05 PM

me: ya

8:06 PM

i think that that is plenty of info for me to work off of

Brian: ok

me: if that's ok

unless you want to say anything else

Brian: it's a tricky topic. i never feel resolved when talking about it but i don't think i'm supposed to  
i don't think so

me: probably not

but i tend to be an optimist

8:07 PM

Brian: yeah. i think it's good to feel uneasy about it. keep questioning it

me: right

i agree