



Artistic processes in digital media: What happens to old communication models in new media?

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Abstract. In this thesis work two art projects is organized in order to discuss and develop the field of ICT and democracy: A project that uses the art world as a model in the development of a web-based communication systems (A), and an art exhibition on the theme "Performing Democracy" (B). The aim is to design a digitally mediated decision systems that take better account of the informal hierarchies of the network. The work is also an exploration of Fine Art as a qualitative research method.

Keywords: Participatory Design, Sociology of Arts, Qualitative Methods

A) The Artist as an Avatar: A digitally mediated negotiation of a collective identity

This project is about designing a utopian communication model based on principles taken from the sociology of art and experiences of collaborative artistic work. Here the art world is used as a model of collective action, but the idea is that this model should be usable in any organizational context based on voluntary participation, such as non-profit organizations in general. The aim is to design a digitally mediated decision systems that take better account of the informal hierarchies of the network. The focus is on the design process and the communication of the project as a whole (in research and art contexts). The project can be seen as something in between communication technology and branding. The work focuses mainly on the involvement of users in the design process through staged performative actions. The project is done together with artists and art students from the Royal Institute of Art in Stockholm and researchers at the Department of Computer and Systems Science at Stockholm University.

B) Performing Democracy: A thematic art exhibition

An art exhibition in connection with the research project "Services Enabled Multimodal Communication" where multimodal communications are used to facilitate collective action, coordination and communication between government and citizens (<http://dsv.su.se/mmcom>). The idea is to give a group of artists the task of questioning the research project and examining issues of democracy and knowledge in the context of art. The aim is to use the creative and critical approach of the arts as a method to explore the underlying conceptions of science, information and participation.