MACHINES SPECIAL ISSUES THEMATIC ANALYSIS

GENERAL THEMES	S M I T H / F F L	AGUERA Y ARCAS	E D M O N D S 1	L A V I E R S	H E R T Z M A N N	L O M A S	M O U R A	G U L Z O W E T	C	B R O E C K M A N N	MAZZONE & ELGAMMAL	S I M M O N S	AUDRY & IPPOLITO	STILL & D'INVERNO	T O S A E T A L	L A V I E R S 2	N A K E	B E S E T T E	L J N	N E C H V A T A L	R O L E Z	B A L L E T	E D M O N D S	
Traditional visual arts as phenomenon of long duration Friendlier technology via aesthetics Art as contributing to protection of the enivornment Expansion of the creative sphere via technology Machine as medium (in traditional sense of the word) Human/machine partnership in art production Machine art as healthy challenge to human imagination The algorithm as a significant factor Emergent phenomenon as a significant factor Artificial intelligence as a significant factor Machine as producing legitimate art Algorithmization/technification of society as a concern Embodied experience as critical to our understanding Defining / re-defining art	x x x x x x	X X X		x x x		x		× × × ×	X X		x x x	x x x	Х	× × × ×	x x	X X X	X	× × × × × ×	××	Х	× × ×	× ×	x	
SPECIFIC THEMES																								

SPECIFIC THEMES

Art as requiring social intent Machine and artist as constructs Pansexuality as a new window on the machine Subversion of technology via comedy/satire The machine as the focus of a dystopian future Communication-based artworks as providing new insights

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