

Welcome from the ISEA Board of Directors

The Inter-Society for the Electronic Arts (ISEA) welcomes the 13th edition of the international ISEA symposium and congratulates the organizers of ISEA2006 for presenting the first ISEA event in California. San Jose, a distinctive site of innovation and creativity, embodies many of ISEA's values and traditions. The ISEA2006 symposium affirms this legacy with a program of eminent quality.

ISEA is an international nonprofit organization promoting interdisciplinary academic discourse and exchange among culturally diverse organizations and individuals working with art, science and emerging technologies. Fittingly, ISEA2006's emphasis on dialogue to encourage the exchange of ideas and practice, represents a vital aspect of the ISEA mandate. The integration of information/media concepts and current communication technologies at ISEA2006, will facilitate increased interaction with remote participants and the disabled. In addition ISEA2006 also serves the cultural diversity mission of ISEA with the Pacific Rim events.

The Inter-Society invites all ISEA2006 participants to the ISEA public meeting which will provide opportunities to discuss the further development of ISEA, the ISEA Symposia, and to announce the hosts of ISEA2008.

ISEA is proud to celebrate ISEA2006 in conjunction with the premiere of the ZeroOne San Jose Festival. We hope that the ISEA2006 Symposium extends this Californian gateway to the expanding worldwide realm of the Electronic Arts.

Nina Czegledy, Chair
ISEA BOARD of DIRECTORS

Foreword

by Patrick Lichty & Christiane Paul

In collaboration with the ISEA2006 Festival and Symposium taking place from August 7-13 in San Jose, intelligent agent is featuring the papers presented at the ISEA symposium in this special issue, which is published both online and can be ordered print-on-demand at the intelligent agent website.

As the symposium is breaking with some of the conventions of a conference – encouraging a more dialogical format where papers are not formally presented but pre-published online and discussed in the symposium sessions – this special issue also slightly deviates from the traditional publication format of conference proceedings. Rather than serving only as a form of "documentation" after the festival, this issue also functions as an "on site" companion to the symposium, making the papers available to symposium visitors for easy reference. It is part of the nature of this process that the essays included here are in various stages of "development": some of them have been previously published and discussed on mailing lists and then revised; others are in a "beta" stage, proposing ideas for further discussion within the symposium.

Intelligent agent's special issue follows the four threads of the symposium – Transvergence, Community Domain, Interactive City, and Pacific Rim. The essays gathered under these sections do not provide a cohesive exploration of the respective theme; rather, they offer very different perspectives on the topic for further exploration within the symposium. The papers in the Transvergence section, for example, address subjects ranging from time-based works of the "digital avant-garde," the relationship between voice and code, and the possible connections between networks and institutional forms, to a more conceptual understanding of new media art as an "antibody" and a literal exploration of living tissue as "extended body."

The ISEA2006 issue of intelligent agent is meant to provide a starting point for discussions that will connect the multi-faceted perspectives offered by the essays in this volume.

Patrick Lichty
Editor-in-Chief

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Director