

Self:Nous:Space

Visual and Textual Metaphors of Digital Experience

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Abstract

In this presentation digital experience is explored through a series of visual and textual spatial constructs and conceptual projects that reflect on the noetic qualities emergent in the interstitial area between the self and the mediated environment. This exploration takes the form of creative writings, audiovisual abstracts, chatbot interviews, exercises of verbal configurations, visual poetics, interactive game-poems and other pieces of artistic work produced individually or in research and educational contexts.

Theoretical Context

Early cyberspatial theories reflected on the qualities of computer mediated experience by introducing aspects of immateriality, incorporeality, symbolism, abstraction, as well as exploring the mental, perceptual, and psychological dimensions of digital experience itself. Electronic interactions have been described as platonically erotic, transcendental, allegorical, even ecstatic conditions, that still seem timely and compelling nowadays. The human mind appeared as an inherent ingredient of the digital phenomenon since its birth. On the other side, ideas such as “body amnesia” or “fleshworld,” emerged denoting the rigidity of the physical body in reaching the other side of the screen.

The pandemic era has brought to light an obsessive and sometimes erratic celebration of these underlying qualities of our relation to technology. These days, the superfluous, excessive, sometimes obsessive use of digital technology, pervasive software as well as the internet of things have surpassed the Cartesian

mind-body dualism and have given rise to novel hybrid approaches of our contemporary relation to technology. Hybridity has created space for intertextual interpretations of experience, that do not divide the notion of mind and body, but comment on the complex interactions of self with digital culture, through numerous differentiated contexts, evolving cyborg ontologies, concepts of alternate bodies, transformative personas, altered non-lingual languages, all rendered through a daily mediated reality.

Digital Spatialities

The presentation explores the ever present mind-body conundrum, through a quest in digital spatiality. Digital experience has always been inseparable from the metaphoric use of spatial concepts. At the same time, textual space constitutes an allegorical or symbolic construction with its own architecture, ambience, and other characteristics. Space not only relates to a strict conception of geometry, physics, or mathematics, but also to an anthropological reading of existence, a quality that is often elusive and immeasurable. Thus it helps describe abstract, psychological, experiential phenomena, or in other words, that which seems indefinable.

In this context, the self assumes a mental form, while space is interpreted as a metaphoric, volatile construction whose literary aesthetics emerge from digital culture. The idea of digital experience is approached through a series of visual and textual-spatial concepts and projects that reflect on noetic space that is constructed in the interstitial area between the self and the mediated environment. This

exploration takes the form of creative writings, chatbot interviews, exercises of verbal configurations, visual poetics, interactive game-poems and other abstracts of writing in both artistic and educational contexts. The overall idea of the digital mind-body interpretation takes the form of a series of mental spatialities that comment on our contemporary way of being in the digital world.



Fig. 1. *Breath of Technology*, 2020, Angeliki Malakasioti, action-painting by drones, Copyright: Angeliki Malakasioti.

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Biography

Angeliki Malakasioti is an interdisciplinary artist, researcher, and Assistant Professor at the Department of Audio and Visual Arts, Ionian University. She studied architecture in the Department of Architecture, Aristotle University of Thessaloniki and at the Bartlett School of Architecture, UCL. Her doctoral thesis, "Anatomy of the Digital Body—Spatial Aspects of the Self and the Immaterial on the Web" was awarded honors and she has recently completed post-doctoral research on the "Architecture of Melancholy—the Case of Video Games." Her research focuses on the fields of cyberspatial experience, spaces of the mind, new technologies and digital media, audiovisual representations, speculative design and creative methodologies, and digital culture. Widely published and exhibited, she has received prizes for experimental film making, photography and "art as research" activities.