

## View, issue 16: Digital Darkness

Deadline: Nov 15, 2016

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CFP "View. Theories and Practices of Visual Culture" 16

### Digital Darkness

Editor of issue: Lukasz Zaremba

"Gray media" and "black boxes" have become central to discussions about the development of technology and digital practices. As Wendy Chun noted, "to know software has become a form of enlightenment." Simultaneously however full transparency has long seemed to be impossible. Subsequent gates of access to the viscera of contemporary media - the barrier of knowledge, copyright laws, licenses and other corporate and technological limitations - effectively separate us from the most important algorithmic operations: on the one hand the process of selecting information visible on our screens, on the other the processes of acquiring user data. Screens are merely reflections, or - even worse - veils, of invisible operations.

That is why the iconoclastic critique of screens as bearers of evil content and harmful ideologies has lost its validity and should be seen as a mere substitute, or a supplement to an accurate critique of mechanisms of new media. Since the most crucial operations of contemporary technology are not visible, does that mean that visual culture as a field has exhausted its critical potential in relation to new media? Especially since contemporary critical theory (Matteo Pasquinelli, Tiziana Terranova) often uses the model of opaque and invisible mechanisms of advanced technologies to describe not only the functioning of computational machines, but also of dominant economic and social systems, forms of subjectivity, and models of communication.

In the sixteenth issue of "View. Theories and Practices of Visual Culture," we'd like to invite contributions reflecting on the relations between machines and visibility, algorithms and screens. The possible topics may include: historical changes of the visualization of computational processes; functioning of software "for thinking" after the age of Power Point (e.g. archiving, editing, and communication applications); relations between algorithms and economy (with the consideration of the role of visualization); ways of rendering invisible mechanisms visible (amongst others in critical art and film practices), as well as disturbing the workings of the machine through visual means.

Deadline for submitted articles: November 15th, 2016.

We invite you to consult the topic of your article with the editor of the issue ([redakcja@pismowidok.org](mailto:redakcja@pismowidok.org)).

For editorial and technical requirements, go to:  
<http://pismowidok.org/index.php/one/about/submissions>.

Reference:

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<<https://arthist.net/archive/13624>>.