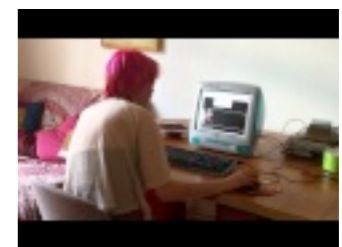
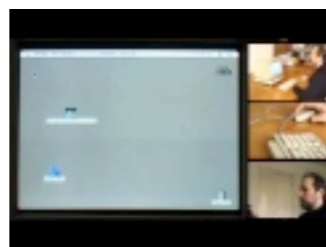


# <archiving.netart>

a project by constantdullaart.com and  
curatingyoutube.net

at

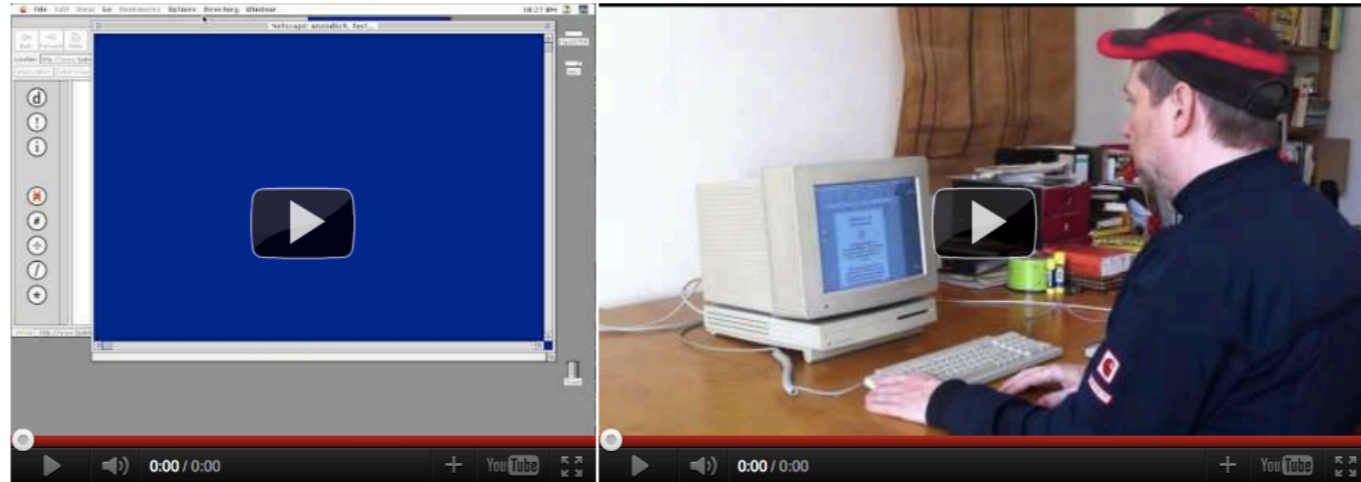
<http://net.artdatabase.org>



---

net.artdatabase

---



archiving.netart means:

youtube used in a collaborative way as an archive  
to save ephemeral net.art.activities

but also – I understand our Project as a gesture, an artistic gesture and hopefully a provocative gesture.

# lost netart domains & projects



Why ? Because i or better we are fed up, that we watch so many early netart pieces disappear, because they have lost theirs domains, or the technical development made them inexecutable,

While the world is thinking about how to archive them.

**save the web:**

lets raise your browser cache up to 500GB

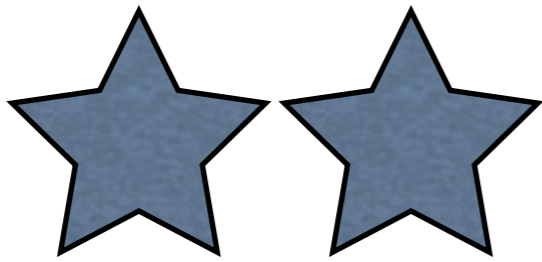
and start a torrent



# **save the web:**

start wget / sitesucker / curl etc.

and than: start a torrent



Lösungen die natürlich in erster Linie pragmatisch wären

—

**save the web:**

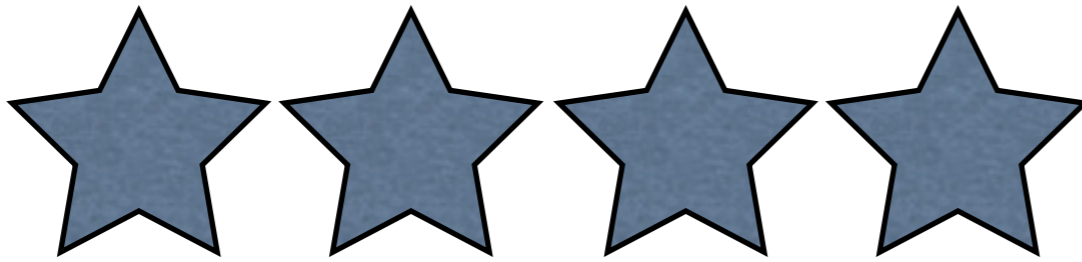
see more at: [archiveteam.org](http://archiveteam.org)



but they simple work like the famouse action by [Jason Scott](#) in which they saved the geocitie websites in a 650GB Torrent ...

**save the web:**

see more at: [evolt.org](http://evolt.org)



**save the web:**

see more at: [archive.org](https://archive.org)



and in the end the simple best solution: save all what you can get!! so you'll get the context too!!

we need a  
**protection of**  
**historical net-mo(nu)ments**

but what we also need is -- a protection ... (because the mentioned collections/  
sollutions don't focus on netart)

# structural problems of archiving netartactivities

the concept of artwork

technical and conceptual borders of the artwork (server, software, files and media types, hardware, containment etc.)

authorship (collaboration, participation, generative and fully automated processes)

original (distinction between copy and original)

rights (copyright)

institutional critique (art market, canon, gallery, museum)

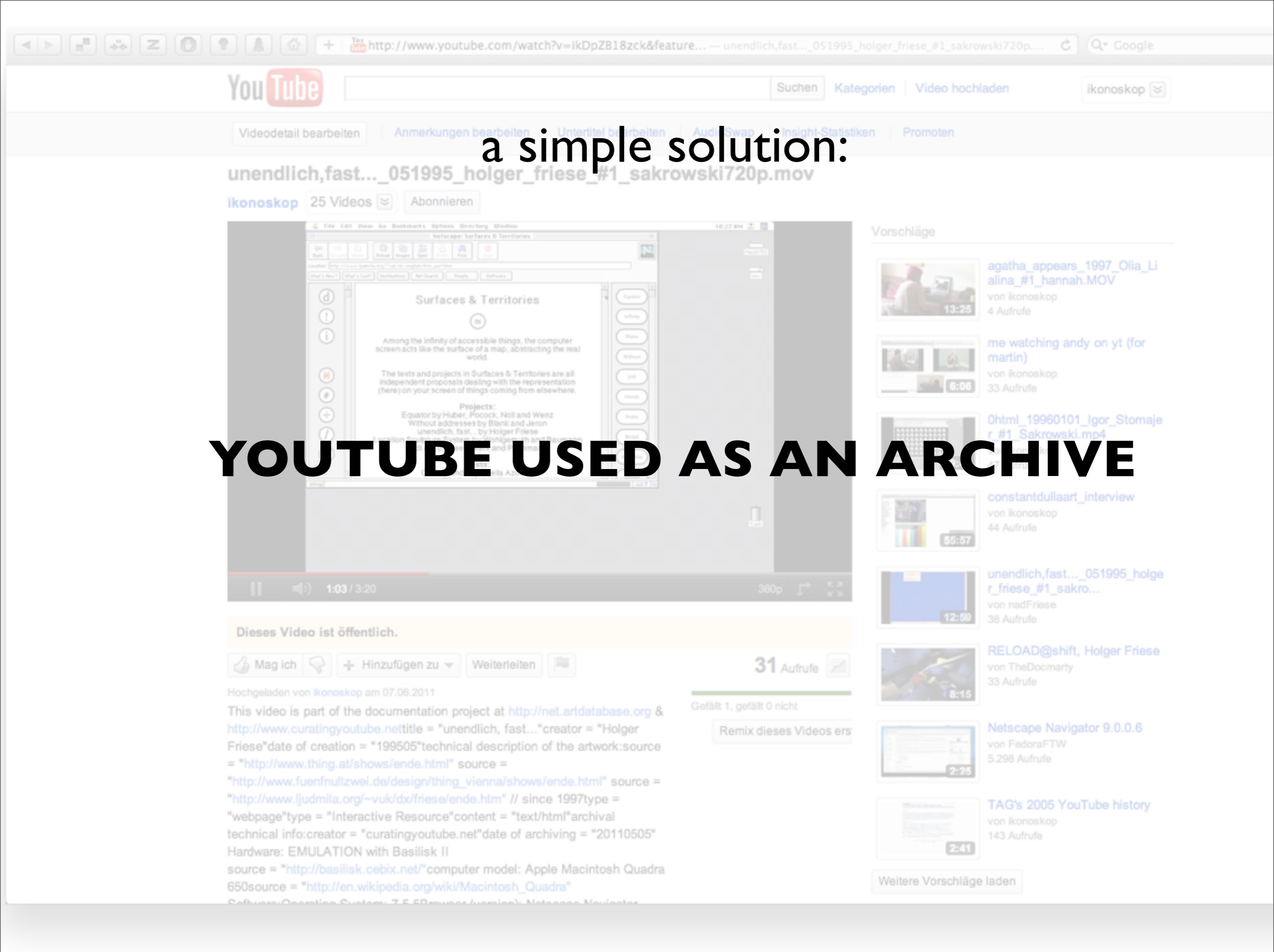
Before i'll go into details concerning our project, i'd like to outline briefly what made it so complicate to archive netart.

First we have structural problems characterizing netart that have avoided that netart (it) was integrated in the traditional collections because theses collections are in general based on the the concept of a collection of objects.

Bevor ich unser Projekt im Detail ausführen werde möchte ich aus meiner persönlichen Erfahrung heraus darlegen was umfangreichen Sammlungen der Netzkunst entgegenstand: hier zuerst die strukturprobleme der netzkunst ansprechen, die aus ihr selbst herrühren und traditionellen sammlungskonzepten (die auf objekten basieren) widersprechen.

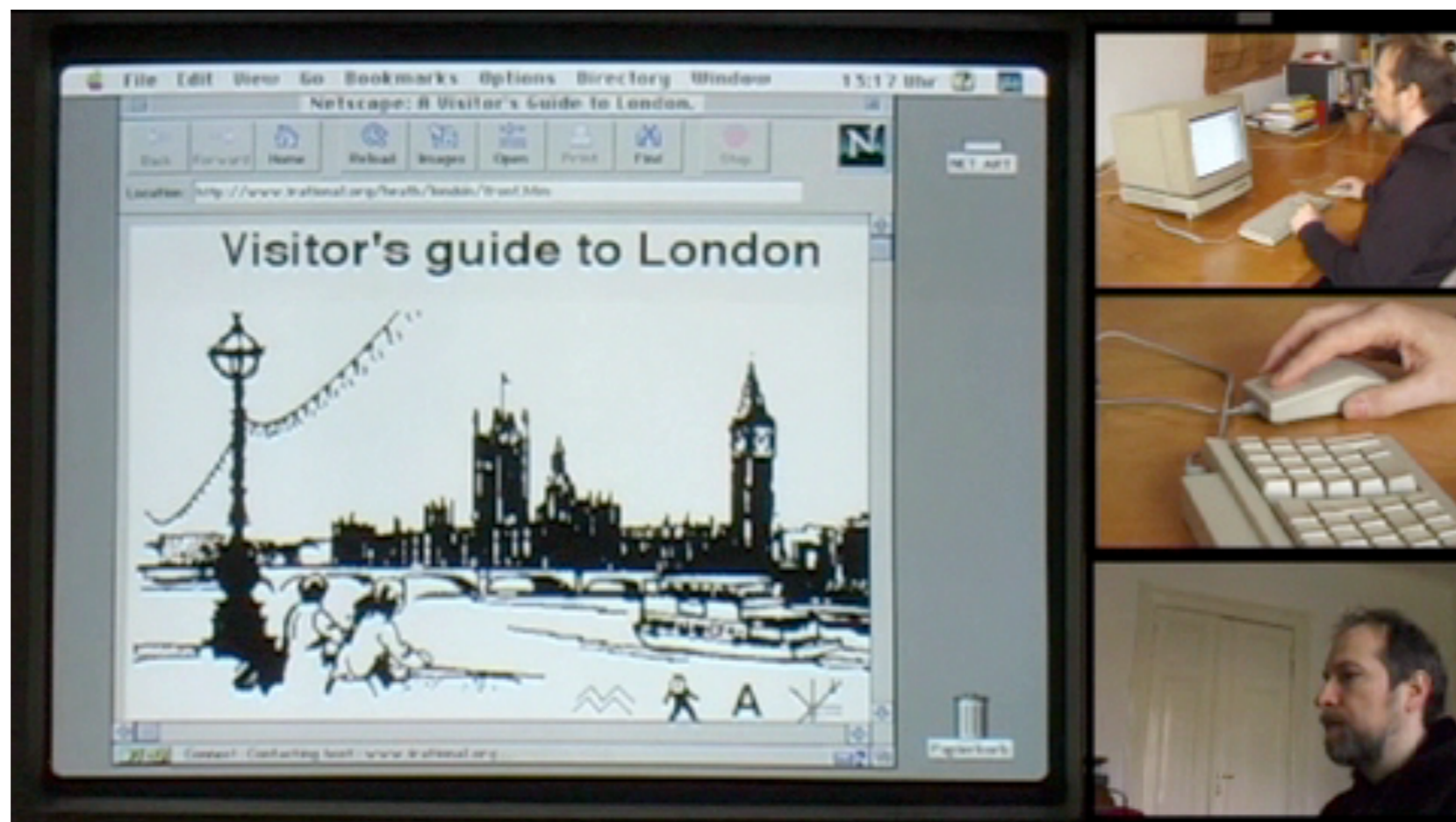
# institutional problems of archiving netartactivities

1. the attempt to construct a storage system that last for ever
2. the attempt to develop a perfect taxonomy
3. the attempt to archive exclusively the „original“
4. the preservation and the maintain of the hard- and software need specialists
5. the cultural significance of netart is still frequently called into question
6. the art market behaves reserved



We decided to leave all these behind us and start now to archive with: a simple solution by using the existing structures of the video portal youtube – so we use youtube as an archive.

# <archiving.netart> as we do it



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For the documentation / the record the net art activities to the extent possible, executed in the original hardware and software context and filmed.

The resulting subjective perspectives in the documentation and in the reception situation of net art activities is intentional part of the project.

The finished film will then be uploaded on Youtube and provided with metadata and linked on our project page.

The goal is to gain a broad range of participants to gather as different as possible works and perspectives.

It should be possible for each kind of interested person to participate with their own documentation film. Filming the context, i.e., the reception situation, the atmosphere of the historic hardware: the hum of the power supply, the rattling of the disks, the crackling of the screen, the impatience during the waiting periods, users who are loudly groaning or getting a coffee, etc., all that is for us as important such as archiving of the source code and the creation of metadata.

unendlich,fast...\_051995\_holger\_friese\_#1\_sakrowski720p.mov

**usage of the *description* field**

This video is part of the documentation project at <http://net.artdatabase.org> & <http://archive.curatingyoutube.net>

title = "title of net.art.activity"  
creator = "pre name surname"  
date of creation = "YYYYMMDD"

-----

**technical description of the artwork**

source = "<http://www.example.com>" // since 1993  
type = "webpage"  
content = "text/html"  
source = "<http://www.example-magazine.edu/review/analyse.html>"  
source = "<http://www.example.com/description/netartactivity.html>"

-----

**archival technical info**

creator = "fill in here: name of archiver"  
date of archiving = "YYYYMMDD"  
computer model: "...."  
source = "<http://www.example.com>" // URL to description of models  
monitor model: "...."  
Operating System: "...."  
Browser (version): "...."  
source = "<http://www.example.com>" //URL to description used software

technical info: creator = "curatingyoutube.net" date of archiving = "20110505"  
Hardware: EMULATION with Basilisk II  
source = "<http://basilisk.schib.org/>" computer model: Apple Macintosh Quadra

# usage of TAG's function

	<b>Kategorie:</b> Wissenschaft & Technik
	<b>Tags:</b> net.artdatabase 0.html Igor_Stromajer 199601 curatingyoutube.net
	<b>Lizenz:</b> Creative Commons – Namensnennung (Wiederverwendung erlaubt)
<b>Kategorie:</b> Wissenschaft & Technik	
<b>Tags:</b> agatha appears 1997 Olia Lialina #1 hannah curatingyoutube.net net.artdatabase.org archiving.netart	
<b>Lizenz:</b> Creative Commons – Namensnennung (Wiederverwendung erlaubt)	
	<b>Kategorie:</b> Wissenschaft & Technik
	<b>Tags:</b> net.artdatabase Holger_Friese unendlich_fast... 19950505
<b>Kategorie:</b> Wissenschaft & Technik	<b>Lizenz:</b> Creative Commons – Namensnennung (Wiederverwendung erlaubt)
<b>Tags:</b> net.artdatabase 0.html Igor_Stromajer 199601 curatingyoutube.net	
<b>Lizenz:</b> Creative Commons – Namensnennung (Wiederverwendung erlaubt)	

# usage of *video response function*



Suchen

Kategorien

Video hochladen

ikonoskop



Du postest eine Videoantwort an den folgenden Nutzer: [Olia Lialina - Agatha Appears, Net Art 1997](#)  
Bislang 0 Videoantwort(en)

Video auswählen

Video hochladen

Wähle eines deiner vorhandenen Videos als Antwort aus.

\* Gibt an, dass das Video bereits für eine andere Videoantwort verwendet wurde. Durch die Auswahl eines als bereits verwendet gekennzeichneten Videos wird der alte Link entfernt.

Wähle das Video aus, mit dem du Antworten möchtest:

\* me watching andy on yt (for martin)  
0html\_19960101\_Igor\_Stomajer\_#1\_Sakrowski.mp4  
unendlich,fast...\_051995\_holger\_friese\_#1\_sakrowski72C  
constantdullaart\_interview  
\* TAG's 2005 YouTube history  
did not match any documents {}  
curatingyoutube.net  
\* youtubeDubStep \*bjork+fliegen+skream+whoaB  
Meta diskurs 3c  
Meta diskurs 3b  
Meta diskurs 3a  
Interview with Fratha – TAGallery  
meta diskurs 2e  
meta diskurs 2d  
meta diskurs 2c  
meta diskurs 2b

Das ausgewählte Video verwenden

## Was ist eine Videoantwort?

Wolltest du schon immer auf ein Video antworten? Nun hast du die Gelegenheit dazu – du kannst eine Antwort zu diesem Video hochladen. Wir führen dann die entsprechende Verknüpfung durch.

## Wie poste ich eine Videoantwort?

Du kannst ein neues Video aufzeichnen, aus deinen bereits vorhandenen Videos auswählen oder ein neues Video erstellen und hochladen. Wähle links die Option, die am ehesten auf dich zutrifft.

## Hoppla! Ich wollte eigentlich einen Textkommentar posten. Wie stelle ich das an?

Kehre zu dem Video zurück, indem du auf die Schaltfläche "Zurück" deines Browsers oder den Titel des Videos oben auf dieser Seite klickst, und klicke anschließend auf "Textkommentar posten".

Please use the template to describe your uploaded documentation. We ask you to make at least two recordings of your experience of the artwork. One screencast, and one video recording of you experiencing the artwork in the setting you experience it in. The should be the same length, with the same information. You can see the examples in our archive to see what we mean. After the upload we ask you to let us know on [email@net.artdatabase.org](mailto:email@net.artdatabase.org), and send us the best quality original files if possible. We will keep you informed on exhibitions that might feature your documentation.

**unendlich,fast...\_051995\_holger\_friese\_#1\_sakrowski.mp4** (251.35M)

Upload-Fortschritt:  [Abbrechen](#)  
 Restzeit ca. 29 Min. ...

Vorschau:     

---

**Videoinformationen und Datenschutzeinstellungen** 

**Titel:**

**Beschreibung:**

This video is part of the documentation project at <http://net.artdatabase.org> & <http://archive.curatingyoutube.net>

title = "unendlich, fast..."  
 creator = "Holger Friese"  
 date of creation = "199505"

source = "http://www.thing.at/shows/ende.html"  
 source = "http://www.fuenfnulzwei.de/design/thing\_vienna/shows/ende.html"  
 source = "http://www.ljudmila.org/~vuk/dx/friese/ende.htm" // since 1997  
 type = "webpage"  
 type = "Interactive Resource"  
 content = "text/html"

---

creator = "archive.curatingyoutube"  
 date of archiving = "20110219"

**HARDWARE:**  
 computer model: Apple Macintosh LC III + PDS Ethernetcard  
 - source = "http://en.wikipedia.org/wiki/Macintosh\_LC"  
 monitor model: screen capture with televiwer 1600

**SOFTWARE:**  
 Operating System: 7.6  
 Browser (version): Netscape Navigator (Netscape Communications®) 2.0  
 - source = "http://en.wikipedia.org/w/index.php?title=System\_7&ol...8603312"  
 - source = "http://www.blooberry.com/indexdot/history/netscape.htm"

---

source = "http://iasl.uni-muenchen.de/links/lektion10.html"  
 source = "http://www.werkleitz.de/events/biennale1998/text/cat/friese.html"

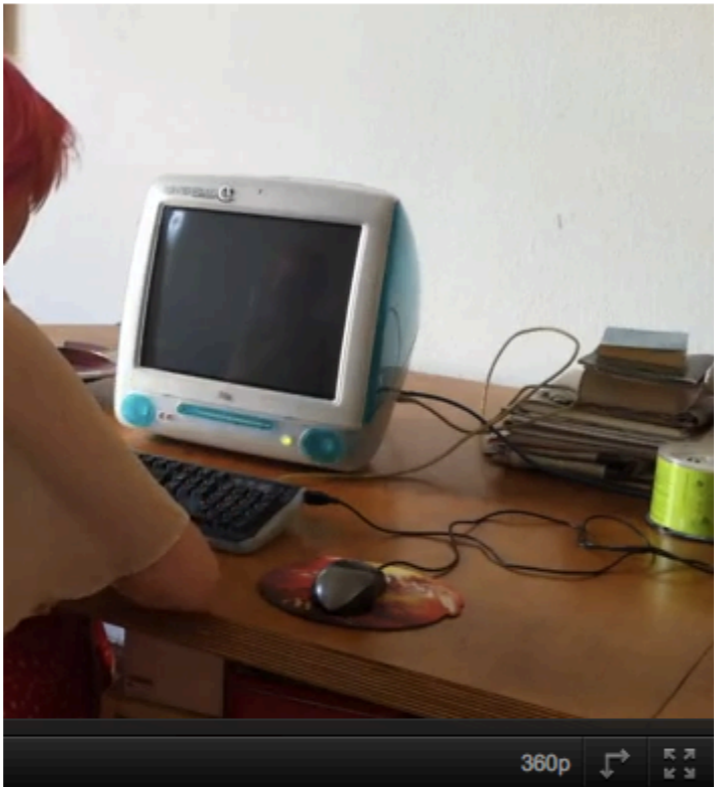
**Tags:**

**Kategorie:**

this is the full instruction from our blog ...

# usage of *related video* function

Lialina\_#1\_hannah.MOV



leiten

18 Aufrufe

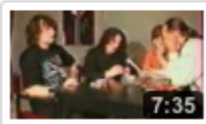
<http://net.artdatabase.org> &

Gefällt 0, gefällt 0 nicht

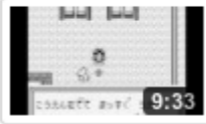
Remix dieses Videos ers

tere anzeigen


Vorschläge



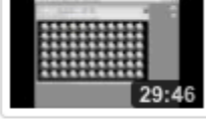
Агата Кристи. Интервью. 1997 г. (часть 1)  
von AlfaomegaZ  
4.183 Aufrufe



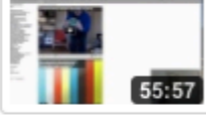
Medarot 1 - Intro (part 1)  
von KimblesTheBrave  
6.273 Aufrufe



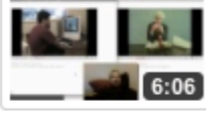
Olia Lialina - Agatha Appears, Net Art 1997  
von MediaArtTube  
173 Aufrufe




0html\_19960101\_Igor\_Stomaje r\_#1\_Sakrowski.mp4  
von ikonoskop  
47 Aufrufe




constantdullaart\_interview  
von ikonoskop  
44 Aufrufe



me watching andy on yt (for martin)  
von ikonoskop  
33 Aufrufe



unendlich.fast...\_051995\_holge r\_friese\_#1\_sakro...  
von ikonoskop  
24 Aufrufe



TAG's 2005 YouTube history  
von ikonoskop  
143 Aufrufe

Weitere Vorschläge laden

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so than – in the end, after filling in the metadata as described, youtube will arrange the archive with their algorithmic power.  
as you can see here on these projection.

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# problems & solutions of archiving net.art.activities

- storage system
  - is passed from us on youtube (outsourced)
- perfect taxonomy and database modell
  - we will use a simple template and free tagging (folksonomy) and a very simple form of the Dublin Core (title / author / year)
- original
  - that is an individual decision of the single participant
- maintenance costs
  - is passed from us on youtube (outsourced)
- the cultural significance of netart
  - we do not follow a Canon - we leave the choice to the participants

I will come back here again on the previously mentioned problems and on the solutions arising from our approach.

# main differences to traditional archiving systems

Next to the net.art.activity the focus is also on the reception situation and the context (hardware, situation, interactivity, atmosphere)



- The motivation to document the net.art.activity in that way is that: ->

**<archiving.netart>**

the work of net art is constituted in the particular performance  
and interaction  
(http request, recall and exchange of data over the net)

the work of net art is constituted in the particular performance  
and interaction  
(http request, recall and exchange of data over the net)

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In our definition the net art activitiy (as the term is saying) is constituted in the particular performance and interaction.



**<archiving.netart>**



the work of netart is inseparable from its {historical}  
hardware and software context



To understand the particular aesthetic and performance of a naa, it is necessary to watch it while it is related to its original hard- and software. Especially because both are in danger of disappearing.

**<archiving.netart>**

**collecting and archiving is a constitutive part of our  
culture  
and of the network community**

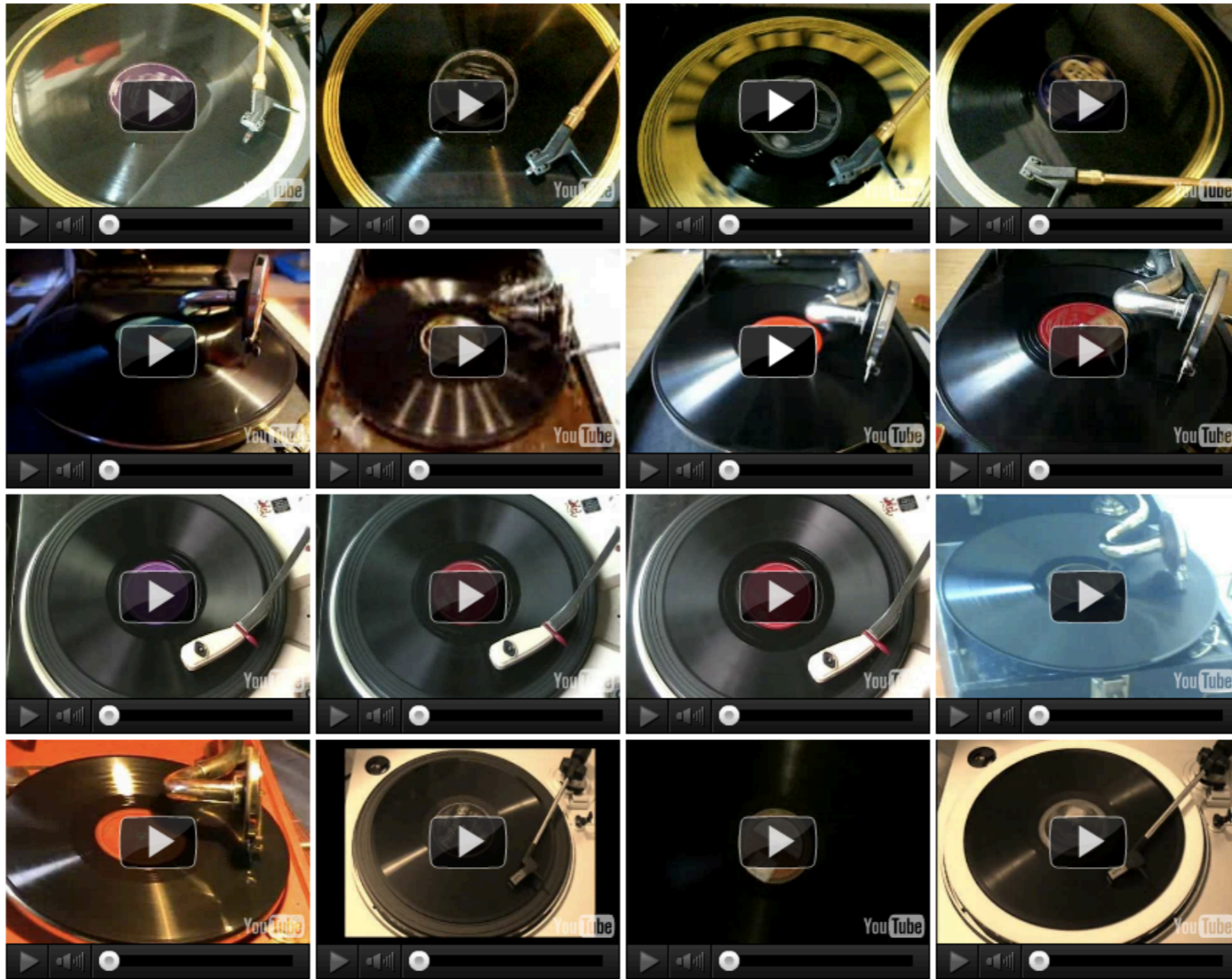
Previously there were only a few people or institutions that were able to maintain private or public archives.

Today, archiving is one of the most common cultural technique. That is because the necessary technical equipment is easily available for everyone.

In this way, archiving has become one of the cultural skills within the network-community.

# <archiving.netart>

YouTube is used by the community long ago as an archive.  
Music



YouTube is used by the community long ago as an archive.  
(for a short example) Music

# <archiving.netart>

YouTube is used by the community long ago as an archive.  
Music, games,

**You Tube**

cracked intro demo game Suchen Kategorien Video hochladen Konto erstellen Anmelden

# Amiga Crack Intro Demo for Team 17's Superfrog by Crystal


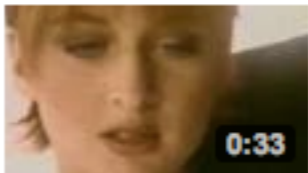

macwhoelse 186 Videos Abonnieren

Vorschläge

- Fairlight Cracktro - Turbo Trax von kodaCollider 6.756 Aufrufe
- Amiga Crack Intro for Mortal Kombat 2 by Prestige von macwhoelse 5.050 Aufrufe
- Amiga Crack Intro Demo for Another World by The... von macwhoelse 511 Aufrufe
- Amiga Crack Intro Demo for Stardust by Zenith von macwhoelse 1.745 Aufrufe
- Amiga Crack Intro for Speedball by Ackerlight von macwhoelse 1.206 Aufrufe
- Superfrog From Team17 for the Amiga von macwhoelse 606 Aufrufe
- Amiga Crack Intro Demo for Nitro by Horizon von macwhoelse 1.977 Aufrufe
- Amiga Crack Intro Coding & Music For Lemmings von macwhoelse 6.642 Aufrufe

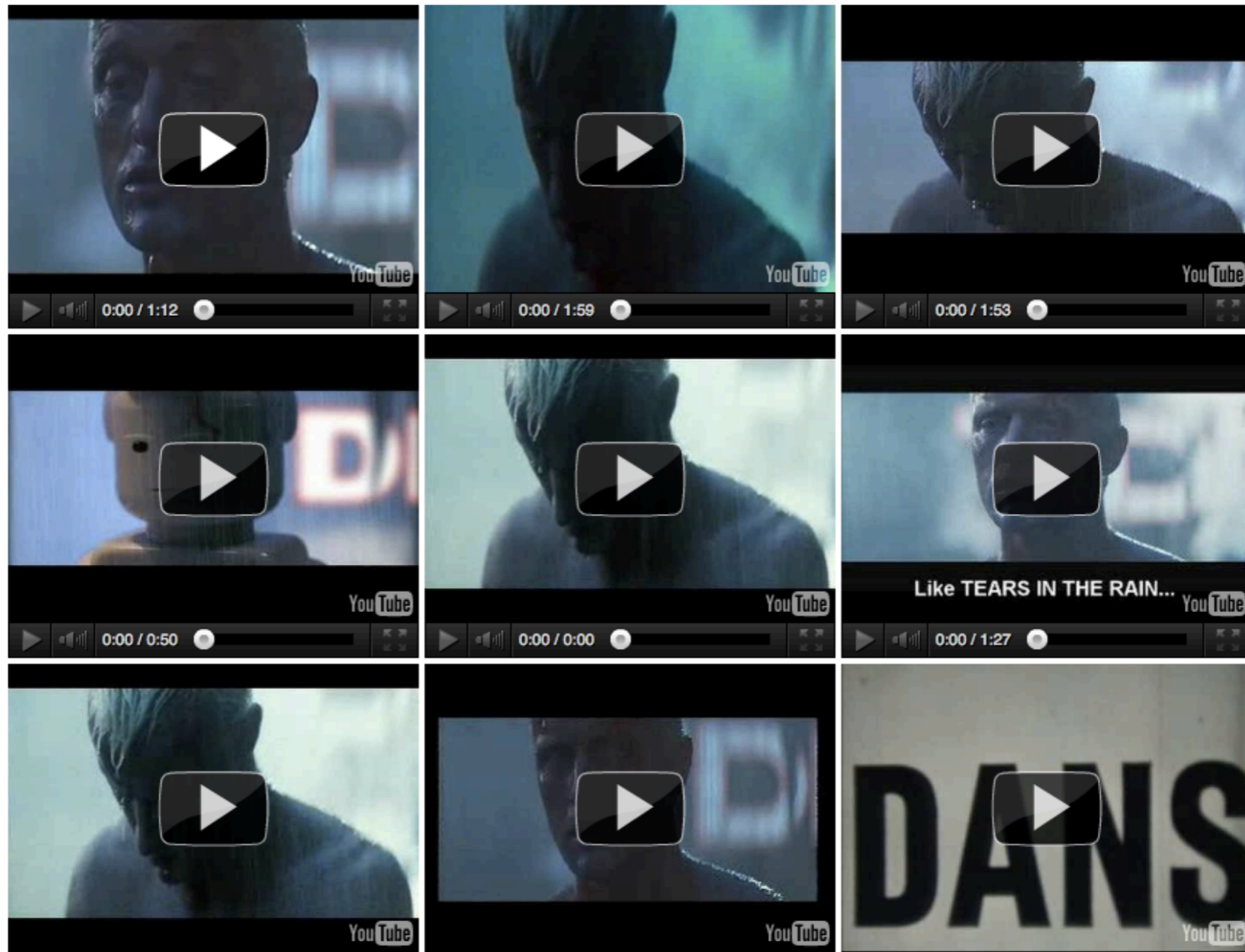
# <archiving.netart>

YouTube is used by the community long ago as an archive.  
Music, games, commercials,

1		Bikini Cinema - The Big Lebowski von BikiniCinema	398.645 Aufrufe
2		OS/2 Ad #1 von pianoman4Jesus	2.286 Aufrufe
3		OS/2 Warp Nun Commercial von pianoman4Jesus	4.884 Aufrufe

# <archiving.netart>

YouTube is used by the community long ago as an archive.  
Music, games, commercials, films



# <archiving.netart>

YouTube is used by the community long ago as an archive.  
Music, games, commercials, films and documentations



are collected and preserved.

and documentations are collected and preserved.  
some net.artists made also some comments on the archiving subject->

# <archiving.netart>



Important text immortalized in stone. Bookchin+Shulgin  
+Blank+Jeron. 1999. Shulgin, Bookshin; Blank & Jeron -  
manifest in stone 1999

Important net.art.manifest immortalized in stone. Bookchin+Shulgin  
+Blank+Jeron. 1999.

# <archiving.netart>



## Frieze, Holger & Kossatz, Max: www.antworten.de 2006

The GreenBox, 96 Seiten, ca. 20 Abb., 16,5 x 20 cm, broschiert, Englisch

in this project holger frieze and max kossatz printed out their entire net.art.activiy in a Book with a full description of the code, images and sound ...

The website www.antworten.de - a pioneering work of net.art, and the first Internet artwork to be sold in Germany - is transitory. This work, conceived by Holger Frieze and programmed in collaboration with Max Kossatz, could one day - when new programming standards emerge or the Internet disappears - no longer be available; data will then be lost or no longer readable with existing programs.

This book aims to redress the problem. In the traditional and durable form of printing, the website's program is now published and annotated. Each image, each code from www.antworten.de is presented in digital form, as a notation of the programming sequences.

thank you for listening

archiving.netart

Linz 2011

presented by Robert Sakrowski  
(curatingyoutube.net)



ok so we hope that after these brief lesson you will take part in the project as fast as possible ...