Abstract

Jennifer Spångerud

This visual essay revolves around the conception of the Web. It derives from the inquiry I have been engaged in during the last year, into the spatiality of the Web and the agency of its users. Like previous inquiries, the main inspiration derives from the net.art pioneer Olia Lialina's web-based work.

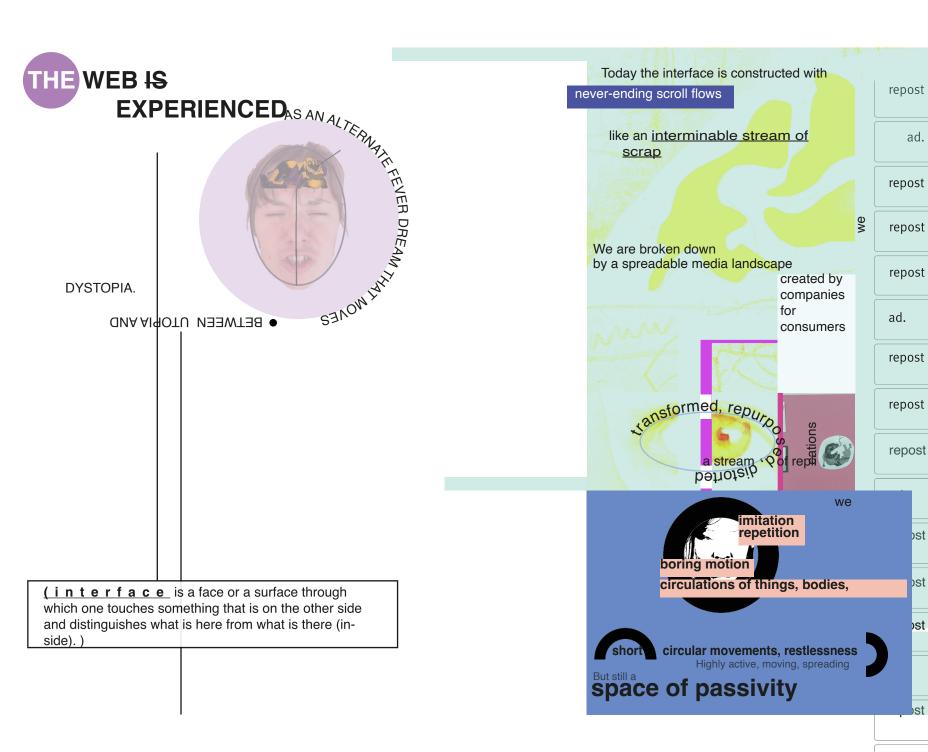
The essay manifests as a playful, patched together trajectory, bringing up several different considerations and theories of how the Web could be regarded and treated as a place: literal, utopian, and metaphorical.

By twisting and turning these conceptions through diverse quotes, notes, diagrams, and drawings the essay is trying to grasp the concept of the Web as a site, to visit and interact within. It shows different ideas, realistic or visionary, in order to illustrate the versatile possibilities that the Web could offer. These are unlike the Web we encounter today, where its commercial use has been limited by algorithms and consequences derived from high technology prosperity.

Through focusing specifically on the written and illustrated ideas around how the Web functions as a space, the essay reaches for a nuanced view of how these conceptions interact with and affect each other.

Keywords: The Web, utopia, spatiality, metaphor, conception, coding, interface

AN ALTERNATE FEVER DREAM Jennifer Spångerud



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Literal Space Tools and Power

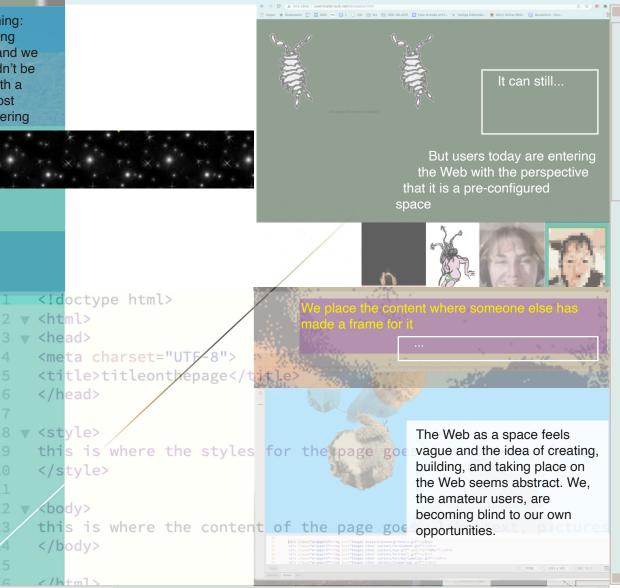
We usually meet the Web through a double framing: the device and the web browser used. The framing keeps our awareness alert, we are on the Web and we know that we are. Twenty-five years ago it wouldn't be weird to be greeted by a sign on a homepage with a straightforward "WELCOME! YOU MADE IT," most likely boldly written against a background of flickering

But today we are entering another kind of interface. We move within algorithms, led by perfectly technologically generated results connected to what we already look at. On the one hand, the Web is easier to use today– well optimized search engines give us content ranked popularity, we can easily make our own graphics, edits, and websites through recommended predesigned templates.But on the other hand it has become more restricting, less oriented to exploring and expressing.

It has become more homogenous and invisible in how it is constructed and how it operates. Basically, there is the same kind of flow everywhere: squares or posts cleanly placed on a timeline from top to bottom, with infinite scroll functions continuing into eternity. The user can easily upload a picture or write a text, the design is already settled.

Previously, the content could be anywhere on the page, possess a more floating appearance, stretch across the full screen and beyond.

http://.....waiting.loading.perceiveing.receiving. conceiving.the.web.com/navigation



An Other Space Desire for Transcendence



Imagine the walls of commercialized platforms being torn down. Leaving out the big companies while a browser framing is maintained.

That space in there, beyond the interface of the browser, is not fairly graspable. Doesn't it evoke a feeling that there must be something special about it? Imaginary, abstract. Flourishing with alternate identities. The space behind the screen diminishes but it is everexpanding, and the contact with others is immediate.

A place with stretching platforms, growing, changing, common places. Forums. Cubbyholes. Deserts. Construction sites.

That space is a place. A place that takes us outside the physical rooms, allowing us to ignore the physical presence of each others' carnal limiting bodies.

Nos-topia is similar to utopia in that it pictures perfection of the technology and its use; however, nos-topia is the coloration of memories of things that have been real and mainstream.

Computer

networking, in short,

responds to our deep phsychological desire for transcendence-to reach the immaterial, the spiritual—the wish to be out of body,

And imagine - in there. somewhere, under some kind of odd URL, other websites are waiting to be

Lost beyond the algorithms, forgotten by their makers, running on servers no one ever looks through. All of a sudden the

> server dies, and all this abandoned

> space is erased

:: Fan Listings :

I love

this She's sweet

and smells it

Silly ole

bear! I Im love a the Vergie

hottie!!

things unseen! This movie Rocks!!

Metaphoric Space Surf on the Net, Visit the Web

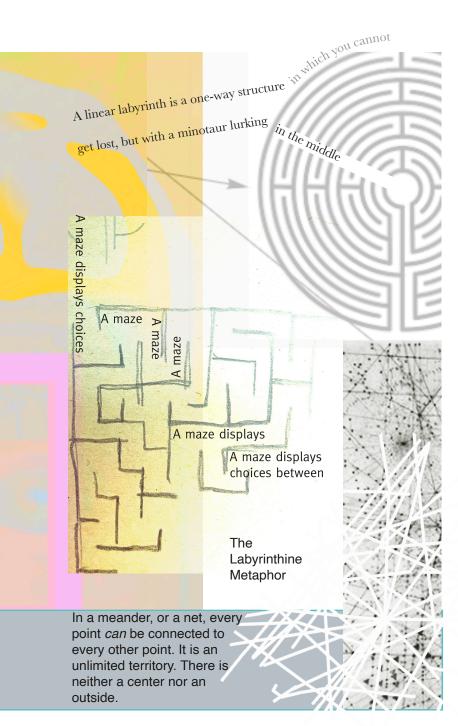
Metaphors are some of the most important parts for an average person to be able to conceive a new concept. Metaphors also have some similarities to nos-topia and utopia; they can spark new ideas, and act "as a guide for future action."

The Web is designed to simulate space. Back in the early era of the commercialized Web we learned how to "surf the Net" and we are still "visiting" websites. But we do no longer create cubbyholes and alternative selves. We do not welcome each other and cheer at our successes of making it online, because we are always there. And we have each brought with us a filtered but realistic image of a polished version of our private everyday. We are losing the grip of the Web as a place in its own right, the Web that allowed us to build, experiment, and hide behind imaginations but also to communicate. And we are trained to spend more time performing and less time connecting.



The appearance of the Web has become very similar to that of newspapers, books, shopping windows, billboards, and television. And therefore it merges with everything we encounter in "real life," resulting in a loss of material awareness: we encounter by a Web that is not really discernible.

Although cyberspace is essentially made of abstract mathematical calculations, it is experienced as a threedimensional space, which means that the utopian hope vested in the liberation from physical and geographical space is illusionary.



Abstract

Who of You Inhabit the Web?

An Adequate Representation of Your "Real" Self?

The perception of the Web is both dependent on, and reflected from, the embodiment of activitywhether by people, functions or bots.

How we, as users, behave online is in turn dependent on the spatiality of the Web. How we behave on the Web relies also on how much we are aware of its possibilities and how anonymous we are able to feel.



What is the difference or distinction between a self portrait, a profile picture, an avatar?



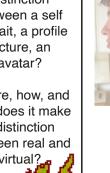
Where, how, and why does it make a distinction between real and

The avatar is a digital trace from the past, a symbol. It stands for a lost

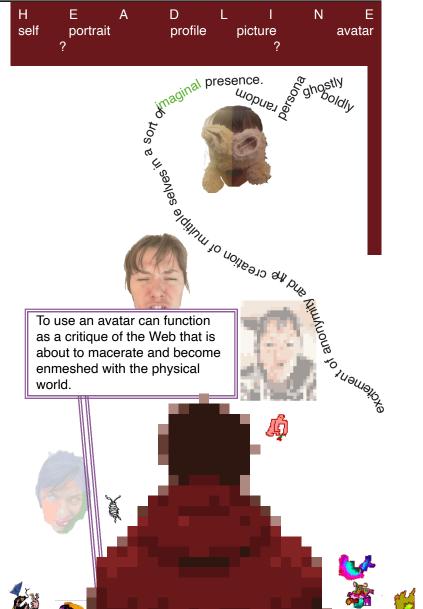


Nickname:

function. It represents a physical person but it could also embody a fantasy. Or "the real" persona hidden inside a body.







The Web is born into a state of transience. So are all the content and spheres that feature on it. It has a shimmer of poetry, it entails utopian qualities.

We used to see this shimmer. Amateur Web pages alongside net.art projects and emerging initiatives showed not only "bad web design" and artistic conceptual endeavors, but also the possibility and diversity of the space for a general user.

Do not get me wrong. I do not want us to regress back to the old Do not get me wrong. I do not want us to regress back to the old Web. But we should be aware: there is more to it than this, and we, the users, can have an impact. We need to understand its materiality and to reclaim our role as creative inhabitants in this space. The Web



