The low-fi Net Art Locator is a project to increase visibility of art projects which use the Internet as a medium and to promote development of net-based art.
Curating Immateriality

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Editorial Selection

Broken Histories

**title**
author, year (or 'live' date d/m/y GMT)
Introduction to net.art (1994 - 1999)
Natalie Bookchin & Alexei Shulgin, 04/1999

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the story of net art (open source)
Natalie Bookchin, 1999

Simple Net Art Diagram
M. River and T. Whid, 1997

complex net art diagram: a remix of mtta
Lincoln, 2003

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Broken Histories

It is now possible to find many histories of new media art. These histories appear as maps, timelines, plots and narratives. This includes a number of totalising monographs, as well as online histories which range from critical (see Introduction to Net Art 1994-1999) to parodic (see Simple Net Art Diagram and Complex Net Art Diagram) to earnestly autobiographical (see x-space and E.space). Each is inevitably partial (some more concerned about their partiality than others). And each attempted history invariably establishes definitions for new media art.

A simple observation anchors “Broken Histories:” beyond their conceptual partiality, many of these histories are literally (and more than literally) broken. Many appear buggy: where dates and events might be, there are gaps or ellipses or scrawls that appear to be graffiti (see Telematic/s). Often, there are long spans between updates and then an abrupt stoppage (see The New Media Centre ICA, Gallery 9, The Story of Net Art, IDEA LINE, Verybusy). What was it about 2001 and 2002 that stymied so many net.art histories?

These bugs—the gaps, cessations and glitches—don’t always appear to be tactical or polemical. They seem to want fixing. But what, exactly, is broken? What is it about such histories that so fosters incompletion? Are they, in fact, incomplete? Or are they incomplete-able? Do they challenge what completion might look like or mean in the context of a history

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**Title:** Simple Net Art Diagram  
**Author:** M. River and T. Whid, 1997  
**URL:** http://www.mteww.com/images/netartdiagram.gif

A humorous and ironic image of net art creation. Simple and probably true.

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**Related Projects**

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Five Small Videos About Interruption And Disappearing M.River & T.Whid

**On same server:**
website unseen MTAA  
MT Enterprises WorldWide MTAA  
Five Small Videos About Interruption And Disappearing M.River & T.Whid
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Guest Selection
The Data of Everyday Life
- Ellie Harrison

title
author, year (or ‘live’ date d/m/y GMT)

Mouse Miles
Jonah Brucker-Cohen, 2002

Info
Launch

The Challenge Series
Ellie Harrison, 2004

Info
Launch

On Earth as in Heaven
Jem Finer, 2005

Info
Launch

Detergent (Real imaginary system)
Anders Bojen, Kristoffer Ørum, 2005

Info
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Trolley Spotting

Info
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low-fi net art locator
http://www.low-fi.org.uk/locator/inlinelowfi.php
The Data of Everyday Life
- Ellie Harrison

In 2003 I began a year-long durational project called the Daily Quantification Records. Every day I collected information and recorded measurements about my day-to-day life, such as: my weight, the number of steps I took, the number of swear words I uttered and the number of people I spoke to. I termed this kind of information ‘the data of everyday life’ and became fascinated in its potential uses and the possibility of transforming it into something out-of-the-ordinary, given a little imagination.

I found that a simple way of making this transformation was through the persistent and almost obsessive accumulation of the data. When collected and amassed over time it metamorphoses into something more spectacular. Mouse Miles is a project by Jonah Brucker-Cohen which accumulates the collective distance travelled by the mouse attached to each of the participants’ computers. This tiny insignificant detail is electronically documented, magnified and represented by the movement of an actual toy train around a miniature track.

I began my own virtual journey across the Atlantic in 2004 – Trans-Atlantic Challenge is, in many ways, a diary of my exercise routine. Every time I go swimming I keep a record of the distance travelled. When I return this distance is added to my ongoing total. The web-based project uses the computer’s inbuilt clock to calculate my estimated finishing age (when the total distance across the Atlantic has been completed) based on my current rate of progress. Day-to-day activity is transformed into a momentous ‘virtual’ achievement over

www.low-fi.org.uk

Info

title: Mouse Miles
author: Jonah Brucker-Cohen, 2002
URL: http://www.coin-operated.com/projects/mousemiles.html

This project transforms a virtual distance into an actual distance and demonstrates what can be achieved when the small, insignificant, day-to-day actions of a number of people are combined and accumulate over time. When you connect to Mouse Miles your computer mouse movements begin to be tracked. Every millimetre it moves is recorded and sent to the central Mouse Miles server. There, an ongoing total is calculated from the distances sent in from each of the participant’s computers. This distance is then translated and represented by the actual, physical movement of a toy train around a train track.

Related Projects
By this/these Artists:
Bumplist Jonah Brucker-Cohen