Research Questions

How can media art works be developed that expose, rewrite and critique the mechanisms of contemporary control technologies from informational and affective perspectives?

How can re-appropriation be used to harness source material drawn from the operations of these technologies?

How can the works themselves become self-reflexive machines, performing affective control on the viewer, whilst also exposing their artifice?

How can similar research approaches that harness fiction to rethink machine relations be interrogated and brought into view?