

Marco Mancuso open discourse

- How the online media tools are changing the ways of access to informations about art: websites, mailing lists, newsletters, social networks, blogs, institutional websites, online journals, open publishing houses
- How internet and social activities give the chance to everyone, with small investments, to design, realize, communicate and manage dynamic multi platform editorial, critical and cultural projects
- Which is the future of professional discourses about art and culture online. What happens with private big investments are interested in culture. Which the possible investments in online culture, and how is changing the idea of a new sustainability outside the support of cultural institutions. And how the problem of archiving and conservation of culture online will be faced in the near future
- How technologies allow us to be linked, to share informations and contents, to network, to have a direct channel of communication, to activate peer-to-peer dynamic activities with other professionals, projects, platforms, artists
- How quick is changing the role of the art curator and critic: half provider of quality contents and thoughtful reflections, half promoter and communication manager of his/her own contents or artist activities or event curated or publication provided. And how personal activities and careers are self branded and linked to the project they lead or they belong to
- How free, open and peer-to-peer networking activities among professionals are influencing culture in terms of birth of new collaborative projects, collaborations and jobs
- Which is the impact of the the increasing number of voices, blogs, articles, contents online on concepts, ideas, selections of artists in exhibitions offline. How museums, galleries, festivals and critics and exhibitions eventually influence each other, how trends are followed, how artists are selected and chosen
- How the boundaries among disciplines (art, design, science, communication) are changing because of a more and more diffused, critic, shared and popular open information about the impact of digital technologies and sciences on disciplines themselves
- How open and free technologies and platforms (in terms of softwares, hardwares, sciences) are also influencing the production processes, expression languages, technological skills of a new generation of artists, designers and professionals working around Art & Technology