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Glossary

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Glossary

3G/4G/5G Third, fourth and fifth generations (for which the 'G' stands in each term) of wireless mobile telecommunication technology. With the progress of each generation in speed of data-transfer on wireless devices, telecommunication technology has progressively evolved since the introduction of 3G in 2003 beyond the field of mobile phone communication; 5G (introduced in 2018, announced for deployment in 2020) is frequently described as an upcoming major step in the interconnectivity of increasingly automated technological objects, such as cars and home devices (with the expansion of 'domotics' or 'smart-houses'), in addition to smartphones.

ACT UP AIDS Coalition to Unleash Power (ACT UP) An international direct action advocacy group working to affect the lives of people with AIDS as well as the AIDS pandemic, in order to bring about legislation, medical research, treatment and policies to ultimately end the disease by mitigating loss of health and lives. It was started in 1987 as an initiative of the Gay and Lesbian Community Center in New York.

Affective labor A concept elaborated by Michael Hardt and Antonio Negri, which refers to work that produces an emotional experience. This work is mostly invisible work, including service work for example.

Agora Studio The gallery was founded in November 1972 by Theo van der Aa and Ger van Dijck, as part of their artist collective Agora. It closed in 1985. The Colombian artist Raúl Marroquín, the founder and editor of the magazine *Fandangos*, as well as Marjo Schumans, both belonged to the close circle of the Agora Studio.

Algorithm Mathematical method used to solve a range of problems, following a finite set of well-defined operations in order to perform arithmetical or logical tasks.

American Standard Code for Information Interchange (ASCII) The most commonly used international standard for character coding in electronic communications. It consists of a set of 128 encoded signs and control commands, comprising 95 writing symbols. The standard was initially developed in 1963 and ASCII codes are still used to represent the Latin signs (upper and lowercase letters) in computer communications, as well as the most commonly used punctuation symbols and the digits 0 to 9.

Amiga computer Personal computer developed by the Canadian-American home computer manufacturer Commodore between 1985 and 1994, famous for its advanced performances in graphic design and video games, its capacity to perform multiple tasks simultaneously and its pioneering software applications for image animation and 3D modelling.

Analogue technology Refers to any system based on the interpretation of analogue signal. An analogue signal, as opposed to a digital one, is only constituted of the variations of an electric signal and is not coded as a succession of 0s and 1s. In image and sound technologies, analogue signals are encoded successively varying waveforms reproducing natural wave phenomena by analogy, and not the result of a 'sampling' operation as in digital signals.

Anthropocene A proposed geological period determined by the consequences of human activity on the climate and atmosphere of the Earth. It is not an officially recognized geo-logical period, but it is an attempt to show the impact of humans on the Earth's environment.

Aorta Stichting An artist collective whose main goal was to organise dynamic exhibitions that created exchanges and interactions with the space it was presented in. It was founded by Aldert Mantje and Peter Giele, and included Harald Vlugt, Bart Domburg and Sonja Oudendijk over the years.

Apple II computer Personal computer developed by Apple in 1977 and created by Steve Wozniak, known to be the first personal computer to be produced on a large scale. The Apple II series, prolonged by Apple II+, IIe, IIc and IIGS contin-ued to be commercialised by Apple until the late 1980s in parallel with Macintosh computers, targeting a more specialised public used to computer customisation.

Ars Electronica Festival An Austrian yearly festival in Linz focusing on art, technology and society founded in 1979. Every year the festival explores a new theme.

Art ecology Refers to an understanding of the field of practising arts as an ecological system. The artistic field is seen as a dynamic ecosystem where different institutions and actors interact with each other, rather than a closed discipline.

Artificial Intelligence (AI) Refers to all intelli-gence that derive from machines and not from humans or animals. It is often characterised as the mimicking by artificial means of human cognitive functions, in order to enable possi-bilities of reasoning, learning and planning, for a machine. Closely related to the field of robotics through the simulation of brain logic and human behaviour, artificial intelligence is also typically used to develop the capacity of machines (including computer programs) to progress in being efficient at performing a task by learning from experience and observation like a human would.

Audio frequency Used to characterise an audible vibratory phenomenon with a periodic repetition, expressed in hertz, and determines the pitch (high or low) of a sound.

Audiovisual Experimental Festival (AVE Festival) An annual festival founded in 1985 in Arnhem. The last edition was held in 1995. The festival was organised by and for students and young artists. Its aim was to give an overview of the most recent developments on the international art scene and to offer a platform for budding artists. The idea of exchange between different international artists was central. The festival gave more leeway to audiovisual experiments than the World Wide Video Festival.

Augmented Reality (AR) Refers to the super-position of virtual elements to a real-world environment through certain technologies. By contrast with virtual reality, augmented reality provides the user with an experience of enhancement of a 'real life' environment rather than a fully virtual environment. It is generally used as a way to add layers of digital information to reality, virtual 3D objects, animations, or interactive features, via a direct video feedback of the real environment on a screen onto which the digitally added elements are rendered in real time. As such, augmented reality is often seen as a tool to produce an altered or enhanced experience of reality.

Beeld en Geluid (The Netherlands Institute for Sound and Vision) A research institute investigating media culture founded in 1997 working within national and international networks.

Bio art An art practice where artists work with live tissues, bacteria, living organisms and life processes. Using scientific processes such as biotechnology – for example genetic modification, tissue culture and cloning – the artworks are produced in artists' studios, or laboratories.

Blu-ray disc Format for digital data storage on optical disc introduced in 2006 as the successor of the DVD, based on improvements in storage capacity (up to 50 gigabytes, almost six times the amount of data storable on DVD). Blu-ray discs are able to store any kind of digital data but are mainly popular for the use of video format, which has widely replaced DVD-Video on the consumer market for its capacity to store HD video with much higher richness in information than DVD-Video. (see also: image definition)

Bulletin Board System (BBS) A system of pre-Internet networks for information exchange, in use from the 1970s to the 1990s. BBS were computer servers providing a connection to a network from a terminal, before the rise of larger-scale interconnection with the Internet, allowing users to navigate through pages of information such as news bulletins and, mainly, to exchange messages with the possibility to upload and download information, thus antic-ipating later messaging systems such as emails.

Cable TV A system used to deliver television programmes thanks to radio frequency signals via cables (coaxial cables, or more recently fibre-optic cables), as opposed to satellite television or terrestrial television, in which the signal is transmitted by satellite or between emitting and receiving antennas through the air. Originally used to avoid the reception issues of antenna-transmitted TV signal in areas in which radio frequencies emitted through the air where often degraded, such as large cities, cable television started becoming widespread in the late 1970s and 1980s with the rise of alternative TV channels proposing more specialised content than traditional broadcast (terrestrial) TV channels.

CD-ROM (Compact Disc Read-Only Memory) A read-only digital data storage format, based on optical disc technology already in use for compact discs since 1982, adding to it the possi-bility of storing a broader range of digital content than audio data – including images, video and software programs. Introduced in 1984, it became the most widely used carrier for digital content in the computer industry in the 1990s and largely replaced the former formats of computer data storage, such as floppy discs, for the distribution of software content and video games, mostly due to its much larger storage capacity of 650 megabytes (common 3.5-inch floppy disks from the mid 1980s were capable of storing only 1MB). Although the use of CD-ROMs progressively decreased with the new generation of optical discs (DVD and its computer equivalent DVD-ROM) and with the progressive disappearance of optical storage formats since the late 2000s, making it an increasingly obsolete format over the last decade, it remains historically strongly linked to the distribution of multimedia content popularised in the 1990s. Used for educational, entertainment and artistic contents, CD-ROM is remarkable for its use by artists in the early era of interactive computer-based artworks relying on hyperlink navigation and audiovisual content before the expansion of the World Wide Web.

Centrum Wiskunde & Informatica (CWI) (Center for Mathematics and Informatics) is The Netherlands' national research institute for mathematics and computer science. It was founded in 1946 in Amsterdam and maintains strong national and international links.

Cinekid An international film, television and new media festival for children based in Amsterdam. Founded as a small children's film festival in 1986 by the theatre De Meervaart, it has grown into a large organisation that develops activities for children in the areas of film, television and new media throughout the year, and aims to promote the quality of visual culture for children and to strengthen their position regarding media through active and creative participation.

Cleaners (Facebook) Refers to the people who 'clean' social media websites by removing inappropriate, unwelcome or malevolent content. Companies like Facebook are known to hire a large amount of cleaners, in order to identify and remove inappropriate videos, images or hate speech.

Coaxial cable Common cable type used for audio-visual signals, analogue or digital, consisting of two insulated parts, a wire core surrounded by a flexible wire braid. In the history of television, coaxial cables are the transmitting mean used by cable television.

Computational Refers to anything involving the use of calculation or data-processing models such as algorithms.

Computer art An art practice that uses algorithms designed by the artist and then executed by a computer and made visible with a plotter connected to the computer. Thus, the artist is the maker of the algorithm but the actual image is made visible by the computer. Computer art is often the outcome of artistic research on the developing of algorithms.

Computer Arts Society Holland (CASH) was initiated by Leo Geurts and Lambert Meertens in 1970. It is based on the Computer Arts Society in Great Britain, which was founded in 1968. This foundation sought to stimulate the use of computers in the arts, to make possible more exchange between different areas in the arts. Geurts and Meertens wanted to improve digital knowledge within the arts and humanities by offering courses.

Computer program Set of instructions coded to be executed by a computer in order to perform a series of tasks. Computer programs are read by the CPU from peripheral information storage components such as internal or external memory, and generally coded first in programming language (human-readable) by a programmer and translated into machine language (executable numerical code) by a compiler in order to be executed by the CPU.

CPU (see also: computer program) The central processing unit is the core component of any electronic computing device. The term, used since the early era of computer industry in the 1960s, refers to an electronic circuit – generally an integrated circuit chip for modern micro-processors – in charge of performing arithmetical and logical operations in order to execute all the instructions given by a computer program, thus controlling the various parts of the computing device.

Creative industry Creative industries are those which have their origin in individual creativity, skill and talent. With strong representation in architecture, design, visual arts, electronic dance music, gaming and fashion, the Dutch creative industries have gained international fame. In the Netherlands the Creative Industries Fund NL issues project grants in order to foster substantive quality in these fields, to foster innovation and cross-sector approaches and to professionalize entreneurship.

Critical making The concept of critical making was developed by Canadian designer Matt Ratto in 2008 and focuses more on the making and process of art than its aesthetic characteristics. It goes hand in hand with the rise of Fab Labs, artist media labs, and artistic research projects in media art. It is an alternative to the creative design industry because artists focus more on the technology behind products than on the commercial distribution of technology and products.

CRT monitor Cathode ray tube monitors are display devices based on the emission of an electronic beam within a vacuum glass tube to form a visible image on their front panel. Introduced in the early 1940s for the development of television, they were historically the most commonly used display devices for over five decades of video and computer images. Beginning in the late 2000s, they became progressively obsolete as other image display technologies such as liquid crystal display (LCD) and light-emitting diodes (LED) progressed on the market. Nowadays, CRT monitors are not manufactured and have become progressively harder to maintain and replace, causing major issues in the video art preservation field as their specific display technology entailed a characteristic image aspect and artefacts.

Data-delivery/data-management/data-capture: see Feedback loop

De Balie An institution offering a podium for the 'free word', founded in Amsterdam in 1982. The programme, which includes film screenings, lectures and discussions, is at the intersection between art, politics, science and society.

De Digitale Stad (DDS) (The Digital City) A Dutch Freenet (a combination of a free non-profit Internet provider and an electronic community) for the city of Amsterdam, founded in 1994 as an initiative of De Balie and Hack-Tic. One of the founders is Marleen Stikker. The purpose of De Digitale Stad was low-threshold Internet, offering access for almost everybody in Amsterdam, through public terminals.

Deep Dish TV The first national satellite network in 1986 and a platform for the distribution and making of video material. Deep Dish TV is committed to democratising media by providing a national forum for programming created by community-based organisations and independent producers.

Deltaplan Culture Conservation The Deltaplan for the Preservation of Cultural Heritage is a rescue plan set up to protect cultural treasures in museums and archives, monuments and archaeological relics from physical destruction.

Digitaal Erfgoed Nederland (DEN) (Digital Heritage Netherlands) A foundation established in 1996. Its purpose is to improve the digital infrastructure for digital heritage, transcending the separate heritage institutions. The DEN supports the professionalising and improvement of the ICT practice of these heritage institutions. Furthermore, it is a platform for collecting and exchanging knowledge about the preservation of digital heritage.

Digital Betacam Professional digital video format on magnetic tape introduced by Sony in 1993. The Digital Betacam, also commonly called 'Digibeta', follows the widely used Betacam and Betacam SP formats introduced by Sony in the 1980s for analogue video. It uses the same tape width of ½-inch and cassette sizes, with the major difference of carrying digital information encoded on the magnetic coating instead of an analogue signal. It was the professional reference format in the video industry and in the video preservation field for over a decade, before being progressively replaced in the early 2000s by other digital storage media such as hard drives, and slowly becoming obsolete with the rise of HD video since the format only supported SD standards (see also: image definition).

Digital native Term introduced in 2001 by re-searcher Marc Prensky to refer to a person who grew up in the digital era. A digital native is generally born after 1980, and has used digital and computer technology from a young age.

Digital repository In the archival and preservation field, a digital repository is a storage, manage-ment, access and preservation system for digital contents, generally conforming to international standard frameworks used in digital archiving such as the OAIS (Open Access Information System) model.

Digital technology Refers to any system based on the interpretation of any signal encoded as a succession of 0s and 1s only. A digital signal is thus physically discrete (discontinuous); in image and sound technologies, digital information is the result of a sampling operation, encoding information as a discrete set of data as opposed to a continuous electric variation in analogue audiovisual technologies.

Doors of Perception A conference organised by the Netherlands Design Institute and Mediamatic. The first edition was held in 1993. Leading thinkers from different fields gathered here to consider the cultural and economic challenges of 'smart objects' and 'smart spaces' and interactivity, the role of design in turning information into knowledge, as computing and communications ('the digital gold rush') increasingly permeated the environment.

Dot-com crash The bursting of the dot-com bubble in March 2000. The crash ended in October 2002. The dot-com bubble refers to the speculative bubble in the United States following the extreme growth of Internet users in 2000. As a result of the crash many online shopping companies had to shut down.

DOT.NU A series around electronic music and moving images, started in 2001 by Paradiso and the V2_ archive in Rotterdam. The series was meant as a collaboration between electronic music and image creators. These creators did not know each other's work before the collab-oration, thus DOT.NU was meant as a platform that brings different disciplines together and young artists in contact with each other.

Drone (music) A drone effect in music is a continuing tonal sound, or a note or chord that is continuously sustained. The drone effect, usually at a low pitch, is often used as a base for other sounds or as an atmospheric effect, for example in film music. Drones can be encountered in traditional music, such as Indian and Australian music, and are remarkable in twentieth century music for their frequent use in minimalistic and experimental music. Since the pioneering experimentation of composers such as La Monte Young, Tony Conrad, Eliane Radigue or Phil Niblock, Drone has become a musical genre in itself, leading to major figures of the contemporary experimental music scene with bands such as Sunn O))).

DSP Stands for Digital Signal Processing (or sometimes for Digital Signal Processor), the operation, performed by a dedicated microprocessor, of processing an originally analogue continuous signal into a sampled

digital one in order to manipulate it. The most commonly encountered digital signal processors are the ones used to process in real time an analogue sound signal through a digital conversion in mobile phones or in electric instrument effects units, such as electric guitar effect pedals.

Dutch Electronic Art Festival (DEAF) An international and interdisciplinary festival that was organised more or less every two years between 1994 and 2014 by V2_. DEAF can be regarded as a showcase for research and production of new media art. The festival started under the name Manifestation for the Unstable Media in 1987 and was renamed DEAF in 1994.

DVD (Digital Versatile Disc) A digital data storage format on optical disc, based on an improvement in storage capacity of the compact disc (up to 8.5 gigabytes, when the CD format had a capacity of 650 megabytes). Although it is mostly popular for its sub-format dedicated to video storage, the DVD-Video, DVD can be used to store all types of digital data and has progressively replaced the CD-ROM for similar uses (software, multimedia and video game content) in the computer industry since its introduction in 1995. In the consumer digital video market, the DVD-Video has been the dominant format since the late 1990s and is still broadly used, although its ageing technical specifications and incompatibility with HD formats (see also: image definition) have caused it to become increasingly obsolete since the late 2000s and the introduction of improved optical disc formats compatible with HD video such as Blu-ray discs.

E-culture Electronic culture, or e-culture, is a policy term used to describe the ever shifting relationship between new information and communication technology and the production and consumption of culture and the arts. The term e-culture is used in Dutch cultural policy documents to refer to the relationship between new media and culture.

Educational turn Refers to the developments of the 1990s, where museums and exhibitions increasingly focused on their educational strategies. Curators became less concerned with the display of art objects. Art institutions turned into educational platforms, where curators focused on the interaction between art and viewers. The educational turn in curating was first noted by Paul O'Neill and Mick Wilson in 2008.

Emulation In a computer technology context, emulation refers to the imitation of specific functionalities and behaviours of a computer system by another computer system, through software means. Commonly used as a digital preservation strategy to simulate an obsolete computer environment on a newer computer system where it could not normally function.

Eventstructure Research Group (ERG) The artist group Eventstructure Research Group (ERG) was founded in 1968 in Amsterdam by members Jeffrey Shaw, Theo Botschuijver and Sean Wellesley-Miller. She realized actions in the context of expanded cinema that dealt with the phenomena of space, time and the use of various media.

Expanded cinema Term used since the mid-sixties to describe a film, video, multimedia performance or immersive environment that pushes the boundaries of cinema and rejects the traditional one-way relationship between the audience and the screen. Visual artists connected to expanded cinema are VALIE EXPORT, Carolee Schneemann, Paul Sharits, Michael Snow and Peter Weibel. A canonical example of expanded cinema in the Netherlands is *Corpocinema* (1967) by Jeffrey Shaw and Tjebbe van Tijen. A large air-inflated transparent PVC dome was used as a big screen for open air performances. Both in Amsterdam and Rotterdam.

Experimental film Seeks to push the boundaries of traditional filmmaking and to break with cinematographic conventions. For example, the narrativity of filmmaking is replaced by a non-narrative way of filming, or new technological resources are used.

Fab Lab A workplace for students, artists and creators. It is often linked to a university and is open to all kinds of creative design. Every Fab Lab offers different work materials, like 3D printers, plastic, digital materials or wooden materials. It is a workplace to do research and invent new combinations of different materials.

Feedback loop/video feedback In audiovisual technique, a feedback loop is the action of feeding the direct output signal of a single recording chain as input signal, such as filming with a video camera the playback monitor on which its image is being played in real time. It can be seen as the simultaneous operation of data-capture and data-delivery in a single system. In video art, the notion of feedback has traditionally extended to a broader meaning, referring to one of the main intrinsic properties of the video medium: the ability to instantly display an image while it is being captured (also used in closed-circuit video installations or closed-circuit television/CCTV).

Ferranti Mark 1 First electronic computer available on the market for general purposes in 1951, also known to have produced the first computer-generated music to be recorded.

FIBER Festival Since 2011, an international meeting place for music and digital culture. FIBER connects both a local and international audience of young, professional creators and renowned artists who operate at the frontier of digital technology, in order to create or consume immersive and mind-bending experiences.

Filtering bots Computer programs that automatically filter information (such as web research results) based on analysing the user's personal computer data, for instance by processing data from the user's browser history. Filtering bots are widely used by research engines like Google to give personalised research results or advertisements.

Flash A software tool for producing interactive multimedia content and web applications, originally developed by FutureWave in 1995, before being acquired and upgraded by Macromedia in 1996, and by Adobe from 2005 to this day. It has been widely used for animated content on the web until the rise of HTML5 in 2010. Its specific viewing application, Flash Player, has remained one of the most important tools for web browsing for over a decade. Adobe announced in 2017 that Flash would be discontinued in 2020.

Fonds voor Beeldende Kunsten, Vormgeving en Bouwkunst (BKVB Fund) A former funding institution for artists, architects and designers in the Netherlands. This institution supported artists as well as sponsoring research, projects, travels and publication with a special emphasis on internationalisation. The Mondriaan Fund is the result of the merger on 31 December 2011 between the Mondriaan Foundation and the BKVB Fund.

Frans Hals Museum The oldest art museum in the Netherlands is best known for its seventeenth century painting collection. Since 1913 it has also shown and collected contemporary art. From 1972 to 2017, this mainly took place in the satellite building De Hallen Haarlem, where

modern and innovative contemporary art was presented.

Glitch In computer technology and electronics, a glitch is an error or a failure occurring in the completion of a task, leading to the production of unexpected artefacts – such as anomalies in the display of images, the playing of sounds, or the behaviour of a software program. Glitches are in some cases intentionally exploited in order to manipulate or hack data, mainly in the video game field and in the art field, in which it has led to a specific aesthetic of digital errors in sound and image.

GOGBOT A festival in Enschede that is organised by an artist collective from Enschede and Amsterdam (PLANETART). This free festival seeks to acquaint a broad audience with multimedia, art, music and technology. The name is derived from Bot, which refers to robot and Gog, which refers both to Vincent van Gogh and gogo (crazy).

GPS Generally refers to a portable navigation device (sometimes called a 'personal navigation assistant') functioning with the Global Positioning System, a technology for geolocation based on satellite transmission first introduced for military uses in the 1970s and brought to the consumer market in 2000. This system can provide real-time positioning on the surface of the Earth via radio transmission between dedicated satellites and a small electronic receiver, by researching its geographic coordinates. Although it is widely used internationally, the global positioning system is owned by the United States since it relies on American satellites belonging to the US Air Force.

Hackers & Designers An initiative that brings professionals together in order to develop a common vocabulary and collective design concepts since 2013. It has developed an extensive network of designers, artists, software developers, researchers, scientists and theoreticians. Traditionally, Hackers & Designers activities consisted of hands-on short workshops and deals with topics such as web technologies, peer-to-peer networks, cryptocurrencies, typography, conditional design, printmaking, and simple hardware constructions.

Hack-Tic magazine A magazine about computer technique that was aimed at a readership interested in the technical aspects of computer use. It was published between 1989 and 1994.

Het Apollohuis (The Apollo House) A space for experimental music and visual arts that explored sound art, performance art and the new media, founded by scientist and composer Remko Scha and sound and visual artist Paul Panhuysen. The space existed from 1980 until 2001 when its grant was discontinued.

Het Nieuwe Instituut Founded in 2013 as a merger of the Nederlands Architectuurinstituut (NAi) (Netherlands Architecture Institute), Premsela Dutch Platform for Design and Virtueel Platform (Virtual Platform). The museum's public programme manifests itself in the Museum for Architecture, Design and Digital Culture with exhibitions, education programmes and debates. It preserves archives by Dutch architects and urban planners, a collection of Digital Culture and has established the Agency for Architecture, Design and Digital Culture.

Holland Festival The oldest and largest performing arts festival in the Netherlands. It takes place every June in Amsterdam, with theatre, music, opera and modern dance performances and the recent addition of multimedia, visual arts, film and architecture. It was founded in 1947 and features some of the world's top artists and performers, as well as lesser-known performers.

Image resolution Refers in general to the amount of information that constitutes an image. Its formulation has evolved over time in image technology: before the introduction of the notion of pixel, resolution represented a number of horizontal lines composing each frame in analogue video (called vertical resolution, as the lines are counted vertically) and was one of the criteria to evaluate the capacity of a format to render the details of images. Since the rise of the digital image, image resolution is expressed as an amount of pixels constituting an image, and has become the most frequently used criterion to define the richness and quality of an image or image sequence – although many other factors can influence this notion. In digital video, where the term has been often merged with the word 'definition' by the consumer market, the main image resolutions encountered are 'SD', for 'standard definition', which is 720×576 or 720×480 pixels depending on the formerly used geographical standards; 'HD', for 'high definition', including 1280×720 pixels, and most commonly 1920×1080 pixels, which is also called 'Full HD'. There are also higher resolutions ranging from '4K', which are 4096×2160 pixels, and its consumer version 'UHD', standing for 'ultra-high definition', at 3840×2160 pixels, to 8K and 12K, currently used mostly as professional standards by the film industry.

IMPAKT Festival An annual multimedia event, established in the 1980s, held in different locations in Utrecht. The festival constructs its programme around one theme and showcases a wide array of contemporary media and experimental art, including a musical programme. Since 2018 IMPAKT has an annual programme located in the IMPAKT Center for Media Culture.

Institute of Artificial Art Amsterdam (IAAA) The Institute of Artificial Art is an initiative consisting of machines, computers, algorithms and humans who work together toward the complete automation of art production. It was founded by Remko Scha in 1990.

Institute of Network Cultures (INC) Was founded in 2004 by Geert Lovink in order to analyse and shape the terrain of network cultures through events, publications and online dialogue. The institute focuses on digital publishing, alternative revenue models, online video and design and digital counter culture. The INC brings together researchers, artists, activists, programmers, designers, and students and teachers.

Interactive Computer Graphics Symposium Interface In electronics and computer science, an interface is a device or system ensuring the communication between two components, or between a technological element and a human operator. An interface can for instance refer to a means of information exchange between two devices or two software programs, but the most common use of the term refers to the means of interaction between a human and a computer, often called 'user interface'.

Intermediality Refers to the interconnectedness of modern communication media. As means of expression and exchange, different media refer to and depend on one another, both explicitly and implicitly; they interact as elements of various communicative strategies; and they are constituents of a wider social and cultural environment.

International Film Festival Rotterdam (IFFR) The International Film Festival of Rotterdam was founded in 1972 and is one of the largest film festivals in the world. Its programme contains medium- and short-length films from over 50 countries and is a showcase for independent and art films. It is a platform for both newcomers and well-established filmmakers.

International Network for the Conservation of Contemporary Art (INCCA) In 1997, modern art conservators and curators from all over the world participated in the Amsterdam symposium 'Modern Art: Who Cares?' Participants at the symposium agreed to share their knowledge and experience, and to collaborate in collecting new information by means of artists' interviews, in order to document contemporary art practices, materials and techniques.

International Teletext Art Festival (ITAF) The Teletext Festival is an online festival founded in 2012 in order to make visible Teletext art to a wider audience.

Inter-Society for the Electronic Arts (ISEA) Is an international non-profit organisation that encourages interdisciplinary academic discourse in order to foster organizations and individuals working with art, science and technology.

ISEA international symposia The first ISEA symposium took place in 1988 in Utrecht and has been held since either annually or bi-annually. It is a nomadic event, moving to a new part of the world every year. It includes an academic conference, workshops, art exhibitions, concerts, performances, screenings and other public events.

LIMA A platform for media art based in Amsterdam founded in 2013 by experts from the former NIMk. LIMA is an international centre of expertise in the fields of archiving, preservation and distribution of media art. Its distribution collection includes artworks dating back to the early experimentalists in the 1960s to the present day. LIMA represents artists and supports them in the presentation and development of work, and preserves the history of Dutch media art through its digital repository and conservation services. In collaboration with museums, artists, academies and universities, LIMA researches and develops services and tools as well as methods and practices for dealing with video art and digital art.

Live cinema A genre in media arts based on performance. The artist brings together different materials, which vary from video clips to audiovisual samples. In the 2000s live cinema artists mostly showed their experimental research, standing behind different devices like composers and creating an overwhelming cinema experience for large audiences. Live cinema performances are mostly shown at festivals.

Locative media Digital communication media bound to a location. These media forms are applied to real spaces and enact social interactions with these spaces; an example is GPS. Contemporary artists' use of these locative media explores the interaction between person, place and technology. This art form is interactive: the viewer is both a spectator and a participant. Works examine the contexts of different locations as well as the contexts of people using this technology.

Machine language (see also: computer program) Instructions specifically coded in purely numerical language to be directly executable by a CPU, usually as the result of a translation of the human-readable source code by a computer utility called a 'compiler'.

Magnetic tape (see also: U-Matic, Digital Betacam, VHS) Most common medium used to record and store electronic information (audio, video and computer data), whether analogue or digital, between the 1950s and the late 1990s, introduced in the 1930s. Magnetic tape carriers consist of an information layer formed by a coating of metallic particles sensitive to electromagnetic impulses in a binder, on a flexible strip of polymer material (generally polyester since the 1960s, previously cellulose acetate). In the video industry, the form and storage capacity of magnetic tape carriers has largely evolved over history, ranging from two-inch wide 'open-reel' tapes (reels of magnetic tape without any cassette enclosure) in the early videotape ear of the 1950s, to one inch wide in the 1970s, and to cassette-enclosed tape formats of ¾ inch (U-Matic) and ½ inch (Betacam, VHS) in the 1970s and 1980s.

Master In audiovisual production workflows, 'master' is used to qualify a carrier or file that will be used as the reference source from which all following copies will be produced. Typically, it refers to the first data storage device on which the final result of the production process is recorded. In audio and video preservation, it is commonly used to designate the highest root source in the genealogy tree of copies that exist for a single content.

Max/MSP (or 'Max' or 'Max/MSP/Jitter') A music production software tool, and a visual programming language, used for sound design, audio synthesis and MIDI instruments control. It takes its origins in the tool Max developed by the French research institute IRCAM between 1985 and 1989, and was later released by Cycling'74 (David Zicarelli) in 1997. It is named after composer Max Mathews. Max/MSP (for Max Signal Processing) is still currently one of the most widely used tool for live audio performances and sound design.

Meatball The Foundation Video Workgroup or Meatball was a collective for the production of video, films and TV-series, founded in The Hague in 1972. Meatball was an alternative to commercial production platforms where creators could determine the content of the videos.

Media literacy An umbrella term for the use and handling of new media, such as smartphones, social media, Internet and tablets. Media literacy refers to a smart and safe use of these new media. Media literacy is also a way of expressing the competences required in order to participate in a new media-driven society. Furthermore, it is a way to distinguish generations, those who are media literate and those who are not.

Mediamatic An Amsterdam-based art institution with a focus on media technology that was founded in Groningen in 1983 and moved to Amsterdam in 1986. Over the years it has shifted its focus from video art, installations and performance to nature, interactive media, biotechnology, art+science and interactive social media projects in a strong international network.

MIDI (Musical Instrument Digital Interface) A connection and data-transfer standard broadly used since 1982 for electronic musical instruments, or various electronic music devices, including computers. It was originally developed to enable the possibility of synchronising electronic instruments such as synthesisers and drum machines, and is still the main standard in use up to this day for the connection and information transfer between various electronic instruments in real time. The standard describes a communication protocol allowing the transfer, as a set of date, of different types of information, characterising notes and volume as well as sound effects variations and tempo. These data can be used to trigger sound-producing modules (such as synthesisers) from a control unit such as a keyboard or a computer, as much as to record and replay sequences through the use of a MIDI sequencer, or to remotely control in real time several instruments simultaneously.

MIT Media Lab Founded in 1986. The Media Lab's multidisciplinary research community addresses the benefits as well as the issues linked to technology and progress, leveraging the best that technology has to offer, while connecting technology back to the social and the human. Current Lab research examines the deeper implications of where technology creation and adoption has led us–and where we want to go next.

Mondriaan Fund The public fund for visual art and cultural heritage in the Netherlands. It enables plans, projects and programmes of artists, exhibition makers and critics, museums and other art and heritage institutions, and publishers and commissioners. The Mondriaan Fund is the result of the merger on 31 December 2011 between the Mondriaan Foundation and the Fonds voor Beeldende Kunsten, Vormgeving en Bouwkunst (BKVB Fund).

MonteVideo An international gallery in Amsterdam for electronical and video art, founded by Rene Coelho in 1978. MonteVideo merged with Time Based Media into NIMk in 1993. It acted as a distributor and offered technical support to artists.

Motion detection/motion capture Method to detect or capture the motion of an object in a defined space. Can be performed in real time through software tools, and used in video interactive systems along with video tracking.

Multi-channel/single-channel Channels in audiovisual technique refer to the amount of audio or video tracks meant to be simultaneously played in a single content. In the descriptive terminology of video artworks, 'multi-channel' is used to indicate the presence of several video tracks displayed within a single artwork, usually taking the form of several displays installed in a single viewing space, as opposed to 'single-channel' artworks that consist of a single video track. As such, multi-channel artworks are generally also referred to as video installations.

Multimedia Originating in the late 1970s, the term 'multimedia' was mostly used between the early 1990s and early 2000s to describe digital contents combining various media such as image, sound and text within a computer-based context of creation generally involving interactivity. The use of this notion in the art field has noticeably decreased over time since the early 2000s with the expansion of broader terms such as 'media art' and 'new media'. The term 'multimedia' remains strongly linked to the vocabulary surrounding the development of CD-ROMs and early Internet interactive contents in the 1990s, often based on hyperlinks navigation through multiple media.

Museum Arnhem Museum for modern and contemporary art and design in the city of Arnhem, founded in 1856, with an accent on figurative art by Dutch artists. The collection includes paintings by Magical Realists, twentieth century and contemporary jewellery and design and a large collection of work by female artists in all media. Starting with the directorship of Liesbeth Brandt Corstius in 1982 gender issues and power relations has been on its agenda.

Museum Boijmans Van Beuningen Derives its name from two important collectors: Frans Boijmans (1767–1847) and Daniël George van Beuningen (1877–1955). It is the only museum in the Netherlands that offers a comprehensive survey of Western art from the Middle Ages to the present day. The collection contains famous works by the Surrealists René Magritte and Salvador Dalí and other Modern Classic painters.

Museum De Pont A private museum for contemporary art in Tilburg. Founder and namesake

of the museum is the lawyer/ entrepreneur Jan de Pont (1915–1987). Under the leadership of Hendrik Driessen, director from 1989 until 2019, it was decided to convert a former wool spinning mill in Tilburg into a museum. Since its opening in 1992, the collection has grown to more than 800 works by some 80 nationally and internationally renowned artists.

MySpace A social networking website, founded in the United States in 2003 by Chris DeWolfe and Tom Anderson. It was until 2008 the largest network community on the web, before being surpassed by Facebook and progressively decline. It is still active to this day although much less visited than other networks; it had a strong impact on the early development of social networks and music sharing on the web in the mid 2000s.

Nederlands Instituut voor Mediakunst (NIMk) (Netherlands Institute for Media Art) MonteVideo, founded by René Coelho in 1978, merged with Time Based Arts into NIMk in 1993. The Institute continued to grow throughout this period and supported media art in three core areas: presentation, research and conservation. On 31 December 2012, the organization ceased to exist as a result of the announcement by the Ministry of Culture that the Institute would receive no further financial support after 2012.

Net art (or Internet art) describes work made in the 1990s through the early 2000s that uses the Internet as a primary medium. With the popularization of web browsing in the 1990s, artists began to circumvent traditional modes of display in institutional art settings by creating interactive, interconnected viewing experiences. Net art includes a wide range of works created by artists using web browsers, developer codes, scripts, search engines and various other online tools.

Nettime An Internet mailing list, set up by Geert Lovink and Pit Schulz in 1995. It was set up as a space for a new form of critical discourse on the Internet. Nettime was an international platform for critical thinkers and writers to pre-publish their work as well as a platform for new discussion.

Next 5 Minutes An international festival and conference for Tactical Media organised by a diverse ad-hoc coalition of media institutions and practitioners in Amsterdam and Rotterdam. Four editions were organised between 1993 and 2003. Events revolved around the notion of tactical media, the fusion of art, politics and media. Event venues included De Balie, Paradiso, Waag and V2_.

Noise (music) A category of experimental music that pushes the boundaries of traditional music by working with non tone-based sounds and focusing on the use and manipulation of sound itself rather than on the use of musical notes. By making use of noise as an expressive mean, whether it is produced by acoustic or electronic tools or instruments, noise music disrupts many of the traditional aesthetic conventions and historically takes its roots in provocative art movements willing to challenge the notion of taste, such as Dada, Futurism and Fluxus. In this perspective, noise music can often purposely aim for a confrontation with what would normally be experienced as negative, or even aggressive sounds, by the audience.

Open source Qualifies software of which the source code has been made freely available by its original authors, in order to give anyone the opportunity to modify or improve it. Creating and publishing open-source software is generally associated with a collaborative and community-based policies, such as the Linux operating system, as opposed to proprietary

software for which the code is kept private and can only be modified by the authors or company who released it. Consequently, open-source software is often a favoured tool in the digital preservation field for freeing software-based contents from the risks of premature obsolescence occurring when file format supports (or entire software programs) are discontinued by the industry.

Optical disc (see also: CD-ROM, DVD, Blu-ray disc) A type of storage media on which information is written via a sequence of pits and lands on the surface of a disc, usually consisting of a layer of aluminium or dye on a polycarbonate substrate. They mostly comprise digital data storage formats (with the exception of first generation LaserDiscs, an optical analogue video format), such as CDs, DVDs and Blu-ray discs. The information layer on optical discs is read through the use of a laser, and the size and density of the pits and lands that constitutes it, as well as the amount of layers of information inside a single disc, have evolved over time to improve storage capacity from the CDs of the 1980s to current Blu-ray discs.

OSC A protocol for networking sound synthesisers, computers and other multimedia devices for purposes such as musical performance or show control. OSC's advantages include interoperability, accuracy, flexibility and enhanced organisation and documentation.

Paradiso A pop podium founded in 1968 as a youth centre by the municipality of Amsterdam. It is located in an old church and is seen as one of the most important music venues in the Netherlands. Many internationally recognised artists have performed there.

PARK4DTV An Amsterdam-based broadcast for art. It was founded in 1991 by four artists and every night it broadcast a 60-minute television piece by an artist. Additionally, PARK4DTV airs weekly broadcasts from different places, such as Berlin, Rotterdam and New York. The team works together with international and local broadcasts, for example with Salto and MTV.

PDP-15 computer Stands for Programmed Data Processor; the PDP-15 is an early computer model from the era preceding the rise of personal computers, produced by Digital Equipment Corporation in 1970. STEIM used it to develop programs for algorithmic composition and digital sound synthesis.

Periscope A smartphone application for live video streaming, developed by Kayvon Beykpour and Joe Bernstein in 2015 and acquired by Twitter. It is still used to this day.

Pitch (sound) The pitch of a sound is a way to characterise how high or how low a sound is perceived. The notion of pitch can be seen as the consequence in psychoacoustics of the notion of audio frequency in physics, as it refers in a broader way than frequency to the human perception of a sound's height.

PKP TV A pirate transmitter, started by Maarten and Rogier van der Ploeg and Peter Klashorst. Unlike other pirate transmitters in the Netherlands, they created commercial-free programmes. Their videos and programmes were remarkable because of their creative and playful montage.

Post-Internet art Follows the rhetoric of post-modernism as a reaction to modernism. Contrary to net art, post-Internet artists do not only take the net as a medium, but they also engage with digital culture and (critically) reflect upon it. The concept of post-Internet art arose in 2008 in discussion with Marisa Olson and was further elaborated by Gene McHugh in 2009.

Practice turn Refers to different developments in the social sciences and the humanities that emphasised the study of practices over objects. One of the first practice theorists was Pierre Bourdieu, who focused on global practice experiences.

Premsela Dutch Platform for Design and Fashion A national institute for the promotion of design and fashion in the Netherlands from 2002–2013. The institute was named after the designer Benno Premsela (1920–1997) and fostered the growth of Dutch design through a cultural approach, particularly through the organisation of lectures, debates and exhibitions locally and internationally.

Pure Data An open source visual programming language for real-time music and multimedia production, initially developed by Miller Puckette in 1996 at the IRCAM, simultaneously to his research developing Max. It is still used to this day.

Raad voor de Kunst (Council for Art) Founded in 1947–1948, was an external advisory board, counselling the government, in particular the Ministry of Culture. It merged with the Raad voor Cultuur (Counsel of Culture) in 1996.

Rabotnik TV A pirate station, which was a continuation of PKP/Rabotnik. Although the montages of the programmes on Rabotnik TV were artistic, the makers insisted they were producing television and not video art. As it was a pirate station, their aim was to make the medium of television as democratic as possible. At the same time, they tried to mystify the medium by using artistic montages, contravening the laws of popular television production.

Rave Refers to an organised dance party where DJs play electronic music. This music varies from different genres, such as techno, hardcore, house, drum & bass and so on. Sometimes they also include live performances. Raves originated in the 1950s, but changed meaning in the late 1980s, becoming a subculture of the party scene.

RealPlayer A media player software application, developed in 1995 by RealNetworks, and was one of the first media players designed for streaming audiovisual content on the web. It is still used to this day.

Rhizome Founded by artist Mark Tribe in 1996 as a listserv, and included some of the first artists to work online. Rhizome is still active today as a platform for digital art and culture through various exhibitions and software development, and is thus still engaged with contemporary digital art and culture.

Rijksdienst voor het Cultureel Erfgoed (RCE) (Cultural Heritage Agency of the Netherlands) The Cultural Heritage Agency is the Netherlands' centre of expertise for heritage. It is an executive body of the Ministry for Education, Culture and Science.

SALTO (Stichting Amsterdamse Lokale Televisie Omroep) is a local broadcast in Amsterdam and was founded in 1984.

Sandberg Instituut Amsterdam The master's programme of the Gerrit Rietveld Academie was founded in 1995, and offers master's programmes in autonomous art, design and free design.

Semantic web (see also: Web 2.0) Sometimes called Web 3.0 or data web, the semantic web is supposed to extend the World Wide Web with additional abilities which automatically process and analyse large amounts of data in order to facilitate user access to core information despite the constant increase of data. It was introduced

as a concept for the future of the web by the original creator of the World Wide Web, Tim Berners-Lee, in 2001, and is largely seen as a possible major evolution of the web since the late 2000s. The semantic web refers to the ability to automatically analyse the 'meaning' of information present on the web, therefore optimising the performance of users' research and data-sharing, for instance through the use of standardised universal resource description (with the RDF standard), in a perspective of processing data all over the web as if it was a single global database.

Server Generally refers to a computer device dedicated to running 'server programmes' in a 'client-server' model, in which it plays the role of 'serving' data to other computers. A server device can perform computational tasks for the client computers that connect to it within a network, as well as share stored data or resources with them.

Situationist International An international organisation of social revolutionaries made up of avant-garde artists, intellectuals and political theorists, prominent in Europe from its formation in 1957 to its dissolution in 1972.

Sonic Acts An Amsterdam-based organisation focusing on the research, development and production of works at the intersection of art, science and theory. It also commissions and co-produces new works. It was founded in 1994 and organises the biennial Sonic Acts Festival in Amsterdam.

Sound art A primary medium, unlike for example performance art, even though these two disciplines sometimes overlap. Sound art often experiments with and explores auditory perception.

Sound spatialisation Operation consisting of positioning several sound-emitting sources in a three-dimensional space, physically or virtually, in order to produce the impression that sounds are emitted from several specific locations, or moving between these locations in space. This notion can refer to real immersive multi-channel sound systems involving the placement of multiple sources in a room, as much as to the virtualisation of sound locations with '3D audio' effects consisting of tricking the brain into hearing various sound-emitting points in space even on simple stereo headphones or speakers.

Soundwalk An artistic medium. The purpose of this walk is to listen to your environment, but soundwalking can be experienced in various ways. The most common soundwalk is the tourist experience, where a tourist walks with headphones and sometimes listens to the environment. However, soundwalks can also be experienced in a living room, when it brings the person closer to nature via sound.

Source code (see also: computer program) Code resulting from the writing of a computer program in a specific programming language. The source code of a program generally refers to all the code that constitutes it in a human-readable form, and can be executed by a computer after having been translated into machine language by a compiler.

Stedelijk Museum Amsterdam An international museum dedicated to modern and contemporary art and design, founded in 1874. It is considered one of the most important museums for modern and contemporary art in the Netherlands. The museum has a diverse collection, the most important library for modern and contemporary arts in the Netherlands and has held pioneering exhibitions since the directorship of Willem Sandberg (1945–1984). One of its highlights is the Malevich collection.

Stedelijk Museum Bureau Amsterdam (SMBA) A satellite space of the Stedelijk Museum Amsterdam founded in 1993. The objective of SMBA was to present contemporary art from Amsterdam and to create an international platform by organising exhibitions, lectures, debates, publications and residency programmes. The space closed in 2016 and continued as an online web archive.

STEIM (Studio for Electro-Instrumental Music) An electronic music centre founded in 1969 with an initial focus on developing tools for experimental electronic musicians for live stage performance art. The foundation's artistic and technical departments support an international community of performers, musicians and visual artists to develop unique instruments for their work.

Stichting Behoud Kunst (SMBK) (Foundation for the Conservation of Contemporary Art) The Foundation focuses on projects related to the maintenance and conservation of contemporary visual art, through collaborations with managers, curators and conservators, raising field-related questions on a range of problems (technical as well as ethical) for discussion. The SBMK initiates projects, helps make their realisation possible and sees to the distribution of information throughout the profession.

Stichting De Appel A centre for contemporary art in Amsterdam, founded in 1975 by Wies Smals. In the beginning, the main focus was on performances, installation art and media art, in later years on global contemporary art at large. In addition, De Appel is home to a world-renowned curatorial programme and houses an extensive archive and library devoted to art from 1975 onwards.

Studio for Electronic Music (STEM) Is derived from a studio founded in Eindhoven in the Philips Research Laboratories in 1956. It moved to Utrecht University in 1960 under the supervision of Gottfried Michael Koenig. In 1967, it became the Institute of Sonology at the Royal Conservatorium in Utrecht. In 1986, the institute moved to the Royal Conservatoire in The Hague. The institute is in charge of the Journal of New Music Research, formerly named Interface, since 1972.

STRP A festival in Eindhoven that offers a fusion between art, technology and experimental pop culture to a broad audience. STRP offers a vision of the future of our technology-based culture with interactive art, light art, robotics, performances, experimental music and film screenings, seminars and workshops.

Submarine A production company in Amsterdam that develops and produces feature films, documentaries, animation and transmedia. Submarine has established itself as an innovative company, mixing traditional and interactive storytelling, all with an international focus.

Synaesthesia A neurological phenomenon, often described as an interweaving between two or more senses or sensorial experiences, and that most often involves the mind perception of colours. Artists and composers with synaesthesia are Wassily Kandinsky, Franz Liszt and Olivier Messiaen. It became a popular subject again in relation to VJing.

Tactical Media A term coined in 1996 that refers to sporadic interventions by media artists who engage on a political and critical scale with mass media, with a critical stance towards dominant politics and media. The movement has formal and theoretical ties with the Situationists, Dadaists and the Surrealists.

Talking Back to the Media (TBTTM) An event that took place in Amsterdam in 1985. The concept was developed by artists David Garcia and Raúl Marroquín. The aim of *Talking Back to the Media* was to show work by artists who were making use of one of the mass media and who attempted to deconstruct the 'reality' it evoked or commented on that media in some other way in their work. TBTTM consisted of numerous events, such as a photography exhibition, artist-conservations, a theatre play, a film festival, a publication and local television broadcasts. Aorta, Stichting De Appel, Kriterion, Shaffy Theater, Time Based Arts and VPRO radio also participated in this event. On the last day, interviews, lectures and a round table debate on mass media were held.

Techno An electronic music style from the 1960s and 1970s, which in the 1990s became the collective name for different electronic music forms. Early techno arose from electro in combination with minimal music and this characteristic remained. Techno music is mostly minimalistic and does not include singing.

Telepresence Is the real-time simulation, through technological means, of the presence of a person in a real space in which this person is not physically present. Examples of technology able to perform this type of simulation range from robotics (by the use of an entire mobile device remotely controlled by the person in order to interact with people from the distance) to holographic techniques and various advanced audiovisual technologies for videoconferencing.

Teletext Refers to systems enabling the possibility of displaying text and graphics on a television set through a traditional broadcast TV signal. Standards used to code text information within a TV signal have existed since the 1970s, and have been used to add to the video signal information like subtitles, but also TV schedules, news or weather reports, which can be decoded by a compatible television set and navigated through on the form of a series of pages (making these systems is sometimes regarded as an early anticipation of the Internet). The most famous standard of teletext is the WTS (World System Teletext), which was widespread in the 1980s and still in use until the 2000s.

Time Based Arts (TBA) An association that supports video artists in the Netherlands by distributing their work and organising small exhibitions and events. TBA was established in 1983 on the initiative of De Appel and the Vereniging van Videokunstenaars (Association of Video Artists).

TodaysArt Started in 2005 as an annual festival in The Hague. The festival originated from a pilot-festival called Sound/Vision, held in 2002. It has now grown into a platform for the exchange of creative practices. It is at the intersection between daily life and art and brings together international and local artists as well as other thinkers and the audience.

Tone Started in 2016 by STEIM as a platform for the presentation of sound art and to provide a place for experiments with music and sound. Tone is meant to show sound art more publicly and to stimulate artists working with sound.

Transmediale A yearly Berlin-based festival and cultural organisation that facilitates critical reflection on and interventions into processes of cultural transformation from a post-digital perspective.

U-Matic Professional analogue video format introduced by Sony in 1969. U-Matic tapes and their derivatives, BVU (Broadcast Video U-Matic) tapes, consist of ¾-inch-wide magnetic tape

enclosed in a cassette – an innovative feature at the time, since most professional video formats had been on 'open reel' tapes since the 1950s. Shortly after the introduction of portable video devices with the famous 1965 Sony Portapak and its ½-inch open-reel tape, U-Matic was the first professional format suitable for portable devices allowing outdoor reportage, making it the most widely used format for professional video and broadcast for over a decade. Its popularity in the video industry meant it was still commonly used until the late 1980s, although Sony had introduced newer professional formats in 1983 with the Betacam.

V2_ Lab for the Unstable Media is an interdisciplinary centre for art and media technology in Rotterdam. V2_ presents, produces, archives and publishes research at the intersection of art, technology and society. Founded in 1981 in 's-Hertogenbosch, V2_ offers a platform for artists, designers, scientists, researchers, theorists and developers of software and hardware from various disciplines to discuss their work and share their findings. V2_ creates a context in which issues regarding the social impact of technology are explored through critical dialogue, artistic reflection and practice-oriented research.

Van Abbemuseum Established in 1936, the museum is named after its founder, Henri van Abbe (1880–1940). Besides his modern art collection, the museum contains one of the largest El Lissitzky's collections in the world. Since the second half of the twentieth century, it developed into one of the most renowned museums for contemporary art internationally. The current director, Charles Esche, has pursued a more geographically diverse collecting policy, similarly to Jean Leering (1934–2005), a previous director, who was known for his experimental approach towards art's role in society.

Variable Media Network (VMN) The Variable Media Initiative, a non-traditional, new preservation strategy, emerged in 1999 from the Guggenheim Museum's efforts to preserve media-based and performative works in its permanent collection, and later spawned the Variable Media Network (VMN), which proposes an unconventional preservation strategy based on identifying ways in which artworks may outlast their original medium.

Vertical Cinema A series of fourteen commissioned large-scale, site-specific works by internationally recognised experimental filmmakers and audiovisual artists, presented on 35mm celluloid and projected vertically. The programme, an initiative of Sonic Acts was started in 2013 and has travelled to museums and festivals around the world.

VHS Non-professional analogue video format widely used for home video between 1978 and the early 2000s. The standard, introduced by JVC, originally stands for 'Vertical Helical Scan' but was later renamed officially 'Video Home System', and uses ½-inch magnetic tape in a cassette enclosure, with noticeable fragility and instability in time due to its low-cost mass production for the consumer market. Although other higher quality consumer formats had been introduced over the 1970s and 1980s (such as LaserDiscs), VHS stayed the most popular video format of the market for over two decades, only decreasing in use in the late 1990s with the expansion of DVD-video.

Video tracking (see also: motion detection) Refers to a position-finding operation performed by video data analysis, in order to locate and follow the track of a moving object captured by a video camera. Video tracking has been largely researched and developed in the field of video

surveillance for its capacity to automatically detect and follow the movements of a specific individual recorded by video devices.

Video Vortex An online platform founded in 2006 to provide a research network for online videos. It was a response to the foundation of Vimeo and YouTube, a way to investigate research about online videos. It is a platform for artists, researchers, film and video makers and it has held different conferences, workshops and exhibitions in and outside Europe.

Vimeo A website for video sharing and viewing, founded in the United States in 2004 by Jake Lodwick and Zach Klein. It is still active to this day, and is the main competitor to YouTube, with the specificity of being ad-free. It was the first video streaming website to support high-definition video in 2007, emphasising a strong dedication to including visual artists in their users community.

Virtual Reality (VR) Refers to technologies dedicated to simulating the physical presence of a user inside an artificial computer-created environment, providing an immersive experience and often involving interactivity between the user and the virtual space. The experience of this virtual space is generally based on the manipulation of different senses, mainly sight and audition via video and auditory feedback through technological means such as head-mounted displays. Depending on the device and the technology, the user can be given the ability to move within the virtual space and interact with elements from the environment.

Virtueel Platform (Virtual Platform) has been the sector institute for digital culture from 2007 to 2012. The institute promoted and strengthened the digital culture sector in the Netherlands and abroad. In Virtueel Platform's practice, digital culture had at its heart the fairly recent disciplines of interaction design, game design, media and electronic arts, social media communication and other forms of born-digital culture. It also included practices from more traditional cultural disciplines such as architecture, film, performing arts, etc., which are deeply influenced by the adoption of digital techniques. Virtueel Platform was an independent foundation subsidised by the Dutch Ministry of Education, Culture and Sciences. In 2013, it merged with the Netherlands Institute for Design and Fashion into Het Nieuwe Instituut.

VJing A real-time visual performance by a VJ (video jockey). The manipulation and selection of visual images by a VJ, always in combination with audio/sound.

VLC (VLC media player) A media player software application, free and open source, developed in France by VideoLan in 2001. It is currently one of the most widely used media players, due to its ability to support a very large range of audiovisual file formats, its availability for free, and its compatibility with computer operating systems as well as mobile phone systems.

W139 A project space in the center of Amsterdam. It was founded in 1979 when a group of young artists occupied the former theatre at Warmoesstraat 139 with the goal to create an alternative to the existing museums and commercial galleries to show their art and that of their peers. Constant Dullaart was appointed interim director when Ann Demeester left her position in 2006 and before Gijs Frieling assumed the position.

Waag An organisation in Amsterdam composed of research groups that work with both grass-roots initiatives and institutional partners across Europe, which places itself at the intersection between art, technology and electronic media.

It started as a society for old and new media in 1994 and is a platform for public research and public events on public, social and scientific aspects of old and new media, as well as a Fab Lab and a development platform. The managing director is founder Marleen Stikker.

Wearables/wearable technology Refers to various technological devices that a user can wear on his or her body, generally 'smart' objects (microcomputers integrated into common objects) designed to track everyday life activities, assist the user in various tasks or enhance certain perceptual capacities. Common wearables include smart glasses or head-mounted displays (used in augmented reality), smart watches and activity trackers such as wristbands for health monitoring. They generally rely on interconnectivity with other technological objects such as smartphones and collect data on everyday life activities of the user.

Web 2.0 (see also: World Wide Web) Refers to the changes in usage and functionality of the World Wide Web appearing gradually during the 2000s, and began to be formulated in the mid-2000s to point out the evolution of the web into an increasingly participatory and social-interactive-oriented network, as well as a simpler and easier system to use than it was in the 1990s thanks to the evolution of web design. It generally symbolises the expansion of user-friendly websites, simplified ways of creating content on the web for the general public and the significant development of social media and content sharing platforms such as video streaming websites, with websites such as Facebook, Twitter or YouTube all appearing between 2004 and 2006.

Web browser Software application designed to access and navigate through the World Wide Web, based on the capacity to research web resources locations on the network with the use of URLs (Uniform Resource Locator). Web browsers are a key component of the World Wide Web, and the first browser created simulta-neously with the web itself, by Tim Berners-Lee in 1990. Historically popular early web browsers like Netscape Navigator, created in 1994, and Internet Explorer, in 1995, largely influenced the uses and functionalities of the web.

Witte de With Center for Contemporary Art Founded in 1990 in Rotterdam, Witte de With Center for Contemporary Art presents and discusses the work created today by visual artists and cultural makers, locally and internationally. It organises exhibitions, commissions art, publishes and develops educational and collaborative initiatives.

World Wide Video Festival An annual International Media Art Festival in Amsterdam. From 1982 to 2004 World Wide presented 22 editions of its media art festival. The festival included all forms of media art: single screen (video, film, net art, cd-rom) and performance art. The exhibitions and presentations took place at various locations, such as the Gemeentemuseum Den Haag (now Kunstmuseum Den Haag), the Stedelijk Museum Amsterdam and the Melkweg Amsterdam. World Wide continues to be a platform for media artists to present their work.

World Wide Web A network of information relying on a large-scale network of interconnected computers across the globe (the Internet). Created in 1989 by the scientist Tim Berners-Lee, it gives access to resources via connection to the network through which one can navigate by using dedicated software programs: web browser. Resources are identified by specific locations on the network where they can be found, called Uniform Resource Locators (URL), and can

generally be navigated through with hyperlinks – links referring to specific data accessible to the reader by clicking on it.

Worm A foundation for experimental, avant-garde and grassroots art with an emphasis on music and film, located in Rotterdam.

YouTube A website for video sharing and viewing, as well as a social network, created in the United States in 2005 by Chad Hurley, Steve Chen and Jawed Karim, and bought by Google in 2006. It is to this day the largest video sharing website and can be considered the second largest social media in the world, only surpassed by Facebook.

Colophon