

Web browsers prescribe the ways we access and navigate knowledge and communities online. Since the 1990s browser software has been an arena for artistic interventions ranging from quirky standalone browsers to performative pieces to minimalist browser add-ons. The (im)possibility of navigation is not taken for granted and is probed, questioned, and reformulated through such software practices. We propose navigation as a mode of exploring interactive software that allows researchers to collectively document manifold facets of artists' browsers.

# Navigation

Reihe  
Begriffe des  
digitalen Bildes





# Navigation



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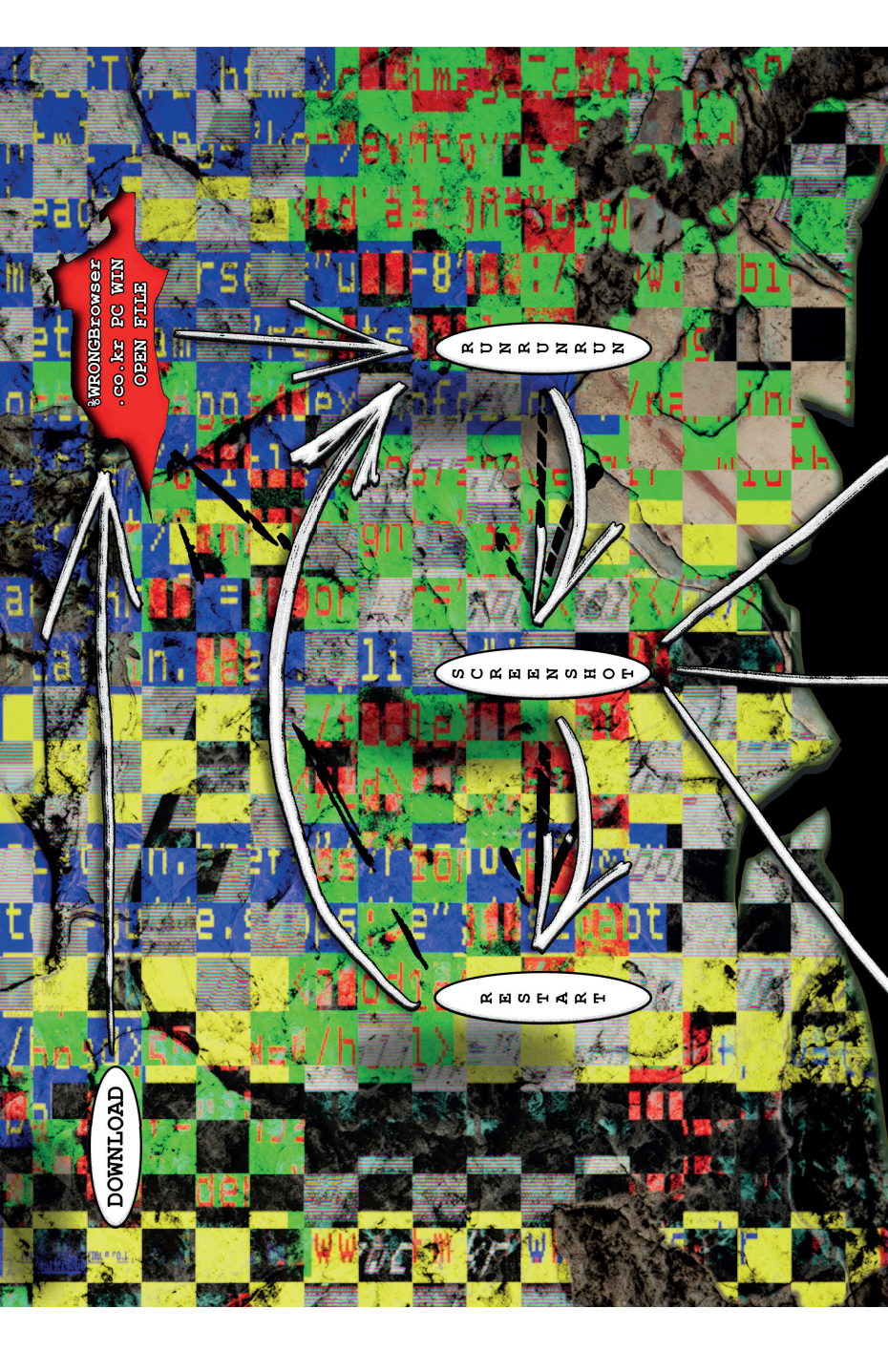
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GVN908

## The Crack

[The contribution is reproduced on pages 72–77]

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&WRONGBrowser  
.co.ke PC WIN  
OPEN FILE

DOWNLOAD

RUNRUNRUN

SCREENSHOT

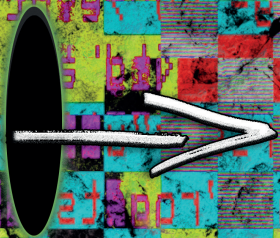
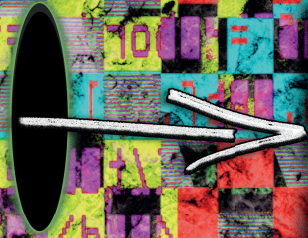
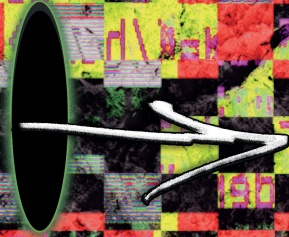
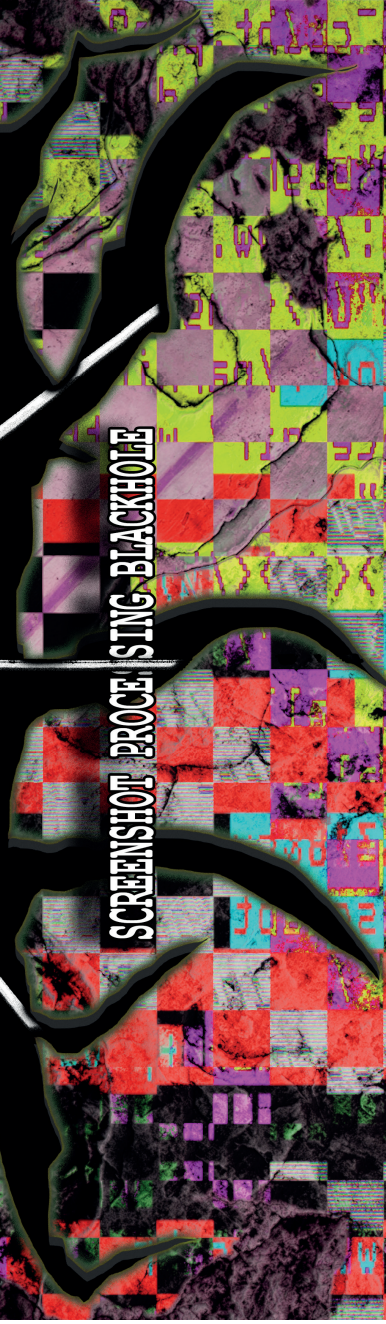
RESTART

**SCREENSHOT PROCESSING BLACKHOLE**

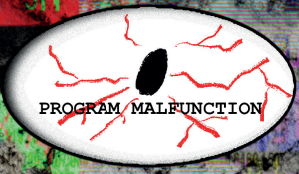
**CORRECT SCREENSHOT**

**PARTIAL SCREENSHOT**

**CORRUPT SCREENSHOT**









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Finished

... a mischievous  
software functioning,  
context rotting away and  
the neo-growth of  
unexpected roots ...






Edited by

Inge Hinterwaldner

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Konstantin Mitrokhov

Staatliche Hochschule  
für Gestaltung Karlsruhe 

DFG-Schwerpunktprogramm ‚Das digitale Bild‘  
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Das DFG-Schwerpunktprogramm ‚Das digitale Bild‘ untersucht von einem multiperspektivischen Standpunkt aus die zentrale Rolle, die dem Bild im komplexen Prozess der Digitalisierung des Wissens zukommt. In einem deutschlandweiten Verbund soll dabei eine neue Theorie und Praxis computerbasierter Bildwelten erarbeitet werden.

