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Interview: Joel Slayton

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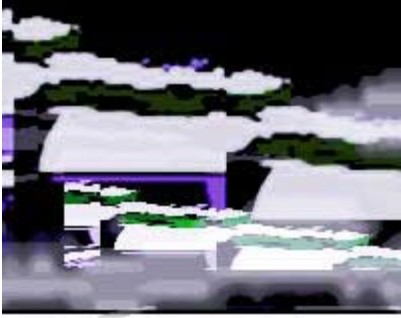
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Interview: Joel Slayton

Christine Laffer on Feb 21 1995

issue 01

A hypertext interview with the director of the CADRE Institute.

1. Introduction

Joel Slayton, Professor of Computers in Fine Art at San Jose State University, and Director of the **CADRE** Institute, talks about his approach to making and teaching computer **art**, remaining fully cognizant of the **pros** and **cons** of **technology**. He thinks of the computer as a **conceptual** machine based on **language**, and utilizing **information theory**, to enable a variety of interfaces with anything from **appliances**, **nano-technology** and **robots**, to **collaborative** projects and **performance** pieces such as **DoWhatDo**. In one such project he factored in an element of **chaos**, with disarmingly **unpredictable** results. Recent work has engaged him with issues of **surveillance** and **control**. Several of his pieces have involved the **Internet**, of which he offers a critique.