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Domain Rules

Original Citation

Townsley, Jill (2009) Domain Rules. In: Winchester School of Art Research Anthology. Winchester Gallery Press, Winchester School of Art, University of Southampton, pp. 104-109. ISBN 9781873451618

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Jill Townsley



Decisions previously personal, close-up, may become actions taken according to domain rules and general principle, actions for which nobody is truly responsible or accountable. (Bassett, 2009)

I propose to make visible the movements of a computer mouse over a set period of time - repeated. I will make a pantographic-like mechanism linking the mouse to a drawing implement. An image will be made which records the movement of the mouse during a period of general activity.

This process is consistent with the general trajectory of the human computer interaction design, which has tended to discourage looking inside or human insight. (Bassett, 2009)

The drawing (reminiscent of the process drawings of William Anastasi, *Subway Drawings*, 1970s and of the Victorian harmonograph), is a by-product of the relationship between machine and human. The artist in this case becomes a channel for making visible, the by-product of computer activity - forsaking authorship for the system.

The drawing process is repeated for a set period of time. Each drawing is made on top of the previous drawing, obliterating and adding.

The recursive/amnesic qualities pattern the development of digital systems. (Bassett, 2009)

However, each individual drawing is scanned into the computer that provided the system, providing a systematic, cumulative record of each stage of the drawing. The process is repeated many times.

The computer scans accumulate, and are compiled into a time-lapse movie representing the build up of marks. In this way the activity is fixed both digitally and within human experience.







