

Links from: --

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Interactivity: The spectator will enter into the room and he will find the exhibition credits. There will not be nothing there to see except the indications for going into the next room.
Hyperlinks: [Welcome room](#)

Screen Description:
As its name states, this will be a welcome room. There will be no visual stimulus, just plain walls and a computer screen in which the project name, author, and subject matter will be displayed. There will be also an indication for the spectator, to go into the next room.
The lack of text is intentional: we will be expecting the installation to speak by itself.

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Functionality: The spectator will have to press the star button to initiate the installation.

Interactivity: There will be instructions for the viewer to get comfortable inside the tent. After that, the spectator should press the start button and the interactive installation/manifesto will begin.

Hyperlinks: [Cockpit](#), [Tracey Emin](#), [Tent](#)

Screen Description:

There is a tent (or a similar construction -could be a cockpit as well-) in the middle of the first room. This construction must achieve the purpose of isolating the viewer. There's a chair and monitors inside the tent. The tent walls will work as an interactive installation/manifesto, with written text on them.

Project title: Social Network Art. An Interactive Artistic Manifesto

Producer: Oliver Glave

Screen Title: The interactive installation begins
1280 x 960

Date: 21/02/2013
Screen 3 of 5

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Graphics: YES

Audio: YES - Off voice

Video: YES

Interactivity: After watching the manifesto and the works of art, the spectator will have the chance of answering if he agrees or disagrees with the manifesto.

Hyperlinks: [Interactive wall](#), [Prometheus](#), [Inside the Tent](#), [Prometheus 2](#)

Screen Description:

Inside the tent, an interactive manifesto will be displayed. This manifesto will describe how a new type of sensibility based on the interaction of users between the environment of social networks is rising. It will clarify the rules and characteristics of this new type of art. The spectator will have the chance of seeing a short sample of works from this new genre. Then, a question will be given, to encourage the viewer to take a position either for or against this theory.

Project title: Social Network Art. An Interactive Artistic Manifesto

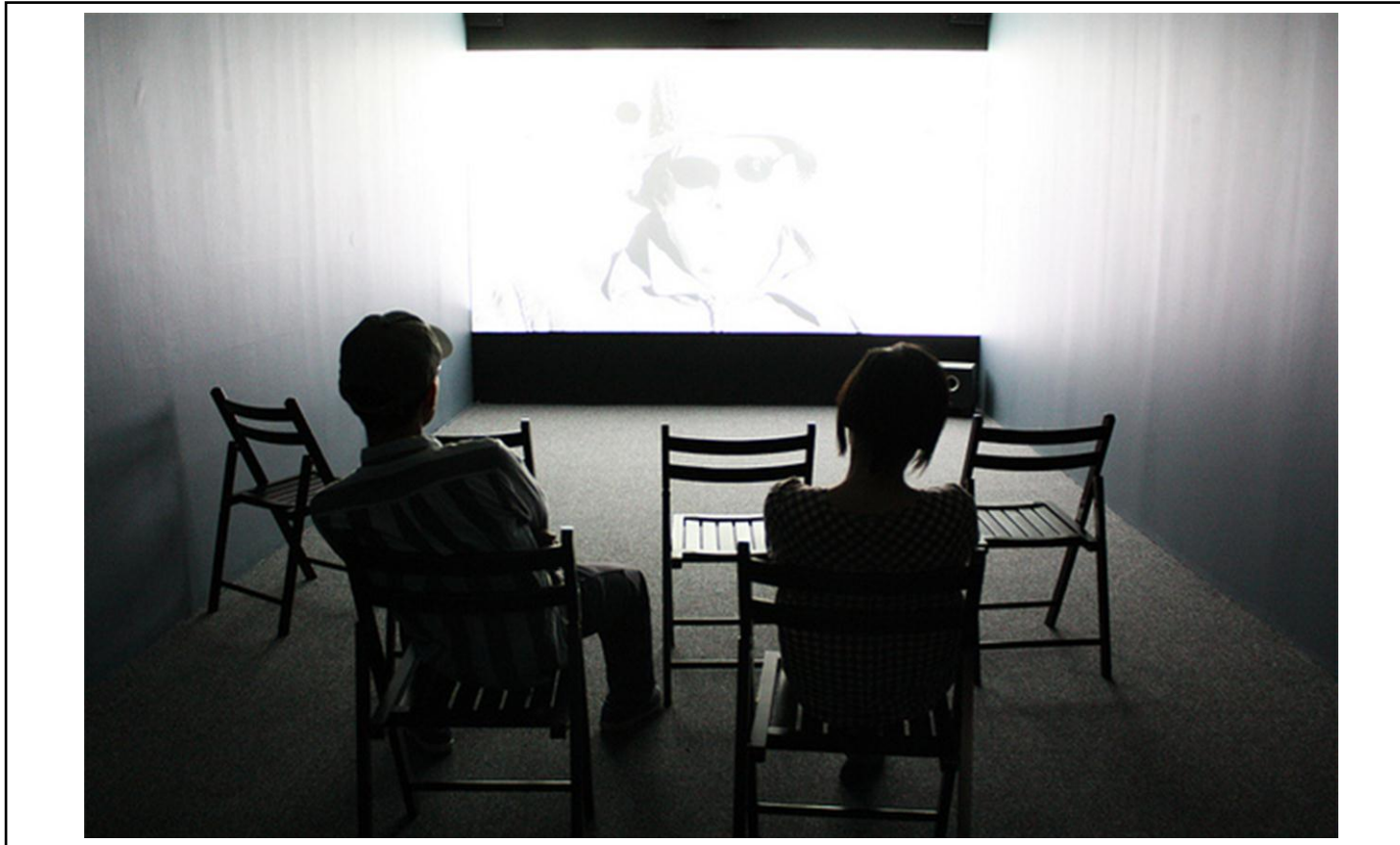
Producer: Oliver Glave

Screen Title: Fake documentaries
1280 x 960

Date: 21/02/2013
Screen 4 of 5

Links from: 3

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Audio: Off voice narration with subtle soundtrack.

Video: Footage from previous artistic avant-garde movements. Still frames of different pieces of art.

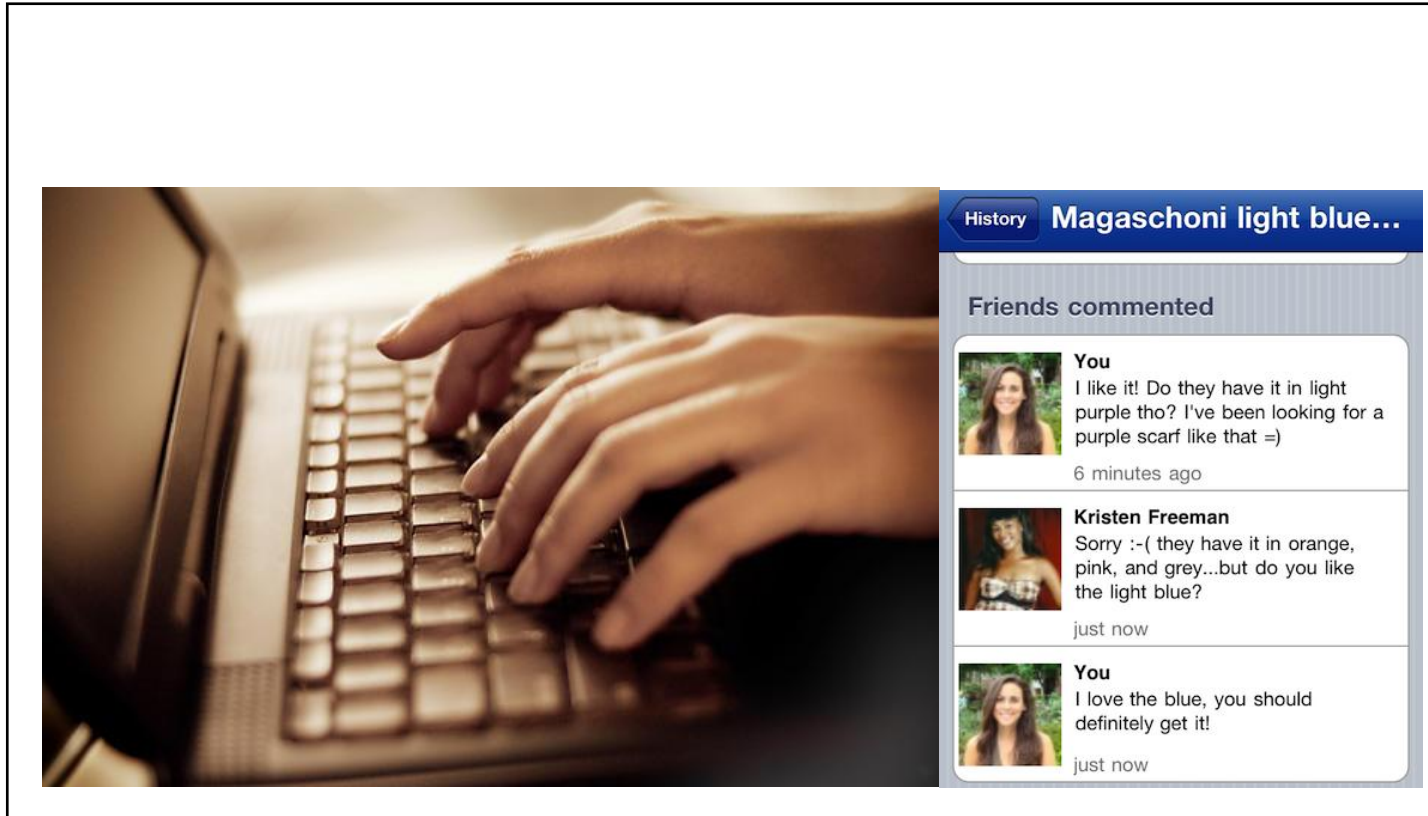
Hyperlinks: [Computers](#), [Two Computers](#), [Audience](#), [Social Network Art Documentary](#)

Screen Description:

In the next room, two different computers with earphones will be displaying two short documentaries. One will explain this type of art by linking it to previous artistic avant-garde movements and new media technologies. The other will show the implications of this genre on the world of art, copyright restrictions, authorship, and consequently, the threats to which it is exposed.

Links for: 4

Links to: --



Interactivity: The use of a computer blog which will help to improve the piece.

Hyperlinks: [Keyboard](#), [Feedback](#)

Screen Description:

In the last room, another sample of pieces of this new type of art will be displayed in one wall. There will be a computer in which the audience will be able to write their thoughts –in real time– about these pieces, and to judge if this type of art is possible or not, or if they consider the pieces art, or not. These answers will be displayed into another wall and will serve as feedback to improve the piece.

THE END