



Disconnect and Punish is the end of year expo for the Goldsmiths 2011 Interactive Media MA.

Through the trans-disciplinary methods of the course, we have dissected and reconstructed the theory and practice of contemporary computational culture. Our projects, although thematically diverse, are all process-based works, which challenge and break down pre-existing knowledge systems. In turn, we try to reassemble these systems in new and unique ways, creating speculative re-interpretations of formal practice. By focusing on process, we are continually re-inventing our methodologies as a means to investigate the underlying structure of media ecologies and their dysfunctions. With an experimental approach, our projects test and navigate systematic modes of thought to release hidden socialities.

We have borrowed from Michel Foucault's *Discipline and Punish* (1975), as the expo is an investigation into the nature of control. The notion of 'disconnect' correlates to our critical experiments in *defamiliarisation*: to make our engagement with machines and their logics unfamiliar and thus suspend the power of formulated regulations. Our work is not confined to the digital medium: for instance, some of us have concentrated on unconventional analogue media forms. Projects utilise clock mechanisms, hair extensions, and homemade remedies alongside applications, databases and open source software tools. We have explored the ever-changing negotiation between 'old' and 'new' media, employing artistic, scientific and technical methodologies to probe into the locked potentialities of these technologies.

Disconnect and Punish will take place from the 14th to the 16th of July (11.00-19.00) at the George Wood Theatre and Studios, Richard Hoggart Building, Lewisham Way, New Cross, London, UK, Goldsmiths, University of London.

Opening Party: 14 July, 18.00-21.00

<http://disconnectandpunish.net>

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