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網路藝術最爲核心的莫過於”連結”，也就集中在互動與流通上，另一方面，也因為數位技術與網路技術上的特性，而使得資料型態與內容也產生了許多意想不到的變化。但從今年的結果來看，網路藝術投件中大多採用既有的應用軟體，先天地侷限了互動創新的可能，另外，多媒體動畫也似乎難以跟網路互動在結合的創意上有足夠的試驗，這評審上的困難或許已經在入選從缺一名上可以想見；而且也考驗著創作者對於技術的價值定位爲何，顯然，藝術價值在面對技術開發時仍顯薄弱。

The core of Internet Art must be “linkage”, which means interaction and communication. On the other hand, because of the characteristics of digital technology and network technology, it causes the information type and content to generate many unpredictable changes. However, it can be seen in the results of this year’s contest that the artworks nominated in the Internet Art category mostly use pre-existing application software, which restricts the possibility of new interactions. Also, it seems difficult for multimedia animations to have enough experimentalism in terms of creativity in comparison to network interactions. Perhaps this difficulty for judging can be seen in the fact that there was no standout among the participants. Furthermore, it also tests what the artists consider the value of technology is. Clearly, the artistic value is still being neglected in the face of technology development.