Fall 2024 Arts of Asia Lecture Series
Sponsored by the Society for Asian Art
Is that Art? Game and Tech as a Medium
Cheng Xu, Assistant Curator for Games and Technology, Asian Art Museum of San Francisco
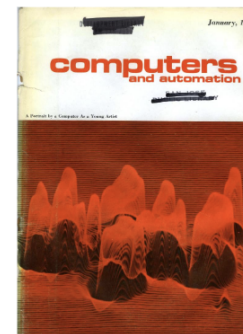**Nov. 1, 2024**

Timeline

1950
EPICAC, a fiction about a military computer that gaied sentiment was published by Kurt Vonnegut, 2 years later, Christopher Strachey created algorithm to write love letters.
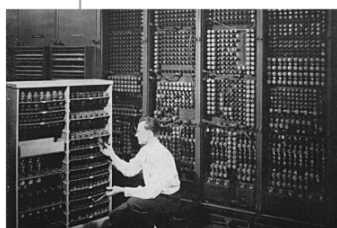

1957
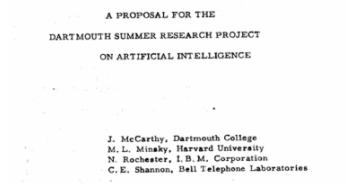First piece of music composed by a computer at UIUC.

1962
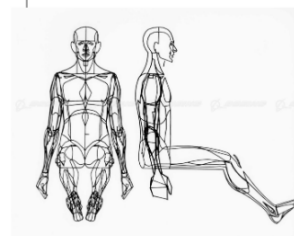'Space war' video game made at MIT.

1963
First computer art contest.

1945
ENIAC (Electronic Numerical Integrator and Computer), the first electronic programmable computer, was built at UPenn, funded by the U.S. Army

1956
The term "Artificial intelligence' was coined at Dartmouth.

1960
First mention of 'Computer Graphics' by William Fetter at Boeing. 4 years later he produced 'Boeing man', first 3D human figure.

Reading / Playing List

JOURNEY

CYBER–FEMINISM INDEX

MINDY SEU

Coded:
Art Enters the
Computer Age,
1952–1982

Surfing
human
creativity
with AI
— A user's guide

Nao Tokui

Christiane Paul

Digital Art
Third edition

Thames & Hudson world of art

A *NEW YORK TIMES* BEST SELLER

KLARA AND
THE SUN

A NOVEL

KAZUO
ISHIGURO

"A masterpiece that will make you think about life,
mortality, and the saving grace of love."
— NPR