

Listen, Scoundrels! - Reading List

We encourage you to engage more deeply with these ideas by exploring various sources of which the following is just a selection.

Print Resources

Margaret A. Boden and Ernest A. Edmonds, *From Fingers to Digits: An Artificial Aesthetic*, MIT Press: 2019

Paul Brown, Charlie Gere, Nicholas Lambert, Catherine Mason, *White Heat Cold Logic: British Computer Art 1960–1980*, MIT Press: 2009

Matthieu Copeland, *Gustav Metzger: Writings: 1953–2016*, JRP: 2019

Douglas Davis, *Art and The Future: A History/Prophecy of the Collaboration between Science, Technology and Art*, various editions from 1975

Herbert W. Franke, *Computer Graphics - Computer Art*, Springer 1971 & 1985 (out of print – try libraries & Internet Archive. Re-issue coming 2026)

C. T. Funkhouser, *Prehistoric Digital Poetry - An Archeology of Forms 1959-1995*, Alabama: 2007

Catherine Mason, *A Computer in the Art Room: The Origins of British Digital Arts 1950-1980* (inexpensive ebook from Apple & Amazon)

Catherine Mason, *Creative Simulations: George Mallen and the Early Computer Arts Society*, Springer: 2024

Christiane Paul, *Digital Art*, Thames & Hudson, various editions from 2003

Grant D. Taylor, *When the Machine Made Art: The Troubled History of Computer Art*, Bloomsbury: 2014

Free Online Resources

Back issues of PAGE, the bulletin of the CAS from 1969: <https://computer-arts-society.com/casarchive/cas/page.html>

Geoff Davis, *AI Creative Anthology: Writing & Arts*, 2024: <https://geoffdavis.org/#ai-anthology>

Simon Ford, *Technological Kindergarten*, 2003: <https://www.metamute.org/editorial/articles/technological-kindergarten>

Ravio Kelomees, Varvara Guljajeva, Oliver Laas, *The Meaning of Creativity in the Age of AI*, 2022: <https://var-mar.info/wp-content/uploads/2023/10/The-Meaning-of-Creativity-in-the-Age-of-AI.pdf>

Nicholas Lambert, *A Critical Examination of 'Computer Art': It's History and Application*, 2003: <https://computer-arts-society.com/casarchive/computerartsthesis/index.html>

Ruth Leavitt, *Artist and Computer*, 1976: <https://www.atariarchives.org/artist/sec28.php>

Lev Manovich and Emanuele Arielli, *Artificial Aesthetics: Generative AI, Art and Visual Media*, 2025: <https://manovich.net/index.php/projects/artificial-aesthetics>

Patric Prince, 'The Art of Understanding, Or: A Primer on Why We Study History', 2003: https://digitalartarchive.siggraph.org/wp-content/uploads/2018/01/Prince_essay.pdf

Jasia Reichardt, *Cybernetic Serendipity: The Computer and the Arts*, Studio International, 1969: https://monoskop.org/images/2/25/Reichardt_Jasia_ed_Cybernetic_Serendipidity_The_Computer_and_the_Arts.pdf (or purchase the 2018 re-print from Studio International)

Rainer Usselman, *The Dilemma of Media Art: Cybernetic Serendipity at the ICA London*, 2003: <http://www.rainerusselman.net/2008/12/dilemma-of-media-art-cybernetic.html>

Joanna Zylińska, *AI Art: Machine Visions and Warped Dreams*, 2020: <https://www.openhumanitiespress.org/books/titles/ai-art/>

The CAS YouTube channel many videos of past lectures and interviews with pioneers: <https://www.youtube.com/computer-arts-society>