The Performance
Turn and
Software

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Structure

• Software (with mini-performance 15 minutes)
• Context
• Cases
• Results
• Conclusions
What is software?
Software, also called program code, governs the behavior of computers

```java
void setup() {
  size(640, 200);
  background(102);
}
void draw() {
  stroke(255);
  if(mousePressed) {
    line(mouseX, mouseY, pmouseX, pmouseY);
  }
}
```
Software, also called program code, governs the behavior of computers.
Open source software

- A software system is open source if its code is available to everybody for inspection, use, and modification. Use and further release of modified version of an OSS system are regulated by a license.
OSS examples?
OSS Examples

- Linux (operating system)
  - loc 4,142,481

- Apache (web server)
  - Web Sites hosted 179,720,332
  - Percent 60.31%
  - loc 89,967

- Scratch (to create animations, games, small multimedia programs)
  - Users 300.000
  - Projects 1.5 M
The new just might be old - Research methods in software engineering

• mathematical proofs
• empirical studies (qualitative, quantitative, experiments, case studies, surveys, positivism, interpretivism)
• Literature reviews
• Design science
• Action research
• ...
Research question \rightarrow Commitment to practice \rightarrow Question for practice

Theory

OSS Event

- stakeholders
- developer
- researcher
- user
- artist

- documentation
- software
- picture
- video
- text
- sound
- animation
Cases

• Researcher Days Night 2009
• Itovation 2009
• NTNU Fest 2010
• K+K=K 2010
Research Questions

• Research Question: How can we increase knowledge about the intersection between software and art?

• Question for Practice: How can software benefit from art and vice versa?
Results

1. a stakeholder model
   – developers, users, researchers, and artists

2. a open documentation model
   – patchwork of words, still and moving images, music and sound, and digital code

3. Development or use?
   – HCI, software engineering

4. How to evaluate works in this intersection?
   – Technical and esthetics quality

5. Are there feelings beyond creativity and amusement we should look at?
   – Boring, romantic, contemplative, anger, etc.
Researcher Days Night 2009 - stakeholders
Itovation 2009 - stakeholders
NTNU Fest 2010 - romantic
K+K=K 2010 - fun
K+K=K 2010 – concentrated
Conclusions

• Questions and comments
• www.letiziajaccheri.com
  – References
    • ACM digital library (86 results performativity)
• Adrian Mackenzie. The Performativity of Code: Software and Cultures of Circulation. Theory Culture Society, 2005