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### Listen, Scoundrels!

Calls to Action from Early CAS

A 20 Print Exhibition by Sean Carroll

www.computer-arts-society.com

Published in 2025 by Interact Digital Arts Ltd, Leicesterinteractdigitalarts.uk/publications

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# The Computer Arts Society: Radical Past, Radical Future?

Sean Clark

The Computer Arts Society (CAS) was founded in 1969. At the time, the idea of using computers to make art was a radical one— and potentially a conflicted one. After all, the computer was a product of the "military-industrial complex," and it was by no means certain that the increasing computerisation of society at large would be a positive thing.

Against this backdrop, artists Gustav Metzger and Frieder Nake, along with other CAS members, engaged in a discourse about the future of art and the role of the artist in the rapid development of new technology. This discourse was captured in CAS's newsletter PAGE, edited by Metzger, and became a significant part of CAS's focus in the late 1960s and 1970s.

In this exhibition, artist-curator Sean Carroll presents material from CAS's radical past and distills it into five key "calls to action." His curatorial process involved the use of contemporary AI tools to help uncover some of the deeper themes and narratives.

What emerges is an extraordinary insight into the thinking of artists who understood that computers would be an integral part of humanity's future but refused to allow their development to proceed blindly, without critique.

What is also immediately apparent is that the arguments made then are as relevant now as ever. Fifty years later, I wonder have we as artists really learned that much when it comes to the critical adoption of new technologies?

Innovations such as Virtual and Augmented Reality, cryptocurrency/NFTs, robotics, Artificial Intelligence, and

robotics are often enthusiastically embraced by artists as "the next big thing." However, the development of these technologies is largely funded by the same "military-industrial complex" described by Metzger and Nake in the 1960s and 1970s—albeit now with the addition of tech billionaires and other like-minded self-interests.

That's not to say that artists should avoid these technologies—quite the opposite. Artists need to explore them in order to fully understand how they work and to convey their benefits, uncover their creative potential, and present risks to others.

I have come to realise that we urgently need to demonstrate the same level of critical thinking now regarding our use of new technologies as the early CAS members, whose ideas are so clearly presented in this exhibition.

It is my hope that the members of the Computer Arts Society take on this challenge and that we continue to provide a home for thought-provoking radicalism, just as we have in the past. I hope this exhibition inspires you as it has me and encourage you to get in touch with CAS if you would like to contribute to the Computer Arts Society's radical future.

I would like to thank Sean Carroll for producing this excellent and thought-provoking 20 Print Exhibition. Please visit the CAS website for information about our other exhibitions and regular talks.

Sean Clark, Chair
The Computer Arts Society
seanc@interactdigitalarts.uk
www.computer-arts-sociey.com

10th March 2025

# 5 Calls to Action from Early CAS

- 1. Reject institutional Apathy
- 2. Weaponise art against technocracy
- 3. Reclaim the artist's power over technology
- 4. Break free from the art market system
- 5. Create art that intervenes in the world

Sean Carroll, Curator seanzshow@gmail.com www.newmediaart.club

Listen, Scoundrels! is part of my PhD research into the application of AI in curatorial practice, specifically its potential for exploring archival materials. This project focuses on PAGE magazine, the newsletter of the Computer Arts Society, which has shaped discourse on art and technology since its founding in 1969.

For this exploration, I began by generating a number of reports and deep dives into the archive, each time the AI guided by the purpose thematic analysis, allowing it to independently identify recurring themes and important overarching narratives.

What emerged was a portrait of radical conversations, pioneering figures, and a deeply engaged and committed artistic community. The exhibition hopes to capture this critical spirit, encouraging viewers to draw connections between past artistic experimentation and contemporary challenges.

#### CURATORIAL PROCESS

AI-Generated Audio Summaries (Deep Dives)

- · The AI generates multiple audio summaries based on initial data or thematic prompts.
- · These summaries serve as the foundation for deeper analysis.
- The curator listens to these summaries to:
  - · Identify and map recurring themes.
  - · Take note of any outliers, such as unusual insights or unexpected data points.

#### Curatorial Decision Making

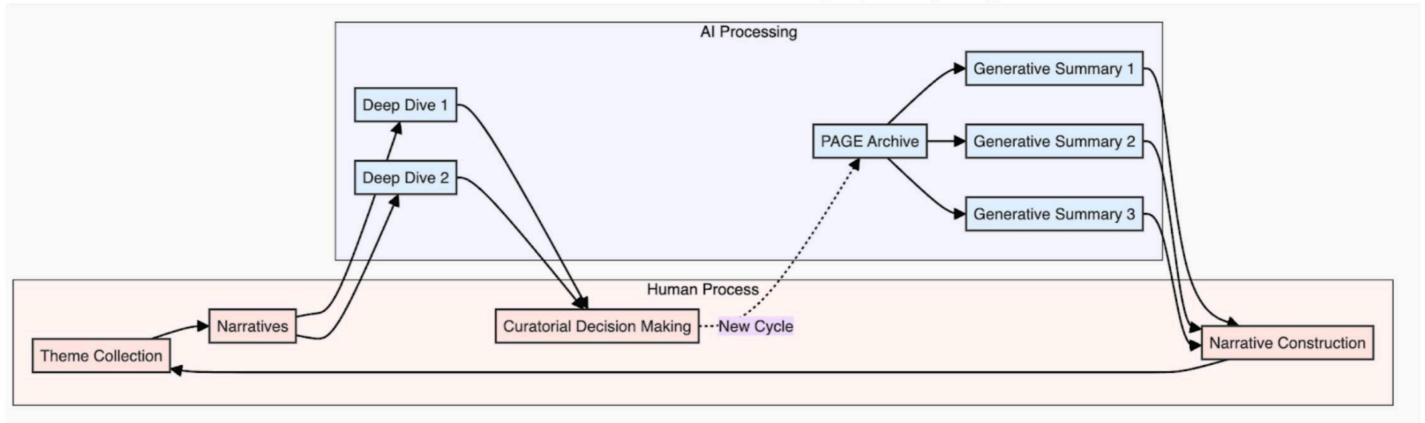
- After identifying key themes and anomalies, the curator documents essential questions or insights derived from the audio summaries.
- · These questions help refine the focus of the next AI processing steps.

### AI Text Analysis via RAG (Retrieval-Augmented Generation)

- The PAGE Archive—which contains AI-generated outputs like summaries—is analyzed using Retrieval—Augmented Generation (RAG) within a Google Notebook Large Language Model (LLM).
- The AI extracts relevant text and queries it based on the curator's predefined questions.

### Generative Summaries Creation

- Using the extracted text, the AI produces generative summaries that directly address the curator's inquiries.
- These summaries help in refining the conceptual and thematic framework of the project. Narrative Construction
- The curator integrates insights from the generative summaries into a structured narrative.
- This stage involves the development of a curatorial direction, ensuring that the themes, data, and insights align with the broader artistic or research vision.



LISTEN, SCOUNDRELS | Pinned by these lines, | Stay silent ■ Listen to these wolf howls ■ That barely resemble A poem! ■ Give here ■ The biggest ■ The baldest, 
Grab them by the collar and shove them Into the mud and the accounts ■ Of the Committees for Aid to the Starving! ■ Look, ■ Do you see ■ Behind these bare figures... ■ A gust of wind ■ Strong and soft ■ Wraps in snow ■ Thousands ■ Of millions of roofs, ■ The snow ■ Coffin of the villages of the Volga. ■ The chimneys, ■ The candles. ■ Even the crows ■ Disappear, ■ They sense ■ That, steaming, ■ Comes ■ Sweet and nauseating, ■ The scent ■ Of the son, 

The father, 

The mother, 

The daughter ■ That they roast. ■ Whose turn is it? ■ There will be no help, ■ Separated by the snow, ■ No help, ■ The air is empty! ■ No help! ■ Underfoot, ■ Even the mortar ■ They devour it! ■ Even the weeds! ■ No, ■ No help, ■ Surrender, ■ For ten provinces ■ Measure the graves. ■ Twenty million ■ Twenty, ■ Lie down, ■ Die! ■ But alone, ■ With a hoarse voice, 
With wild curses, 
The snowy hair of the roads 
Pulled by the wind, 
The earth sobs.

# 1. Reject Institutional Apathy

"Listen, scoundrels! Your fat bellies are full, while the world starves. Your indifference is a crime, your silence an act of violence."

— Vladimir Mayakovsky, Écoutez, Canailles! [translated] PAGE 10

Mayakovsky's **I922** poem "Écoutez. Canailles!" ("Listen. Scoundrels!") rings with an urgent command - its very title attention. demands By positioning this confrontational work on Page IO. followed immediately by his essay military-industrial on computing on Page II, Metzger creates a powerful dialogue across editions.

The poem's fierce critique of power and institutional indifference takes on new meaning in a context where many artists of the period received funding that could be traced back to military, commercial and corporate sources

Like these subtle financial connections that could be easily overlooked, the poem's untranslated French text requires effort to uncover.

Through this careful sequencing, Metzger seems to ask his readers: How many other consequences of institutional power do we fail to see simply because we don't take the time to look?

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22.	7.3.1958; 13-14	88.	19.7.1970 29-36	151.	10.1.1967 1,61	218.	12.2.1969 121

In PAGE 11, Metzger opens with a list of publications dating back to 1955 that highlight the expanding involvement with computers and the increasing support from both commercial and military sectors.

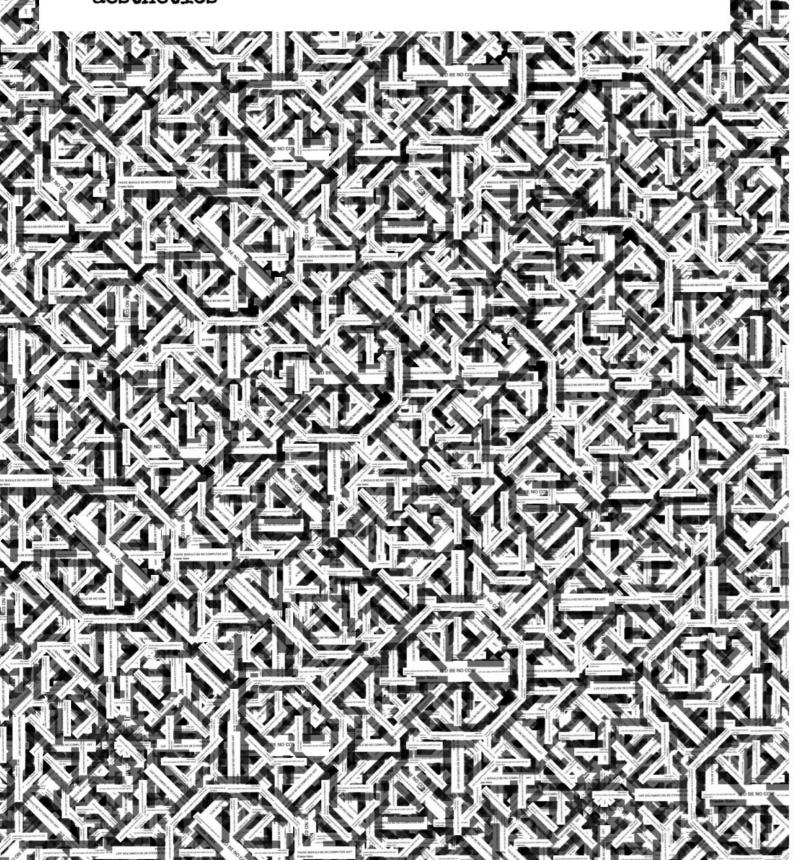
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29	7.10.1958 9-10	92.	3.7.1960 437	158.	10.4.1967 248	225.	12.6.1969 303
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ALL ARTISTS WILLING TO PROSTITUTE THEIR FUNCTIONS IN THIS WAY—
ALL ARTISTS WHO USE THE TITLE OF AVANT-GARDE TO HELP CONSERVE THE OLD ELITE—
ALL ARTISTS WHO REFUSE TO JOIN IN ATTACKING THE PRESENT SYSTEM—
ARE SHIT.

PAGE 11 - International Colaition for the Liquidation of Art

### 2. Weaponise Art Against Technocracy

Nake's critique of capitalist control over aesthetics



Questions like "is a computer creative" or "is a computer an artist" or the like should not be considered serious questions, period. In the light of the problems we are facing at the end of the 20th century, those are irrelevant questions."

- Frieder Nake, PAGE 18

Nake's assertion in PAGE 18,

"there should be no computer art," is not a rejection of using computers in art production. Rather, it's a critique of creating a separate category of art based solely on the tool

The discussions by Frieder Nake, John Lansdown, and others was a deeper concern: Who controls the means of digital production? Does computer art liberate artists, or does it simply reinforce existing power structures? The early optimism around computers as a new artistic tool was met with sharp critiques, raising questions about access, commodification, and the role of artists in maintaining or dismantling systemic inequalities.

Another concern was the speed with which computer art was absorbed into the existing structures of commodification. Nake saw the danger in computer art becoming just another style to be collectible. Instead of challenging the bourgeois structures of the art world, digital works were at risk of becoming another product to be bought and sold.

This mirrored broader critiques of the art world's ability to neutralize radical movements. If computer art was to be a genuine force of disruption, it had to resist this process. But as history shows, resistance is difficult when money enters the equation. For Nake, the answer wasn't to reject computers outright but to push them toward real critique. He suggested using computational tools to reveal systems of power, such as producing a film on wealth distribution. The challenge wasn't just to make art with computers but to use them against the structures that made their access so exclusive in the first place.

Even more critically, was the suggestion that computer programs were inherently designed for capitalist economies. The implication was that alternative systems were at a disadvantage because they had to adapt. If true, this wasn't just a critique of art, it was a critique of the deep ideological biases embedded in technological development.

Underlying these critiques was an unease about the role of technology itself. Was the computer an empowering tool, or was it a mechanism of control? Nake warned against what he called "sad technocratic Dadaism"—a superficial engagement with the machine that mistook novelty for revolution.

The discussions in PAGE were more than academic debates; they were warnings. Without critical engagement, computer art would become just another product of the establishment, a technological gloss on old hierarchies. The machine itself was neutral—but the way it was used, and who was allowed to use it, was anything but.

"The art market has reduced art to a series of fleeting fashions, driven by profit rather than genuine artistic merit. Art dealers determine what is valuable, and artists conform to their demands."

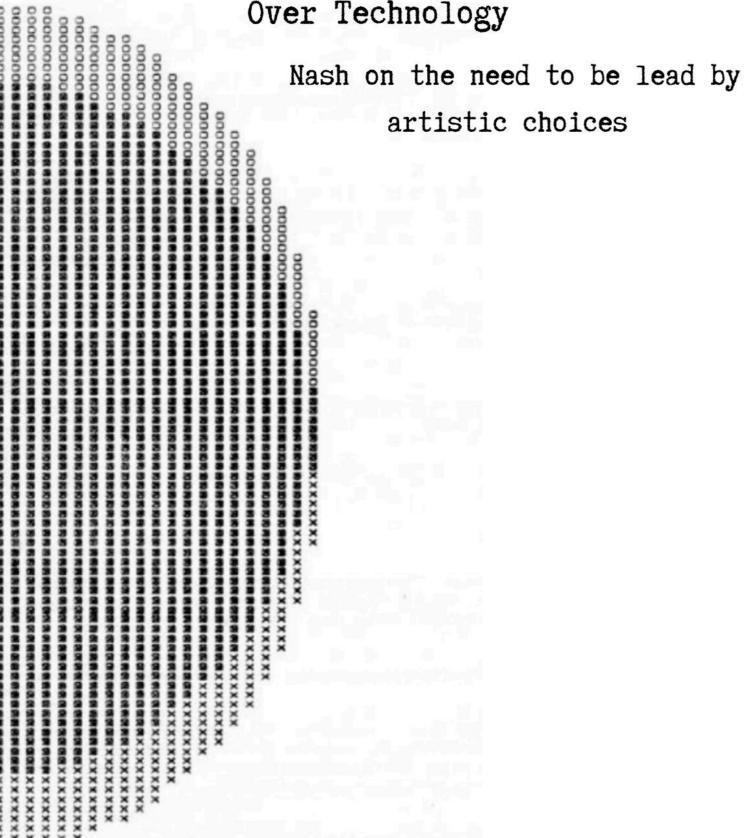
- PAGE 30

A letter in the Communications of the ACM Vol. 12 No. 5, May 1969 p. 248, protests against the dissolution of the ACM Special Interest Committee on Social Implications of Computing. The signators of the letter are organising a petition to reactivate the Committee. Offers of support should be addressed to Robert Bigelow 39 Grove Street Winchester Massachusetts 01800 USA Telephone 617-742-8300.

PAGE welcomes information about the fight by computer professionals against 1984.

Editorial - PAGE 3

## 3. Reclaim the Artist's Power Over Technology



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1. The debate over technology's role in art, has long revolved around a core dichotomy: either creativity is an exclusively human trait, or "artificial creativity" is something we can build and develop to make art for us.

2. Nash challenges this binary, suggesting instead that artists need to lean into opportunities of technology and assert their artistic identity with it.

"Twenty years of a computerised society make it apparent that twenty years hence no artist can ignore the computer. He will have to adjust to it, cope with it, or use it. He cannot reject it."

- Katherine Nash - PAGE 07



```
PROCEDURE
Binary Space of Eight Dimensions
Generate a sequene of eight bits using
a (hseudo) random process and obey the
following procedure appropriately.
GOTO (Bond St x) OR (Main St x) 1
AT (Midnight) OR (Midday) 2
ON (31 December) OR (1 January) 3
WITH (A child) OR (An animal) 4
WEARING (White) OR (Black) 5
HOLDING (An umbrella) OR (A balloon) 6
STAY (For an hour) OR (For a minute) 7
AND (Sing a song) OR (Sheak to everyone) 8
One day I'll write a book called
PROCEDURAL ART : BEHAVIOURAL ART
and be famous
but I m too busy just now Alon Sutclife
```

In Page 47 Vera Molnar opens her essay with two quotes presented in french. She begins:

"One of the best definitions of painting was given by the French Nabis painter Maurice Denis, who said:"

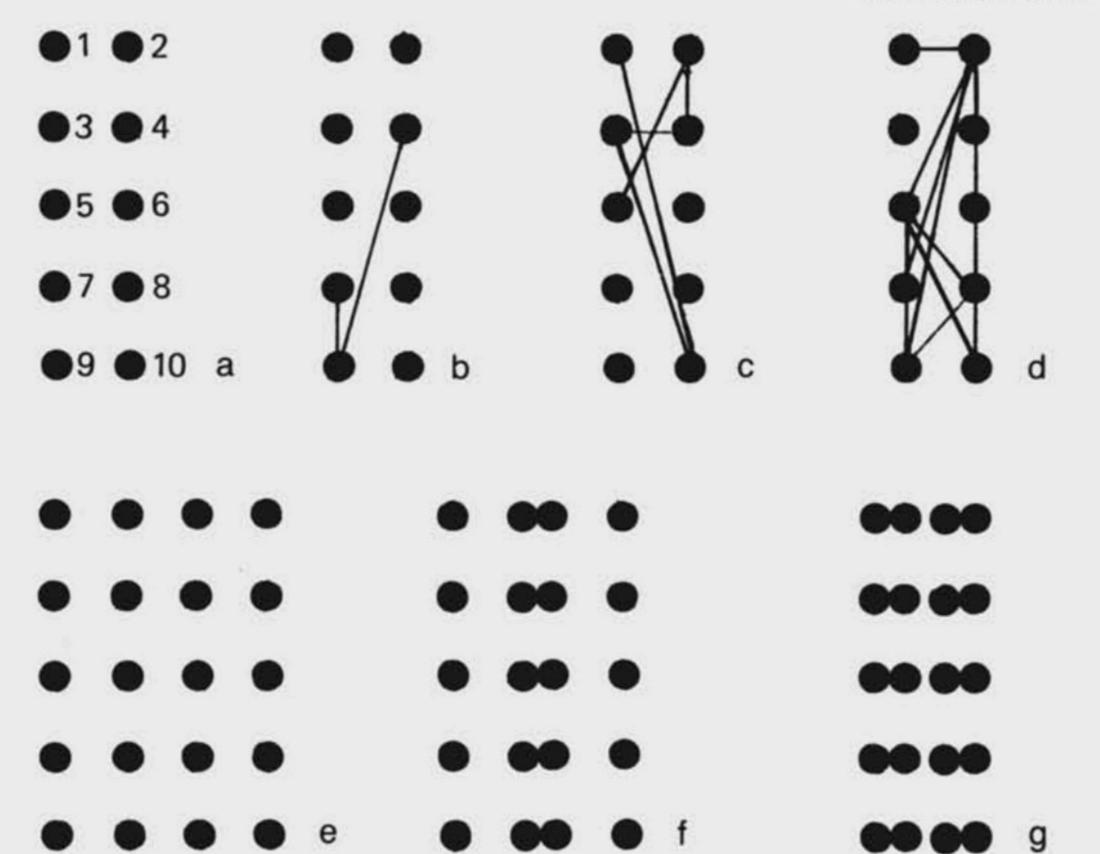
"Remember that a painting-before being a warhorse, a nude woman, or any kind of anecdote-is essentially a flat surface covered with colors assembled in a certain order." [translated]

"Some 600 years before him, Giovanni Boccaccio said almost the same thing in astonishingly modern terms: "

"...the painter strives for the depicted figure to emerge by itself, which is nothing other than a bit of color, skillfully applied to a panel..."

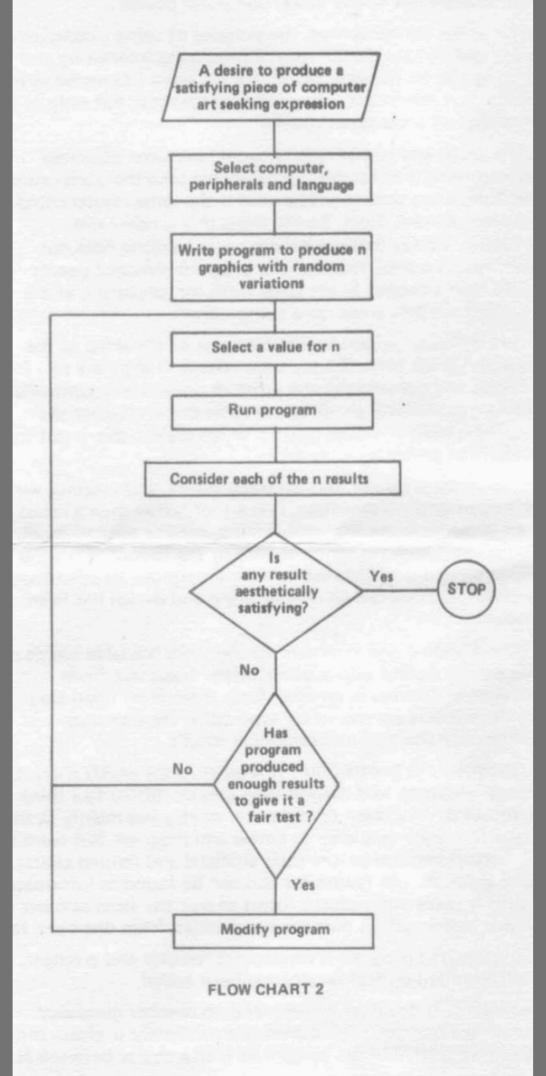
[translated]

Figure 1



Molnar's essay presents a provocative rethinking of artistic creation, one that marries the traditional painter's challenge with the novel capabilities of computer-generated randomness. She begins by acknowledging that the painter's initial attempts to fill a surface often yield unsatisfactory results—a problem she addresses through systematic investigation. In her view, the computer becomes an ideal tool for exploring the vast realm of possible images, even though the sheer number of options makes it impossible for a human to examine every outcome.

Molnar's approach reflects a deliberate balance between order and chance. She does not embrace randomness for its own sake but integrates it as a research tool, using computational techniques to generate images within a controlled framework. This allows her to systematically explore visual possibilities while still making artistic decisions at every stage. By curating which randomly generated compositions to keep and which to discard, she remains the ultimate creative authority, reinforcing her belief that the artist is not replaced by technology but rather augmented by it.



John G Seal - PAGE 25

# 4. BREAK FREE FROM THE ART MARKET SYSTEM

Artist Placement Group (APG): injected artists intoindustry not for patronage but as agents of change. The core idea was to disrupt the traditional financial structures that controlled art forms by embedding artists within industrial settings. This approach aimed to create something interesting regardless of immediate financial payoff, challenging the purely monetary economy. APG sought to redefine the aims of society by linking artists and organizations, fearing the alienation of creative forces.

APC artists work in their firms as artists.

Their presence is an affront to - if not an attack on - the normal product and profit premises of most companies. I am delighted to see them there, Like APC, the society has been concerned with establishing link; between artists and organisations, fearing the further alienation of the creative forces from

those that drive society.

In the end herhaps we shall all be adapted and adopted by the

political-military-academic-

industrial-aesthetic complex.

Who will be the artists then?

Best wishes + Love to Barbara Alan

ICLA PAGE 11

Art today is a Monopoly among many others

Art today is a Monopoly of creativity

Art today is a Monopoly of knowledge

Art Museums are the Banks of the art world

Art Auction Houses are the Stock Exchange of Art

Art Magazines are the Ticker Tape

Art Galleries are its Show Rooms

Art works are Commodities

Artists are creators of Commodities

While the INTERNATIONAL COALITION FOR THE LIQUIDATION OF ART make a bold provocation to remind artists what art is not, John Whitney reminds us in PAGE 24 that neither the art market, nor technical advancement is really the goal.

"Who is the genius who will use the computer for real great ART? Not a trained artist—not a programmer—but someone (anyone) with extraordinary imagination and a very human sensitivity."

- John Whitney, PAGE 24

I find it very strange that, in this situation, outsiders from technology should begin to move into the world of art and try to save it with new methods of creation, old results, and by surrendering to the given "laws of the market" in a naive and ignorant manner. The fact that they use new methods makes them blind to notice that they actually perpetuate a situation which has become unbearable for many artists.

NAKE PAGE 18

"What should the radicalized computer person do? Leave the business? Convert the firm? Sabotage? Work for a hospital? Get stoned?".

Write to 36 St. Georges Avenue London N7 for details.

Gustav Metzger and Frieder Nake both articulate strong critiques of the commercialisation of art, though they approach the issue from different perspectives. Metzger's focus is on the art world's complicity in capitalist structures, while Nake is particularly concerned with how computer art risks becoming a commodity that reinforces existing power hierarchies. Both argue that art should resist rather than uphold these dominant systems.

For Metzger, the art world was deeply embedded in capitalist and corporate interests, shaping cultural values in ways that serve financial and political elites. Executive His Profile Exhibition (PAGE 26) examines how newspapers like The Times and Financial Times construct and reinforce an image of society dictated the establishment, bv highlighting the role of media upholding in capitalist His norms. vision of a Negative Growth Society (PAGE 19) challenges not just the economic system but the very notion of art's role within it, advocating for an approach that resists market-driven imperatives rather than conforming to them.

Despite their differing emphases, Metzger and Nake are united in their belief that art should be a means of critique, not submission. They reject the notion that art can remain politically neutral and instead insist that it must actively engage with challenge and the systems that shape it. Whether condemning influence corporate over the media or the commodification of digital art. both figures warn against the assimilation of art into structures of power.

### Create Art That Intervenes in the World

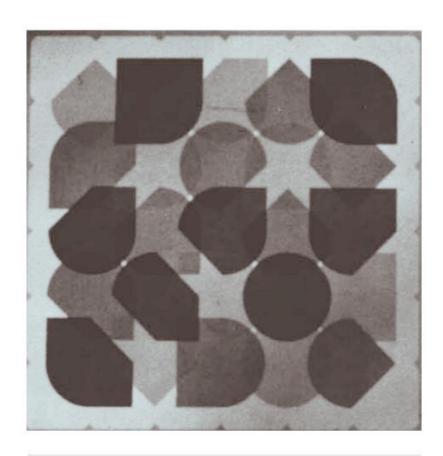
### Paul Brown's critique of "socio-political art" as elite performance

I am also concerned that many members of the arts establishment (in Britain at least) still find it hard - if even possible - to accept the computer as a tool or a medium for artists. They are not going to be convinced by silence.

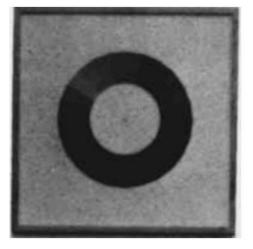
Paul Brown - Page 40



In PAGE 40 Paul Brown critiques the producing of work that caters only to an intellectual elite while at the same time cautioning of diluted efforts which risk prioritising engagement over artistic depth.



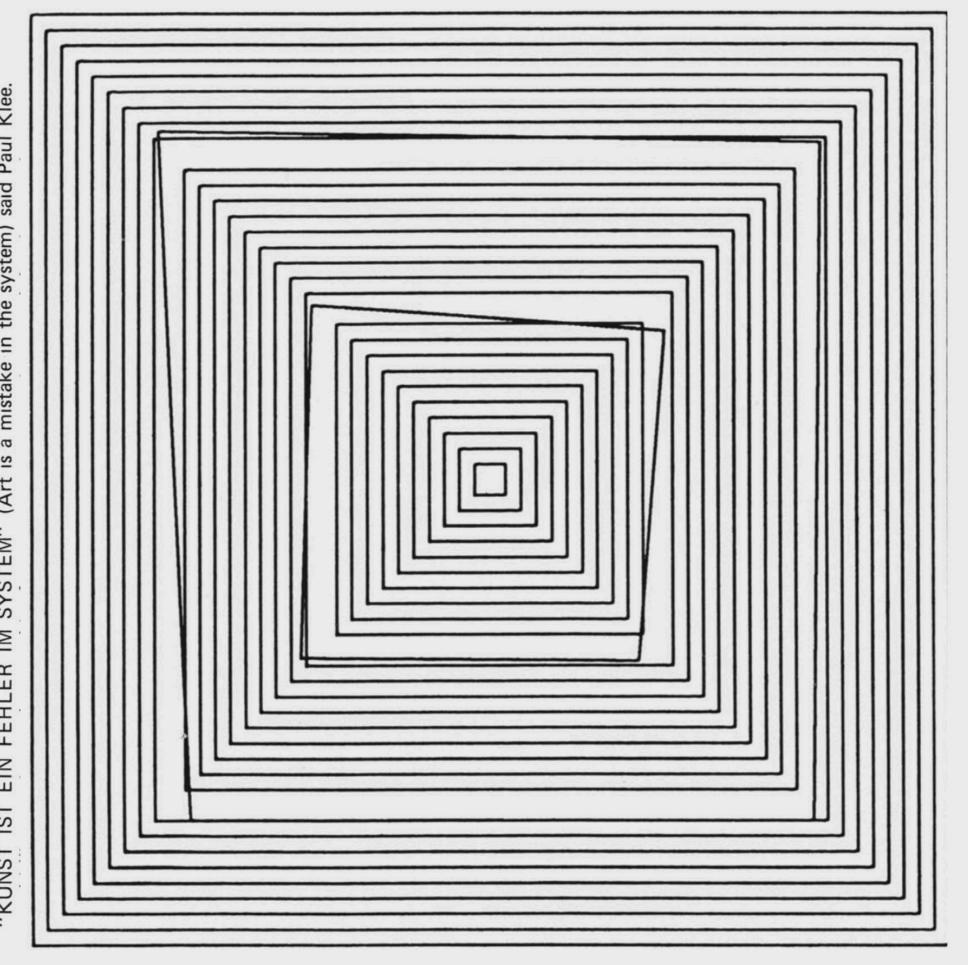
Paul Brown, MODULUS (8) Series, 1978–79



Art that intervenes does not dictate meaning; it stimulates it. The refusal to engage critically with new technology in art is not just an aesthetic choice but missed opportunity to participate in broader cultural narratives. create art that intervenes in the world, then, is to engage with the moment, to actively shape that encounter. This neither means retreating into the purity of artistic isolation nor surrendering to populist simplicity.

# VERA MOLNAR

"KUNST IST EIN FEHLER IM SYSTEM" (Art is a mistake in the system) said Paul Klee.

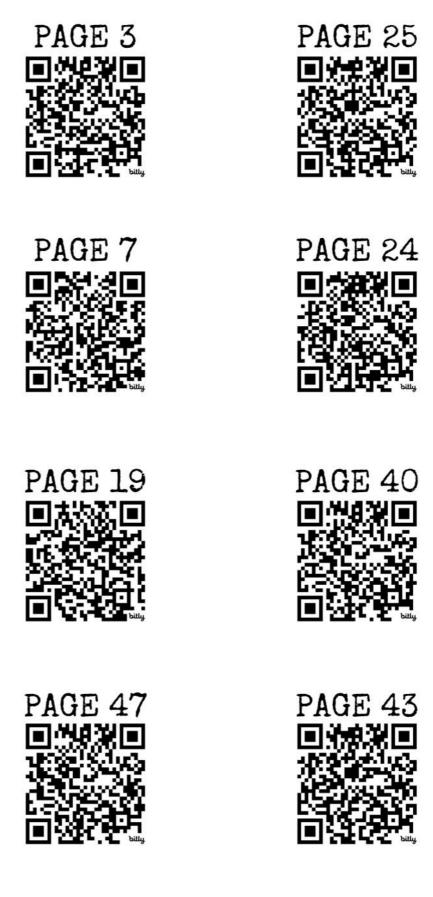


Guided by the AI's Ι analysis, was presented with a vast corpus of text. After refining this selection manually, reintroduced it into generative another model, this time asking it to distil the material into distinct calls to action, extracting the ofthe essence discussions and debates that had shaped these dialogues.

Listen, Scoundrels! is/was a call to action, urging artists to critically engage with technology rather than become complicit in the systems of power and inertia that Mayakovsky and Metzger condemned. The phrase itself is drawn from Mayakovsky's Écoutez, 1922 poem Canailles! (Listen. Scoundrels!), a fierce denunciation ofapathy institutional for and a demand artistic and political urgency.

### SOURCES IN ORDER





A complete set of PAGE newsletters in PDF format can be found on the Computer Arts Society website.



www.computer-arts-society.com

t Fort et doux Enveloppe dans la neige Des Volga. E Les cheminées, E Les cierges. E Même les ce uce et nauséabonde, E L'odeur E Du fils, E Du père, Il n'y aura pas de secours, E Séparés par la neige, E Même le mortier 
On le dévore! Même les mauvaises vinces Mesurez les tombes. Vingt millions Vingt Avec de folles malédictions, E Les cheveux neigeux de peu de pain. Encore du pain! Elle même, voyant la ville tend sa main ouvrière, I Une poignée de miette de Hurlent à toutes les frontières Et comme répor x. I "Londres, I Banquet, I Présence du roi et de la out en or!" 
Soyez maudits! 
Que Pour votre tête ges, Que Brûle sur le royaume L'incendie des Que des princes héritiers, 
Des princesses, Le mang lu Parlement, E Rapport sur la famine E Par Fridjof Nam on écoutait I Un ténor I Dans une romance à la mod La voix humaine! Prolétariat français Hé! Pr ashington, E Les fermiers ayant bouffé, E Ayant bu, ■ Dans la mer ■ Ils jettent le superflu ■ De la fi udits! Que Vos rues Soient pleines de révoltes, ur le Sud E De l'Amérique, E On joue de vos panses! ■ Leurs bandes sont satisfaites, ■ Avec les affamés ■ Le patriote russe. 
Soyez maudits! Dehors! Eterne par le son 
De l'or français, 
Soyez errants 
Pour nds arbres, E Que leur image E Toujours pendue, E e se plaint: ■ A l'Emp : - ■ O - f it des grimaces, ■ On y udits! 
Que cela soi

n ciseaux 
Et vous

Malédiction aujourd 9 781068 572210 'a l'éternité 
A ceux n'est pas Pour la panse remplie Ni pour le trône Les touchent E Les lances des révolutions! A vous