[Hacker cultures]

Milestones of Hacktivism History

Chapters:

- 1. the idea and origin of hacking: MIT and the hacker ethic
- 2. Hobbyists and the Californian ideology
- 3. The birth of the Internet and free culture
- 4. Technological typology of hacking
- 5. Motivational typology of hacking
- 6. Hacktivism
- 7. Contemporary hacker subcultures
- 8. Some hacktivist art projects

There is no single definition of hacker culture;

Examining the histories of hacking we might get to a comprehensive understanding of hacker cultures' main characteristics.

Examining hacker cultures is the observation of the information age and of the history of digital culture throught it's most subversive actors.

Our focus is intersections with art and design, critical media activism

Paul Virilio Lev Manovich Walter Benjamin Marshall McLuhan The Vision Machine (1994) The Language of New Media (2001) MEDIA THEORY Mechanical Ilride (1951) Guterberg Goloy(1962) Understanding Media (1964) Art in the Age of Mech. Rep. (1936) individuation The Information Bomb (2000) too simple man +-+ symbol motivated myth Harold Cohen (AARON) Karl Sims William Latham classification THEORY species +-+ var. **GENERATIVE ART** signifier conscious sign consciou formal grammars ward brage unconscious Poter Beyls (1988) The Algorith ~ nature conscio collective unmotivated ALGORITHMIC ART signified The Savage Mind Language and Mind (1968) Hebert (1989) Writing Degre Zero (1962) Noam Chomsky Visual Display of Quantistics Information (1981) semiality archetype (1953) The Raw and The Cooked Edward Tuffe Bradford Paley Course in General Linguistics (1915) Benjamin Fry GeorgeLegrady The Structure of Art (1973) **Roland Barthes** (1964) INFORMATION VISUALIZATION Saussure Three Essays on Sexuality Concet of the Archetype (1934-38) ART Jack Burnham Art as a Languag Levi-Strauss Switzerland Sommerer & Mignonneau Sigmund Freud C.G. Jung K.Feingold Eduardo Kac STRUCTURALISM DOVEMENALVOIS ORGANIC ART / ARTIFICAL LIFE 1908 Guillaume 1908-23 Frank Stella Sol Lewitt Henri Matisse Appolinaire Pablo Picanso MINIMALISM HACKING (EXPLORATORY) HACKTIVIST ART (SUBVERSIVE) EXPRESSIONISM CUBISM modern art Daily no expression, only form FUTURISM . France TACTICAL MEDIA Stelarc urrealice Josh Ce Italy CYBERNETIC ART Naim Jun Paik automatic surrealism ... new media art VIDEO ART SURREALISM Richard Seria Jackson Pollock POST-MODERN SCULPTURE PERFORMANCE ART DADA Spain Manifest of Surrealism (1929) ABSTRACT EXPRESSIONISM Michael Reas Andre Breton Tim Hawkinson Da Switzerland Robert Smithson Damies Hirst na form, only exp America EARTH ART LOWBROW GRAFFITI avante-garde POP SURREALISM 1954 1962 Andy Worhol Class Oldenberg Jasper Johns Russia RUSSIAN CONSTRUCTIVISM Robert Williams Mary Ryden Justapoz mag.(1994) POP ART functionality CONSUMER ART ANIMATION Golden Age post-modern art ANIMATION Plase **Eventworks** Snow White (1937) Dumbo (1941) Toy Story (1995) Cars (2006) Antz Monsters (2001) Ratatouille (2007) **Fampus Funnies** Superman (1938) Centipede Pac-Man (1981) Super Mario (1985) Pong (1971) Doom Quake Warcraft Myst/Riven Mickey Mouse (1931) Action Comis (1938) Batman (1939) VIDEO GAMES COMICS Golden Age COMICS Platinum Age visual effects & games COMPUTING AND INFORMATION Alan Turing crypotgraphy, turing sest Shannon Into Theory Licklider Man machine Alan Kay Dynabook -XeroxPARC GUI Commercialization APPLE MAC symbolic via Encelbart 1968 Wainer Cybernetre ARPA Net Ivan Sutherland Sketchpad 1963 V. Bush 'as we may think' Whirtwind SAGE real-time graphics invented MUSIC Minimalism Young, Reich, Riley, Glass **Barmstadt festivals.** Stockhausen None Schoonbern 1989 Atroality 1925 12 tops Oliveros FREE improvisation movements Serialist ascendency - Boulez Stravinsky 1912 Rite of Spring, Ballet russe analogue electronics digital synthesis IRCAM computer music research Cape Prepared plano indeterminacy chance operations EAT Exp. in Art and Tech Cagean music-circus Jazz - formative period ----Classic genres - Armstrong Blington Swing era historicism, post-modern eclecticism World Wart Waimar Republic 1918-1933 Spanish Republic POLITICS World War II Great Leap Forward China / Tibet Soviet Vietnam War (1959-1975) Afghanista Iraq War (2003-) Rwanda Cold War World Trade Berlin Wall Falls Center 9/11 2000 2010 1970 1980 1990 1920 1940 1950 1960 1900 1930 1955 1985 1915 1925 1935 1965 1975 1995 1945 World Population Man in space 6 billion SCIENCE 5 billion Sales Cart Star Start 3.billior 4 billion rise of popular science 2 hillion **World Population** Rama Hoetzlein (c) 2009-2010 Timeline of 20th c. Art and New Media rev. Michael Century 2011

Clement Greenberg

Art and Culture

Steven Levy

Artificial Life (1992)

Hackers (1984)

| | 1950 1955 | 1960 | 1965 | 1970 | 1975 | 1980 | 1985 | 1990 | 1995 | 2000 | 2005 | 2010 | 2015 |
|---------------------|---|------------------------------------|---|--|--|---|--|--|---|--------------|---------------|-----------------|-------------------------|
| | Whirlwind, | | | Intel 4004 | release | IBM Persona | | 16 | first Noki | a smartphone | The | first iPhone wa | is introduced by Apple. |
| | the first real-time comp | outer | | | | 100,000 014 | 100,000 orders by Christma | | in serior. | a smarephone | | roid by Google | |
| HARDWARE | was built at MIT US Air Defense System | | Intel 8080, the first Commodore 64 widespread microprocessor. | | | IBM's Deep Blue became the first computer | | | | | | | |
| | Estimate that there are 100 computers in the wo | | | | Altair 8800 | Galaksija), | build-it-yourself computer Galaksija released in Belgrade | | to beat a reigning World Chess Champion, | | | | |
| | | | | | hobby com | mmercially su | ccessful | | | | | | |
| | IBM 701 | Minsk mainf | rame compute | er USSR | | App | le Macintosh | | | | | | |
| PROGRAMNYELVEK, | FURTRAN (FURMula TRANslation), by Jobs and | | | | | | market the Apple I, Wozniak egyre több mikroprocesszor és személyi számítógép | | | | | | |
| OPERÁCIÓS | the first high-level prog /IBM | gramming langu | | | Apple II Amiga | | | és alap szoftver kerül a piacra space invaders, packman, memóriák, processzorok, stb | | | | | |
| RENDSZEREK | a FORTRAN needs to be | | LOGC |) /MIT | | | | space inva | iders, packina | n, memorian, | procession | on, seo | |
| és szoftwer | into a machine program by a compiler BASIC | | | | | | | | | | \$150 million | | |
| | LISP (interpreted) developed, Development of UNIX | | | | | | Microsoft Win | ndows laund | dows launched. | | | | |
| | 'LISt Processing'. | ating system | ing system | | | | | TOR PRO | JECT | | | | |
| | | Space | ewar/MIT | Atari found | led | | | | | | | | |
| EGYÉB/ | | 15 | Computer-G | CULT OF 1 outer-Generated Pictures eXHIBITION | | | | D COW | DC | TCOM BUBBLE | | | |
| KULTURÁLIS HATÁSOK | In the la | A employee | nployee CHAOS COMPUTER CLU | | | | | | TWITTER | | | | |
| KULI UKALIS HATASUI | made a | | | | | | MITNICK's a | F/ | ACEBOOK | | | | |
| | WHOLE | | | | E EARTH CATALOGUE THE WELL | | | | GOOGI | .E | | ANONYHOUS | |
| | | | HOMEBREW COMPUTER CLUB | | | ANONYMOUS | | | | | | | |
| HÁLÓZAT | | | N | | IG | | BURNING M | AN | | | | | |
| | Project MAC begun at MIT THE JARGON timesharing & messaging The first international conr to ARPANET are established | | | | | | ford file field, by fill beffers Lee | | | | | | |
| | | | | | | | | | | | | | |
| | | epartment's Ac ARPA) 1980s a | 1980s a series of commercial and alternative | | | | | | | | | | |
| | racket switching, millions of Americans | | | | | | | | up, such that by the late 1980s, were e-mailing one another, | | | | |
| E /I OCC | /ARPA | | | | | | | e discussions, and posting information. | | | | | |
| F/LOSS | | | | | | the GN by Stall | orrojece | The Linux Torvalds/ | kernel is born | | | | |
| LEVY | Part One. TRUE HACKER CAMBRIDGE: The Fifties The Tech Model Railroad The Hacker Ethic | NORTHERN Revolt in 2 | t Two. HARDWARE HACKERS RTHERN CALIFORNIA: The Seventies volt in 2100 ery Man a God Part Four. THE I CAMBRIDGE: 1 | | | | TRUE HACKER | s | | | | | |
| | Greenblatt and Gosper The Midnight Computer Wiring Society | | | | The Homebrew Computer Club Tiny BASIC Part Three. GAME HACKER Woz THE SIERRAS: The Eighties Secrets The Brotherhood The Third Generation | | | 1995, the NSF relinquished control of the Internet backbone, facilitating the interlinking of commercial, alternative, and government-sponsored networks and the mixing of for-profit and not-forprofit uses across the system. | | | | | |
| | 1950 1955 | 1960 | 1965 | 1970 | 1975 | 1980 | 1985 | 1990 | 1995 | 2000 | 2005 | 2010 | 2015 |

1. the idea and origin of hacking: MIT and the hacker ethic, 1950-ies and 60-ies

D/ARPA (Licklider) Space Race, Cold War Railroad Model Club > AI Lab Steven Levy: Hackers, heroes of the computer revolution('84)

early programming languages, interfaces and early computers types of computers



Phreaking and lockpicking – masters of trickstery



The Hacker Ethic

Access to computers—and anything that might teach you something about the way the world works—should be unlimited and total. Always yield to the Hands-On Imperative!

All information should be free.

- Mistrust Authority—Promote Decentralization.
- Hackers should be judged by their hacking, not bogus criteria such as degrees, age, race, or position. meritocratic trait

You can create art and beauty on a computer.

Computers can change your life for the better.

(LEVY 2010: 34)

Definition of hacking by

- Levy
- Stallmann
- Coleman
- Himanen
- Jordan

2. Hobbiists and the Californinan ideology: from counterculture to cyberculture (Fred Turner)







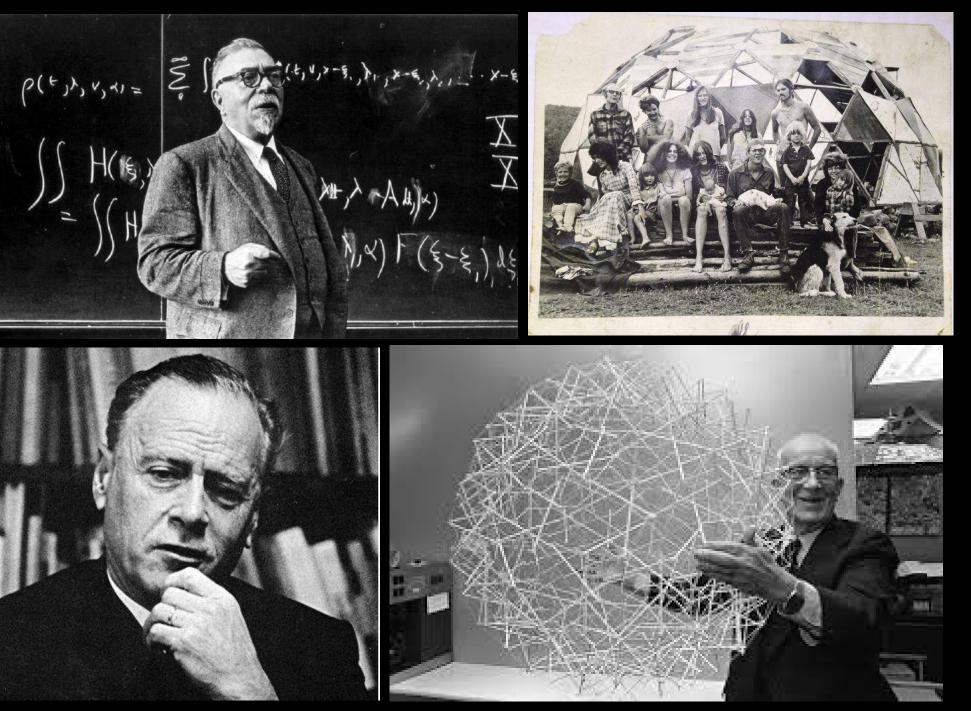
Mendocino In The Seventies People, Places and Events of California's Mendocino Coast by Nicholas Wilson, Photographer



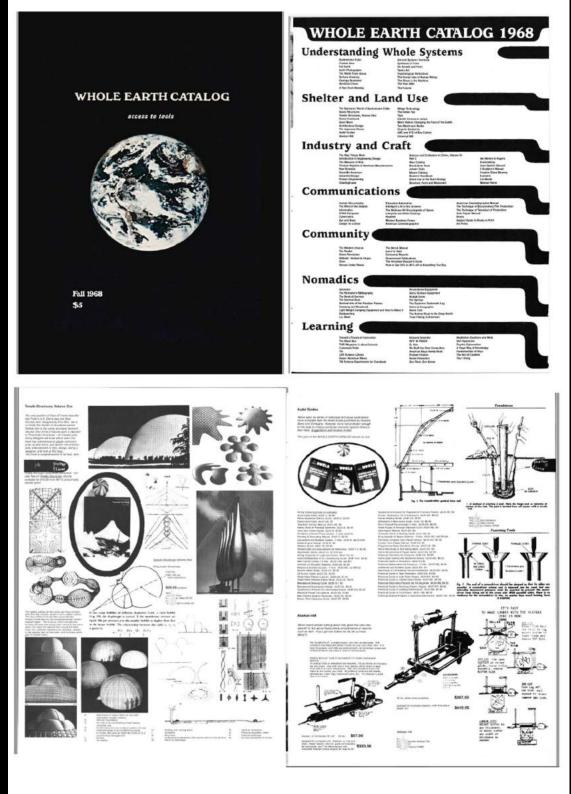




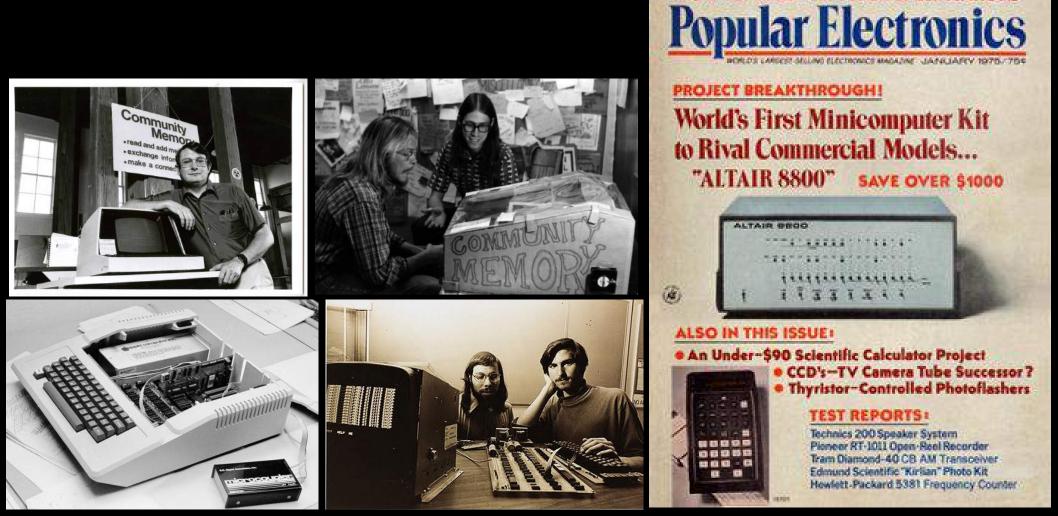
Mcluhan, Fuller, Papanek, Wiener: techno-utopian visions of society



Stewart Brandt: The Whole Earth Catalogue



Hobbyist culture, hardware hackers and their sudden prosperity: the microchip and the PC revolution



HOW TO "READ" FM TUNER SPECIFICATIONS

3. The birth of the internet and the struggle for free/libre culture

https://www.youtube.com/watch?v=9hIQjrMHTv4 Safra, , (255 SYSOP [2]) 249 mins, 0 Read Messages Stats List les FR Enter Message User Info Reverse New Files Page Sysop Goodbye Z M X Conference Flags Search Ansi On/Off (F) (A) Adjust File Flags ZOOM Gather Mail Expert Mode Comment to Sysop Join Conference Quick Upload View a File Download RZ Upload User: Safra from eXTRADITION! at 13:21:51

Extradition [2:AmiExpress] Time: 249 mins. left :

How the Web works? And How Http makes that possible?

The Request Response Cycle

The Globe

The Internet



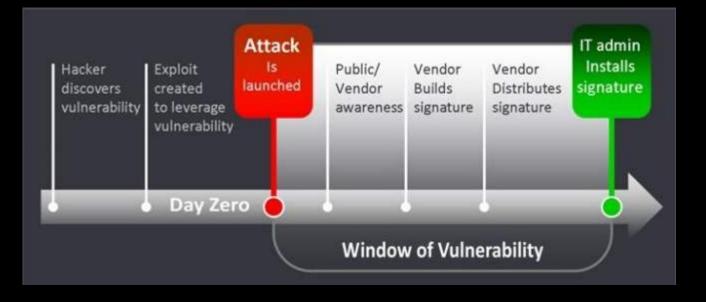
The user type in the URL : www.mywebsite.com/products/myproduct.html Web Server

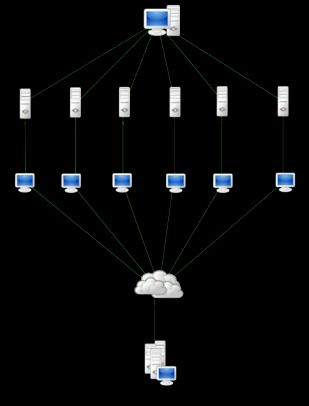
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4. technological typology of hacking

- Zero-day
- zero+1-day
- Social engineering
- Script kiddies





5. motivational typology of hacking

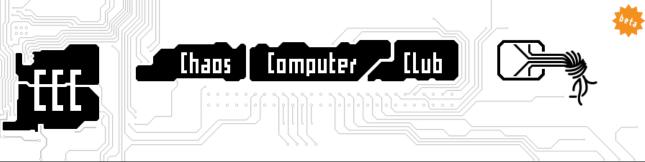
- Cyberwar
- Cyberterrorism
- Cybercrime
- cyber-activism

6. hacktivism

- Culture Jamming
- Tactical media
- Demonstrational hacktivism / MVDA
- Informational hacktivism
 - providing info-tech logistics
 - Release public data, protect private data!
 - Releasing information, eg. wikileaks
 - Protecting privacy, eg. TOR

7. contemporary hacker subcultures











8. some hacktivist art















Please send your applications to hottanja@hotmail.com Do not hesitate to contact me with any further questions or details



In December 1999, the EDT, the Swiss art group etoy, and culture jamming group ®™mark (pronounced art-mark) launched "The Twelve Days of Christmas" action using the EDT's FloodNet DDoS tool

http://eyewriter.org/ + laser tag grafiti: graffiti + open source technologies

Heath Bunting: readme.html

Critical Arts Ensemble

Tanja Ostojic: Looking for a Husband with an EU Passport 2000

Mediengruppe Bitnik: Random Darknet Shopper 2014

etoy: Toywar, 1999

https://thewholestoryproject.com/ 2017

Jaromil's ASCI forkbomb: :(){ :|:& };: 2002

Cirio: Face to Facebook 2011

