

Rethinking the Digital: New Media Art and the Active Viewer

Exhibition Description

Focusing on artworks from the 1960s to the present, *Window | Interface* explores the role of windows, screens, and digital interfaces in shaping our multisensory encounter with the world around us. The first section of the exhibition, “Window,” brings together works of art that expand the function of the window and question its limitations as a mechanism for framing sight. The second section, “Interface,” examines a range of multimedia installations, videos, and photographs. Representing different types of interfaces, many of these works are interactive and encourage us to explore the role of all of our senses in the aesthetic experience.

The artworks in this exhibition ask us to rethink what it means to experience the world, not just through sight, but through touch, hearing, and movement as well. *Window | Interface* thus invites us to think about how the window, the electronic screen, and the digital interface underscore the embodied character of human perception. It also asks us to consider how contemporary art engages the viewer in how we see and relate to our immediate environment.

The exhibition’s education guide can be found on the Learning Activities and Resources page of this web exhibit as well as the Kemper Museum’s website at <http://kemperartmuseum.wustl.edu/>.