Information

Bodies© INCorporated is an investigation into social psychology and group dynamics, actualized in corporate structure. It is a collaborative project on many levels, from the team of artists implementing it, to the actively participating audience attempting to gain shares in the body of work. At surface, Bodies INCorporated is a tongue-in-cheek commentary on some of the more obvious contradictions of corporate culture, particularly for those working with art and technology.

At a deeper level, Bodies© INCorporated addresses such issues as the legitimacy of cultural institutions as the only socially sanctioned site for display of art, and the ways in which structures of physical and ephemeral spaces effect our collectively embodied behaviour. From within computer networks we constantly project our selves, and play complicated identity survival games.

Initially, the participant is invited to construct a virtual body out of predefined body-parts, textures, and sounds, and gain membership to the larger body-owner community. The main elements of the online site are three constructed environments (subsidiaries of Bodies© INCorporated), within which different sets of activities occur: LIMBO© INCorporated, a gray, rather non-descript zone, where information about inert bodies that have been put on hold -- bodies whose owners have abandoned or neglected them -- is accessed; NECROPOLIS© INCorporated, a richly textured, baroque atmosphere, where owners can either look at or choose how they wish their bodies to die; and SHOWPLACE!!!© INCorporated," where members can participate in discussion forums, view star/featured bodies of the week, bet in the deadpools, and enter "dead" or "alive" chat sessions.

Events occurring within each of the zones ignite a range of emotional responses, and raise a variety of issues related to online community dynamics. For example, how does the graphic representation of the body amplify our relationship to it? What sort of psychological commitment and attachment do owners exhibit toward their "virtual" bodies? What happens when people find out that, with neither their knowledge nor participation, their body has been publicly altered in some way? How does the body become a source of pleasure and anxiety as it moves through changes and permutations out of the hands of the owner? What sort of emotional dynamics result from bodies being displayed as public spectacle? These are the types of questions Bodies© INCorporated actively explores.

Bodies© INCorporated, a collaborative project directed and produced by Victoria Vesna, is a public space on the web that occasionally emerges in the physical realm. It was exhibited from July 8 to August 11 at two network-linked sites -- The

Home

▶ Sounds of Home

Home is a gated community plugged into the surrounding chaos via various surveillance cameras and teams of journalists, who venture out to record the status of a separate existence. This DAILY NEWS is important to the Bodies© INCorporated community, as it reinforces the significance of the stringent rules and regulations that Members have to abide by in order to enjoy a sense of peace and security. Home, INCorporated in 1995, possesses an architecture that hovers somewhere between a circuit board and Disneyland. Realize that your total autonomy is itself anything but an exclusive fiction. "Decency" is defined in strict codes in the virtuality of the material realm; SURVEILLANCE is firmly established, and privacy demolished. However, you do have the option of ESCcape, or the ability to create your own personal space.

Be aware, there are rigid codes of conduct members must follow in order to retain active membership within the Body Owner community. The hierarchy is strictly undefined. The conceptual programmers (also functioning as systems administrators) are the ArchiTexts writ large, who at any moment may penetrate Members' personal space to inspect their actions. they are equivalent to the idea of God/dess. The administrators of the representational realm, are the unquestionable ArchiTexts writ small. They are in charge of checking spaces, tracking usage, and bestowing permissions. The Builders are privileged members who have earned the right to access the source code required for erecting your world.

New Body

NAME

[   ]

SEX   ☐ MALE   ☑ FEMALE   ☐ OTHER

SEXUALITY   ☑ HETEROSEXUAL   ☐ HOMOSEXUAL   ☐ BISEXUAL

AGE

[   ]

RELATIONSHIP TO OWNER

[   ]

SPECIAL HANDLING INSTRUCTIONS

[   ]

OWNER COMMENTS

[   ]

medium team leader feminine head

large team leader feminine torso

small team leader masculine right arm

large team leader masculine left arm

large team leader feminine left leg

large team leader feminine right leg