Archiving Australian Media Arts

Sample interview questions for artists

What was your first computer / encounter with / knowledge of a computer(s)?

The artwork that is part of the [Virtualities/Matinaze] case study in this project dates from [19XX]. When did you start making art with a computer?

Where did the idea/impetus to make art with a computer come from? Can you describe the milieu in which you were working?

Did you have your own computer (If so, what was it?) or did you access a computer elsewhere? How did that work? Why was it necessary?

At the time, were you aware of any previous artists utilising computers in their practice? If so, who/where?

What were your influences? Were there particular 'schools'/movements/theorists that influenced you? Were these local or international? What were you aware of at this time internationally?

Were you a part of any 'scene'?

Did you have contact with arts organisations?

Production

Please tell us what you can remember about the technical creation of your artwork. What tools did you use and why? Were they especially chosen or was it what you had available?

Reception

How was the exhibition received? Your artwork? Can you talk about the audience response, from your perspective?

Were there intermediary actors (e.g. critics, curators, scholars) who were important for the reception of this type of art? Important publications?

Preservation

[Show the artwork emulated]

What is your response to seeing this emulated?

Have you been able to access your artwork in recent years, prior to today? If so, how?

We would like to invite you to author a statement about the emulation of your artwork, that can be kept with it and made available to those accessing it. For instance, in some cases emulation may change the artwork. Would you like to provide such a statement?

We would also like to invite you to indicate on a proforma whether you are prepared to have a copy of your artwork lodged in the [ACMI/AGNSW] archive, and the circumstances under which you are prepared for this to be accessed and shared.