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Being @

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Abstract

In the past decade, the rapid proliferation of computers and networked communication technologies has offered the opportunity to experience a new kind of space, a space that is real but immaterial, where the imaginary can be shown without the need or support of concrete matter. We are entering a new era in our everyday interaction with the world, “an era of electronically extended bodies living at intersection points of the physical and virtual worlds” (Mitchell, 1995, p.24). This thesis operates in an unstable zone that bridges these two realms. The research applies theoretical findings into the production of an experiential system, a system that operates across the corporeality of the physical environment and the metaphysical realm of a cyber-spatial environment. The research proposes that Cyberspace can be conceptualised as a representation of spatial experience figured upon ‘being-in-the-world’ (a phenomenological paradigm). It aims to locate, define and operate within and across the liminal zone, the threshold between corporeal space experience and computer mediated space. This zone, in terms of spatiality, is framed as the experience of the interface, the dematerialising horizon of human being and place (Perella, 1995). Interface becomes the point of departure from corporeal into the metaphysical dimensions of cyber-spatiality.

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How can we give thanks for this endowment, the gift of being able to think what is most thought-provoking, more fittingly than by giving thought to the most thought-provoking? The supreme thanks, then would be thinking? And the profoundest thanklessness, thoughtlessness? Real thanks, then, never consists in that we ourselves come bearing gifts, and merely repay gift with gift. Pure thanks is rather that we simply think - think what is really and solely given, what is there to be thought (Heidegger, 1968, p. 143).

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