Paolo Cirio

Conceptual Art that considers how society is organized and impacted by the distribution, organization and control over information.

Paolo Cirio's works:

Power / Language / Information / Communication

Hacking of information technology, marketing, legal, art and popular languages.

Art with Information Power through reconfiguring information asymmetries

Information's Power is key for military forces defined by academic **Cyberwarfare** theory as **"Fifth Dimension"** based on Information Asymmetry of the **Infosphere** considered as Space and Asset

Information Power

INFOSPHERE: THE FIFTH DIMENSION OF STRATEGY

Whether or not the infosphere is strictly speaking a physical reality, is perhaps no more than a problem of definition with little real importance. In the practical world of strategy what really matters is perceiving the infosphere as a place that exists, understanding the nature of it, and regarding it as something which can be manipulated and used.

'Control of the infosphere' denotes a situation in which an actor is able to control information and its flow, and bend the infosphere to serve his strategic objectives. In this vein, one may not wish to destroy an enemy's information assets, but rather control what information can flow through, from, or into them.

The fifth dimension is malleable, to some extent it can be moulded and shaped.

Information power for **Staging conflicts about:**

Privacy

Public / Private information

Ownership

Public / Private information

Economy

Monetizing data / Business / Finance

Democracy

Enhancing / Oppressing political systems

Loophole for All



Loophole4All.com

Gift Finance - P2P Gift Credit Cards



P2PGiftCredit.com

Sculptures and Performances with Information Art

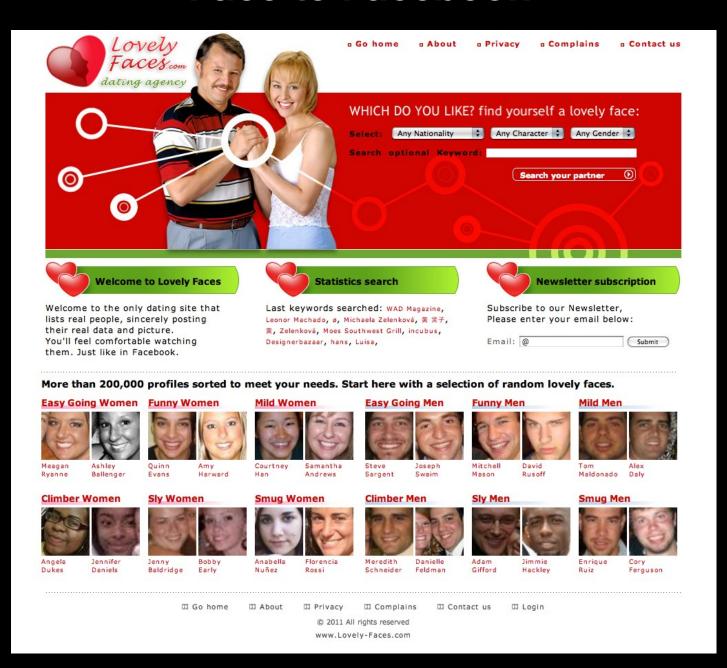
through the reconfiguration of Information's Power

Composing informational elements for **Enacting** informational realities.

Sculpting Information as Raw Material Performing Information as Actors on Stage

In these Artworks, Information is
Recontextualized
Materialized
Shaped
Visualized
Subverted
Hacked

Face to Facebook



Street Ghosts



StreetGhosts.net

Persecuting US

PERSECUTING.US

ONE MILLION AMERICANS SORTED BY POLITICAL AFFILIATION A DATABASE THAT OPENS UP NEW OPPORTUNITIES FOR PERSECUTION TO EVERYONE YOU MAY BE INCLUDED IN THIS DATABASE IF YOU OR A FRIEND TWEETED ABOUT THE 2012 U.S. PRESIDENTIAL ELECTION

ABOUT - SOCIAL SORTING - ANTISOCIAL MEDIA - SOCIAL SCULPTURAL PERFORMANCE - HOW - CONTACT - PRESS



Persecuting.us

Sculptural Performance Art

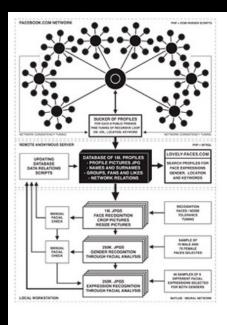
The basic elements of performance:

time, space, body, stage, and a relationship between performer and audience. New Media and Flows of Information are ephemeral.

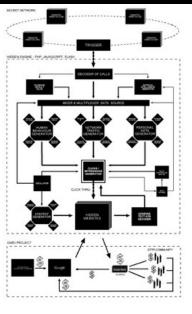
Sculpting with Information as Raw Material through the manipulation of Language, Message and Media. These agents are used in the performances to shape information

- Constructivist philosophies and Sculptural Activity
 - Joseph Beuys created the term Social Sculpture

Hacking Monopolism Trilogy Face to Facebook, Amazon Noir, Google Will Eat Itself



- 44/25 SCH 5/20 SCH



Face to Facebook installations





Art of stealing sensitive information, which is misappropriated by power structures within a economic model that privatizes and exploits public information and users' interaction by selling it back to the society.

Most of these projects reverse this model by stealing from the private realm for the public good, and in doing so revealing truths to society.

CIRIO'S ART WITHIN INFORMATIONAL REALITIES Sculptural Performances of Information's Power

PUBLIC SPACE

PERFORMANCES

FLOW

REENACTMENT OF CONFLICTS
MANIFESTATION OF POWER

PARTICIPATION OF AUDIENCES
PERSONAL, LEGAL, REACTIONS
MEDIA VIRALITY
ORCHESTRATION
SPECTACLE
EMPOWERING

SCULPTURES

STRUCTURE

STEALING MATERIAL RE-CONTEXUTALIZATION

MANIPULATION
COMPOSITION
DISTRIBUTION
TRANSMUTATION
MATERIALIZATION
ASYMMETRY

CREATION & CHANGE of MEANINGS & PERCEPTION for UNVELING TRUTHS & NEW SOCIAL FORMS

People Quote People Death of the author 2.0



PeopleQuotePeople.com

The power of Information is created and managed through

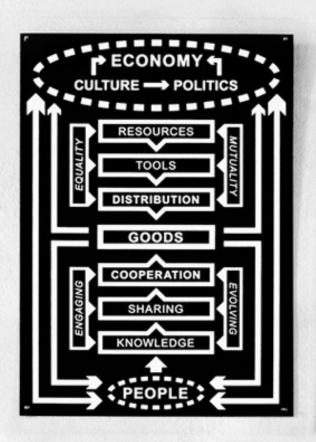
Distributing
Concentration
Accumulation
Archiving
Sorting
Exposing
Aggregating
Exploiting
Commodifying

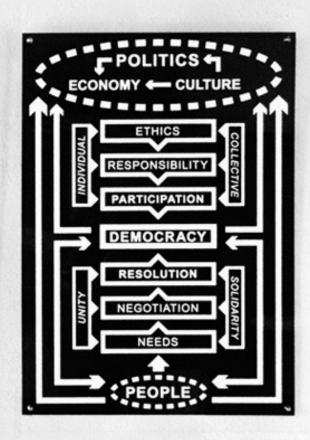
Highlighting different strategies of artistic interventions that use information's power Form, Quality, Quantity, Sensitivity, Value.

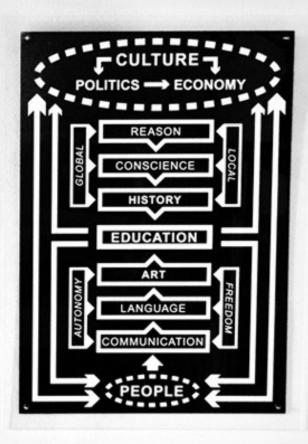
Provocations and Shock strategy

- Transparency VS Privacy VS Agency -
 - Ethics VS Morality -
- Efficient and Effective for the audience and target of the performance
 - Proposing Solutions beyond just critique and fun

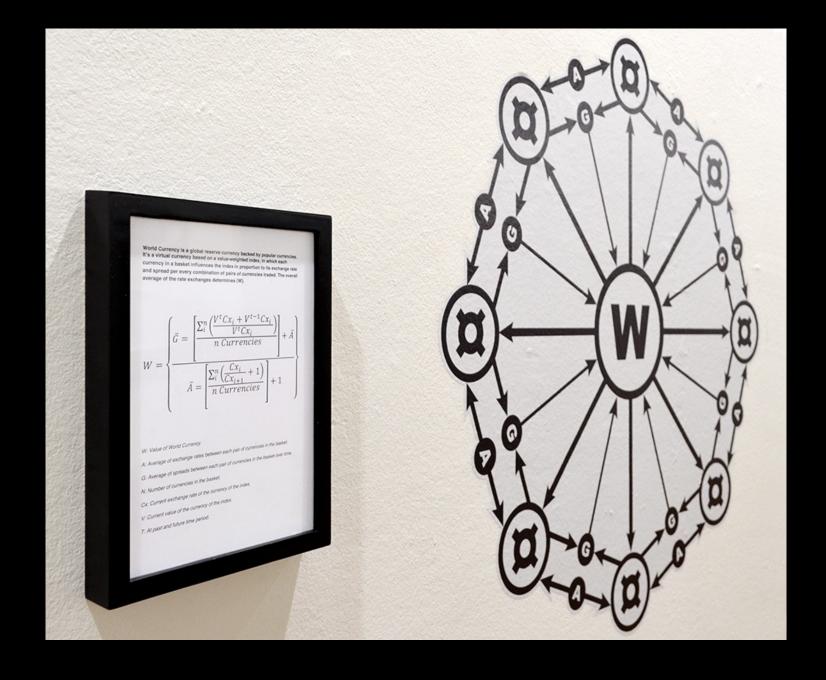
Open Society Structures Algorithms Triptych







(W)orld Currency Equation



Tactical Transmedia Fiction

Paul Watzlawick suggested that to change the Image of Reality it's needed to talk to the subconscious and through storytelling. Nonsense, Irrationalness and Tales effectively change reality.

People absorb reality and interact with it, through stories of characters.

Duglass Rushkoff's statement: "From Moses to modems: **Demystifying the storytelling and taking control.**"

"What and the How. In moments when new technologies of storytelling develop, medium can be more influential than the value of the message." by Rushkoff.

In other terms it is about Sculpting New Realities by orchestrating and arranging information into narrations, which the public is captured by or immersed in.

Recombinant Fiction: Sculpting Realities through Fiction the research on experimental storytelling forms which make use of different media and which intertwine reality and fiction through characters living into Infosphere.

TheBigPlot.net



Drowning-NYC.net



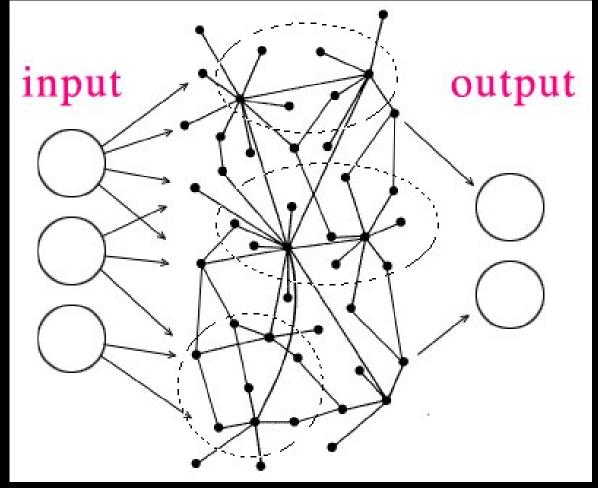
Network Structures

Interactions and variation of data flows over a set of nodes in a general network can affect the entire functionality of a system;

in this case the interventions are functions of narrative interpretation and signification, which means functions concerning the construction of reality.

Networked nodes as model of:

Neurological Circuits, Semiological structures, Cognitive Functions, Visual Communication, as well as, Story Elements, Digital Media.



Hacking networks by knowing pre-established Schemas of information processes, functions and characteristics of sets of nodes. A mental representation or Schema is "activated", bringing to mind other information which is linked to the original concept by association.

This activation often happens unconsciously and automatically.

Or like Google, or the whole Internet that becomes a network of signifiers.

We may apply structural characteristics of a network to semiotic and socials contexts, then research in these structures as a neural system.

Paolo Cirio

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