

Runme.org

Projects currently at Runme.org (May, 2003)
<http://runme.org>

algorithmic appreciation

Duff's Device by *Tom Duff* / <http://www.lysator.liu.se/c/duffs-device.html>

algorithmic appreciation / non-code-related

Travesty Corporate PR InfoMixer by *amy alexander* / <http://infomix.plagiarist.org/corp>

artificial intelligence

AARON by *Harold Cohen* / <http://crca.ucsd.edu/~hcohen/>

Blog Bitch by *Joe Petrow* / <http://www.joepetrow.com/?PAGE=blogbitch>

connoisseur by *gabor papp* / <http://www.inf.bme.hu/~rod/conn/>

dramatic screensaver by *Teo Spiller* / <http://runme.org/project/+dramatic/>

MindGuard by *Lyle Zapato* / <http://zapatopi.net/mindguard.html>

artistic tool

Darkroom by *Paul Andrews* / <http://art.gen.nz/darkroom>

artistic tool / audiovisual

actionist respoke by *michael janoschek & rüdiger schloemer* / <http://www.stromgasse.de/actionist>

AGENTBEATS by *Mikkel Bertelsen* / <http://agentbeats.net>

AMEN by *Neil Gavigan* / <http://www.trouble07.com/amen/main.htm>

BitmapSequencer by *Tom Betts* / <http://www.nullpointer.co.uk>

Connector by *ixi-software* / <http://www.ixi-software.net>

EG SERENE by *Barbara Lattanzi* /
<http://www.wildernesspuppets.net/yarns/egserene/indexframeset.html>

Gallery Music from Pictures by *Lauri Gröhn* / <http://www.synesthesia.com>

MetaMix by *Jason Freeman* / <http://metamix.jasonfreeman.net>

MIDIPOet by *Eugenio Tisselli* / <http://www.transit-lounge.com/vainasystems/midipeng/index.htm>

P.A.N.S.E. by *Pall Thayer* / <http://130.208.220.190/panse>

Petrograph v.01 by *Kurt Ralske* / http://auv-i.de/Petrograph_in_action.mov

Picker by *ixi-software* / <http://www.ixi-software.net>

repercussion.org by *Carla Diana* / <http://www.repercussion.org>

Slicer by *ixi-software* / <http://www.ixi-software.net>

SONASPHERE by *Nao Tokui / Karl Willis* / <http://www.naotokui.com/sonasphere/>

Sound Room Composer by *Rikard Lundstedt* / <http://space.tii.se/staff/rikard.lundstedt/SoundRoomComposer.htm>

SoundField by *Arthur Clemens* / <http://www.VisibleArea.com/downloads/>

StockSynth by *ixi-software* / <http://www.ixi-software.net>

Yellowtail by *Golan Levin* / <http://www.flong.com/yellowtail/>

artistic tool / narrative

34 North 118 West by *Jeremy Hight Jeff Knowlton Naomi Spellman* / <http://34n118w.net>

Journeys by *Greg Giannis* / <http://runme.org/project/+journeys/>

artistic tool / useless

A/V Mixer by *Eduardo Sousa* / <http://aseptic.org/pages/avmixer/>

bots and agents

animal.pl by *alex* / <http://lurk.org>

Egobot by *Philipp Lenssen* / <http://blog.outer-court.com/egobrowser/egobot.php>

gogolchat by *jimpunk & christophe bruno* / <http://www.iterature.com/gogolchat/>

Googlism by *Googlism.com* / <http://www.googlism.com>

OuLiBOT by *jo walsh* / <http://frot.org/oulibot/>

theBot by *Amy Alexander* / <http://thebot.plagiarist.org>

UNMOVIE by *Ax. Heide, Onesandzeros, Ph. Pocock, Gr. Stehle* / <http://www.unmovie.net>

browser art

Anti-Capitalist Operating System by *Together We Can Defeat Capitalism* / <http://www.TWCDC.com>

Babel by *Simon Biggs* / <http://www.babel.uk.net/>

Bork by *Opera Software* / <http://runme.org/project/+bork/>

Boxplorer by *Andy Deck* / <http://artcontext.org/act/02/box/>

firmament.to by *Francis Hwang* / <http://firmament.to>

NETARIUM by *Haruka Kikuchi* / <http://www.hakava.org/netarium/>

Re-reading the News by *Myron Turner* / <http://www.room535.org/news/reading.html>

Simple Sex Site Cyborg Link Harvester by *Sintron* / <http://runme.org/project/+ssslh/>

The Web Stalker by *I/O/D* / <http://bak.spc.org/iod/iod4.html>

ZNC browser by *Peter Luining* / <http://znc.ctrlaltdel.org>

code art / code poetry

.Re _____ (ad.htm by *mez* / <http://www.hotkey.net.au/~netwurker/>)

GENETICS_BINARY_MATH POETRY by *HANS BERNHARD* / <http://HANSBERNHARD.COM/TEXT/>

Jabberwocky by *Eric Andreychek* / http://www.perlmonks.org/index.pl?node_id=111157

Julu by *Alan Sondheim* / <http://www.gu.edu.au/school/art/text/oct01/sondheim.htm>

London.pl by *William Blake (Graham Harwood)* / <http://www.scotoma.org/lungs/>

pro][tean][.lapsing.txts by][*mez*][/ <http://www.hotkey.net.au/~netwurker/txts/>

code art / minimal code

neverending search for highest number by *trashconnection* / <http://content-type.trashconnection.com/>

conceptual software

Acme::Module::Authors by *Tatsuhiko Miyagawa* / <http://search.cpan.org/author/MIYAGAWA/Acme-Module-Authors-0.01/lib/Acme/Module/Authors.pm>

ap0202.10 by *artem baguinski, martin howse* / <http://www.1010.co.uk>

Auto-Illustrator by *Adrian Ward* / <http://www.auto-illustrator.com/>

deprogramming.us—e.p. #1 by *deprogramming.us* / <http://deprogramming.us>

conceptual software / without hardware—formal instruction

.walk by *socialfiction.org* / <http://www.socialfiction.org>

Composition 1961 1-29 by *LaMonte Young* / <http://www.google.de/search?hl=de&lr=&ie=UTF-8&oe=UTF-8&q=La+Monte+Young+%22Draw+a+straight+line%22&spell=1>

data transformation

Desktop Subversibles by *Jonah Brucker-Cohen* / <http://www.coin-operated.com/ds>

Fascinum by *Christophe Bruno* / <http://www.unbehagen.com/fascinum/>

non-weddings by *Christophe Bruno* / <http://www.unbehagen.com/non-weddings>

The Bank of Time by *Futurenatural* / <http://www.theBankofTime.com>

Video Killed the Radio Star by *Jonathan Harel* / <http://www.ugcs.caltech.edu/~harel/lyrics.html>

data transformation / data collage

DSTRKTR by *stk* / <http://antisound.sempstudio.com/dEstruktur>

GoogleSynth by *Paul Andrews* / <http://art.gen.nz>

POP AUTOMATE® by *liz* / <http://popautomate.talk-over.net/>

Revision History 3.0 by *Johnny DeKam* / <http://revisionhistory.org/>

The Multi-Cultural Recycler by *amy alexander* / <http://recycler.plagiarist.org>

Yet Another Sizing Tool (YAST) by *Rico da halvarez & Bituur Esztreyim* / <http://vnatrc.com/YAST/ABOUT>

data transformation / multimedia

PDP / PiDiP Is Definitely In Pieces by *Tom Schouten & Yves Degoyon* / <http://ydegoyon.free.fr/pidip.html>

techno.pl by *alex* / <http://slub.org>

data transformation / visualization

Disk Defragmenter by *mi_ga* / http://www.o-o.lt/mi_ga

hexaDecimalClock by *BlueScreen* / <http://www.b-l-u-e-s-c-r-e-e-n.net/hexaClock/>

digital aesthetics r&d / low tech

extreme whitespace by *amy alexander* / *deprogramming.us* / <http://deprogramming.us/exwhindex.html>

Form Art by *Alexei Shulgin* / <http://www.c3.hu/collection/form/>

os_anm by *slateford* / http://www.lipparosa.org/slateford/archive/os_anm

digital folk and artisanship

Acme::Handwave by *Simon Kent* / <http://search.cpan.org/author/HITHERTO/Acme-Handwave-0.01.1/>

Acme::ManekiNeko by *Greg McCarroll* / <http://search.cpan.org/author/GMCCAR/Acme-ManekiNeko-0.01/ManekiNeko.pm>
Face #7 by *Dave Fischer* / <http://www.cca.org/dave/gallery1.html>
Kraut v0.9 by *John Sparks* / <http://runme.org/project/+Kraut/>
metal_for_ever by *anonymous* / <http://runme.org/project/+metalforever/>
Whitespace by *Edwin Brady and Chris Morris* / <http://compsoc.dur.ac.uk/whitespace>

digital folk and artisanship / ascii art

AA-Project by *Jan Hubicka and others* / <http://aa-project.sourceforge.net/>
Google Groups Art by *Paul, Tim Flaherty, Nathan McCoy, Stuart Langridge*
<http://runme.org/project/+googleart/>

digital folk and artisanship / gimmicks

discomus.exe by *Anonymous* / <http://runme.org/project/+discomus/>
DOS pseudoviruses collection by *Various artists* / <http://runme.org/project/+dosvir/>

digital folk and artisanship / screen savers

bildschirmgymnastik by *joreg* / <http://joreg.ath.cx/gymnastik.html>

existing software manipulations

Dictionaraoke by *Snoogles* / <http://www.dictionaraoke.org>

existing software manipulations / instructions

SCREEN SAVER by *Eldar Karhalev & Ivan Khimin* / <http://www.404pro.com/desoft>

existing software manipulations / software plugins

Suicide Letter Wizard for Microsoft Word by *Olga Goriunova, Data eXchange Laboratory*
<http://www.dxlab.org/slw>
The Okay News by *Rebecca Ross* / <http://cat.nyu.edu/~rebecca/okay/>

games

SPS by *(Karl-)Robert Ek* / <http://runme.org/project/+spssps/>
Wolfenstein 5k by *Lee Semel* / <http://www.innofinity.com/5k/2002/>

games / deconstruction and modification

adam killer by *brody condon* / http://www.tmpspace.com/adam_1
mario battle no.1 by *myfanwy ashmore* / <http://runme.org/project/+mariobattle/>
retroyou R/C by *joan leandre* / http://retroyou.org/retroyou_RC_full_radioControl/

generative art

googlepoweredgogglebox by *Sam Woolf* / <http://www.blip.alturl.com/googlepoweredgogglebox.html>
Lexicon by *Andy Deck* / <http://artcontext.org/lexicon/>
n_Gen Design Machine by *Move Design* / <http://www.n-generate.com>
NewZoid by *Daniel Young* / <http://www.newzoid.com>
Wirescapes 1.0 by *John Vega* / <http://www.dancingimage.com/wirescapes>

Ogenerative art / algorithmic audio

Enigma n² by *Jim Andrews* / <http://vispo.com>

generative art / algorithmic image

ARTificial Art: 4ever by *Kurt Baumann* / <http://www.artificial-art.com/>

Cybart by *coolfool* / <http://www.coolfool.com/cybart/>

Generative Art by *Bogdan Soban* / <http://www.soban-art.com>

Genetic Art by *Adriano Abbado, Marco Stefani* /
<http://www.abbado.com/works/big/genetic.html>

Infinite Image Productions by *Gerhard Mantz* / <http://www.infiniteimageproductions.org>

particles by *Ole Kristensen* / <http://www.ole.kristensen.name/particles>

hardware transformation

Symphony for dot matrix printers by [*The User*] *Thaddeus Thomas* / <http://www.theuser.org/>

Tempest for Eliza by *Erik Thiele* / <http://www.erikyyy.de/tempest/>

installation-based

God's Eye by *Sintron* / <http://runme.org/project/+godseye/>

Netsleeping by *Gregory Chatonsky* / <http://incident.net/works/netsleeping/>

stack by *robert lisek* / <http://www.fundamental.art.pl>

Timescape by *Reynald Drouhin* / <http://www.incident.net/works/timescape/>

institutional critique

Rotten Flesh by *Jeff Epler* / <http://unpythonic.net/~jepler/cgi-bin/rottenflesh.cgi>

The Market-O-Matic (1.0) [fine arts version] by *Curt Cloninger* /
<http://www.playdamage.org/market-o-matic/>

performance-based

b0timati0n by *amy alexander* / <http://b0timati0n.org>

Dynasty by *deKam* / <http://runme.org/project/+Dynasty/>

Hell's Angles by *Martin Parker* / <http://runme.org/project/+HellzAngles/>

The Google Adwords Happening by *Christophe Bruno* / <http://www.iterature.com/adwords>

plagiarism

hello world by *unknown* / <http://www2.latech.edu/~acm/HelloWorld.shtml>

The Plagiarist Manifesto by *Plagiarist (assisted by Amy Alexander)* /
<http://plagiarist.org/manifeste/manifesto.pl>

political and activist software / cease-and-desist-ware

bastards.js by *space hijackers* / <http://www.spacehijackers.co.uk>

DeArt—DeCSS Art Contest (et al) by *Tom Vogt and Various Authors* /
<http://web.lemuria.org/DeArt/>

The Injunction Generator by *ubermorgen.com* / <http://ipnic.org>

Various CueCat Hacks by *Various Authors* / <http://runme.org/project/+cuecathacks/>

walsler.php by *textz.com* / *Project Gutenberg* / <http://www.textz.com>

political and activist software / illicit software

pngreader by *textz.com* / *Project Gnutenberg* / <http://pngreader.gutenberg.net>

political and activist software / software resistance

ADMechelon-Lagger by *The ADM Crew* / <http://adm.freelsd.net/ADM/>

CueJack by *Cue P. Doll* / <http://cuejack.com>

Homeland Security Threat Monitor by *Greg Hewgill* / <http://hewgill.com/threat/>

marchtowar.com by *marchtowar.com* / <http://www.marchtowar.com>

SuPerVillainizer—Conspiracy Client by *LAN* / <http://www.supervillainizer.ch>

TelematicMix by *Sejal Chad, Beatrice Gibson, Adrian Ward* / <http://www.humancapitalssoftwaresolutions.com>

political and activist software / useful activist software

Reamweaver by *The Yes Men SPIT* / <http://reamweaver.com>

software cultures—links

GNU emacs by *Richard Stallman* / <http://www.gnu.org/software/emacs/emacs.html>

Gnu's Not Unix by *Richard M. Stallman* / <http://www.gnu.org>

M.A.M.E.—Multiple Arcade Machine Emulator by *The MAME Team* / <http://www.mame.net>

micromusic by *micromusic team* / <http://www.micromusic.net>

PawSense by *BitBoost Systems* / <http://www.bitboost.com/pawsense/index.html>

The 5k contest by *Stewart Butterfield, Eric Costello* / <http://www.the5k.org>

system dysfunctionality / denial of service

forkbomb by *jaromil* / <http://amsterdam.nettime.org/Lists-Archives/nettime-bold-0203/msg00784.html>

forkbomb.pl by *alex2* / <http://slab.org>

forkwar by *deprogramming.us* / <http://www.deprogramming.us/forkwarindex.html>

system dysfunctionality / virus – security

DOGS by *Sintron* / <http://runme.org/project/+dogs/>

MacMag Virus by *Computer Graphics Conspiracy / Barnoz & Wanowitch*
<http://www.google.com/search?hl=de&ie=UTF-8&oe=UTF-8&q=MacMag+virus&btnG=Google-Suche&meta=>

text—software / art related

Artistic Software for Dummies and, by the way, Thoughts About the New World Order
by *Olga Goriunova, Alexei Shulgin* / http://www.macros-center.ru/read_me/teb1e.htm

Concepts. Notations. Software. Art. by *Florian Cramer*
[http://http://userpage.fu-berlin.de/~cantsin/homepage/writings/ software_art/concept_notations/ concepts_notations_software_art](http://http://userpage.fu-berlin.de/~cantsin/homepage/writings/software_art/concept_notations/concepts_notations_software_art).

dear em: what shd i do? by *ms.static + chip.kali@mxHz.org* / <http://runme.org/project/+whatshdido/>

hacking sound in context by *alex* / <http://slab.org>

processor art by *thor magnusson* / <http://www.ixi-software.net>

QuickView on Software Art, interview with runme.org experts 2003: Amy Alexander, Florian Cramer, Matthew Fuller, Thomax Kaulmann, Alex McLean, Pit Schultz, and The Yes Men, by *Olga Goriunova and Alexei Shulgin* / <http://runme.org/project/+quickview/>

Read_Me 1.2 Jury Statement by *Amy Alexander, Florian Cramer, Cue P. Doll, RTMark, and Alexei Shulgin* / http://www.macros-center.ru/read_me/adden.htm

Software Art by Florian Cramer and Ulrike Gabriel / http://userpage.fu-berlin.de/~cantsin/homepage/writings/software_art/ [transmediale//software_art_-_transmediale.html](http://transmediale.org/software_art_-_transmediale.html)

Software Art Panel at Kuenstlerhaus Bethanien, Feb. 2003. Transcript / <http://www.softwareart.net/>

The Aesthetics of Generative Code by *Geoff Cox, Alex McLean, Adrian Ward* / <http://generative.net/papers/aesthetics/>

The House That Jack Built: Jack Burnham's Concept of "Software" as a Metaphor / for Art by *Edward A. Shanken* / <http://www.duke.edu/~giftwrap/House.html>

Useless Utilities by *saul* / <http://www.twentiethcentury.com/saul/useless.htm>

text–software / art related / cultural critique of software

Behind the Blip: Software as Culture by *Matthew Fuller* / <http://runme.org/project/+blip/>

It looks like you're writing a letter: Microsoft Word by *Matthew Fuller* / <http://www.axia.demon.co.uk/wordtext.html>

Perl, the first postmodern computer language by *Larry Wall* / <http://runme.org/project/+pomoperl/>

Programming with a Paintbrush by *Richard Wright* / <http://runme.org/project/+Painting/>

RETROFUTURISM 13 by *William Bowles* / <http://runme.org/project/+retrofuturism/>

text–software / art related / weblog

sweetcode.org by *Dan Egnor* / <http://sweetcode.org>

text manipulation

Bible (alphabetical order) by *Rory Macbeth* / http://twentiethcentury.com/projects.php?action=display&proj_id=100&context=projects&mem_id=3

copy/paste by *Doris Traubenzucker* / <http://runme.org/project/+coppypaste/>

Dasher by *David MacKay, Inference Group, Cavendish Laboratory* / <http://www.inference.phy.cam.ac.uk/dasher/>

fleur v 0.2 by *clemos* / <http://cl3mos.free.fr/fleur2>

haiku by *Danny O'Brien* / <http://www.oblomovka.com/code/haiku.php3>

linguasso by *Chris King* / <http://www.silenttransit.com/linguasso>

mimic by *Jeremy Ruston* / <http://www.dicshunary.com/stuff/mimic.html>

Novelwriting by *Jeff Epler* / <http://unpythonic.net/~jepler/novelwriting/>

Paperikori by *Team Paperikori* / <http://peep.uiah.fi/paperikori>

Postmodernism Generator by *Andrew C. Bulhak* / <http://www.elsewhere.org/cgi-bin/postmodern/>

Right As Rain by *Jeremy Hight, Jeff Knowlton, Naomi Spellman* / <http://thepharmakon.org/RightAsRain>

rwrxrwxrwx by *ARN* / <http://www.x-arn.org/rwxrwxrwx/>

Simplethink by *Dan Harris* / <http://dump.ordure.org/applications/SimpleThink.html>

sondheim.exe by *Lewis LaCook* / <http://runme.org/project/+sondheim/>

Travesty by *Hugh Kenner and Joseph P. O'Rourke* / <http://runme.org/project/+travesty/>