THEORETICAL PERSPECTIVES

Technology and art interact in complex ways and define the society we inhabit. Theoretical reflections on both art and technology have continued to shape and reshape imaginations of what one knows as the self, the other and the world. Innovations and experiments in art and technology have constantly changed the rules of language and engagement with the world. While negotiating an abundant, simulated, software-managed environment, one attempts to preserve that which one essentializes as 'human'; simultaneously establishing an existential inseparability from it. Imagination becomes a hypothesis, a principle that performs an intentional, structured process of speculation in the post-human world where interface with the lived social experiences embody the ambiguity of creations and creators. This section has four articles that reflect these considerations. Srajana Kaikini's article is an exploration of new post-humanist subjectivities through art history that call out the redundant epistemic discourses on 'the face' as a marker of subjectivity. The article makes an important argument potentially relevant for disability subaltern perspectives. Sanjay Ranade and Sneha Subhedar's article provides valuable investigation and reflections on the algorithmic way in which desires and societies are 'arranged' hinting at the potential danger of strengthening a certain homogeneity that threatens the democratic environment one aspires for. Xavier Menezes' article reflects on the technological capacity to sustain alternative ontologies through an analysis of the video game medium that opens possibilities for new forms of adaptations. Lastly, the section ends with Jivitesh Patil's article that provides insights into issues of privacy, and surveillance within the conservative rights and identity discourse. This challenges the readers to engage dialectically with the previous articles and with that which is established as normative and non-normative.