

# IMAGINATIONS

REVUE D'ÉTUDES INTERCULTURELLES DE L'IMAGE ▪ JOURNAL OF CROSS-CULTURAL IMAGE STUDIES



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## THE MOLDY STRATEGY

ANTONIA HERNÁNDEZ

**T**he *Moldy Strategy* is part of a series of art experiments that interrogate what we do when we live with a digital network. In this video, mold, a common inhabitant of the house, performs under a microscope and becomes a vehicle for thinking through the network. It is an exploration of the ecology of the home that renders as an opportunity to speculate on complex interactions and companionships among all sort of components, including software and non-human bodies, data and space.

The *Moldy Strategy* proposes to observe a digital network as a circulation of affects, a transactional reality that, rather than being constrained to a computer screen, involves the domestic space and the bodies of their inhabitants. It is an exercise in thinking through the speculative (but possible) encounters with mold that gives insight into the nature and behaviour of that network, as well as clues about an imagined non-human domesticity.

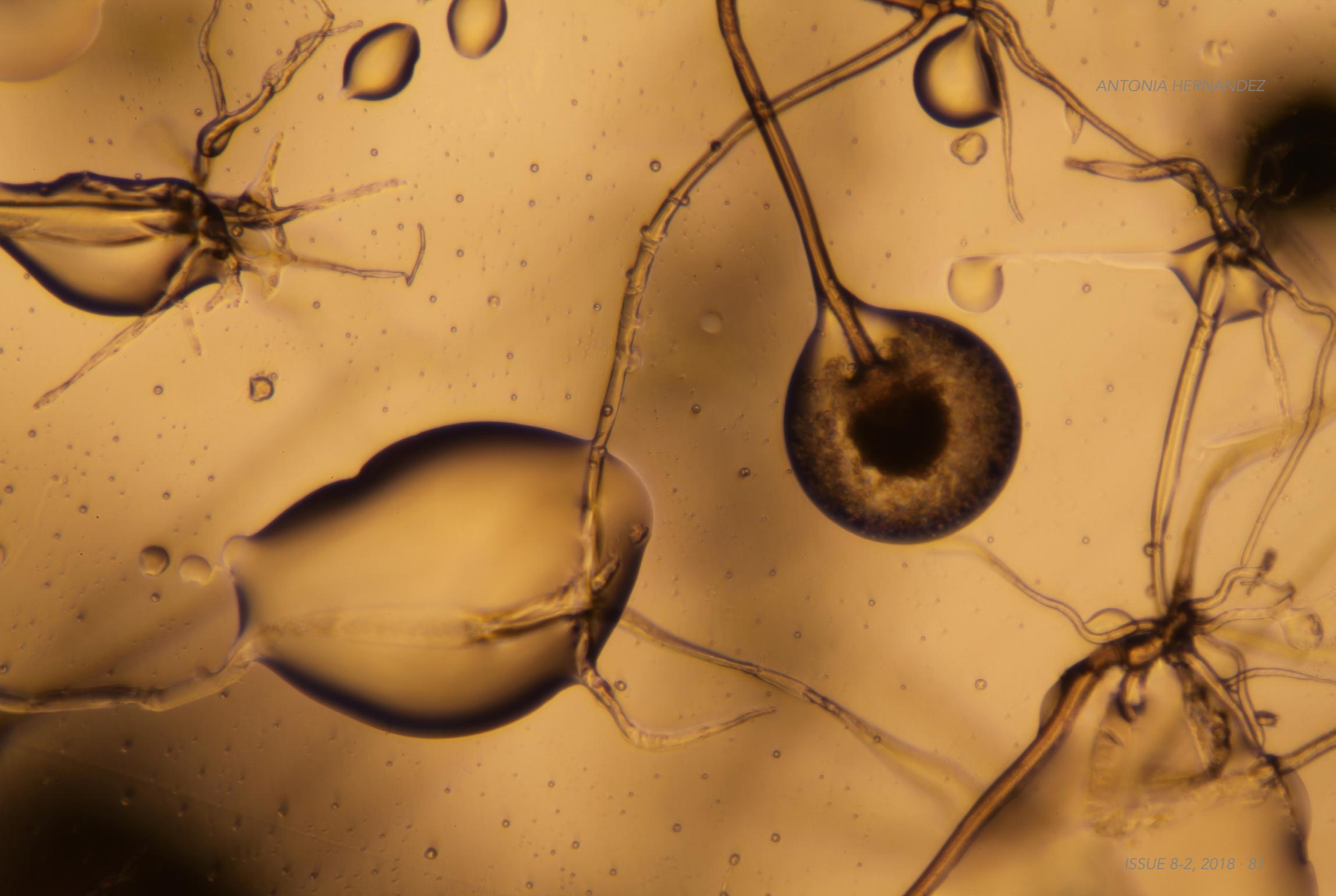
Mold appears here not as a metaphor for a network but rather as a vehicle that allows the imagination of some virtualities discarded in a human-based model. By stress-

ing the importance of non-human elements, an affective consideration of the ecology of domestic space shows how bits from different sorts can be mixed, creating new and unexpected entities. An exploration of domesticity in a networked context offers an opportunity to reflect on the entangled relationship between bodies and media, physicality, and metaphorical language. This complex interaction presents an alternative perspective to the current uniform model and vocabulary used to describe any kind of network, while taking into account processes, influences, and relationships among their components.

Further information at [artwork.cordltx.org/the-moldy-strategy/](http://artwork.cordltx.org/the-moldy-strategy/)

*The Moldy Strategy* would never have been possible without the support of Dr. Tagny Duff and FluxMedia, and Dr. Kim Sawchuk and the Mobile Media Lab, both at Concordia University.

Featured Image Credit: Antonia Hernández



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