Jan K. Argasiński "Software Studies. Culture, art and software". Summary.

The presented dissertation concerns the subject of software studies, which are humanistic approach to issues related to how the operation of computer code, applications, algorithms and other systems affect the creation, access and data processing in the digital culture reality.

The work is divided into four parts and includes attachments in the form of source code (or parts thereof) of the selected applications.

The first part is the systematization of concepts from information theory and the specific recognition of issues related to the theoretical foundations of computer activities. Among others the concept of algorithm is explained.

The second part introduces and discusses issues related to the programming languages and their influence on the artistic and cultural reality.

The third part is a reflexive approach to processes and dynamics associated with the presence and operation of the software in the world of art and culture. Presented issues are related to the networked and participatory paradigm of contemporary artistic communication.

The fourth part of the dissertation presents the examples of some of the tools that researchers in digital humanities and new media artists use in their work.