

Experiment *causality*

In most countries with a high socioeconomic status (and increasingly in other countries), the population's main activity is communicating with – or via – computers; be it social, pragmatic, scientific, educational or otherwise. Efficiency, transparency and comprehensibility of this communication is growing increasingly important as our (quality of) lives depend more on it every day.

Even so, the language we humans speak and understand is different from the language a computer 'speaks' and 'understands'. Here, the term 'language' isn't limited to verbality, but also comprises other means of understanding, processing and representing information. For many of us, between the input and output of a computer, there's a black box where information is translated between man and machine.

IT-specialists such as programmers may get a peek inside – and indeed create – this black box, trying to bridge the gap. However, so far, these 'bridges' are specialized solutions to accommodate an equally specific problem.

I abuse one of these specialized solutions;

The input is the creation of a three-dimensional primitive shape and a set of numerical or visual instructions that modify the shape. Both the shape and the instructions are both, in essence, things a human can quite easily grasp or imagine; the computer, however, can apply these instructions in ways i can't possibly follow or reproduce – often because they affect each other progressively.

The output is an object that is the result of a 'dialogue' between me and my computer. We are both the author. Does the object depict the way a computer thinks, or 'understands'? Does it represent the gap – the mutual misunderstanding between humans and computers? How can the viewer make sense of what they see, and what does it bring them?