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Investigating the software artwork creation process from an Agile perspective.

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Abstract

The software artwork creation process is investigated using interviews with the artists, Brogan Bunt, Pierre Proske, Nathaniel Stern, Joshua Goldberg and Pall Thayer. This research asks the questions: How do practising software artist experience their development process? How does this process compare with the Agile software development process? How can conclusions made from a comparison between the Agile process and the discussions held with practising software artists shed light on the areas where the Agile process can assist artists and areas which might be avoided? The creative process was investigated from a cognitive psychological angle. The software development process was investigated from an Agile process point of view. Concepts connected with software as art medium provides the themes that face artists who choose software as medium. This study illuminates aspects of the Agile process that may assist software artists as well as highlight areas of the process that may disrupt the creative process. A process that is iterative, allows different cognitive styles and supports collaboration is recommended. Tools such as source code control and exploratory testing can support artwork documentation and exploration of the medium. The practical component of this research relates to the philosophical themes of the underlying software visibility in software art and a visual interpretation of the software development process.