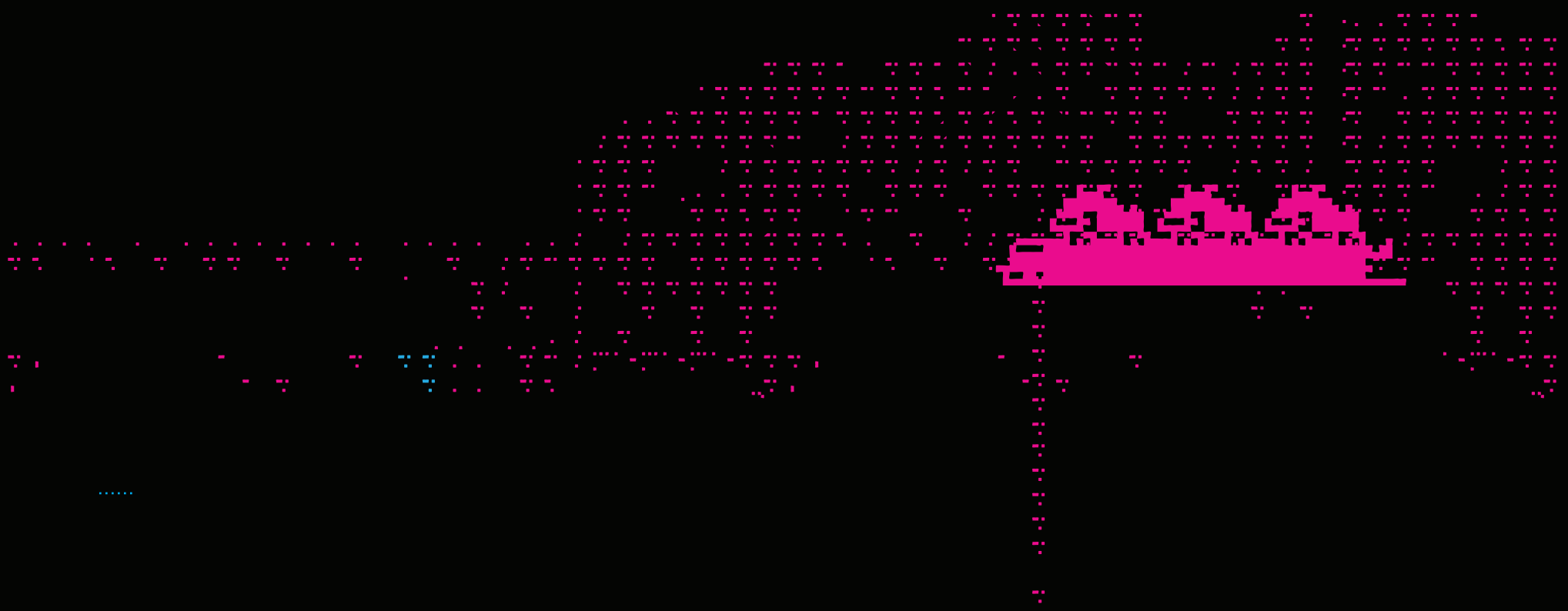


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Jeremiah Johnson

/Data Spills/

Inspired by the slash paintings of Lucio Fontana, /Data Spills/ explores the aesthetic transformations that occur when videogame software is cut, spilling raw program logic into the representational layer.

Interactive Multimedia Installation. Modified Cartridge & Game System for CRT Display, 2009