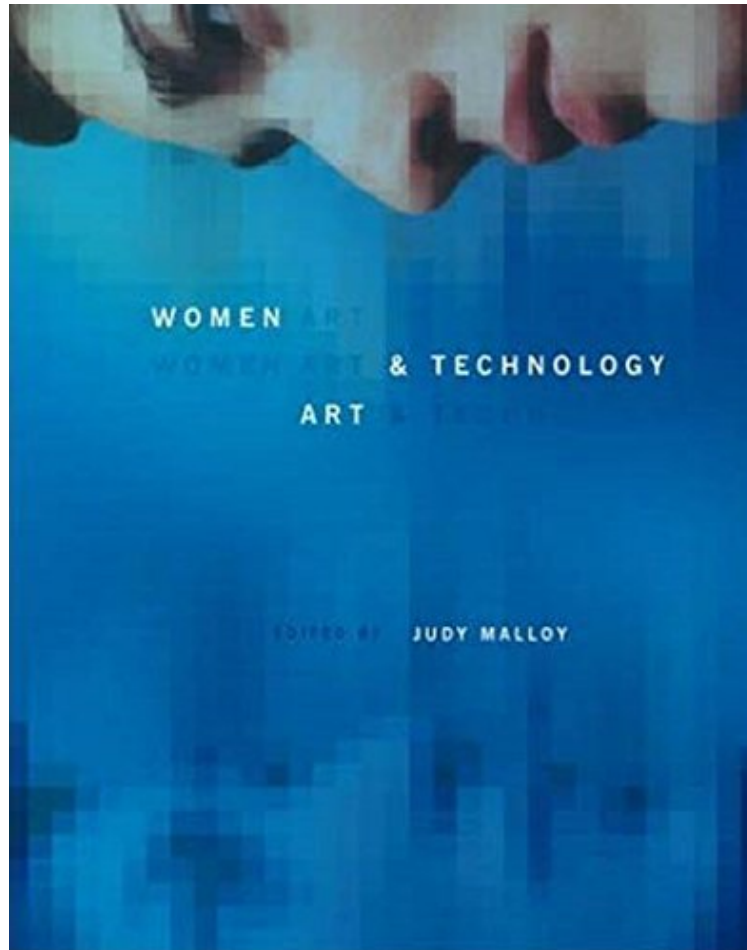


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## Women, Art, and Technology (Leonardo Book Series)

*Judy Malloy*

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**Judy Malloy : Women, Art, and Technology (Leonardo Book Series)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Women, Art, and Technology (Leonardo Book Series):

Although women have been at the forefront of art and technology creation, no source has adequately documented their core contributions to the field. Women, Art, and Technology, which originated in a Leonardo journal project of the same name, is a compendium of the work of women artists who have played a central role in the development of new media practice. The book includes overviews of the history and foundations of the field by, among others, artists Sheila Pinkel and Kathy Brew; classic papers by women working in art and technology; papers written expressly for this book by women whose work is currently shaping and reshaping the field; and a series of critical essays that look to the future. Artist contributors include computer graphics artists Rebecca Allen and Donna Cox; video artists Dara Birnbaum, Joan Jonas, Valerie Soe, and Steina Vasulka; composers Cecile Le Prado, Pauline Oliveros, and Pamela Z;

interactive artists Jennifer Hall and Blyth Hazen, Agnes Hegedus, Lynn Hershman, and Sonya Rapoport; virtual reality artists Char Davies and Brenda Laurel; net artists Anna Couey, Monika Fleischmann and Wolfgang Strauss, Nancy Paterson, and Sandy Stone; and choreographer Dawn Stoppiello. Critics include Margaret Morse, Jaishree Odin, Patric Prince, and Zoe Sofia.