

Abstract

Within the new social and technological conditions of the second half of the 20th century, new conceptions of art are being established, later described as "New Media Art". Automated processes (often with integration of artificial intelligence) of artistic creation questions the status of authorship over the final artifact. Next to the ambiguities regarding the status of the artist, the nature of the works themselves is also changing (uniqueness, simulations). The aim of the thesis is to provide theoretical and philosophical analysis of new media artworks based on the synthesis of theoretical background provided by perspectives of multiple authors. This theoretical frame, along with own practical knowledge, will be used for the analysis of selected specific new media art projects, which will provide a closer view on the contemporary computer generated artworks. The end of the thesis will be formulate thoughts about possible future developments in the field of automated creation of algorithmic art or authorship.