



A History of Video Art: The Development of Form and Function

By Chris Meigh-Andrews

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Video Art is a critical introduction and guide to artists' video in both Europe and North America. It covers the period from the early 1960s -- when video art first appeared as a distinctive medium -- into the 1990s, when digital technology merged video's distinctive practice with that of independent film-making and photography. This artistic history is also a technological and a cultural history that sets its analysis of artistic practice firmly within the context of both the development of electronic imaging technology and the changing political and social climate. Richly illustrated, *Video Art* is essential reading for anyone interested in art history and contemporary art practice.

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Editorial Review

Review

"A History of Video Art does an excellent job of structuring a very complex field of activity, and one which defies any single history or approach. It will be of use to students in art and media, as a critical and historical introduction to this diverse field, as well as to general readers looking for a readable, concise, informative and generous guide to new media art."--A.L. Rees, Royal College of Art

About the Author

Chris Meigh-Andrews is Reader in Electronic Digital Art at the University of Central Lancashire. As a practising artist specialising in electronic digital media, he has been exhibiting internationally for almost 30 years.

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