

# PAUL J. MCCORMICK

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## Artist Statement

With the advent of digital technologies the act of people watching has evolved. The stage has expanded from cement sidewalks to a digital playground of Facebook newsfeeds, Twitter streams, and Google hangouts—my work chronicles the mingling of digital and physical self-representation. Collective fascination with observation has driven and developed social networks, as well as my work as a photographer and new media artist. My creative intent is to catalog and critically respond to the relationship and culture that each of us is developing with an increasingly networked lifestyle, every deed witnessed in front of our own, seemingly invisible, audience.

I address the capacity to which these continuously developing networking technologies play a role within our daily lives through various media such as, photography, interactive installations, or non-linear video. I have chosen the medias of photography and video, as they are the most common tools for representation of self within social media. There are a few primary concepts that are consistent throughout my work: performance, permanence, and accessibility. Thus far, I have examined the finite construction and presentation of both the individual and society's digital selves, which has further exposed the amount of intersection between our digital and physical existences. I am interested in what that blurred intersection means to the individual or group's internal balance of self-identity.

The expectation of privacy (or lack of) within social networks on- and offline is another point I have explored. The false sense of security created by presenting an overlapping dual identity of the physical and digital selves leaving room for character judgment to happen only after being introduced to both existences. Michel Foucault's theory regarding societal order, Katherine Hayle's theories on virtual bodies and posthumanism, and Sherry Turkle's writings about our tethered lifestyles have provided a theoretical background to strengthen my research and observation.

It is the exploration and questioning of our physical place within this transient digital playground that allow me to create works that subject our existing physical existences against their digital counterparts.