

Hartmut Winkler

Processing

Contents

Introduction

1 Processing

- 1.1 Change through intervention
- 1.2 Transforming, transcribing, translating
- 1.3 Metamorphoses, change, the new
- 1.4 Transformation and shape
- 1.5 Performativity, change through repetition
- 1.6 Shaped and unshaped
- 1.7 Switching, deciding
- 1.8 Algorithms, mathematical transformations
- 1.9 Acting without a subject?
- 1.10 Subtotal: processing

2 Three media functions

- 2.1 What is the relationship between transmission, storage, and processing?
- 2.2 The medium as counterpart
- 2.3 Depositing, immobilizing, reifying
- 2.4 Transmission
- 2.5 Processing
- 2.6 The media functions as network
- 2.7 Substitutability
- 2.8 Space of the text, space of geography
- 2.9 Conclusion: media functions

- 3 Operations in space and time
 - 3.1 Geometry of time
 - Media, spatialization, and reversibility
 - [\[Winkler--Geometry-of-Time.pdf\]](#)
 - 3.2 What does a processor do?
 - Space and time at the micro level of chips
 - 3.3 The computer – a child of telegraphy
 - [\[Winkler--Processing--Ch-3-3.pdf\]](#)
 - 3.4 Time-bound and time-critical media
- 4 Exit

Bibliography