# SHANNON GROVES

Faculty Advisor: Keith Roberson
Department of Art

I am interested in creating mellow, almost meditational visual experiences through video. Through the use of an editing technique called 'datamoshing,' I became aware that the imagery I was creating is reminiscent of video games from my youth. The visual anomalies created through this process provide a visual stimulation overload, which befits and references my generation: a generation that watched cartoons every day at home and used computers and the Internet both as aids in learning and as a way to connect with others.
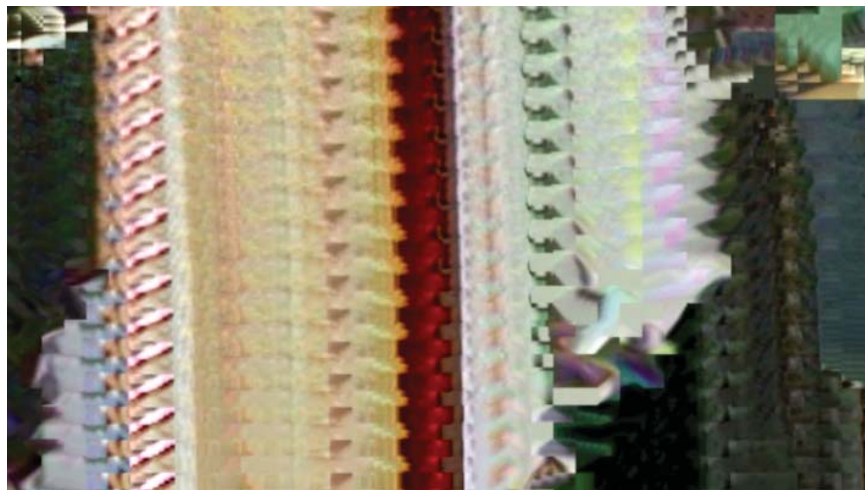
Telephone is a short film that juxtaposes the telephone as the old way of communicating with this highly manipulated new style of communication. The glitches and awkward rhythms remind me of myself trying to communicate with new acquaintances face to face after having grown up learning how to communicate through a screen. This social anxiety that current future generations will experience, is a problem. I find myself wondering if the communication style of "the good old days" was better for interpersonal relationships.