Locations and credits:
This work appears whenever a Wireless Toronto user requests a reminder of the password for their account.

http://year01.com/insitetoronto

**In-Site Toronto:
Jeremy Bailey**

Michelle Kasprzak

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unique, sometimes controversial, artworks. Because a computer has no ability to discern appropriate juxtapositions between words and images, inappropriate outcomes are inevitable. This work challenges the audience to interact with the computer interface in a way that transcends function, asking them instead to consider what images produced by computers might actually signify ergo, what any image might signify and how does computer interaction mediate this relationship.

Biography:
Jeremy Bailey is a video and performance artist whose work is often confidently self-deprecating in offering hilarious parodies of new media vocabularies. His work has been featured in numerous exhibitions and festivals internationally. He received his MFA in Art Media Studies from Syracuse University in 2006.
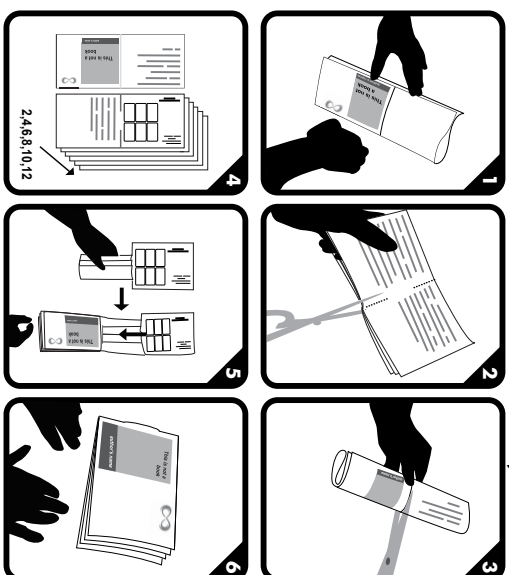
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In-Site Toronto

Artists: Jeremy Bailey, Brian Joseph Davis, Dave Dyment, Willy Le Maitre, Fedora Romita, Swintak
Curated by Michelle Kasprzak
Produced by Year Zero One and Wireless Toronto
Media partner: Spacing

March 31 2010 - December 31 2010

In-Site Toronto is a series of newly commissioned artwork that will be presented on the portal pages of wireless internet hotspots in the Wireless Toronto network. Artists Jeremy Bailey, Brian Joseph Davis, Dave Dyment, Willy Le Maitre, Fedora Romita, and Swintak have created works that enhance how we perceive familiar places in Toronto, and comment on our contemporary online experiences. The works can be accessed by simply logging in to your free Wireless Toronto account.

Jeremy Bailey
About the work:
A CAPTCHA ("Completely Automated Public Turing test to tell Computers and Humans Apart.") is a type of challenge-response test used in computing to ensure that the response is not generated by a computer. The process usually involves asking a user to complete a simple test generated randomly by a computer. The most common type of CAPTCHA requires that the user type letters or digits from a distorted image that appears on the screen. These are often just random codes, but to help humans discern more complicated distortions, recognizable words are sometimes used. Random shapes and lines are often applied over codes to decrease the likelihood of a computer decoding them and background images are often used to complicate compositions further.

These seemingly random compositions can often bear a resemblance to works of art. For this project I have decided to exploit this tendency and have modified freely available CAPTCHA software to generate