

**Mapping the Further
Exploration of
Interactive Media**

KEY ASPECTS OF INTERACTIVE MEDIA

CREATIVE (CONCEPTS, THEMES, IDEAS)

TECHNICAL (SOLUTIONS, PROCESSES)

AESTHETIC (FORMAL/EXPERIENTIAL)

EXPRESSIVE (COMMUNICATION, ENGAGEMENT)

EXPLORE THROUGH MAIN MODALITIES OF INTERACTIVITY

HUMAN (LIVING BEING) ↔ MACHINE ↔ HUMAN (LB)

HUMAN (LB) ↔ MACHINE

MACHINE ↔ MACHINE

+

INTERFACE

DESIGN, LOGIC AND EFFECTS

DISCUSSING EXAMPLAR PROJECTS

SMALLER NUMBER, MORE DETAILS

**TO INFORM AND INSPIRE YOUR OWN
RESEARCH AND PROJECT DEVELOPMENT**

THIS LECTURE

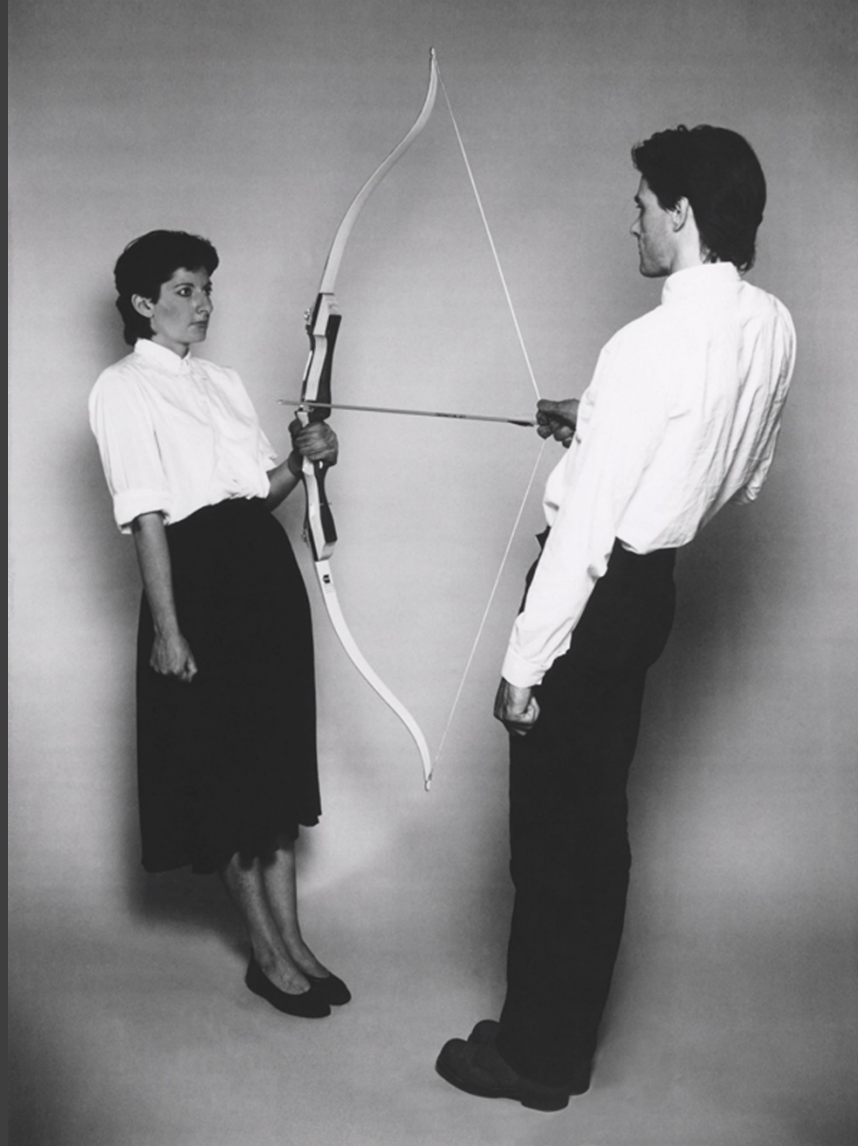
3 EXAMPLES OF EACH MODALITY + INTERFACE

HUMAN (LB) ↔ MACHINE ↔ HUMAN (LB)



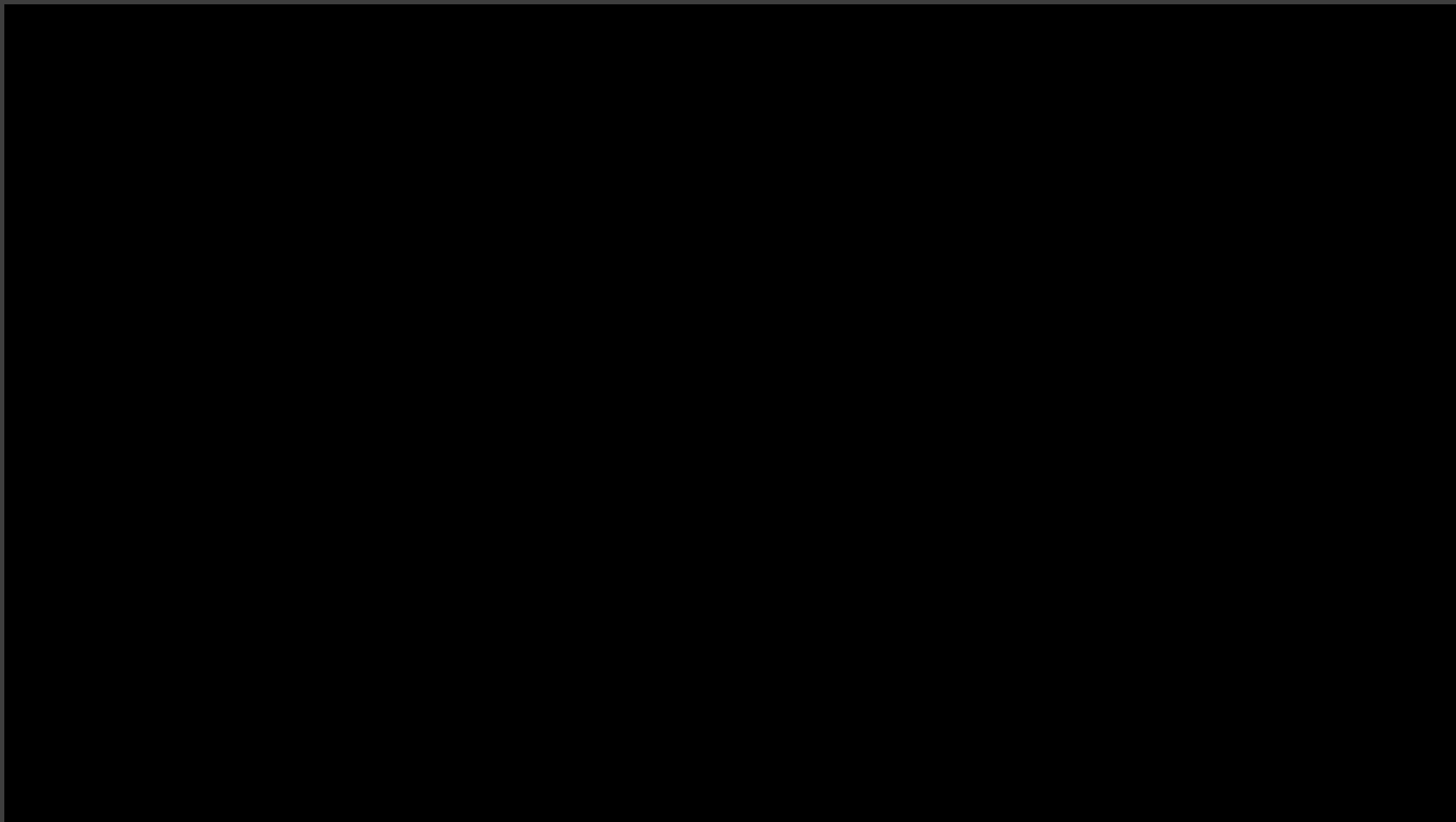
Scenocosme - 2011 - Lights Contacts

Electrostatic energy transcoded into harmonized sounds / passages.



Marina Abramović & Ulay - 1980 - Rest-Energy

Compound bow + real arrow = deadly. Endurance, calibration and trust.



James George - 2010 - Hesitation

Complex interplay of human and software improvisations.

HUMAN (LB) ↔ MACHINE



Blind Self Portrait
Kyle McDonald and Matt Mets

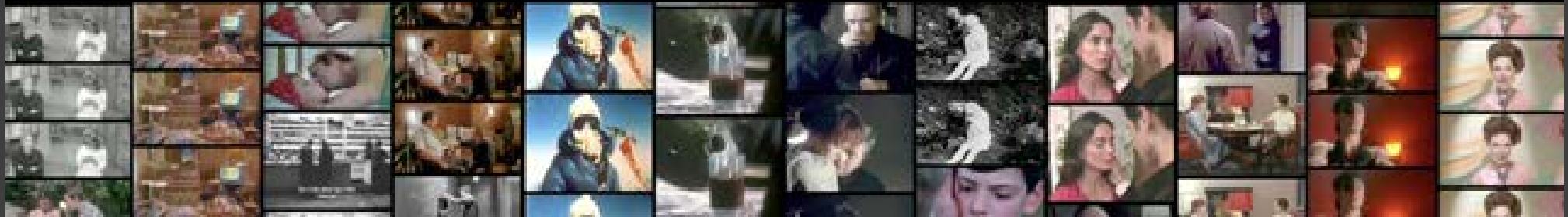
Kyle McDonald & Matt Mets - 2012 - Blind Self Portrait

CV starts drawing on sitter's eyes closed. Passive participation, trust, surprise.



Julian Palacz

algorithmic search for love



Julian Palacz - 2010 - Algorithmic Search for Love

Automatic/generative supercut makes the output/reaction (un)predictable.



Portrait on the Fly
Live

©2015, Laurent Mignonneau
& Christa Sommerer

**Christa Sommerer & Laurent Mignonneau - 2015 - Portrait on the Fly
Artificial contour formation through naturally "behaving" agents/pixels.**

MACHINE ↔ MACHINE

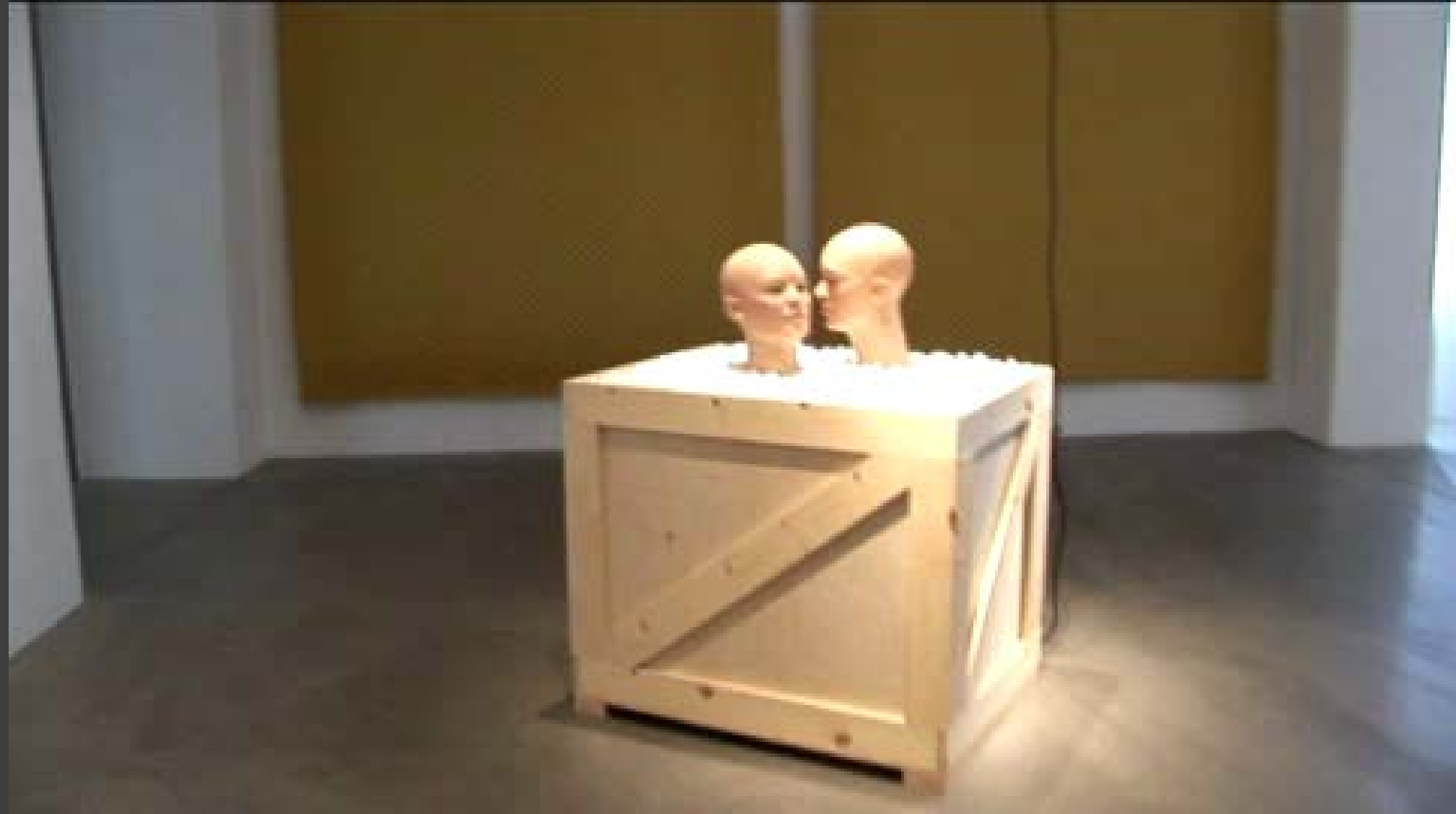


**Jonathan Schipper - 2008 - Slow Inevitable Death of American Muscle
Infinitesimally (imperceptibly) slow raw physical interaction.**



Cod.Act - 2009 - Cycloid-E

Complex sonic and kinetic interaction between the 5 components.



Ken Feingold - 2001 - What If

Two speech synthesis and speech recognition enabled systems interact.

INTERFACE

PREVIOUS EXAMPLES SHOW

VARIOUS TYPES AND ASPECTS OF INTERFACE

WE WILL ADDRESS THEM MORE SYSTEMATICALLY

THROUGHOUT AND IN A DEDICATED LECTURE

**WE WILL REVISIT SOME OF THESE
EXAMPLES IN FORTHCOMING LECTURES
TO EXPLORE DEEPER AND TO RELATE TO
OTHER EXAMPLES**

**STUDY THE EXAMPLES YOU FIND
INTERESTING**

**EXTEND YOUR RESEARCH WITH
LECTURE NOTES OSS PAGE AND
THROUGH CONSULTATIONS**

TAKEAWAYS

MAPPED THE STRUCTURE OF THE FORTHCOMING LECTURES

ADDRESS

CREATIVE, TECHNICAL, AESTHETIC AND EXPRESSIVE ASPECTS OF IM

EXAMPLES OF 3 MODALITIES OF INTERACTIVITY AND INTERFACE

SIMPLE EXAMPLES ENCAPSULATE INTERACTIVE PRINCIPLES

MANY INTERRELATIONS

THANK YOU!