

# Interactive Media Art

Human ↔ Machine ↔ Human

# KEY ASPECTS OF INTERACTIVE MEDIA

CREATIVE (CONCEPTS, THEMES, IDEAS)

TECHNICAL (SOLUTIONS, PROCESSES)

AESTHETIC (FORMAL/EXPERIENTIAL)

EXPRESSIVE (COMMUNICATION, ENGAGEMENT)

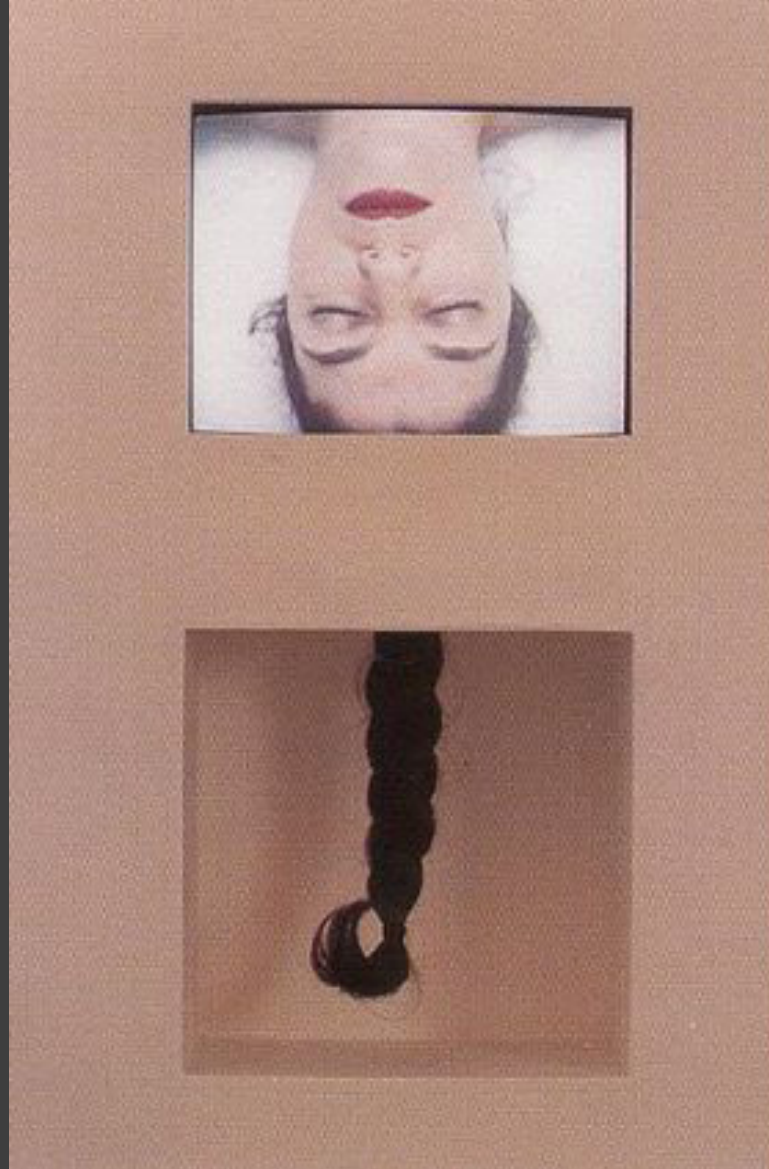
**IM EXPERIMENTS IN ART AND DESIGN**

**OFTEN SHAPED BY**

**TECH FASCINATION AND HYPE**

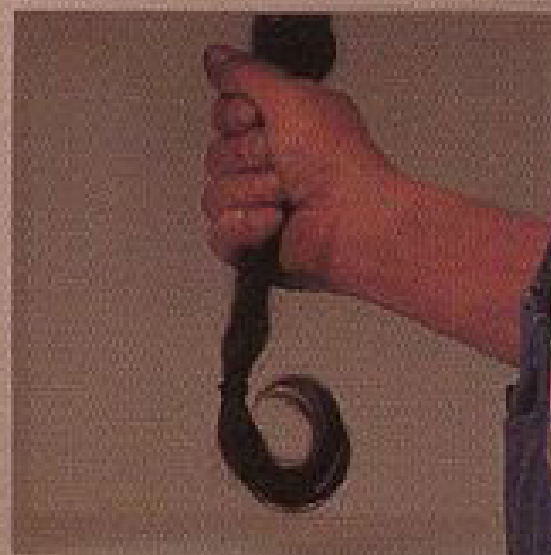
**E.G. INTERACTIVE DIGITAL MULTIMEDIA**

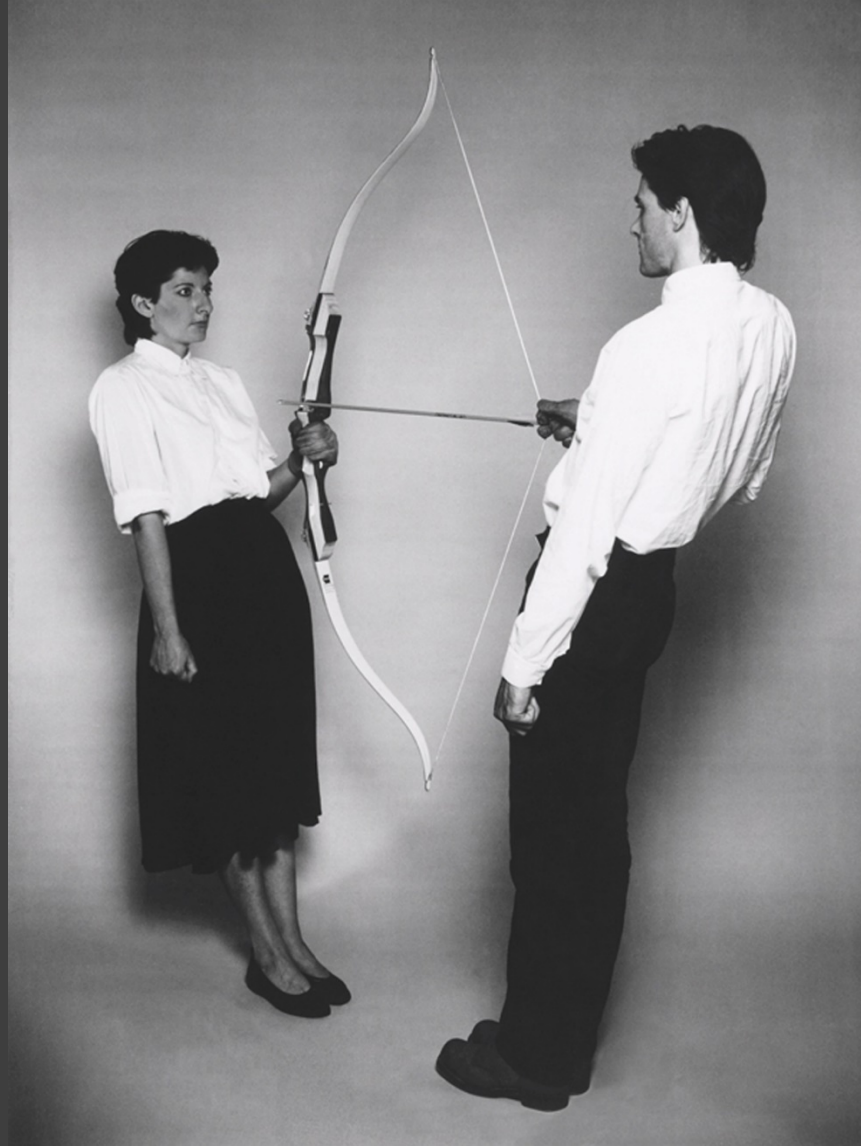
**LATE 1980'S AND 1990'S**



Mona Hatoum - 1995 – Pull

**Critique of IDM hype in the early 1990's. Exploits the viewer's trust/confidence.**





**Marina Abramović & Ulay - 1980 - Rest-Energy**  
**Endurance, calibration and trust - exemplified.**



**Joseph DeLappe - 2006-2011 - Dead in Iraq**

**Disruptive inhabiting online game exploits participatory logic. How subversive?**

# **INTERACTIVE SYSTEM AS A BLACK BOX**

**LOGIC OF INTERACTION IS HIDDEN FROM THE PARTICIPANTS,  
REVEALED TO THE AUDIENCE**



# Bicycle Built for Two Thousand

By  
Daniel Massey  
Aaron Koblin

**Aaron Koblin & Daniel Massey - 2009 - Bicycle Built For 2000**

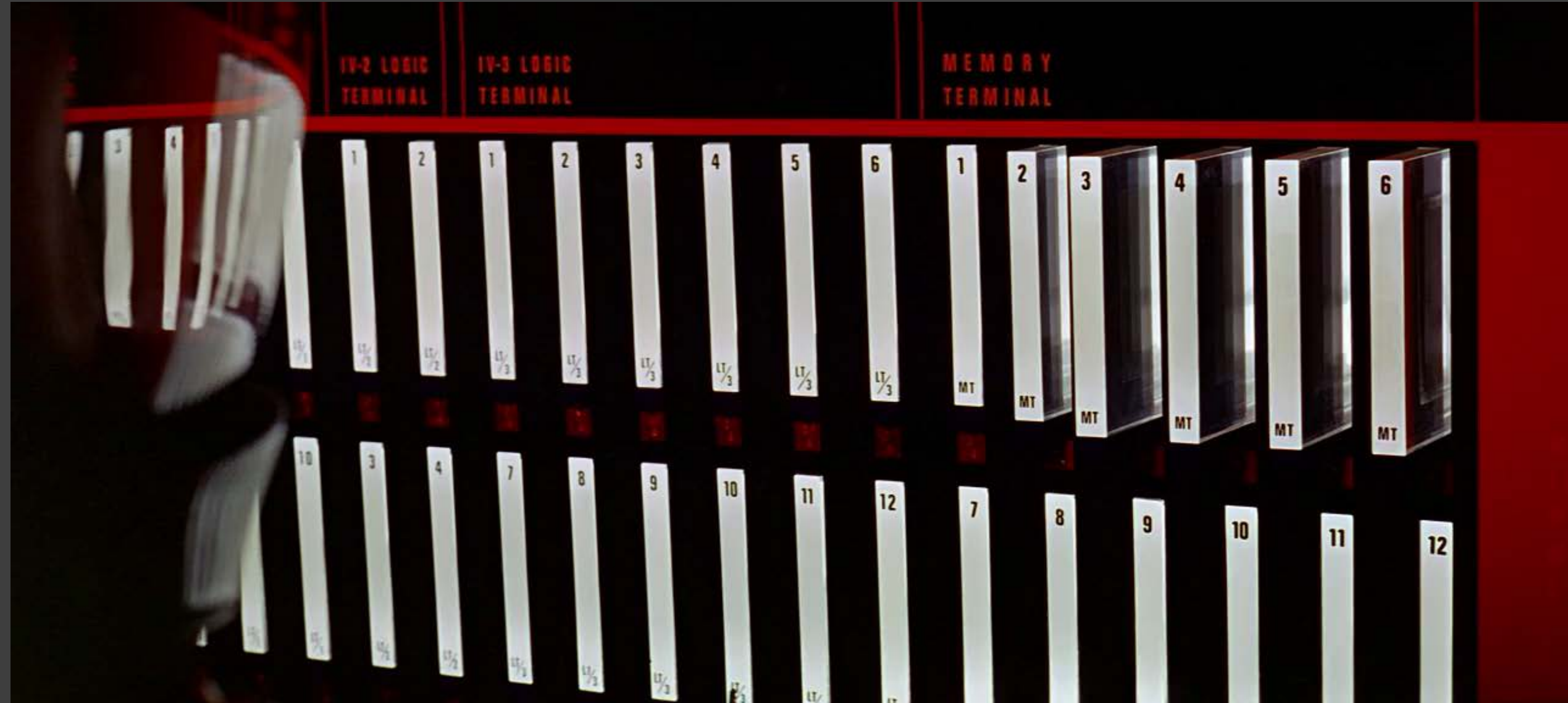
**Via AMT service, humans blindly generate notes to reconstruct Diasy Bell 1961.**

**SIDE NOTE:**  
**SOME HISTORICAL REFERENCES**



**Wolfgang von Kempelen - 1770 - The Turk**

**Elaborate mechanical hoax with human chess master playing.**



**Stanley Kubrick - 1968 - 2001: A Space Odyssey**

**AI (HAL) Arthur C. Clarke (author) references to voice synth by IBM 7094 in 1961.**

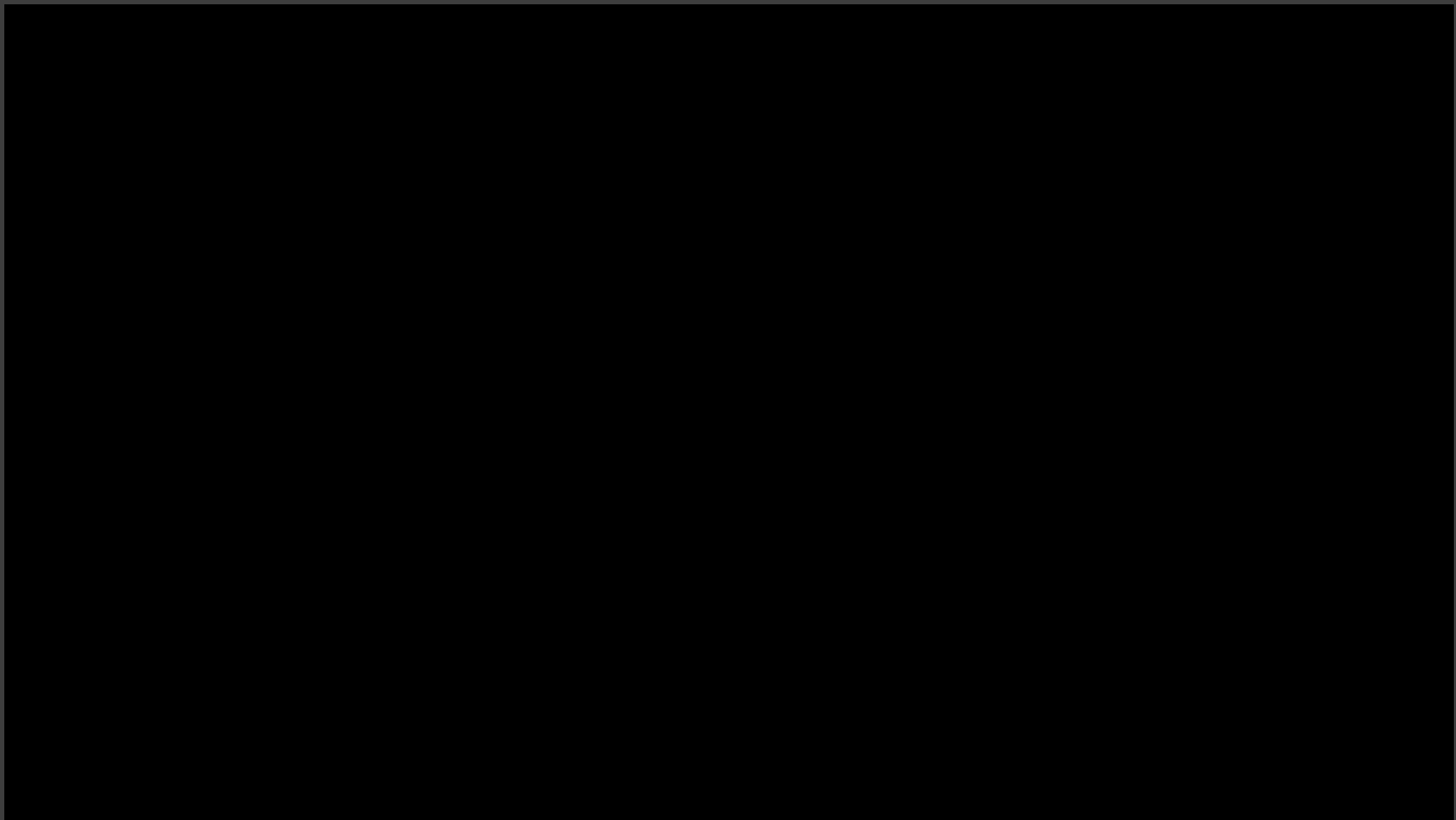
A custom-built camera device is shown inside a clear acrylic case. The device consists of a black rectangular module with a lens and a green indicator light. Several colored wires (red, yellow, green, blue) are connected to the back of the module. The case is mounted on a wooden base. The background is a blurred indoor setting.

# THE DESCRIPTIVE CAMERA

**Matt Richardson - 2012 - Descriptive Camera**

**Interactive transmediation with "impoverished" output. Processing concealed, also AMT.**

# **IMPROVIZING THROUGH/WITH INTERACTIVE SYSTEM**



**James George - 2010 - Hesitation**

**Complex interplay of human and software improvisations.**



**Klaus Obermaier, Daito Manabe & Kyle McDonald - 2014-2015 - Transcranial  
Interplay of dancers' and media artists' improvisations.**



**INTIMATE EXCHANGE  
MEDIATED BY INTERACTIVE SYSTEM**



## **Scenocosme - 2011 - Lights Contacts**

**Electrostatic energy transcoded into harmonized sounds/passages.**

**INTIMATE (?) INTERACTIVE EXCHANGE  
THROUGH A SYSTEM**



**Stahl Stenslie - 1993 - The cyberSM**

**Screen-controlled actuators for telepresent mutual stimulation: Paris-Cologne.**

**Primitive. More conceptual than actual.**



**Stahl Stenslie - 1994 - Inter\_Skin  
Body-mounted sensors+actuators.**

# **AWKWARD INTIMACY THROUGH A SYSTEM**



**Daito Manabe - 2009 - Face Visualizer/Face Instrument**

**Interactive facial modification series with myoelectric sensors and actuators.**

**Simple, effective.**

**HOWEVER...**





**It was an unintentional rip-off of the well known work by A.Elsenaar & Remko Scha  
since early 1990's. Acknowledged by Manabe 2010/2011.**

**Arthur Elsenaar & The Solenoids - 1997 - Performance - Ars Electronica**



**Kazuhiko Hachiya - 2004 - Inter-Discommunication Machine**  
**Simplicity for awkward kynaesthetic experience.**

# TAKEAWAYS

SPONTANEOUS INTERACTION IN NATURE  
INVOLVES COMPLEX, INTERRELATED, OFTEN NON-LINEAR  
INPUT→PROCESSING→OUTPUT AGENCY AND AUTHONOMY  
IN 2 OR MORE PARTIES

NOT FULLY UNDERSTOOD  
DIFFICULT TO EMULATE IN NON-BIO SYSTEMS

**MANY IM EXPERIMENTS  
SEEM/ARE  
MORE REACTIVE THAN INTERACTIVE  
BUT CAN BE EFFECTIVE IN EXPLORING  
INTERACTION**

# EARN THE COGENCY OF YOUR PROJECTS

- EXPLORE YOUR CREATIVE CONTEXT
- DEVELOP IDEAS AND METHODOLOGY  
ACCORDINGLY

**THANK YOU!**

