

TODAY

1. Updates (OSS):

- Make up class 02 Mar
- Inspiring Example of IMA assignment deadline 17 Feb @ OSS
 - Project Framework update
 - Work study

2. Project ideas presentation and selection

3. Lecture 2: Modes of Interaction

4. Working on project



Modes of Interaction

FUNDAMENTALS OF IM

- Modes of Interaction
- Elements of Interactivity (input, processing, output)
 - Concepts of IA
 - Context
- Creative and Aesthetic Qualities

MAIN MODES OF INTERACTION IN IM AND NMA REGARDING THE PRINCIPAL ACTORS

- HUMAN/LB ↔ MACHINE ↔ HUMAN/LB
 - HUMAN/LB ↔ MACHINE
 - MACHINE ↔ MACHINE
 - [• HUMAN/LB ↔ HUMAN/LB]

3+1 EXAMPLES OF EACH MODE

THINK ABOUT KEY ASPECTS OF IM IN THESE EXAMPLES

- CREATIVE (THEMES, IDEAS)
- TECHNICAL (SOLUTIONS, PROCESSES)
- AESTHETIC (FORMAL/EXPERIENTIAL)
- EXPRESSIVE (COMMUNICATION, ENGAGEMENT)

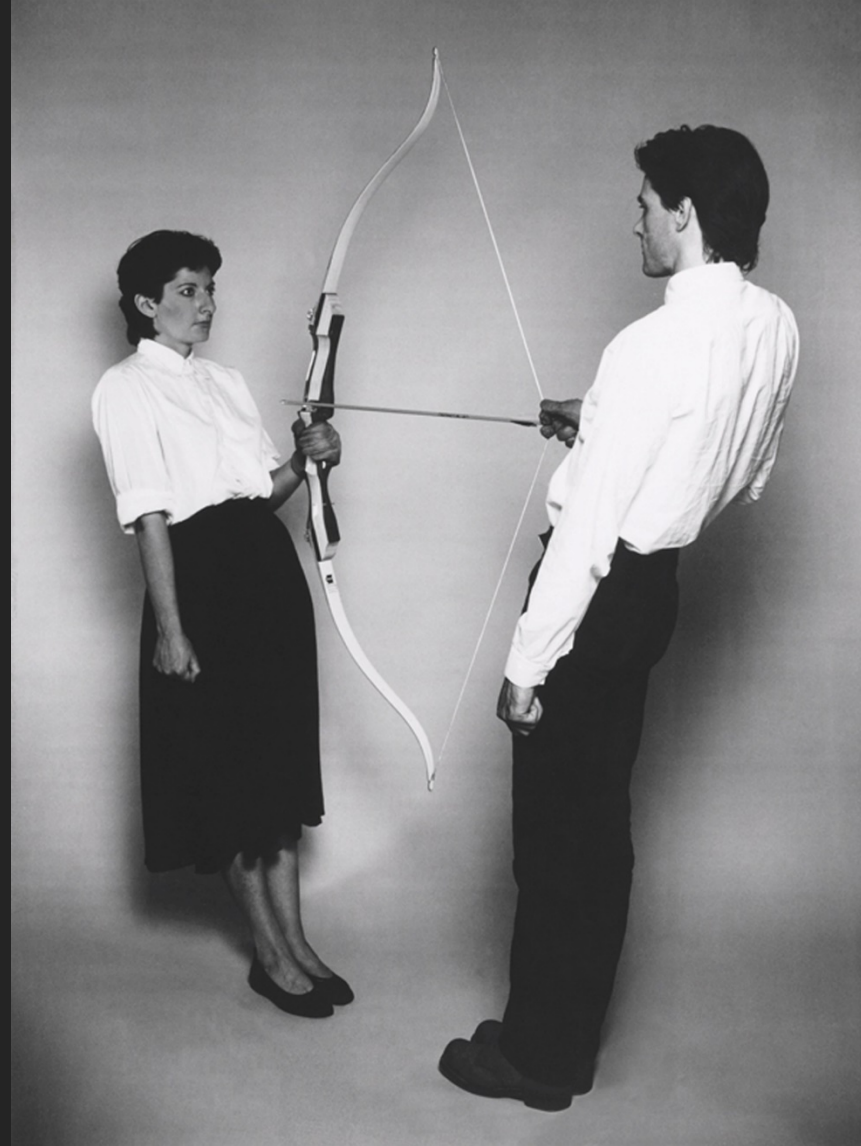
HUMAN/LB ↔ MACHINE ↔ HUMAN/LB



Scenocosme - 2011 - Lights Contacts

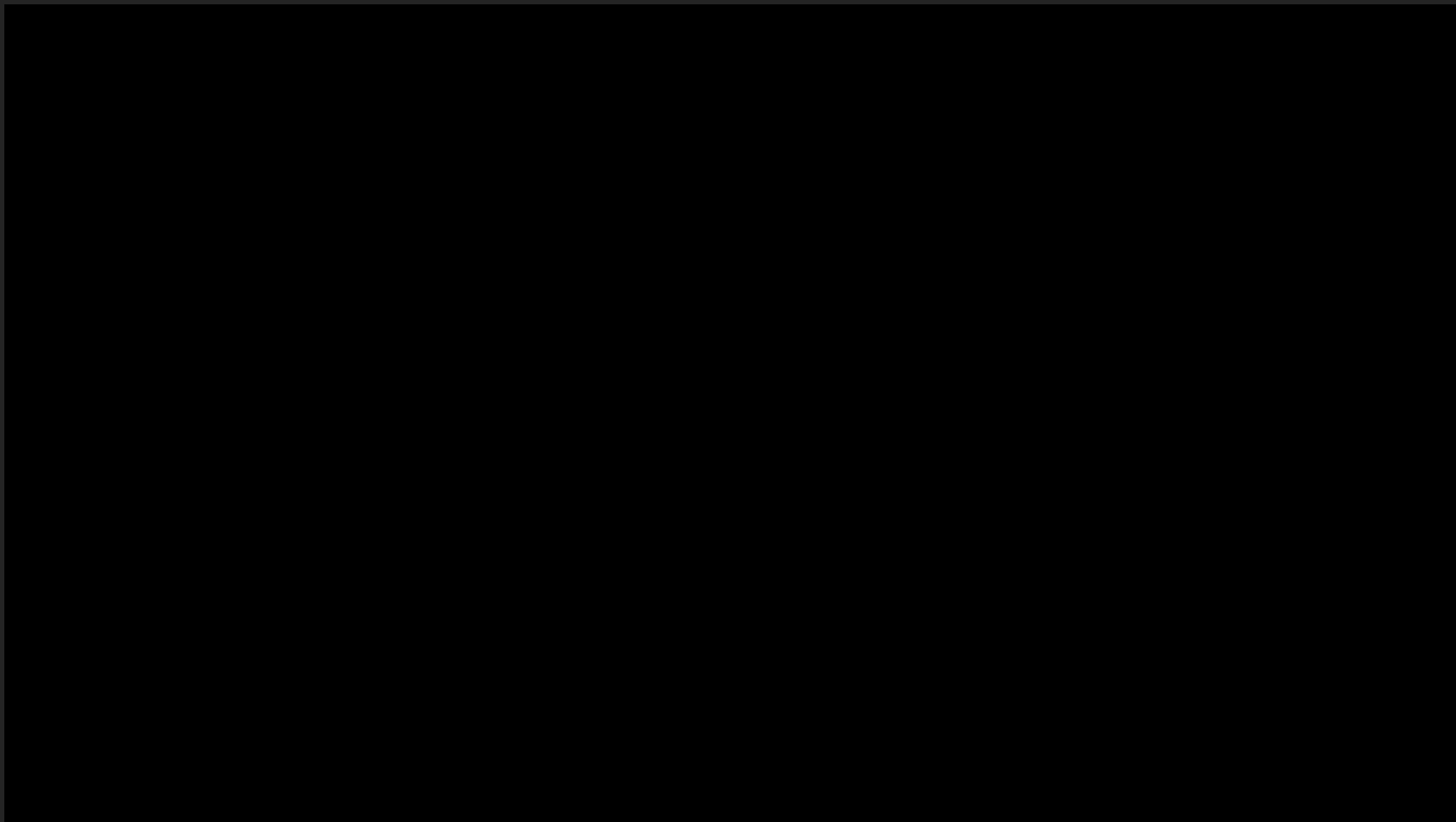
Electrostatic energy transcoded into harmonized sonic passages.

Awkward interaction (touching strangers) made easy.



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

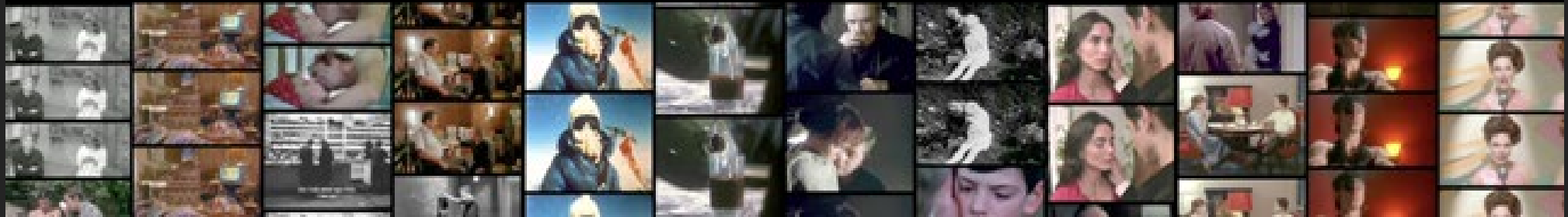
Kyle McDonald & Matt Mets - 2012 - Blind Self Portrait

CV system draws only while sitter's eyes are closed. Passive participation, trust, surprise.



Julian Palacz

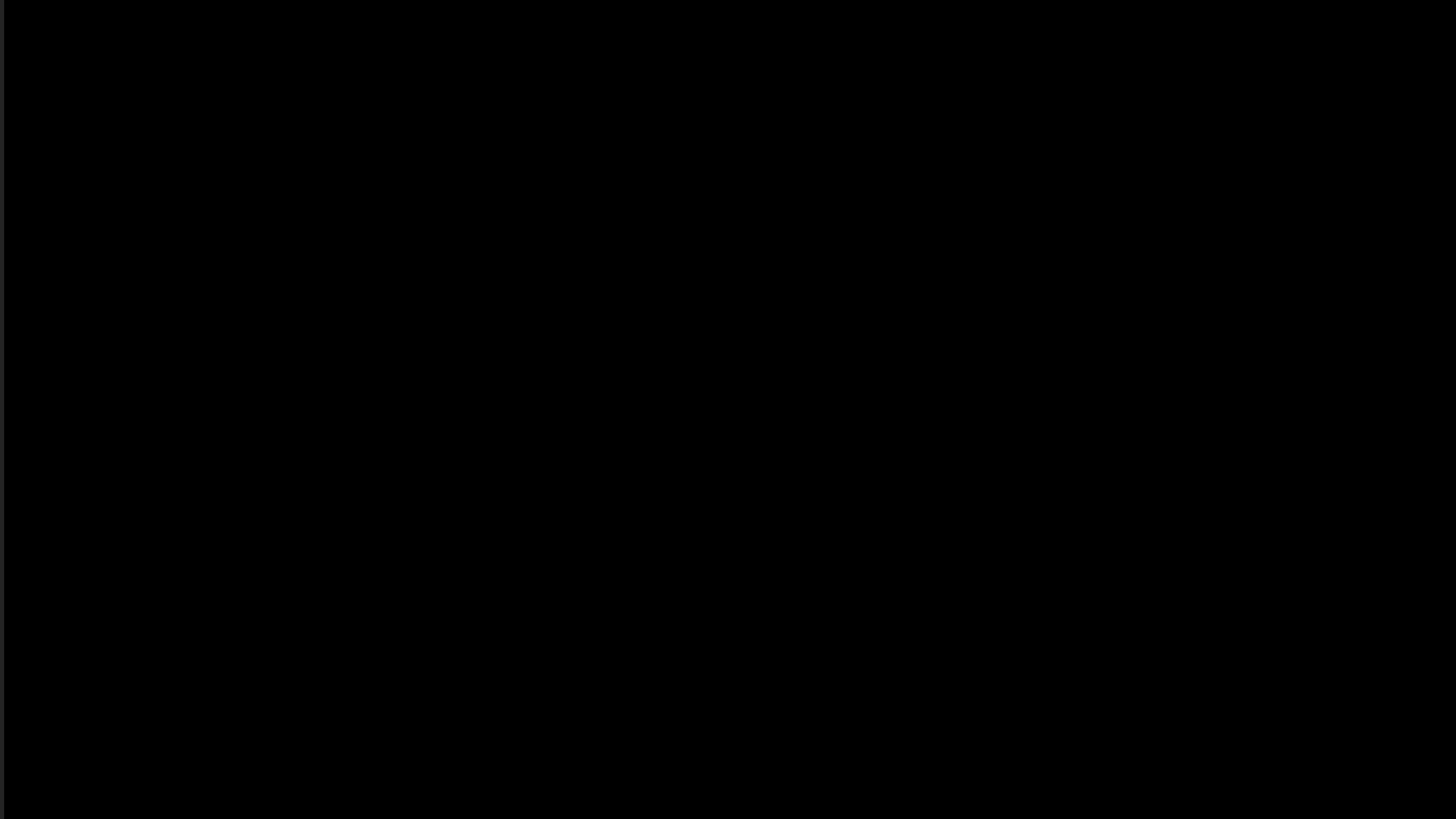
algorithmic search for love



Julian Palacz - 2010 - Algorithmic Search for Love

Generative supercut makes the output/reaction (un)predictable.

Active, cognitively engaging playful participation.



Kenichi Okada - 2010 - Peeping Hole

The participant (un)willingly shares their gaze with the audience. Plays with the trust.

MACHINE ↔ MACHINE



Jonathan Schipper - 2008 - Slow Inevitable Death of American Muscle

Infinitesimally (imperceptibly) slow raw physical interaction. Absurd or negation can make a point.

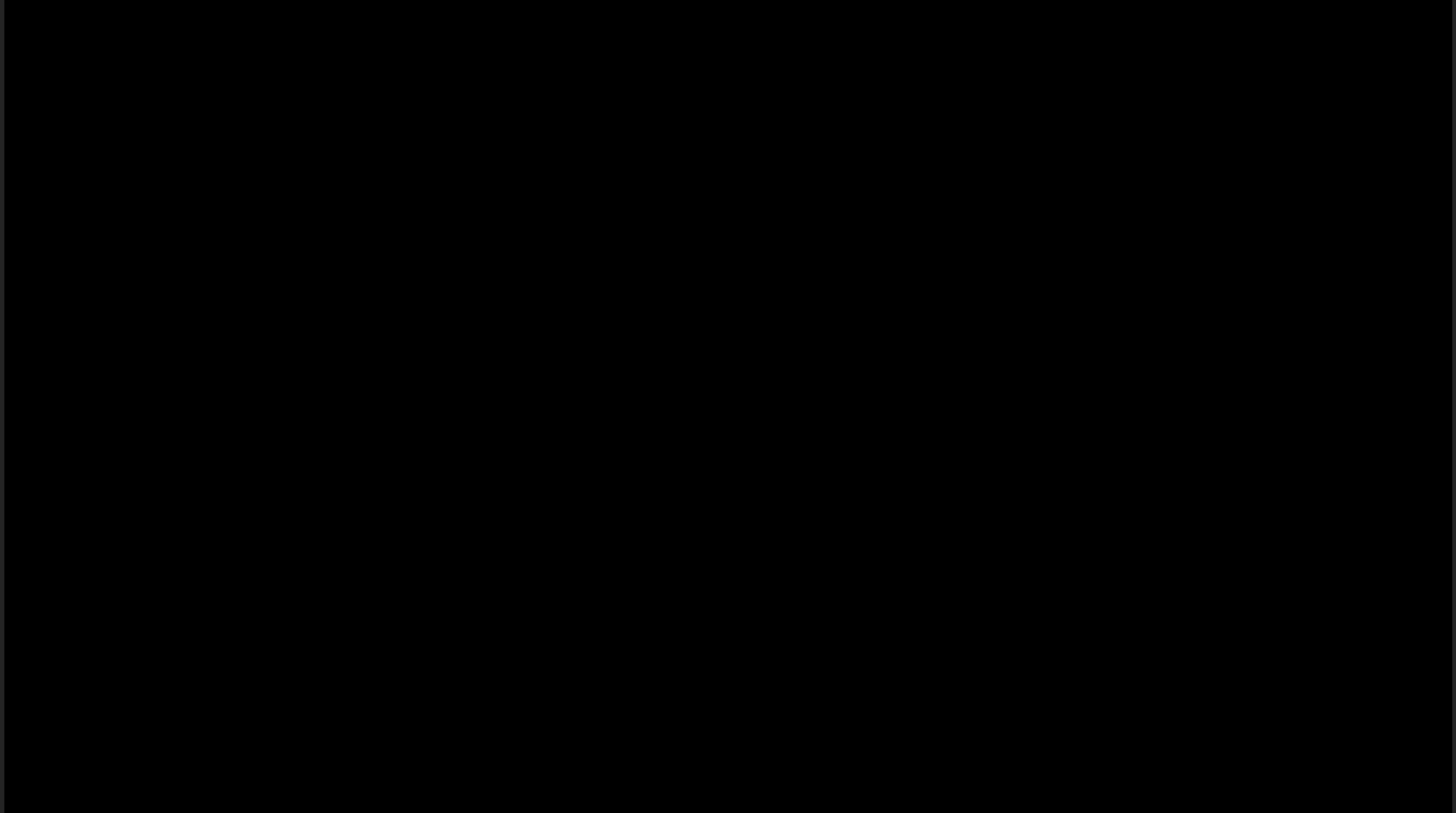
Cod.Act - 2009 - Cycloid-E

Complex sonic and kinetic interaction between 5 Max/MSP-controlled components
with speakers and directed microphones. Physicality and presence.



Ken Feingold - 2001 - What If

Two speech synthesis and speech recognition systems interact. Imperfections and uncanny valley.



Jonas Eltes (Fabrica) - 2017 - Lost in Computation

Two chatbots exchange via Google Translate: Swedish to Italian + English and Italian to Swedish + English.

Uncanny valley, as GT gets better over time.

TAKEAWAYS

- THINK ABOUT THE VARIETY OF:
CREATIVE (IDEAS, DECISIONS), TECHNICAL (SOLUTIONS),
AESTHETIC AND EXPRESSIVE ASPECTS OF IM
RENDERED THROUGH MAIN MODES OF INTERACTION
- SIMPLE EXAMPLES ENCAPSULATE INTERACTIVE PRINCIPLES
- NUMEROUS INTERRELATIONS BETWEEN EXAMPLES

ALSO REVISIT

Portrait in IM and NMA

LECTURE EXAMPLES

IN THIS CONTEXT

STUDY THE EXAMPLES YOU FIND INTERESTING

EXTEND YOUR RESEARCH ONLINE, LIBRARY

WITH LECTURE NOTES @ OSS,

THROUGH CONSULTATIONS

THANK YOU!

Q&A

DISCUSSION



NEXT CLASS

1. Updates

2. Lecture 3: Elements of Interaction (I/P/O) – Input

3. Consultations

4. Working on prototypes

