

# **MODES OF INTERACTION**

**HUMAN ↔ MACHINE**

# **LOOKING AT EXEMPLAR PROJECTS FROM KEY ASPECTS OF INTERACTIVE MEDIA**

**CREATIVE (CONCEPTS, THEMES, IDEAS)**

**TECHNICAL (SOLUTIONS, PROCESSES)**

**AESTHETIC (FORMAL/EXPERIENTIAL)**

**EXPRESSIVE (COMMUNICATION, ENGAGEMENT)**

**CREATIVE**

**CONCEPTS, THEMES, IDEAS**



Portrait on the Fly  
Live

©2015, Laurent Mignonneau  
& Christa Sommerer

Christa Sommerer & Laurent Mignonneau - 2015 - Portrait on the Fly

Artificial contour formation through simulation of natural behavior – unconventional pixels.



Daniel Rozin - 1999 - Wooden Mirror (Motoristic Sculpture Series)

Interactive portrait with unconventional pixels.



**REFACE:  
Portrait Sequencer  
Tmema / 2007**

**Golan Levin & Zachary Lieberman - 2007-2010 - Reface (Portrait Sequencer)**

**Composing accumulated portrait segments by facial expressions.**



**REFACE rip-off: Christian Boltanski - 2011 - Chance - Venice Biennale**

**Spectacular, large scale, established mainstream artist.**

**TECHNICAL**

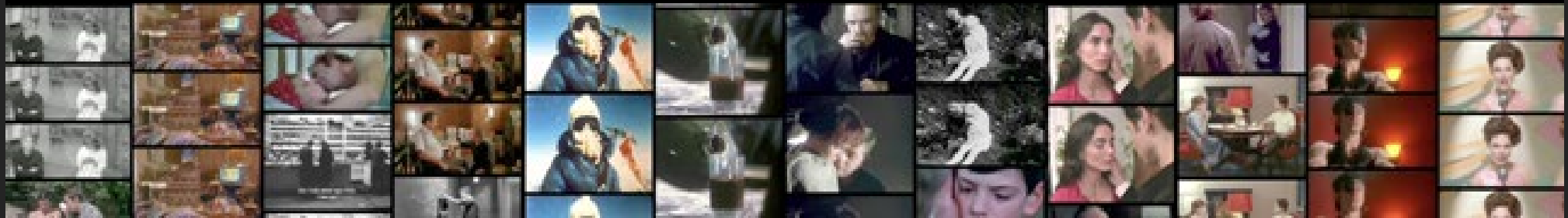
**STRUCTURES, PROCESSES, SOLUTIONS**





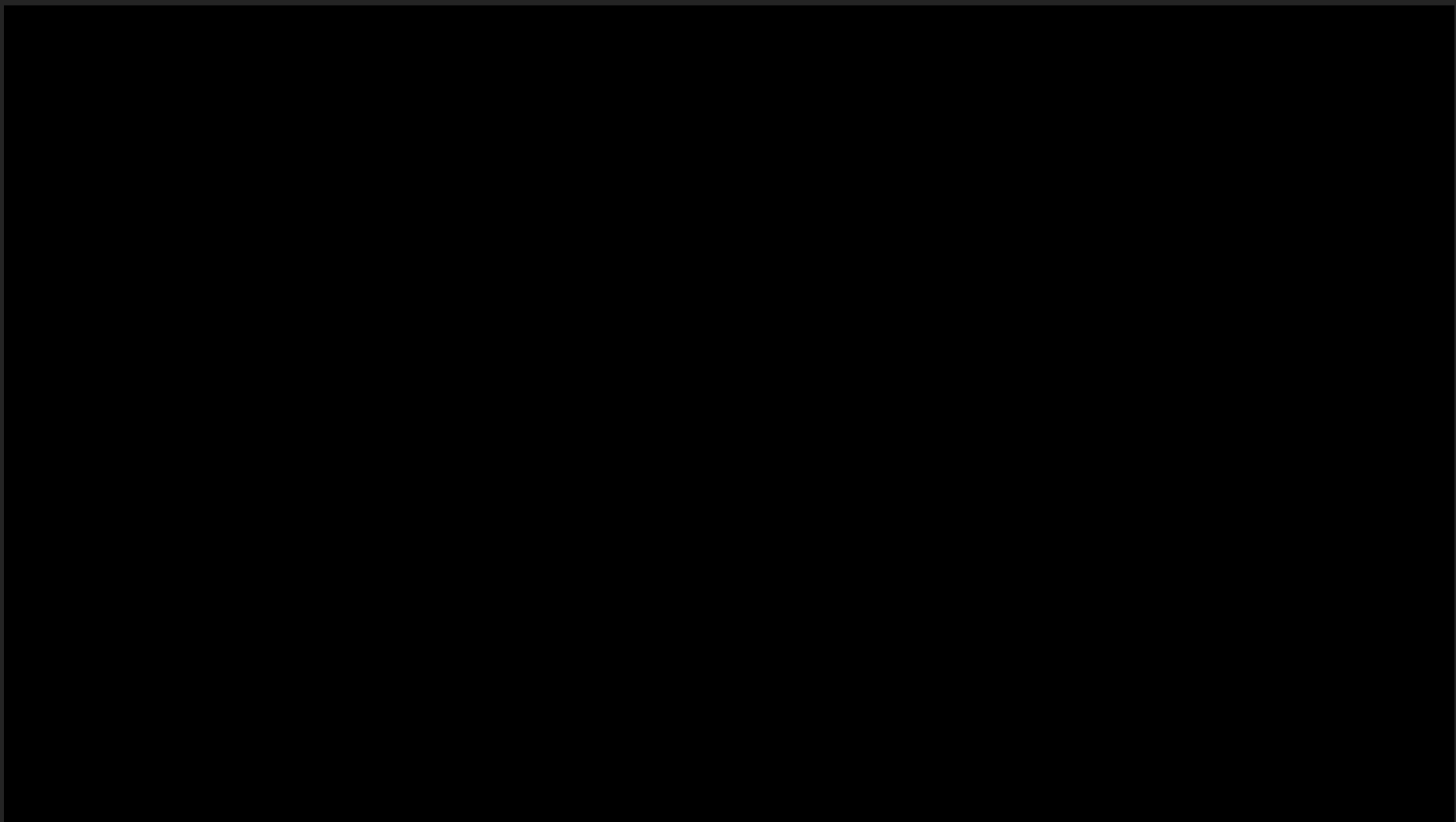
# Julian Palacz

algorithmic search for love



Julian Palacz - 2010 - Algorithmic Search for Love

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

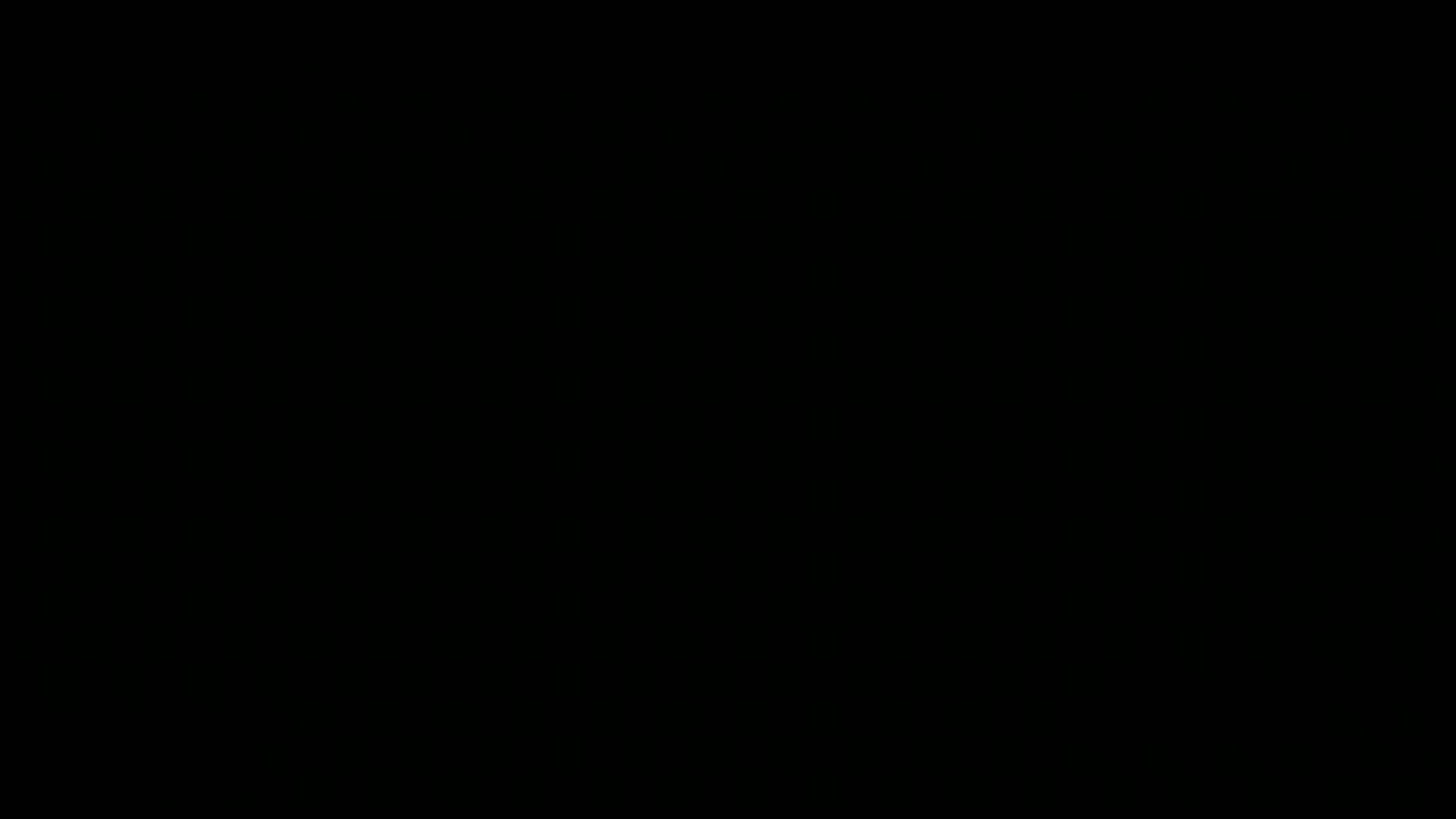


Pablo Palacio, Daniel Bisig & Muriel Romero - 2016 - Piano and Dancer

Via 4 accelerometer system, dancer interacts with harmonized generative music software which controls electromechanical acoustic piano Disklavier (MIDI+solenoids).

**AESTHETIC**

**FORMAL, MATERIAL, EXPERIENTIAL**



rAndom International - 2012 - Rain Room

Minimal, counterintuitive, emotionally powerful.



**R. Luke DuBois - 2014 - Take a Bullet for This City**

**Monitors the New Orleans 911 open channel for the "Discharging Firearm" reports.**

**2262 calls in 2014.**

**Minimal, unpredictable, powerful (frightening, dangerous).**

**EXPRESSIVE**

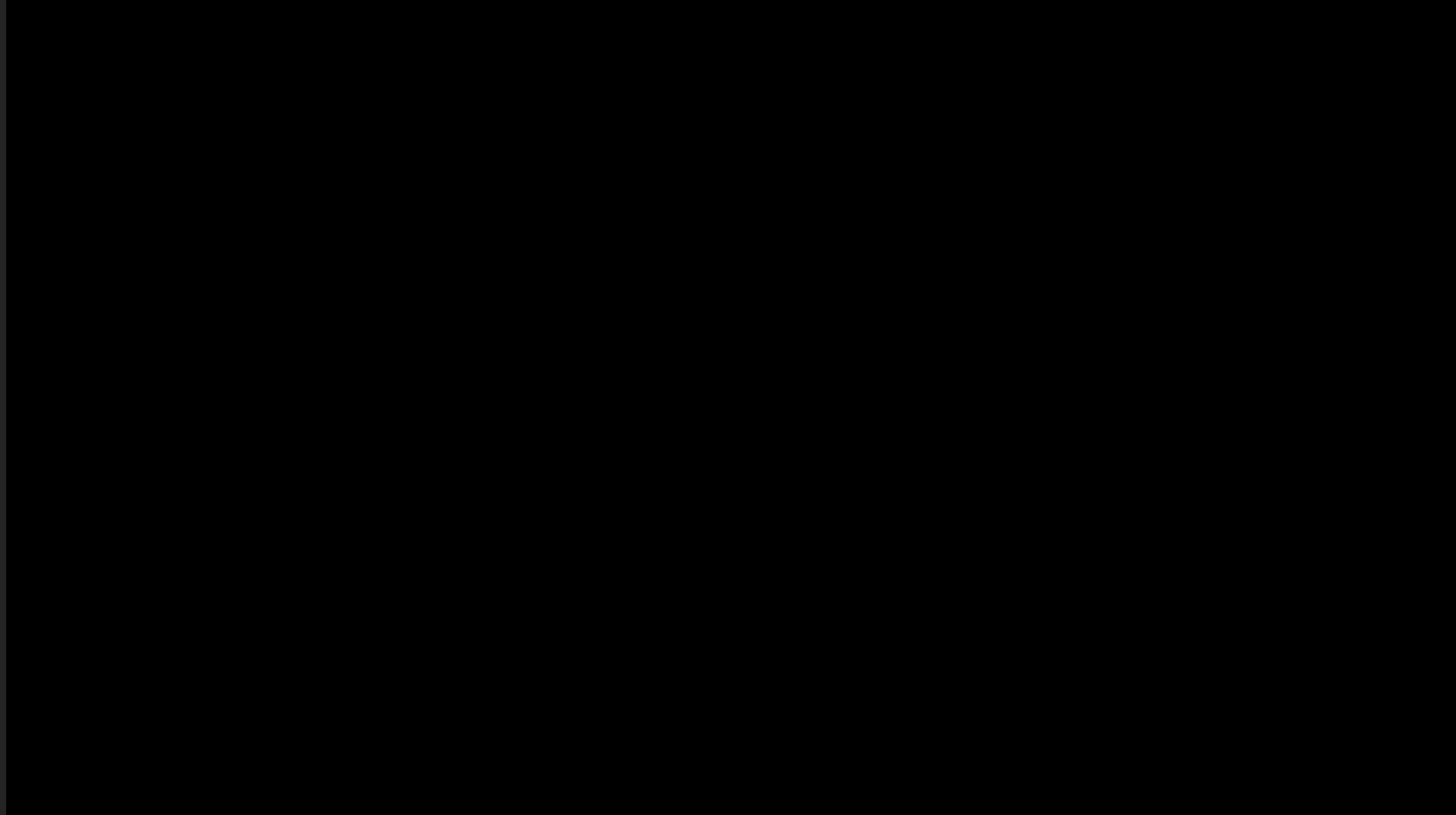
**COMMUNICATION, ENGAGEMENT**



**Rafael Lozano-Hemmer - 2015 - Level of Confidence**

**System matches visitor's face w. photos of 43 kidnapped and still missing students from Ayotzinapa normalista school in Iguala, Guerrero, Mexico.**

**Intensive humane empathy/sympathy in portrait, politically motivated.**

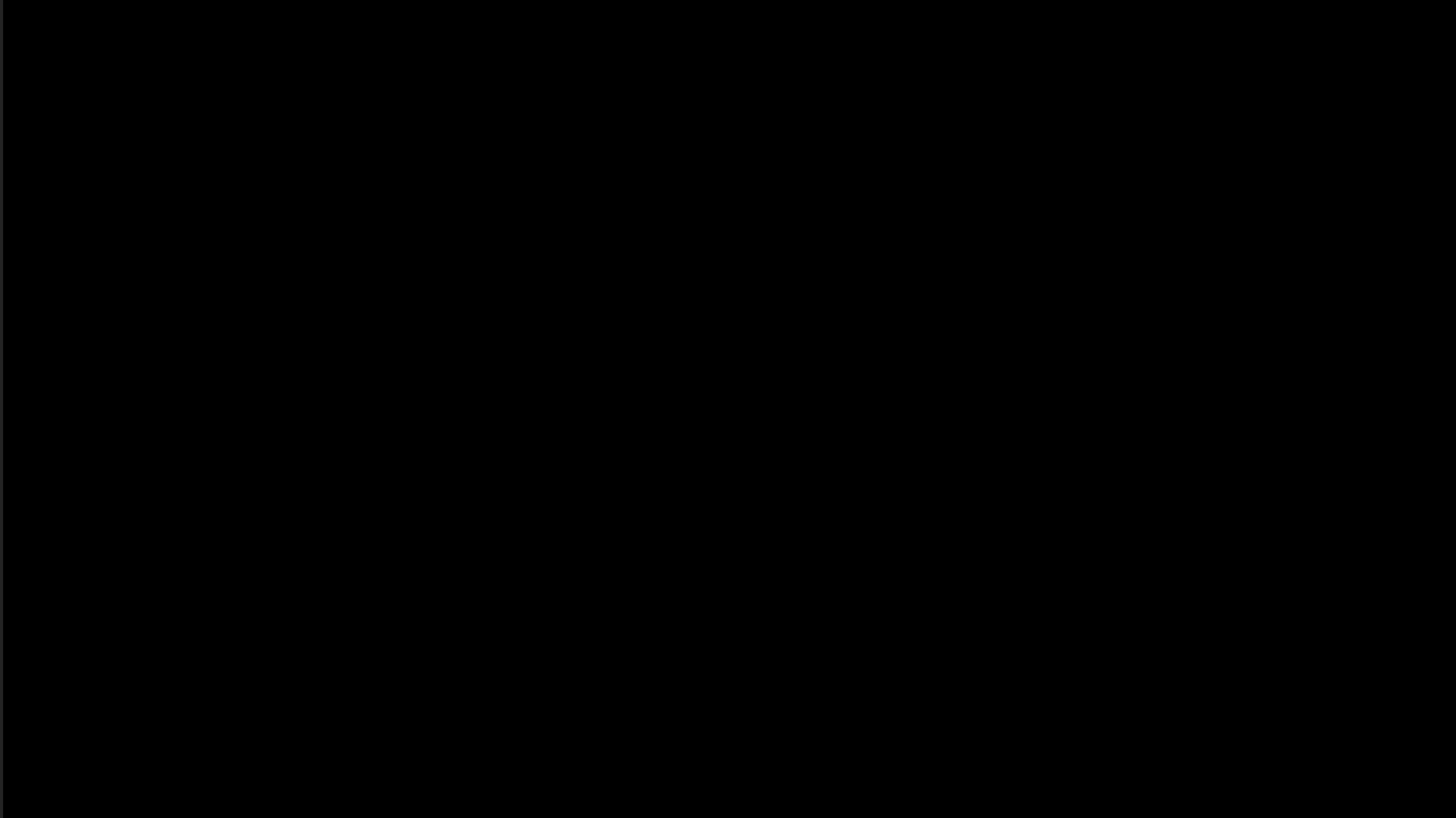


Kyle McDonald - 2013 - Sharing Faces (Anyang, Korea – Yamaguchi, Japan)

In each city, system matches visitor's expression + pose w. photos of visitors in other city.

Humane empathy/sympathy through animated pose + facial expression.





Guy Ben-Ary et al. - 2015 – CellF (@Symbiotica UWA)

STEM-Cultivated wet neural network interacts with musicians via transcoding.

Spectacular, complex, impressive performance. Minimal or no empathy/sympathy through interaction.

Interactivity is abstracted.

## **TAKEAWAYS**

- **TO BE SUCCESSFUL, IM PROJECTS NEED TO TRANSCEND OR CIRCUMVENT THE DIFFICULTY TO EMULATE INTERACTIVE SPONTANEITY**
  - **THE SUCCESSFUL IM PROJECTS DEFINE NEW INTERACTIVE FORMS/SITUATIONS THAT ENGAGE THE AUDIENCE**
  - **NEW WAYS OF THINKING SPECIFIC FOR MEDIA ART**
- OPEN NEW GROUNDS FOR CREATIVE (ART/TECH/SCI) RESEARCH**

## **EXERCISE**

**REARRANGE THE FOUR KEY ASPECTS OF IM  
FROM WHICH TO ASSESS EXEMPLARS**

