Record Nr. UNINA9910372795603321 Autore Seifert Uwe Titolo Paradoxes of interactivity: perspectives for media theory, humancomputer interaction, and artistic investigations / / edited by Uwe Seifert, Jin Hyun Kim, and Anthony Moore Pubbl/distr/stampa Bielefeld, : transcript Verlag, 2008 Bielefeld, Germany:,: Transcript Verlag,, [2008] ©2008 **ISBN** 3-8394-0842-3 Edizione [1st ed.] Descrizione fisica 1 online resource (344) Collana Kultur- und Medientheorie Classificazione AP 11800 302.231 Disciplina Soggetti Interactive multimedia Human-computer interaction Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Nota di contenuto Frontmatter 1 Contents 6 The Co-Evolution of Humans and Machines: A Paradox of Interactivity 8 Does the Body Disappear? A Comment on Computer Generated Spaces 26 Transparency and Opacity: Interface Technology of Mediation in New Media Art 44 Where the Action is: Distributed Agency between Humans. Machines. 62 Surface, Interface, Subface: Three Cases of and Programs Interaction and One Concept 92 Double Cross Playing Diamonds: Understanding Interactivity in/between Bigraphs and Diamonds 110 Where Art and Science Meet (or Where They Work at Cross-Purposes 142 Time, Magma, Continuity: Some Remarks on In-Formation and the Fabrication of "Poiesis" 160 Implications of Unfolding UNORTKATASTER: An Urban Experiment Towards Participatory Media Development 192 Modelling and Analysing Expressive Gesture in

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## Sommario/riassunto

Current findings from anthropology, genetics, prehistory, cognitive and neuroscience indicate that human nature is grounded in a co-evolution of tool use, symbolic communication, social interaction and cultural transmission. Digital information technology has recently entered as a new tool in this co-evolution, and will probably have the strongest impact on shaping the human mind in the near future. A common effort from the humanities, the sciences, art and technology is necessary to understand this ongoing co- evolutionary process. Interactivity is a key for understanding the new relationships formed by humans with social robots as well as interactive environments and wearables underlying this process. Of special importance for understanding interactivity are human-computer and human-robot interaction, as well as media theory and New Media Art. »Paradoxes of Interactivity« brings together reflections on »interactivity« from different theoretical perspectives, the interplay of science and art, and recent technological developments for artistic applications, especially in the realm of sound.