Interactive Art and Meta-Design

> Elisa Giaccardi, DLC 11 February 2004
What is interactive art and where it comes from?

What it has to do with meta-design?

- http://www.sito.org
- http://poietic-generator.net
- http://www.artcontext.org
- http://www.interwall.org
interactive art

http://www.mic.atr.co.jp/~christa/WORKS/
Interactive art is more than simple *participation*, it is *interaction* and implies a *mutual relationship* between the viewer and the artwork.

Interactive art is based on the premise that computational media and other molecular technologies allow people to operate *at the sources of the creative process*.

Interactive art deals with the ideas of *co-creation*, because creative activity becomes a flow and is *not limited to professional artists* anymore.
• Net art exploits the interactive and connective properties of the Internet as a raw material, rather than to promote contents

• Net art does not produce finite objects, but distributed processes of artistic creation

• Net art is primarily a form of thought and practice based on the idea of weaving and seeding
• Metadesign is the creation of context, rather than content (Youngblood, 1986)

• Metadesign puts the tools rather than the object of design in your hands. It does not define a process, but the conditions for a process of interaction (De Kerckhove, 1995)

• Metadesign necessarily deals with human beings as systemic entities in a relational space under continuous structural changes (Maturana, 1997)

• Meta-design characterizes objectives, techniques, and processes for creating new media and environments that allow users to act as designers and be creative (L³D).
The more collaborative capabilities are wide and the event is indeterminate, the more deeply users are in the heart of creation.
Gridcosm is continuously expanding and evolving…
- SITO is an art community
- It fosters strict rules and schemes of interaction
- It fosters time constraints
- It shows different levels of interactivity
- It is based on a computational environment that allow seeding and evolutionary mechanisms
It is almost like looking at clouds: one identifies a shape and quickly it is recognized by all…
• The Poietic Generator relies on an anonymous and dynamic community

• It fosters a very simple tool of interaction

• It produces an ever-changing virtual image

• It is based on mechanisms of self-organization

• It focuses on users’ creative experience, rather than on the results of their interaction
Open Studio is based on ongoing sessions of concurrent drawing, like a graffiti.

- It explores time lapses.
- It exploits visual improvisation, like a jam session.
- It uses algorithms sensitive to movements.

[http://draw.artcontext.net/]
Interwall is based on the linking of virtual, natural, and social environments.

It spontaneously configures clusters of nodes which can interact with each other.

It generates a dynamic, shared surface on which people can draw.

[http://www.interwall.org/]
### Brief Summary

<table>
<thead>
<tr>
<th></th>
<th>Meta-design</th>
<th>Interactive art</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Mindset</strong></td>
<td>Consumer vs. designer</td>
<td>Viewer vs. co-author</td>
</tr>
<tr>
<td><strong>Structure</strong></td>
<td>Closed system vs. seeding models</td>
<td>Complete artwork vs. “open work”</td>
</tr>
<tr>
<td><strong>Method</strong></td>
<td>Under-design</td>
<td>Under-design</td>
</tr>
</tbody>
</table>

- **rational decisioning**
- **embodied interactionism**
Interactive art can help us to improve the *meta-design conceptual framework* and to identify new design principles for the development of more engaging *meta-design systems* and *interfaces*. 