

## Sketches for a MANUAL Of INTERACTIVITY - Jeffrey Shaw

### CHOICE ARCHITECTURES:

jumping between parallel tracks - channel surfing

tree - fan of junctions

cloud of fragments - collage - assemblage

### SIZES

books (Calvino)

chapters

paragraphs

sentences (Queneau)

words (Seaman)

*Seamless*

### SPEED

library

jukebox

videodisc/harddisc - visible/invisible random access

### CONTENT

improvised story line (never the same)

multiple story lines (limited number of combinations)

parallel story lines

same story line - different interpretations (character)

different points of view (camera)

### INTERACTIVITY

one person - in full control

small number of people - shared control

small number of people - each controls their bit (character)

large number of people - polling/voting

large number of people - competing for the right to control

large number of people - random selection of chooser

## LEVELS

viewer as spectator

viewer as chooser (editor)

viewer as navigator (camera)

viewer as director

viewer as writer

AND the computer as partner for the above possibilities (Hal)

## HISTORY

The story is changed/modified/mutated by each permutation of its interactive viewing - six months from now it may be unrecognisably different!

Or just traces ('grafitti')

## BODY and SENSES

hands, feet, eyes, voice, etc

sight, hearing, motion, smell, etc.

## PLACE

it happens locally

it happens between localities (telecommunication/telepresence)

it happens in cyberspace (the net, infohighway)

## TIME

it happens at one time (short term event - repeatable)

it happens over time (long term event - ever changing - without end)

## METAPHORS

game (violence)

puzzle

adventure (search)

travelogue

relationship

corps exquisite

catalogue/encyclopedia

