

LCC 6310 The Computer as an Expressive Medium

Lecture 12

Overview

- Look at project 3
- Discuss readings
- Readings for next week

Project 3

Due: Friday October 12

Literary machines are potential literature, procedurally producing textual traces in response to interaction. Examples of literary machines include interactive fiction, nodal hypertexts, interactive poetry (often with animated typography), and chatterbots.

Create a literary machine. The literary machine must include algorithmic elements, such as animated typography, generated text, conditional responses as a function of the previous interaction trace. It must respond to external inputs (e.g. user interaction). Your piece may include conjunctions of text and imagery.

Let's look at some examples...

Self Portrait(s) [as Other(s)]

By Talan Memmott

Memmott uses elements of the self-portraits and biographies of other artists (Renoir, Cezanne, Ingres,...) and recombines them to create a representation of himself. Collaged portraits with roll-over poems are used to address questions on the nature of art and theory. Neither portrait nor biography offers an accurate representation of any specific artist, but there is a compression of multiple artists into a single artist.

http://www.uiowa.edu/~iareview/tirweb/feature/memmott/spo_Memmott/index.html



Readings

Summary presentations & questions for discussion

Augmenting Human Intellect - Engelbart (NMR pp.93-108)

Computer Lib/Dream Machines - Nelson (NMR pp.301-339)

Douglas Engelbart

1962 conceptual model for augmenting human intellect

Complexity of problems increasing

Need better ways of solving problems

Re-think how people interact with machines

Separate interface issues from processing

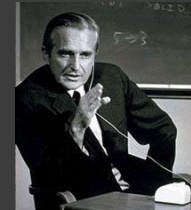
Designs for interactive computing

Displays, text and graphics, input devices

Structured document creation, views on documents

Navigating in information space, linking

Shared screen facilities

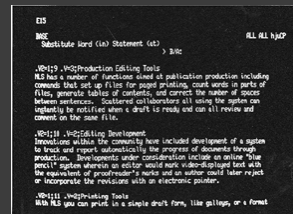


NLS

Engelbart developed the oNLine System (NLS) at SRI for the soon-to-be ARPANET in the 1960s

NLS allowed hyperlinking between files on different computers, document editing, email, etc.

Engelbart gave the "mother of all demos" in 1968 which showed word processing, windows, hypertext, the mouse, and video conferencing



The Demo



1968 Fall Joint Computer Conference (SF)

Video of NLS (oNLine System)

Single-user workplace efficiency

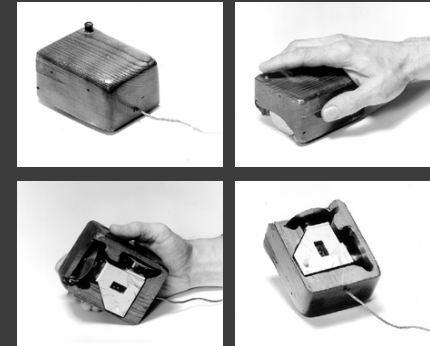
hierarchical hypertext, multimedia, mouse, high-resolution display, windows, shared files, electronic messaging, CSCW, teleconferencing, ...

<http://sloan.stanford.edu/MouseSite/1968Demo.html>

Engelbart's workstation



Engelbart's mouse



Ted Nelson

Books *Computer Lib/Dream Machines* (1974) and *Literary Machines* (1981) provide an overview of his visions and hopes for computing

Proposed "Literary Machines", computers that would allow writing and publishing of nonsequential text, which he called hypertext

The Xanadu Project (<http://www.xanadu.net/>)

Founded in 1960, goal to hyperlink all the world's information

Nelson is not a fan of the hypermedia structure implemented by the World Wide Web...

"Today's popular software simulates paper. The World Wide Web (another imitation of paper) trivializes our original hypertext model with one-way ever-breaking links and no management of version or contents."

[Ted Nelson, OpenTech 2005 Video](#)



Readings for next week

For **Tuesday** next week:

Concepts: Java-mode, HTML parsing

For **Thursday** next week: Theory Readings

Two students: present one reading each

Everyone else: prepare one discussion question for each reading

As We May Think - Vannevar Bush, NMR pp. 35-47

Mythinformation - Langdon Winner, NMR pp. 587-598