Errki Huhtmao, "Trouble at the Interface"

Errki argues that what we perceive as interactive art has a much more complex definition to it. Some people already say that art is already interactive, as the reader observes what is in front of him or her and reacts to it. Errki says that interactive art triggers another emotion when the participant becomes the art piece, engaging in it and transcending beyond the normal spectator role. One art piece that does represent this idea of interactivity is a piece called "Wooden Mirrors" by Daniel Rozin. In this artwork there are a hundred or so individual wooden tiles that form the shape of anyone or anything in front of it. The tiles are mechanically controlled by a video camera hidden between the tiles. The video is transmitted to computers that use the contrast of light by either moving down the tiles to create a shadow or up to show light. This creates a feeling of connection and disconnection at the same time because the viewer never actually touches the piece.

Lev Manovich, "Database as a Symbolic Form"

In this reading Lev Manovich describes the conflicts between data and narrative. As a common theme in all three readings, Lev says we must think of things that we feel are interactive, such as video games, and take them for what they really are, a long list of algorithms in the form of code. When working through a video game we really play according to what we think the algorithm will give us; such as shooting a bad guy when pops up on your left. Data and algorithm are heavily tied together, "the more complex the data structure, the simpler the algorithm needs to be". According to Manovich, data and Narrative are not so much. Databases are a collection of data that is endlessly changing and therefore always leave an unfinished story. Narratives on the other hand "should be a series of connected events caused or experienced by actors". One example that I found that combines narrative and database is Grand Theft Auto. Manovich wrote this article in 1999, before video games really started to become more then video games. Grand Theft Auto is a great example of an artwork that tells a story. Through playing the game you are living in a virtual world were you commit a series of crimes, while following the narration of the game. There is a beginning, story, and ending that uses virtual characters as the "actors".

Florian Cramer, "Concepts, Notations, Software, Art"

Florian Cramer states that people are less concerned with the actual coding and making of the art then the end product. There is this idea that there are "coding slaves" that create the vision of the artist. Florian says that we must appreciate the inner working of art software and not take it for granted. In "Laser Harp" the user interacts with a fan of beams that if blocked by a person's hand, create a sound. In interacting with this piece it is clear that the user has an understanding of the
software and how it works. Because music is so universal, anyone interacting with this piece understands that each beam coordinates to sound.