Art is an experience. Within personal background and observation, seeing and viewing art can incline one to feel an emotional connection with the creator of the piece. The viewer is somewhat placed into the position of the artist however given the ability to take their own creative license interpreting it to how their eyes perceive. Erkki Huhtamo writes about a certain field of art that revolves around the experience in interactivity, explaining that in today’s society new technology is now coming to play a critical role. Lev Manovich discusses the concept of database structure becoming meshed and combined with narrative, then questioning the necessity of the interrelationship for the experience. Marvin Minsky breaks down the overall experience of creativity formation, using part to whole arguments; further explaining that one needs all pieces of the puzzle in order to see the full picture.

Interactive Art

Erkki Huhtamo discusses the new way society does interactive art by combining human interactivity with technology. Lisa Jevbratt created the “Zoomorph App.” An interactive application for the phone that displays the color vision of different animals and their species.
Scientific research was put into work to discover the variety of animals’ different cones of vision and how the universe’s colors are seen in a wider or narrower lens. Zoomorph allows the user to see the potential and actuality of how the animal sees and experiences color. Just by choosing the desired animal’s perspective and pointing the camera, reality changes to a different color medium on the phone. One receives a slight experience on how it would be to live in that certain animal’s shoes. New discoveries are found on who and what see only in black and white, however also that humankind is not alone in the colors they see, with the app displaying examples of animals that see in the full spectrum of color like humans. Science and art are combined, making it fun and interactive for viewers to relate to beauty in new ways.

Database and Narrative

Lev Manovich plays with the idea and relationship of material organization within a database context that can display a narrative. Akiane Kramerik steps into this concept with her piece titled “Metamorphosis.” Here the same object is collected together as data, however displayed and arranged in a way that tells a story. One sees the concept of the creature working through the process of learning how to escape the veil. The database of the painting is consistent, with the same character repeated. However the action that the object portrays varies within the situation and gives a deeper meaning for the viewer of the piece. Without the combination of data within this narrative, the artwork would not be perceived in a way for the
message to be perverse and impacting. Therefore technically speaking there is no understandable story in any realm without a collection of data.

**The Inner-workings of the Mind**

Marvin Minsky explains the overall concept of how the mind works in connection to all ideas. He ponders on the possibility that if one traces back on the path that the mind takes to get to its final destination or idea, and pulls out one link the mind made on the way, would the final belief or concept be tainted and not the same as the original? One can come to realize that there is great importance to each step one’s mind takes to create its full opinion. Nancy Standlee’s collage art shows this comprehensive concept. In her piece titled “Yes Go” one can see that without each paper scrap all pieced together correctly, the overall image of a girl would not be present! There is an obvious necessity for each part and its specific place in order for the image to be recognized as intended.