

# Multimedia and Digital Society Tutorial

From Analog to Digital  
Lev Manovich - Language of New Media

HCI (Human-Computer Interface): Control VS  
Representation

# Remediation - Translating, refashioning and reforming other (older) media in content and form

What kind of other media are embedded in the HCI?

Has this change from Manovich's era to nowadays?

“the computer screen becomes a battlefield for a number of incompatible definitions – depth and surface, opaqueness and transparency, image as illusionary space and image as instrument for action.”

# Screens! Old forms through which we navigate computers

Genealogy:

Classical screen -> dynamic screen -> real-time screen -> interactive screen

What are the characteristics of each of these kind of screens?

What is the position of the subject in each of these screen paradigms?

What is linear perspective and what is its relation with the body and the subject?

# Screens! Old forms through which we navigate computers

The imprisonment of the screen and linear perspective allows the spectator/prisoner to confuse representation with their own perception.

Bliss or domination?

Is the following sentence true or false and why?

“VR constitutes a fundamental break from the tradition of representation and the immobility of the spectator.”

# Simulation VS Representation

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Simulation.

Sameness of scale between the two spaces. Simulation tends to blend rather than separate the physical with the virtual space.

In the simulation tradition the subject interacts in a space that has a double quality: it is actual and virtual, the virtual is the extension of the actual or viceversa.

In the representation tradition the body of the user is what is double. Two simultaneous bodies, one in the virtual and one in the physical world.

# What are your thoughts on these passage?

paggers and laptops, pagers, boys, and similar handheld game units. Eventually, the VR apparatus may be reduced to a chip implanted in the retina and connected by wireless transmission to the Net. From that moment on, we will carry our prisons with us—not in order to blissfully confuse representations and perceptions (as in cinema), but rather always to “be in touch,” always connected, always “plugged-in.” The retina and the screen will merge.

...a feeling. For now, we clearly