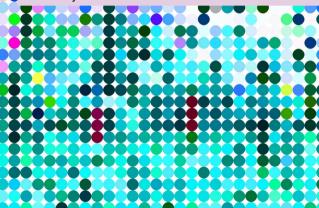


A CRITICAL READER OF "NEW" MEDIA

06. where we currently stand/the problem of interaction

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In this class

- Reviewing concepts we are using
- What is interaction?
- Why is it a problem?



 As we move through multiple, sometimes very different concepts, we need to take stock of our theoretical ammo so far!

What is meaning?

- Meaning. A tricky word. What do we mean by meaning?
- When we talk semantics, we talk some form of meaning
- · What is semantics? What is a theory of meaning?

Meaning, semantics, content

Theory of meaning

 What are the facts that make content possible at all?

Semantics and content

 How is content assigned in linguistic expressions?

But this distinction is not enough!

What is content? Is there something inside our cultural objects?

What is a medium?

- A technology that opens up a new way of communication
- A technological support for some content
- A message
- An encompassing container that defines the boundaries of representations expressed through it





Why caring about art specifically?

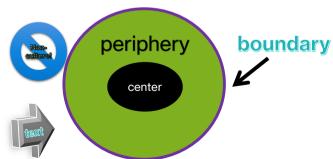
- When we consider the current place of our concept of art, it gives us a good example of communication where medium and content are both of high value
- It allows us to observe how we push the boundaries of notions such as medium and content!

What is culture?

- Culture, in general, is the whole of meaning-making practices historically and locally situated, ever-changing and interacting by way of human action through modeling
- We use a semiotic approach to culture in order to formalize our unit of analysis
- By using a Lotmanian approach, we can understand culture as a *dynamic* system

What is a semiosphere?

 A representation of a dynamic semiotic system where texts circulate across its different areas



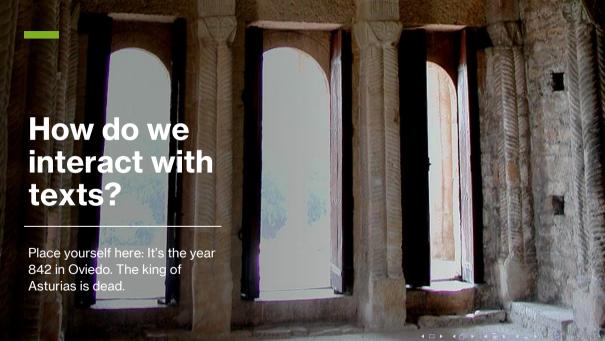
What is a text?

- A unit of analysis of Lotmanian semiotics
- Any "carrier of integral [...] meaning to a ceremony, a work of the fine arts, or a piece of music" (Lotman 1973: 58)
- Texts can be discrete and indiscrete: Discrete texts are clearly composed of specific signs, whereas indiscrete texts have no discernible specific, individualized signs
- In order to approach media that do not fit solely in conventional categories, we need to be mindful of their semiotic dimension: As cultural objects with multiple avenues to carry meaning



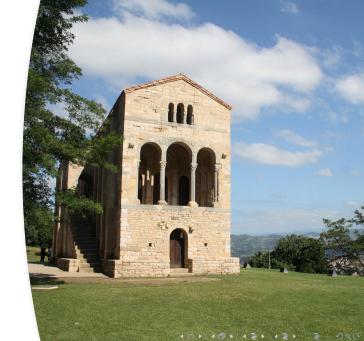
What is narrativity?

- Why do some cultural objects have a sense of narration?
- We have a temporal axis to our cultural objects, but their sign composition does not require narration
- But cognitively speaking, we put narration in cultural objects as a way to structure them
- And this leads us to a different question: How do we interact with different texts?



Setting the scene

- You, a random peasant, head to the finally finished church at Mount Naranco, some 3 kms away from town
- You have seen churches before, of course. It's the year 842, after all!
- King Alfonso II, who led the war efforts and propaganda against the Emirate of Córdoba, is dead
- Ramiro I, had first ordered this construction earlier... setting himself up for a promotion!



Embodying the situation

- The façade stares at you, the lower floor moves you
- You are in awe not only of the moment, but of how a divine hand may have also guided the conception of this church
- Your knowledge of the world, its history, your religion, they all make you feel things and understand things



HOW DO WE INTERACT WITH TEXTS?

Do we embody them? Do we approach them?

What is interaction?

- One of the things we want to work with is the way we approach, use, understand and embody cultural texts
- As a text is, in a way, a message, it is usually framed in the sender-receiver dynamics
- If we're not crafting the text, then we're on the receiving side
- What does that mean?

Why is interaction a problem?

- There's basically two ways in which we interact with things: actively and passively
- The way we approach cultural texts, at least in the most relevant sense, seems to place us squarely on the passive side of things
- When it comes to artistic objects, interaction poses a problem in what the place of the so-called message is
- Moreover, how do we actually define what counts as "active" interaction? Think of social rituals and videogames