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Art 101 Section 1  
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Reading #3

1. Read the [Manovich](#) article: [Interaction as an aesthetic event](#)

Two examples of user interface with a piece of technology that has a performative action or theatrical behavior.

- Coffee brewer/ toaster
- Boomboxes
- Smart fridges (open door/ lighten up gradually)
- Old telephone



- Alarm clock
- Weather forecast in Japan



2. “Gesamtkunstwerk” - a unique interactive narrative
  - It means to directly engage the three senses of sight, hearing and touch, and evoking the fourth sense of taste => aestheticization of information tools.
3. From the podcast: [RadioLab. Episode: RadioLab Presents 99% Invisible](#)
  - The art of making modern electronic devices "sound right" with carefully designed beeps and clicks.
  - Synchronic
  - Trigger the memory. “What does typing sound like? What does the undo button sound like?”
4. <https://99designs.com/blog/trends/skeuomorphism-flat-design-material-design/>
  - “Skeuomorphism”
    - Referencing the images that user already know, already been used
    - Make it more comfortable for users. People are more open to trying new things and products.
    - Example: Email icon on iPhone
  - “Flat Design”
    - A design style that focuses on readability, cleanliness, and minimalism.
    - They utilize space well and are often flat
5. Evolution of Radio, specifically car radios

1930



1952  
1953



1955



1963

1965



1969  
1970



1977

1982

