

- Hybridization involves innovative ways of combining art disciplines; “hybrid” forms of art.
- Duration explores the nature of time and how its perception can be manipulated and presented, such as film.
- **Interactivity involves viewer participation and includes art forms such as interactive installations, performance art, gaming environments, and web-based art.**
- Point of view can be expressed both conceptually – revealing, for example, the artist’s political perspective – and physically through perspective.

**Interactive** involves the spectator in a way that allows the art to achieve its purpose. Some interactive art installations achieve this by letting the observer or visitor "walk" in, on, and around them; some others ask the artist to become part of the artwork.

Works of this kind of art frequently feature computers and sensors to respond to motion, heat, meteorological changes or other types of input their makers programmed them to respond to. Most examples of virtual Internet art and electronic art are highly interactive



**Second Life** is an online virtual world... "There is no manufactured conflict, no set objective".

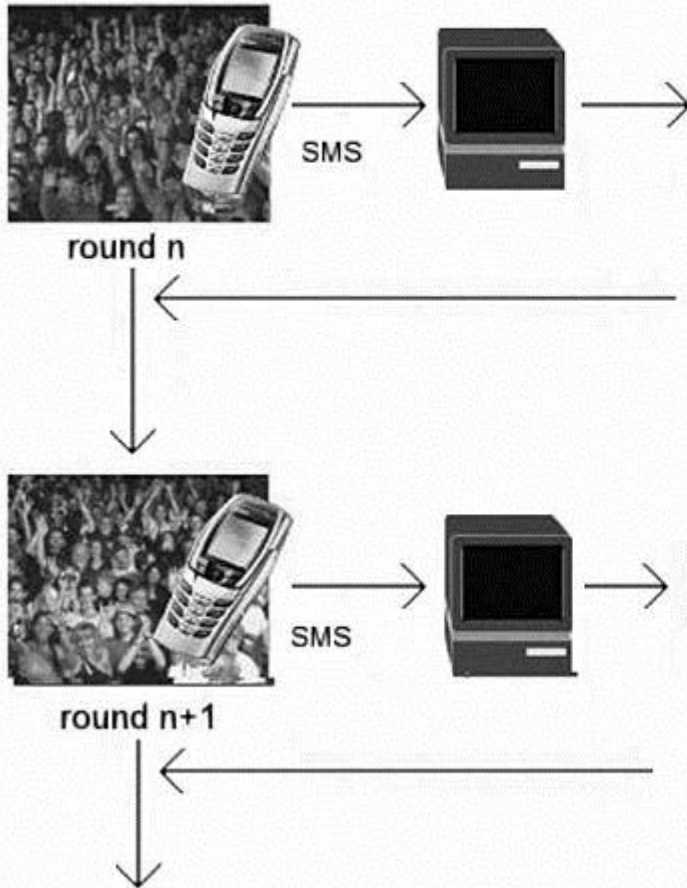


The Tunnel under the Atlantic (1995),  
Maurice Benayoun, Virtual Reality  
Interactive Installation : a link between  
Paris and Montréal



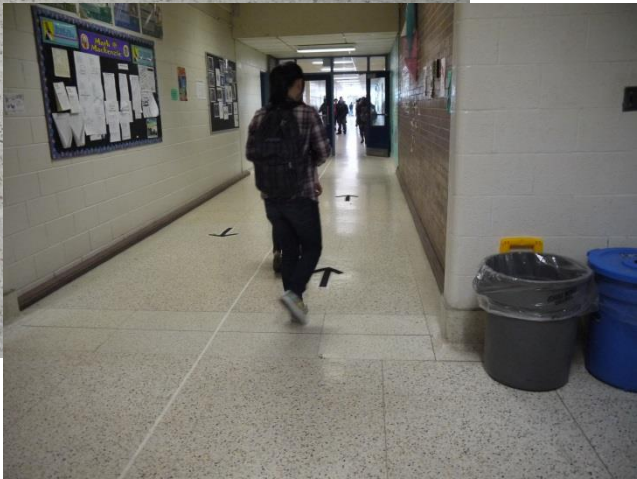
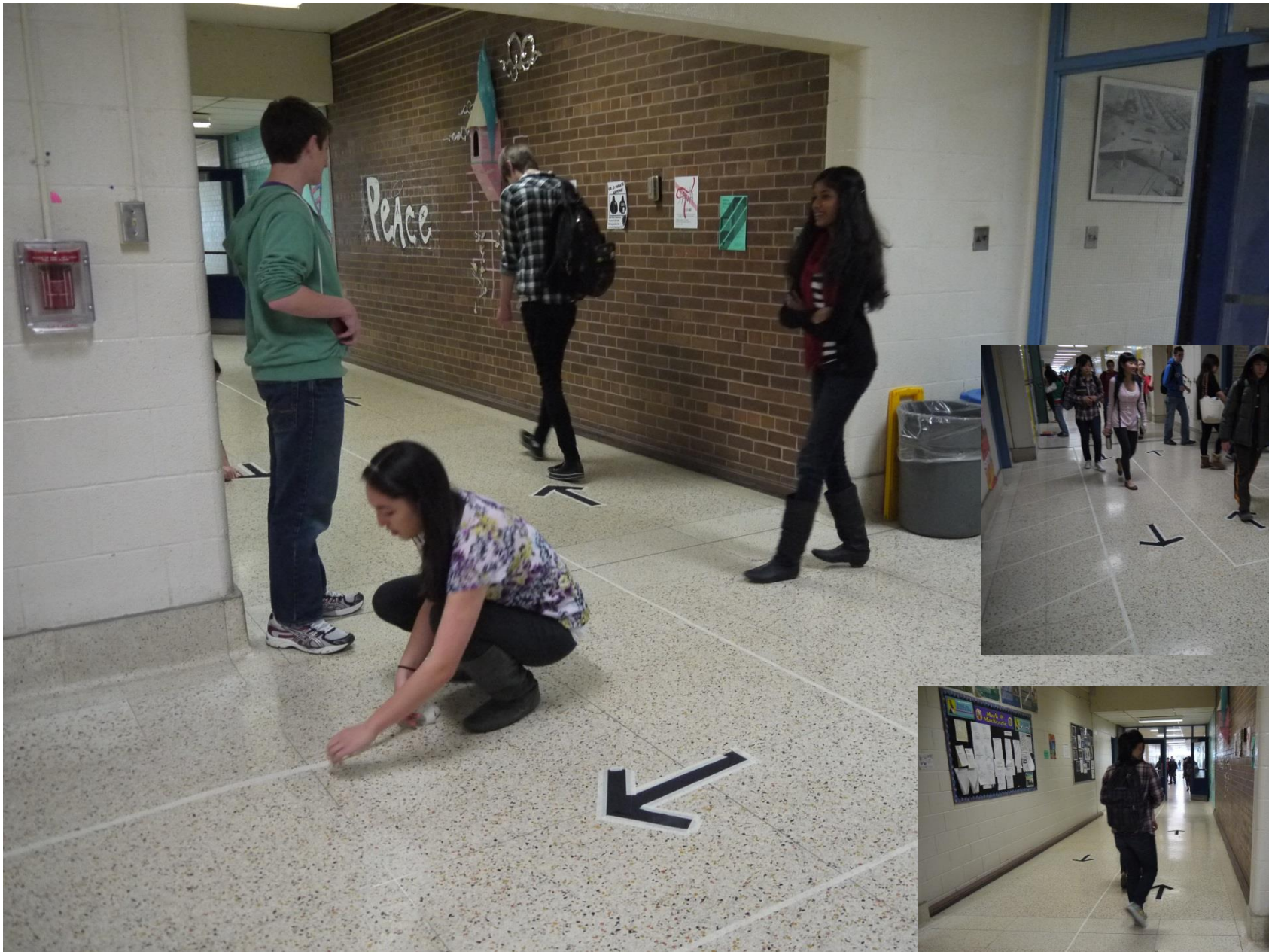
*Boundary Functions* (1998)  
interactive floor projection by [Scott Snibbe](#) at the [NTT InterCommunication Center](#) in  
Tokyo.<sup>[3]</sup>

interactive + generative + public



Maurizio Bolognini, *Collective Intelligence Machines* series (CIMs, from 2000): interactive installations using the mobile phone network and participation technologies taken from e-democracy.<sup>[1]</sup>







<https://www.youtube.com/watch?v=gCih7kSH3T8>

Other:

<http://designyoutrust.com/2011/08/the-sickness-interactive-installation/>

REALLY!?!?!?

<http://www.art-in-guelph.com/Pages/FishBlender.html>

### Trash Mirror - 2001

500 pieces of variously colored trash collected from the streets of New York and artist's pockets, motors, control electronics, concealed video camera, computer. Size - W 76" x H 76" x D 8" (193cm ,193cm, 20cm) Though built 3 years after the Wooden Mirror, Trash mirror was conceived first, However the concept seemed too risky at the time so I decided to build the Wooden Mirror first. **This piece suggests that we are reflected in what we discard. The piece celebrates the ability of computation to inflict order on even the messiest of substances - trash.**





ART

DESIGN



SCIENCE

ENTERPRISE

Graphic by Pascal Bore, Digital Futures Institute  
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