

Responsive Environments

Myron W. Krueger
1977

Human-Computer Interaction
Virtual Reality
Videoconferencing

Virtual Reality (VR)

A Realidade Virtual é um multimedia imersivo que cria um ambiente interativo em tempo real e simula "presença física" e "realidade".

"In more complex interactions like the maze, the computer can create a context within which the interaction occurs. This context is an artificial reality within which the artist has complete control of the laws of cause and effect."



Virtuix OMNI, um controlador para jogos de realidade virtual, criado numa campanha Kickstarter pela empresa Virtuix. (2013)

Videoconferencing (VC)

A Videoconferência é realizada através de tecnologias de telecomunicação e permite duas ou mais pessoas comunicarem por transmissões vídeo e áudio em tempo real.

"VIDEOPLACE is a conceptual environment with no physical existence. It unites people in separate locations in a common visual experience, allowing them to interact in unexpected ways through the video medium. The term VIDEOPLACE is based on the premise that the act of communication creates a place that consists of all the information that the participants share at that moment."

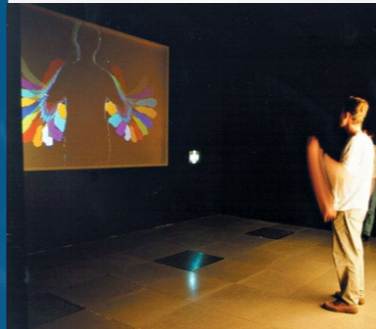


Sistema de videoconferência Polycom HDX 8000. (2012)

Human-Computer Interaction (HCI)

A Interação Homem-Máquina (HCI) investiga as formas de interação entre o Homem e o computador e tecnologias de design.

"The environments described suggest a new art medium based on commitment to real-time interaction between men and machines."



Simulador de realidade virtual VIDEOPLACE, de Myron Krueger.

Notebook Computer

Um Notebook é um computador pessoal portátil, que se dobra ao meio: uma metade é o ecrã e a outra metade o controlador (geralmente teclado e touch pad).

"Several years ago, we crystallized our dreams into a design idea for a personal dynamic medium the size of a notebook (the Dynabook) which could be owned by everyone and could have the power to handle virtually all of its owner's information-related needs."



Macintosh Portable, o primeiro computador portátil Apple. (1989)

Metamedia

O Metamedia refere-se a um media capaz de produzir novas relações entre a forma e o conteúdo no desenvolvimento de novas tecnologias e novos media.

"What would happen in a world in which everyone had a Dynabook? If such a machine were designed in a way that any owner could mold and channel its power to his own needs, then a new kind of medium would have been created: a metamedium, whose content would be a wide range of already-existing and not-yet-invented media."



Alan Kay com um modelo do Dynabook. (2008)

Personal Dynamic Media

Metamedia
Programming Language
Notebook Computer

Programming Language

Uma linguagem de programação é uma linguagem construída para comunicar instruções a uma máquina (computador).

"Towards this goal we have designed and built a communications system: the Smalltalk language, implemented on small computers we refer to as «interim Dynabooks». We are exploring the use of this system as a programming and problem solving tool; as an interactive memory for the storage and manipulation of data; as a text editor, and as a medium of expression through drawing, painting, animating pictures and composing and generating music."



Linguagem de programação HTML.

A máquina enquanto ferramenta de comunicação audiovisual

Em 1977, tanto Alan Kay e Adele Goldberg como Myron Krueger se preocupavam com as relações criadas entre o Homem e a máquina. Kay e Goldberg procuravam construir um metamedia portátil que pudesse ser usado pelo Homem como auxiliar de criação de novos media, enquanto Krueger procurava estabelecer novas formas de interação entre o Homem e a máquina

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