

Referências citadas e consultadas:

- Viola, B. (1982) Will There Be Condominiums in Data Space?. In N. Wardrip-Fruin & N. Monfort (Eds.). (2003). The New Media Reader, (pp. 464-470). Cambridge; Massachusetts: MIT Press.
- Joyce, M. (1988) Siren Shapes: Exploratory and Constructive Hypertexts. In N. Wardrip-Fruin & N. Monfort (Eds.). (2003). The New Media Reader, (pp. 614- 624). Cambridge; Massachusetts: MIT Press.

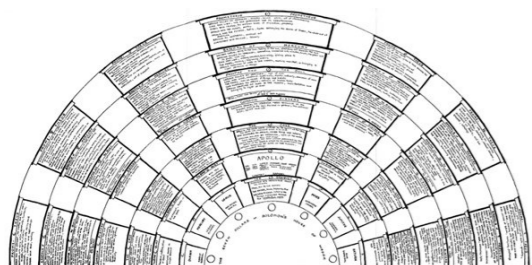
Na década de 1980, Bill Viola e Michael Joyce pensavam sobre a estruturação e a relação entre dados em espaços virtuais. Viola considerava o vídeo interactivo como meio de estruturar e transmitir informação e Joyce usava o programa Storyspace, uma ferramenta de hipertexto construtivo.

- Will There Be Condominiums in Data Space - Bill Viola (1982)
- Siren Shapes: Exploratory and Constructive Hypertexts - Michael Joyce (1982)

Data Space

" 'Data space' is a term we hear in connection with computers. Information must be entered into a computer's memory to create a set of parameters, defining some sort of ground, or field, where future calculations and binary events will occur."

"Data space is fluid and temporal, hardcopy is for real—an object is born and becomes fixed in time."



Teatro da Memória de Giulio Camillo, uma estrutura semi-circular construída com a forma de um anfiteatro, na qual o visitante se encontra no palco e observa à sua frente a construção mnemónica sobre mitologia.

Exploratory Hypertext

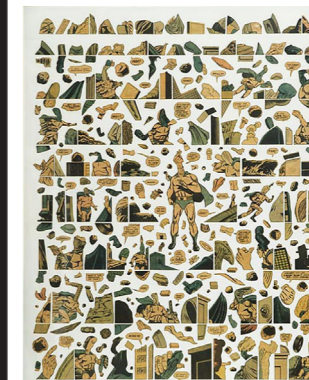
"By exploratory use I mean to describe the increasingly familiar use of hypertext as a delivery or presentational technology, i.e., as Guide and HyperCard are currently most often used. Exploratory hypertexts encourage and enable an audience (users or readers are inadequate terms here) to control the transformation of a body of information to meet its needs and interests. This transformation should include a capability to create, change, and recover particular encounters with the body of knowledge, maintaining these encounters as versions of the material, i.e., trails, paths, webs, notebooks, etc."



O programa Hypercard criado por Bill Atkinson para a Apple Computer (1987)

Associative Thinking

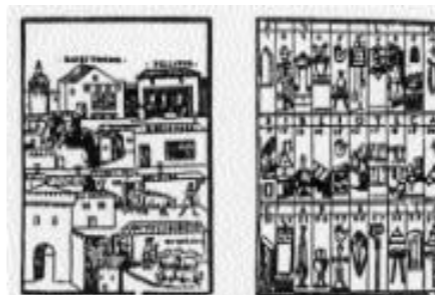
"Landow's reorganization of his course might be said to have mirrored his associative (or pluralistic) thought processes in creating a constructive hypertext, i.e., the design for the exploratory hypertext, English 32. As a distinguished scholar and critic, he certainly possessed these associative, pluralistic thought processes well before he set out to represent them in a hypertext."



Atlas Visual de Ray Yoshida produzido com colagens de excertos de banda desenhada.

Memory Systems

"The interesting thing about idea spaces and memory systems is that they presuppose the existence of some sort of place, either real or graphic, which has its own structure and architecture. There is always a whole space, which already exists in its entirety, onto which ideas and images can be mapped, using only that portion of the space needed."



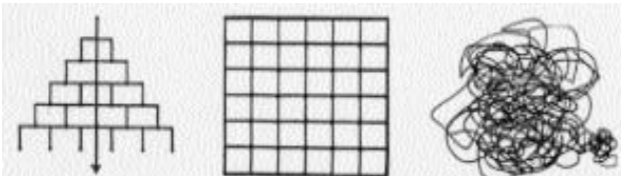
À esquerda, o Abbey Memory System de Johannes Rombach e à direita as imagens usadas neste sistema de memória. (1533)

Data Structures

"Today, there are visual diagrams of data structures already being used to describe the patterns of information on the computer video disc. The most common one is called 'branching', a term borrowed from computer science. In this system, the viewer proceeds from top to bottom in time"

"As a start, we can propose new diagrams, such as the "matrix" structure. This would be a non-linear array of information."

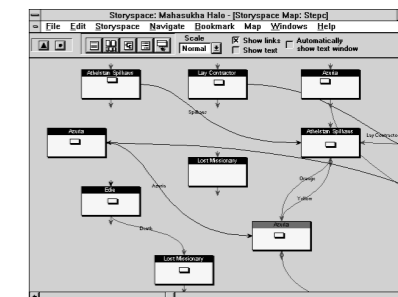
"We may end up with the "schizo" or "spaghetti" model, in which not only are all directions equal, but all are not equal"



Estrutura Branching, Estrutura Matrix e Estrutura Schizo descritas nas citações aqui presentes do respectivo texto de Bill Viola.

Constructive Hypertext

"Scriptors use constructive hypertexts to develop a body of information which they map according to their needs, their interests, and the transformations they discover as they invent, gather, and act upon that information. More so than with exploratory hypertexts, constructive hypertexts require a capability to act: to create, to change, and to recover particular encounters within the developing body of knowledge."



O programa de hipertexto Storyspace criado por Michael Joyce, Jay Bolter e John B. Smith. (1980)