

Introduction to Digital Media

Peter von Maydell & Frieder Nake Winter 2018/19

Papers to study and present (15 October 2018)

In the *Outline* of this course you find the following paragraph about one of two conditions for credit:

The cooperative effort. We build twelve study groups of five students each (3 topics, 4 groups for each topic, 60 students). For each of the three topical blocks, we give you four publications, one for each of the small groups. Each group thoroughly studies their assigned publication and discusses it internally, in detail. The groups present their results to the second meeting of their topical block. They get 45 minutes for the presentation, including discussion. The group also formulates a set of questions for the invited speaker of their block.

To summarize and repeat this: Already at our first meeting (on the 15th of October!), we build those groups of five students, and each group chooses their paper. This is particularly important for the four groups of topic one, "computability". For they must present already on the 29th of October.

Here are a few hints for your work as a study group:

- You should, as a group, schedule for those meetings you will need to discuss your paper, plan for the presentation, and rehearse it early enough.
- Individually read your paper very early.
- Have a first meeting of the group to discuss the paper's contents. You must, among yourselves, develop a good understanding of the contents, the main statements, and the impact.
- Have another meeting to discuss and decide on what you want to select for the presentation, what to
 add to the presentation beyond the pure paper, and a first structure of the presentation. You are
 required to look for work, your authors have done later and recently. Include this in an appropriate
 way in your presentation.
- Meet to work out the details of your presentation, the slides, etc..
- Try to make your presentation a remarkable media event. Always think of your fellow students. They
 want to understand what you say and show.

Don't be shy: send us email when you think you need assistance! We will try our best.

We know that group work is a bit harder than individual work. But in the end, it is rewarding as a joint experience.

Here is the list of papers for you to choose from.

topic	paper	form
computability COM	Alan M. Turing: Computing machinery and intelligence. In [4], 49-64	
	Joseph Weizenbaum: Computer power and human reason (excerpt). From judgment to calculation. In [4], 367-375	
	Ivan E. Sutherland: Sketchpad. A man-machine graphical communication system. In [4], 109-126	
	Lev Manovich: New media from Borges to HTML. In [4], 13-25	
interactivity INT	Don Norman: Being analog. In [3], 134-161	
	Don Norman: Why is everything so difficult to use? In [3], 162-183	
	Don Norman: Human-centered development. In [3], 184-201	
	Michael Naimark: Realness and Interactivity. In [1], 455-459	
	Tim Oren: Designing a new medium. In [1], 467-479	
connectivity CON	Peter Lunenfeld: Hypertext. The alphanumeric phoenix. In [2], 44-54	
	Peter Lunenfeld: The world wide web. In search of the telephone opera. In [2], 70-84	
	Peter Lunenfeld: Diana Thater. Constraint decree. In [2], 135-146	
	Philip E. Agre: Surveillance and capture. Two models of privacy. In [4], 737-760	

References

- [1] Brenda Laurel (ed.): The art of human-computer interface design. Reading, MA: Addison-Wesley 1990
- [2] Peter Lunenfeld: Snap to grid. A user's guide to digital arts, media, and cultures. Cambridge, MA: MIT Press 2000
- [3] Donald A. Norman: The invisible computer. Cambridge, MA: MIT Press 1998
- [4] Noah Wardrip-Fruin, Nick Montfort (eds.): The new media reader. Cambridge, MA: MIT Press 2003

The book [4] is entirely available online, and thus all the five papers we chose from it. (https://monoskop.org/images/4/4c/Wardrip-Fruin_Noah_Montfort_Nick_eds_The_New_Media_Reader.pdf) We will provide paper copies or pdf files for the other papers.

Yes, the papers are of different lengths, and yes, some are more difficult than others. They are also not very balanced, and they are kind of old. The issue here is that the old is not per se bad, but often to the contrary; easy reading may be more difficult to draw conclusions from than difficult reading; and a short text may require more reading from other sources than a long one. Engage, and make, as a group, something remarkable out of your text!