

## Delusions of Dialogue: Control and Choice in Interactive Art"

By, Jim Campbell

In this article, Jim Campbell discusses the use of computers in art and the difference between this and interactive art. To understand this, we must first look at the computer.

"A computer can be thought of as an empty structure into which a concept is inserted", which in this case would be the program. The program will input data, react, and then output an image, or sound, etc.

On the other hand, interactive art can be looked at in 2 different ways, controllable systems and responsive systems. The system reacts differently in both styles, in 'controllable systems' the user correlates a 1-to-1 ratio to the reactions of the system, for example video games. In 'responsive systems' the actions of the user(s) are merely interpreted by the program to create responses. In short, if the viewer acknowledges the fact that their actions are causing a reaction, they will try and MAKE things happen. Campbell uses the example of automatic doors, the first time you use them you think the door just knows, but now you step on the mat purposely. To get a better reaction from the user, I agree with this idea and believe that installations without visible buttons are more effective. Even if the user discovers how the piece works, the first use will always have that shock of not knowing why the piece responded.

From reading this article, I have been inspired to make pieces without buttons to enhance the reaction of the user; creating an object that reacts in a general sense, rather than a definite one. For example, creating a bunch of small touch sensors and having each one have a different sound effect that is played when a specific one is touched. For example, creating a bunch of small touch sensors out of aluminum (like in class) or even other small metal objects could create enough small buttons so that the user will be more focused on the sounds being emitted rather than the objects themselves.