INTERFACE

CONTENT

Where does the fourth wall lie?

Between the performaer and I.

Between the stage and I.

It is the surface of the screen.

It is in my mind.

I find icons, symbols, modules, widgets, signs, and wapoints to be distracting.

Strongly agree

Agree

Neutral

Disagree

Strongly Disagree

I wish I had a HUD (Heads Up Display) for my normal vision.

Ew, no way

I don't think it would matter too much to me

That would be incredibly useful, I'd like that

If one statistic about someone's life would be shown over everyone's head, what would it be?

The number of times I have seen that person

The number of times they've kissed

The total amount of time they've spent waiting.

The total count of animals they've inadvertently killed

I find (entering/exiting) a movie theater to be the better experience.

Entering

Exiting

Sometimes I loose myself in things.

Oh, so true. I have an intense ability to focus

I'd say that I do, every once in a while

It has to be for the right thing

Hmm, not really, I pretty much treat everything the same

Do you like to be immersed in an experience or invested in one?

There's nothing I love more than an escapist experience

I have to be drawn in enough to care about what's going on

I like to relax

Information is neat.

Yeah, I'd say so

Not all of it, some of it's dangerous

Don't ever try to hide any from me! Censorship! Censorship!

AR (Augmented Reality) or VR (Virtual Reality) would be cool, but only if it could...

Be an unobtrusive experience

There's nothing that would make it cool

Show me information about my surroundings in real time

Provide overlays to reality in the form of snazzy graphics

Give me an experience I couldn't get anywhere else

Interfaces are Liminal

Interfaces are both seen and unseen. They are the transitory state of information, wrought concrete, made physical, or at least just visual. The state of being liminal is one of being in transition, in between two states of being. Information is created within systems outside of our knowledge. Traffic patterns, the infrastructure of a house, the circuitry of an electrical grid, the software on a computer. These system's machinations are foreign to us, they are close to us, yes, but outside of our immediate understanding.

In order to transfer the information within these black boxes into usable data that is quantifiable to our standards, interfaces are employed to act as framing devices. They make specific bits of information clear, so that can then be made useful for active human purposes. Passiviely, the black boxes served a utility, but active engagement requires the interface.

This liminality of information acts as a mesh, a screening of useful bits of data. Where the user's main priority lies, information relevant to the query must be seen prominently, while supplimentary information recedes into the periphery.

The Fictionalizing of Interfaces

Interfaces are now being fictionalized into real world spaces. Traffic signals, airport directories, lightswitches and temperature controls, information on your location and time. These used to be featured separately from architecture, their distinction was their obtrusiveness.

Current interface design still seeks to streamline the user's experience, to make sure their interactions still give them the information they need in the shortest time possible. However, immersive qualities are now being integrated into interfaces. Melding the interface within its environment, making is seem to disappear while when the user needs somehting the right bit of informaiton always appears, as if it was always there. Smartphones and smartwatches combine multiple sources of data into one unobtrusive interface. Streetsigns are decorative, they mirror the design of the surrounding buildings, not meant to be seen. These interfaces are being naturalized, wrapped into the existing fiction of the space.

>> Main source: <<
>> Kristine Jorgensen, "*Gameworld Interfaces*" <<

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