

Dobry den,

axa nemylim, na prednaske VDAK Vas viacerych zaujalo, ze v knihe Data Science Design Manual sa 100-krat vyskytuje nedefinovane slovo interesting...

<https://www.webpages.uidaho.edu/~stevel/517/The%20Data%20Science%20Design%20Manual.pdf>

a dodefinovavali sme si ho s pomocou bisociacie, entymeme, flow, aura, genius loci, world cultural heritage...

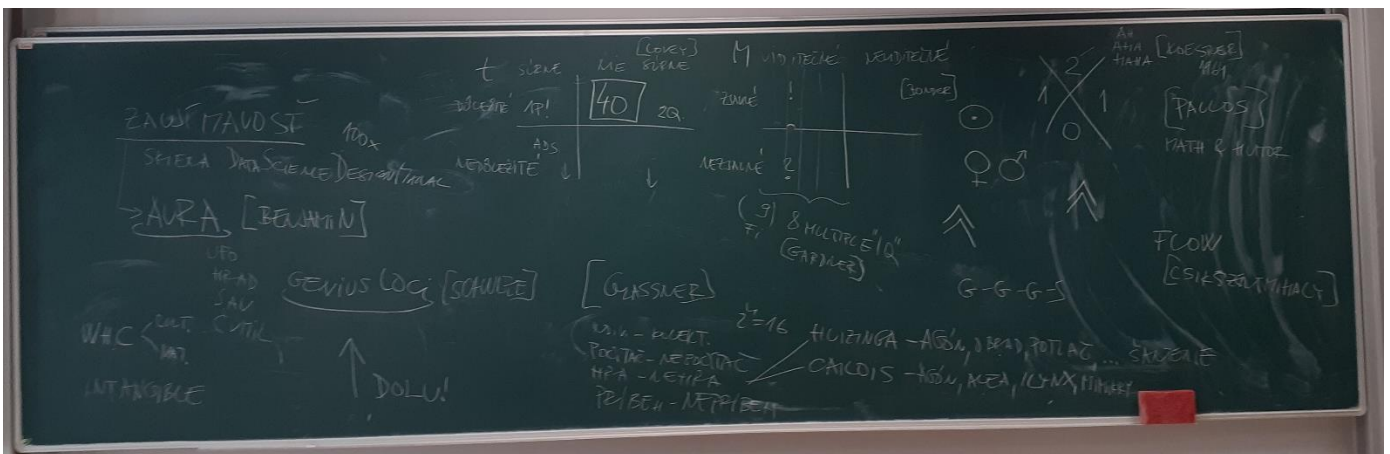
V 7. tyzdni bude na 40 minut vedomostny midterm a po poslednej prednaske 60-minutovy final. Jedna otazka na midterme bude uz o Vasom autorskom vybere temy a napade na jej spracovanie. Jedna otazka na finalnom teste bude o specifikacii Vasho projektu, na ktory mate sice nula hodin, ale na vyvazenie uplnu slobodu a moznost tvorivej radosti. Vydarene diela obohata portfolio predmetu a prispeju k propagacii napr. Vasho rodiska, nasho matfyzu, rozvoju slovenskej alebo svetovej Wikipedie, YouTube alebo Tiktok katedry ci fakulty...

Projekt sa moze stat zakladom bakalarskej prace v oblasti digitalizacie a prezentacie.

Asi tolko na dopovedanie,

Andrej Ferko,

ps. Dokumentacia tabule



Zo spravy pre nepritomnu kolegynu Alzbetu Novotnu:

... Na preopakovanie z prvej prednasky asi od 1:05, ten podklad dufam mate

<http://www.sccg.sk/~ferko/Racianska2017---PriTvoZauPre.mp4>

Klucova cast vykladu z druhej prednasky sa zacina tu od 26. minuty

http://www.sccg.sk/~ferko/WeGa01_skKEGafinal-2020.mp4

alebo prvych cca 15 minut

http://www.sccg.sk/~ferko/WeGa02_skKEGafinal-2020.mp4

ide o vyklad k jazykom kazdodenych veci a diagramu (Norman, Nielsen, J.J.Garrett)

<http://www.ijg.net/elements/pdf/elements.pdf>

druha strana papiera, ktory ste dostali na prvej kontaktnej prednaske, 23.2.22.

Big Picture

Imagine, please, the user above this page and read it from the bottom line to this line, in a reversed ordering of lines. The user shares affective and cognitive responses, e.g. bisociation, hermeneutic gap filling...

VIS <<< visualization... activation >>> **HCI**
 e.g. no clue, visible meaning or entymeme e.g. observe only or (inter)act

Uncertainty: unsure meaning, e.g. symptom, strife, misunderstood meaning, incomplete data or method not clear... like filtering

Depth of Immersion: e.g. curiosity, empathy, identification... like calibration

No story, no game Story Interactive Story Story and game Game Interactive Storytelling

Story environment: ostension, exposition, argumentation, description, narration or a move in the game (game loop 1..8)

1. Observe, 2. Set goals, 3. Prepare, 4. Commit and execute
5. Compare against goals (and, eventually, stop)
6. Evaluate for self (and, eventually, stop)
7. Evaluate for others (and, eventually, stop)
8. Go to 1

Visualisation metaphors **(Rhetorics)** **HCI metaphors**
 e.g. cartographic map with weather forecast e.g. desktop metaphor, phone, walk, fly, repeat

Patterns recognized, e.g. visual rhyme, Propp function in a fairy tale, music motif

Semiotic layer: iconic, indexed, symbolic, signal, or symptom representation

Object space (user can pick an object and manipulate/interact with it)

Graphics (multimedia) objects with geometric support (shape) and characteristic function (color, sound)

Output/input space

Graphics output primitives (e.g. triangle) Input data record (e.g. location, string)

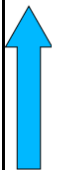
Hardware and software layer (bits/pixels/inputs only, run time)

Implementation for given hardware and software platform

Representation for computer (encoding, e.g. ASCII code, signed integer)

Mathematic model (or another conceptual model)

Real world problem (e.g. hunger by Berne, stimulus hunger, time structure hunger, contact hunger, e.g. needs by Maslow)



are the kinds of emotional states that are the focus of appraisal theories (e.g., Arnold, 1960; Lazarus, 1966; Mandler, 1984; Ortony, Clore & Collins, 1988; Roseman, 1984; Scherer, 1984).

		Processing Level		
		Reactive	Routine	Reflective
Perceptual Input	Yes	Yes	No	
Motor System Output	Yes	Yes	No	
Learning	Habituation, some classical conditioning	Operant and some classical conditioning, case-based reasoning	Conceptualization, analogical, metaphorical, and counterfactual reasoning	
Temporal Representation	The present, and primitive representation of the past	The past, present, and primitive representation of the future	The past, present, future and hypothetical situations	

Table 1: Principal organism functions at three levels of information processing.

Kvalita virtuálneho múzea sa podľa Cameron-Kenderdine <https://mitpress.mit.edu/books/theorizing-digital-cultural-heritage> dá vyjadriť dvojitým teoretickým rámcem novej https://en.wikipedia.org/wiki/Appraisal_theory a klasickej teórie <https://en.wikipedia.org/wiki/Rhetoric>, odkiaľ dedíme pojmy ako metafora, katachréza, paradox, entymeme...