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... activization >>>** **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)