A Basic Research of Aesthetic Interaction in Moving Viewpoint by Exchanging Messages at the Blog

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I. Introduction

This study will use the concept of moving viewpoint of painting, focus on "message exchange" in a blog, and explore the possibility of the internet in interaction and aesthetics. In recent years, many researchers in the design field pursue aesthetic interaction, however, how to design aesthetic interactions is still under development (Frens, 2006). Accordingly, the present study tries to get the access of creating the beauty from the realm of art, and then to re-integrate into the design of interactive ways.

This study addresses two questions: How to reduce interactive frustration for exchanging message, and increase the aesthetic of interaction? When the entity space compresses into flat surface, how to express experience that can make the user is in the entity space to continue. There are three purpose of this study: By the perspective of moving viewpoint in painting, to look for the expressive ways of deconstruction and reconstruction of space. This study tries to explore the ways of continuing the entity experience to internet. By breaking the linear time and deconstructing the space, creating interactive fun.

II. Literature review

1. Moving Viewpoint

"Moving viewpoint" is usually seen in the paintings of cubism and the landscape paintings which appeared after Tang dynasty in China. However, two of them have totally different result. One is synchronous multi-perspective, another is asynchronous multi-perspective (黎素屏, 2002), introduction as follows:

(1) Synchronous multi-perspective

Cubism argue that painter should observe object from a number of different angles, and find the constitutional elements of object, and then recombine these elements with artist’s subjective awareness. They emphasized the expression in paintings is not only object, but also intimations of time, space, movement, and light. As Braque said, “The space would have to know is that we can touch”. By piling up straight lines, curves and blocks, create a very novel and interesting visual impact (劉振源, 2001).

(2) Asynchronous multi-perspective

Chinese painting, such as general well-known people are set up in the scroll form. This painting space precisely reflects the concept of time and space. It’s an unfolding, infinite, the flow of space-time concept, which also dominates the form of art eventually face (蔣勳, 2003). And at scroll painting space, artist point of view of mobile track itself will be real three-dimensional, placed on the two-dimensional screen, decomposition, reorganization, arrangement at length or depth of the wide screen, so that the viewer experiences time pass, newborn in browsing.

Because applications of moving viewpoint divide into synchronous multi-perspective and asynchronous multi-perspective, the results are also different. But on certain concepts are the same. First, break through the limitations of a single point of view, different perspectives will see the screen shown at the same work. Second, through the artist's subjective consciousness, will be re-combination of elements of performance. Third, screen performance is not just images, but also full of time, space, action implied. Based on these three different concepts, at this point of view the operation definition of moving viewpoint is that after observing the environment and objects continuously or in all direction, creators recombine the elements into a picture with intimations of time, space and action by his subjective consciousness.

2. Aesthetic interaction

Pragmatist’s Aesthetics and man-machine interaction introduce as follows. At the end sums up the appearance of aesthetic interaction and proposes operational definition of aesthetic interaction.
(1) Pragmatist’s Aesthetics

According to Dewey’s practical aesthetics, aesthetic experience is a complete experience. In aesthetic experience, people’s needs, and environment resistance, the accumulated experience, satisfactory feeling and the whole experience of the unity of its strength is greater than the other experience. In addition, the objects of aesthetic experience can be directly felt, and they are not abstract symbols (劉昌元, 2000).

(2) Human Computer Interaction

Iversen et al proposing a fifth perspective on interaction, the aesthetic interaction perspective, they emphasize the experiential aspects of interactive systems. They aim to encourage the user to explore and playfully appropriate the system. Therefore, the interactive system promoting a freedom of interpretations of the artifact and it potential as it is experienced in use.

Based on the above, the operation definition of aesthetic interaction as: users can explorer and play in the system, they create experience and give meaning to the system during the process, and finally receive an aesthetic experience, which is called aesthetic interaction.

III. Research methods

The research consisted of two parts. The first part, through literature review to clarify the operation definition of moving point and aesthetic interaction and find the design principle. The second part, design the blog interface on the basis of principle. Finally, to examine if the concept of moving viewpoint contribute to the blog design of aesthetic interactions can cause.

IV. Examples and discussion

Design with asynchronous multi-perspective, so that user can feel the time with the change of user interface. In the browser process, the experience of time passing and the newborn. A blog example is provided to illustrate the proposed method. In this blog, the position of cursor stands for user’s eye. When user wants to “see” an article, they will move the cursor (eye) to the article, and then the pointed article will emerge clearly. Others has a semitransparent mask above it, vaguely revealed beneath have on other areas to explore, without interference browser.

In synchronous multi-perspective, painter observes objects in all angles, and recombinates the scenes through painter’s subjective awareness to show. A blog example is provided to illustrate the proposed method. Article and responses in blog generally are divided into two blocks. In this one, responses are permitted to interweave with the text. It means that respondents can reply to specific sentence, and show below him. Therefore, although these texts have been written in different time, they seem to be written at the same time. And user can choose to open or close each reply. When he open more than two replies, the blog seems like a chat room.

Cubist’s paintings compress time and space into a plane, and actions at different time show on the painting at the time, therefore, imply the imminent action. On web page design, an extension of the viewer in real life experience will be perceived behavioral information graphic, image, and the cursor will be replaced by cognitive symbol objects in real life images. For example, typing, the blinking cursor on behalf of can start typing, the cursor will be flashing replacement as a "pen" of images, as the representative of typing a starting point, but the continuation of a user's day-to-day experience, so that the behavior probably more easily perception.

By way of summary, let’s describe how to imply time, space and actions in web interface with perspective of moving viewpoint. Time implied by, when interface environment gradually change, user feel the time. In the browse, user experiences the time pass and newborn. Space implied by, web "space" is presented through the same screen at different angles pages, to enable visitors to realize that the page does not stop him facing the side (at least there is the back). Action implied by, an extension of the viewer in real life experience, will be perceived behavioral information plane, image-based, and the mouse cursor can be expressed hand, eye and so on.

V. Conclusion

The concept of moving viewpoint in Chinese painting and cubism, coincided with the characteristics of the corresponding internet. Chinese painting and cubism break the set image of time and space. The internet has no real space distance, and the sort can be changed through programming. Therefore, these two types of painting concept of an interactive exchange of information network, we can provide new interaction design ideas. However, this example has not yet totally developed the style, and still left the image of an established blog, then can be revised in this direction, when one can express new atmosphere

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