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The Art and Science of Interface and Interaction Design

Artists and creators in interactive art and interaction design have long been conducting research on human-machine interaction. Through artistic, conceptual, social and critical projects, they have shown how interactive digital processes are essential elements for their artistic creations. Resulting prototypes have often reached beyond the art arena into areas such as mobile computing, intelligent ambiences, intelligent architecture, fashionable technologies, ubiquitous computing and pervasive gaming. Many of the early artist-developed interactive technologies have influenced new design practices, products and services of today's media society. This book brings together key theoreticians and practitioners of this field. It shows how historically relevant the issues of interaction and interface design are, as they can be analyzed not only from an engineering point of view but from a social, artistic and conceptual, and even commercial angle as well.

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