

CONTENTS

Uwe Seifert	8
The Co-Evolution of Humans and Machines: A Paradox of Interactivity	

I. Rethinking Interactivity

Sybille Krämer	26
Does the Body Disappear?	
A Comment on Computer Generated Spaces	
Ludwig Jäger and Jin Hyun Kim	44
Transparency and Opacity: Interface Technology of Mediation in New Media Art	
Werner Rammert	62
Where the Action is: Distributed Agency between Humans, Machines, and Programs	
Frieder Nake	92
Surface, Interface, Subface: Three Cases of Interaction and One Concept	
Rudolf Kaehr	110
Double Cross Playing Diamonds: Understanding Interactivity in/between Bigraphs and Diamonds	

II. Interplay between Art, Science, and Technology

Hans H. Diebner	142
Where Art and Science Meet (or Where They Work at Cross-Purposes)	

Christoph Lischka	160
Time, Magma, Continuity: Some Remarks on In-Formation and the Fabrication of “Poiēsis”	
Julian Rohrerhuber	174
Implications of Unfolding	
Georg Trogemann, Stefan Göllner, and Lasse Scherffig	192
UNORTKATASTER: An Urban Experiment Towards Participatory Media Development	
Antonio Camurri, Barbara Mazzarino, and Gualtiero Volpe	218
Modelling and Analysing Expressive Gesture in Multimodal Systems	

III. Interactive Media Performances: Past, Present, and Future

Martina Leeker	250
Interaction Computer Dance: The Resonance Paradigm 1900/2000	
Monika Fleischmann and Wolfgang Strauss	266
Staging of the Thinking Space: From Immersion to Performative Presence	
Jin Hyun Kim	282
From Interactive Live Electronic Music to New Media Art	
Gil Weinberg	298
Extending the Musical Experience: From the Physical to the Digital and Back	
Suguru Goto	326
Virtual Musical Instruments and Robot Music Performances	
Authors' Biographies	336