

# Interface for Navigation

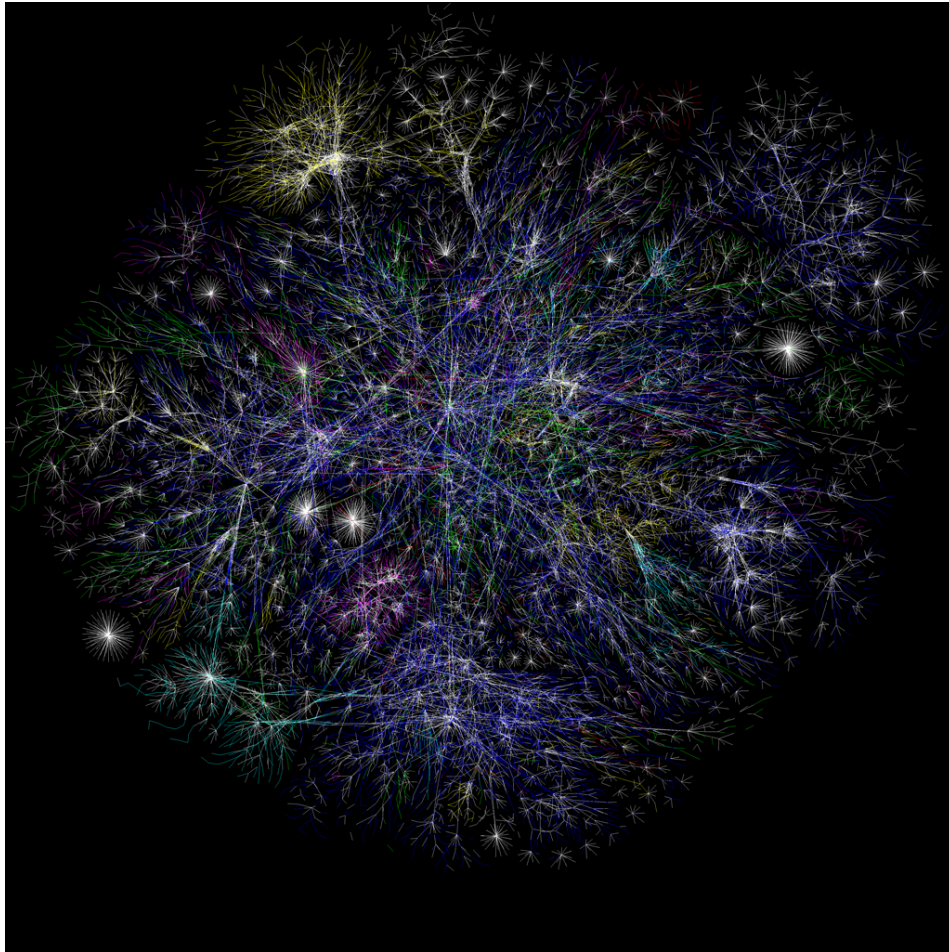
Web Design 2

Week 02 Jean Chu

Part 01

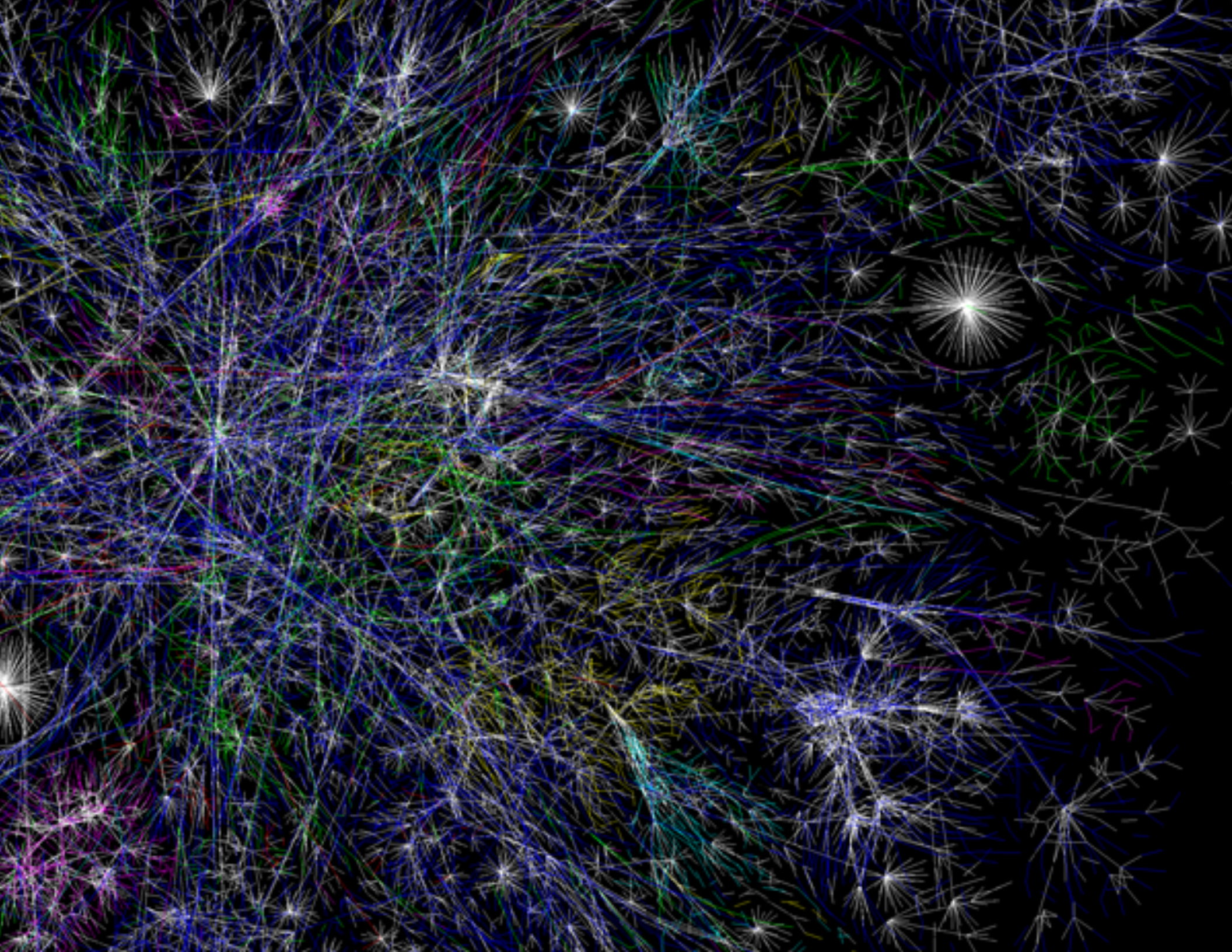
# **NETWORK**

# Internet Map

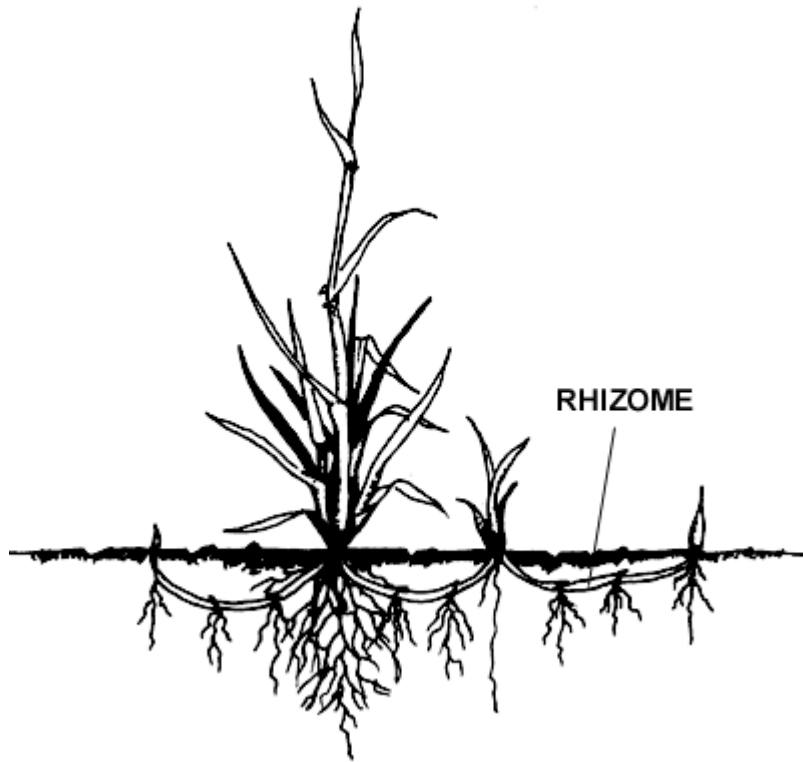


These maps are built off of our database using two different graphing engines: Large Graph Layout (LGL) by Alex Adai and Graphviz by Peter North at AT&T Labs Research

<http://opte.org/maps/>



# What is a rhizome, and how is the net a rhizome?



The six principles of the rhizome as listed by Deleuze and Guattari are as follows:

- connection
- heterogeneity
- multiplicity
- asignifying rupture
- cartography
- decalcomania

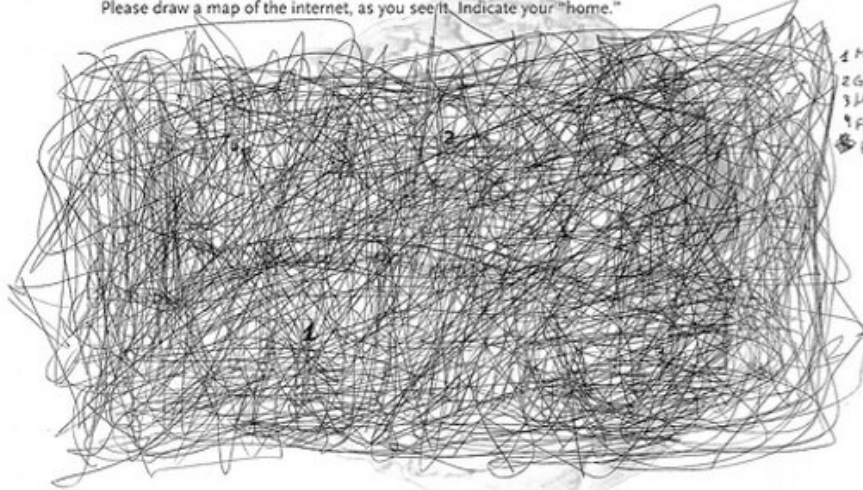
Deleuze and Guattari , *A Thousand Plateaus*. 1987

<http://wwwmcc.murdoch.edu.au/ReadingRoom/VID/jfk/thesis/ch1.htm>



# THE INTERNET MAPPING PROJECT

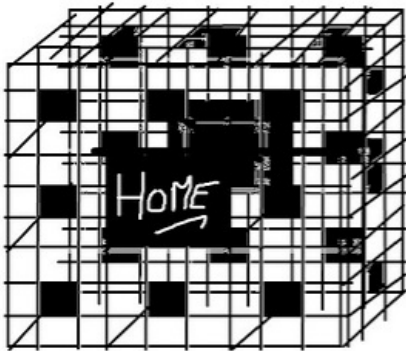
Please draw a map of the internet, as you see it. Indicate your "home."



Your age 20 Your occupation Disorder Interior Average number of hours per day on the internet 8

# THE INTERNET MAPPING PROJECT

Please draw a map of the internet, as you see it. Indicate your "home."

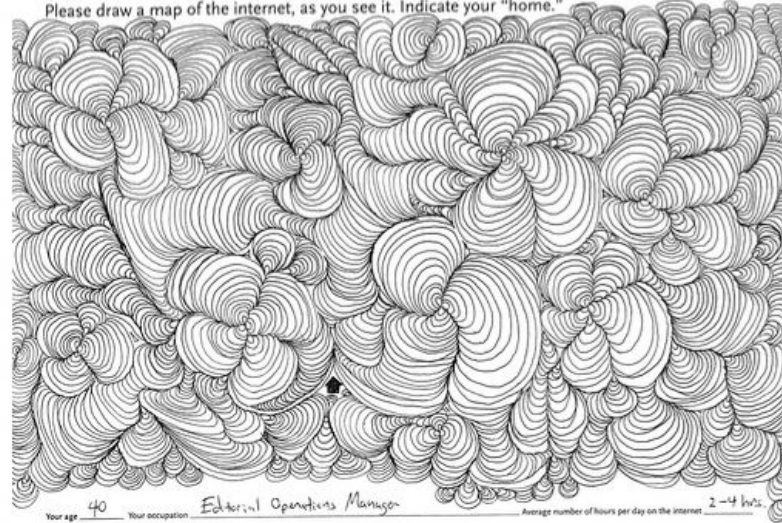


Your age 21 Your occupation IT STUDENT Average number of hours per day on the internet x>3!

Return to Kevin Kelly (kk@kk.org, or 149 Amapola Ave., Pacifica, CA 94004) For results see www.kk.org.

# THE INTERNET MAPPING PROJECT

Please draw a map of the internet, as you see it. Indicate your "home."

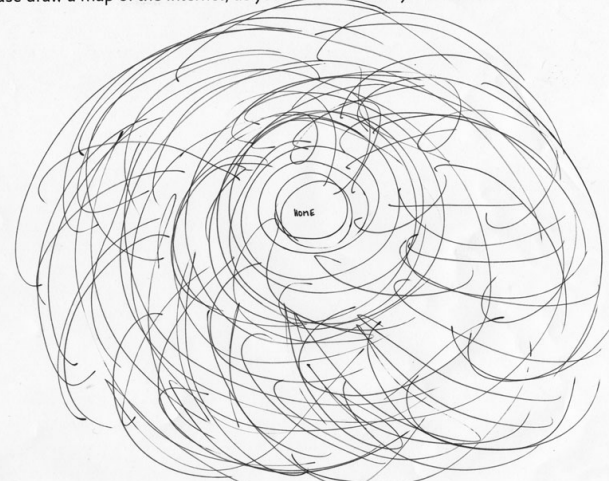


Your age 40 Your occupation Editorial Operations Manager Average number of hours per day on the internet 2-4 hrs.

Return to Kevin Kelly (kk@kk.org, or 149 Amapola Ave., Pacifica, CA 94004) For results see www.kk.org.

# THE INTERNET MAPPING PROJECT

Please draw a map of the internet, as you see it. Indicate your "home."

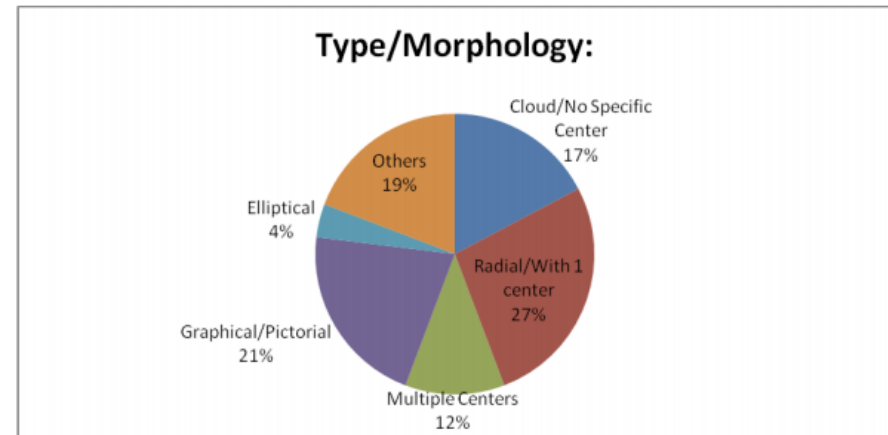
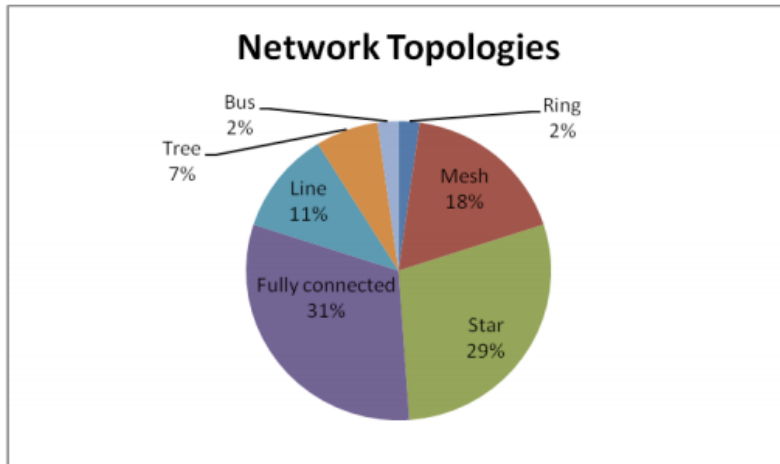


Your age 41 Your occupation Photjournalist Average number of hours per day on the internet 2hrs - 8hr?

Return to Kevin Kelly (kk@kk.org, or 149 Amapola Ave., Pacifica, CA 94004) For results see www.kk.org.

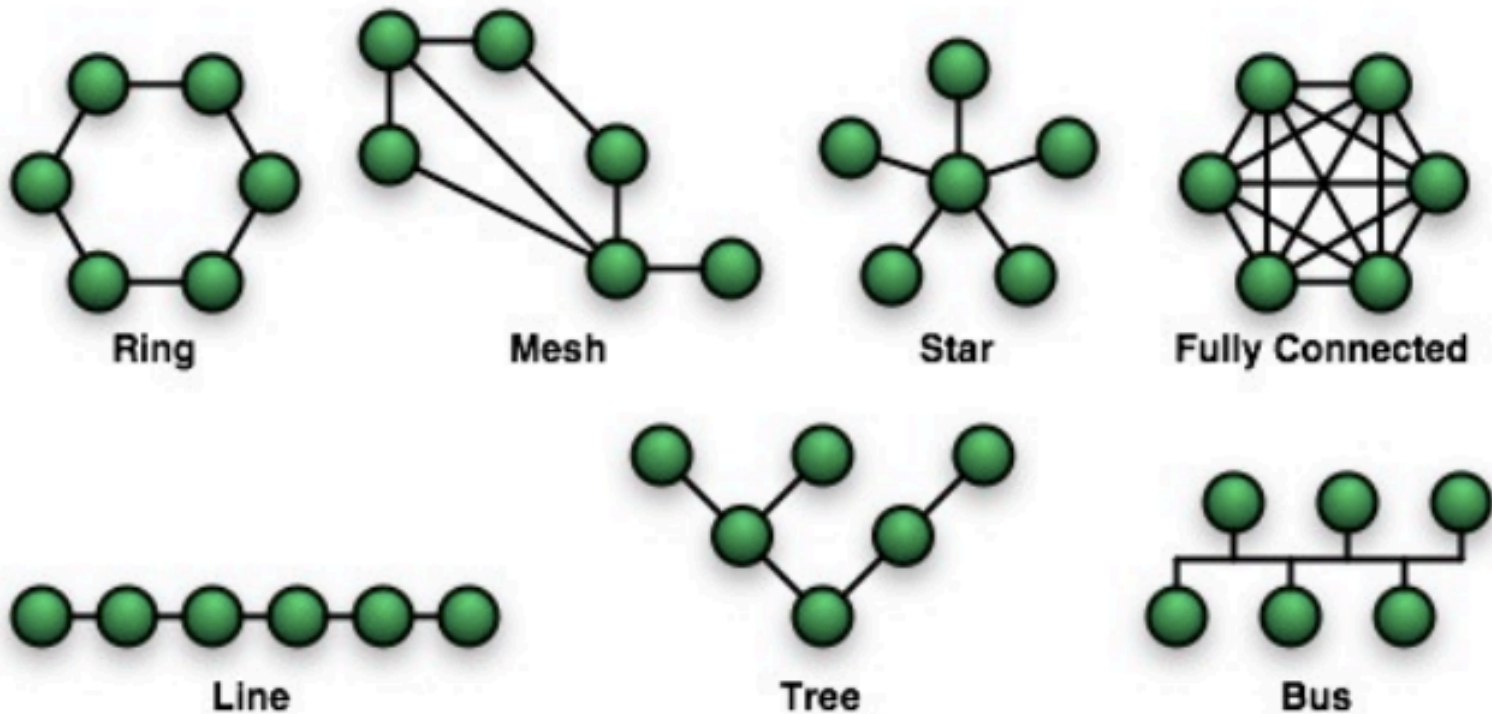
<http://www.kk.org/internet-mapping/>

# Network Topology



Report by Mara Vanina Oses, a psychologist and professor of media at the Psychology School at the University of Buenos Aires.  
<http://psiytecnologia.files.wordpress.com/2009/06/the-internet-mapping-project2.pdf>

# Network Topology

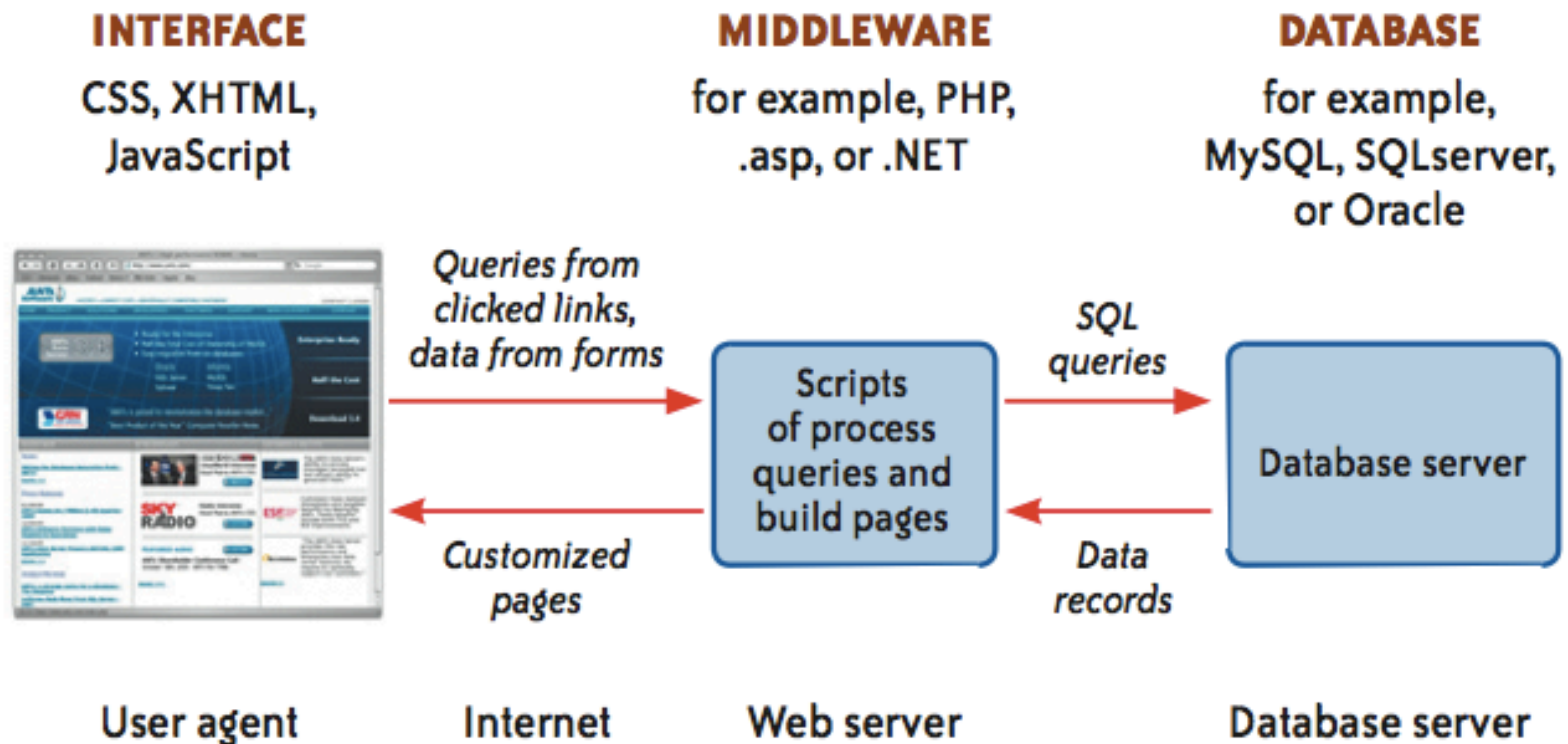


[http://en.wikipedia.org/wiki/Network\\_topology](http://en.wikipedia.org/wiki/Network_topology)

Part 02

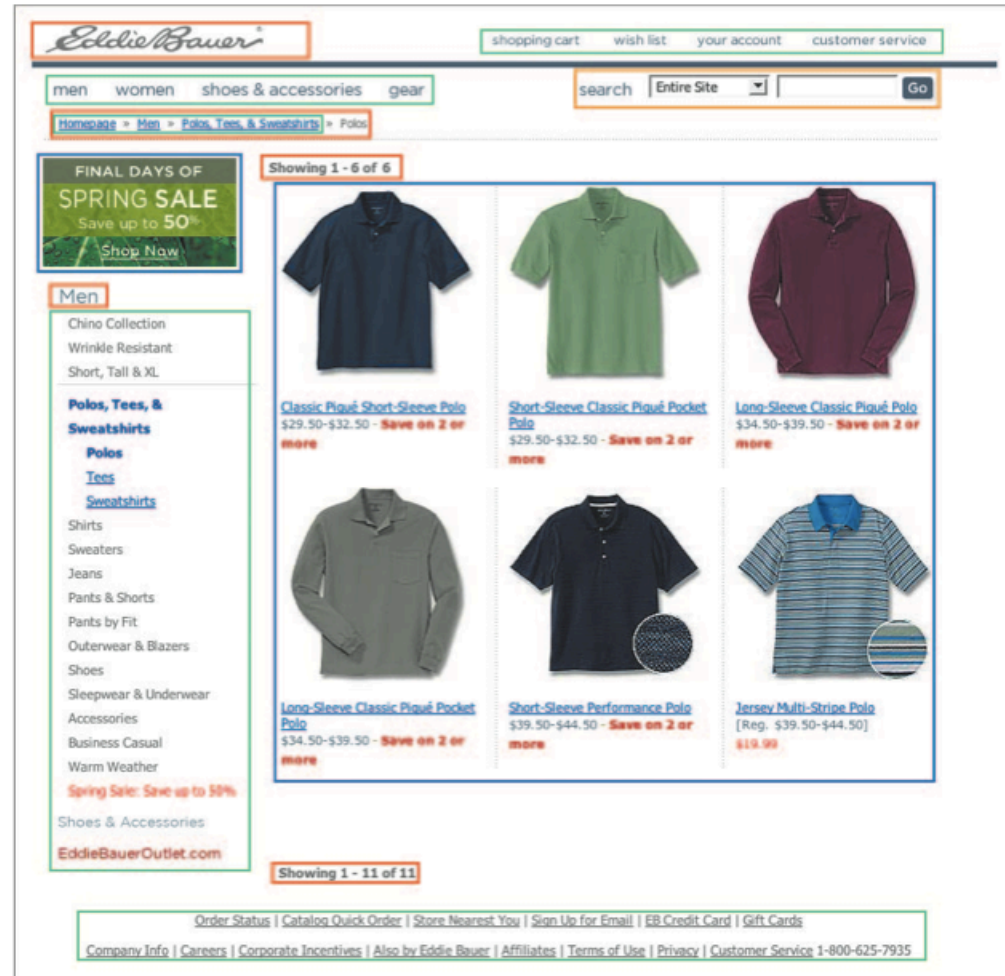
# **INTERFACE IN WEB PROGRAMMING**

# Three-Tier Architecture



# Interface Components

- **Content**
  - the Information
- **Navigation**
  - links
- **Orientation** –
  - where we are
- **Direction** –
  - instructions
- **Inputs**



Codin' for the Web. Chapter 6 Building a Dynamic Website with PHP

Part 03

# **INTERFACE IN ART / DESIGN PROJECTS**

# Interface

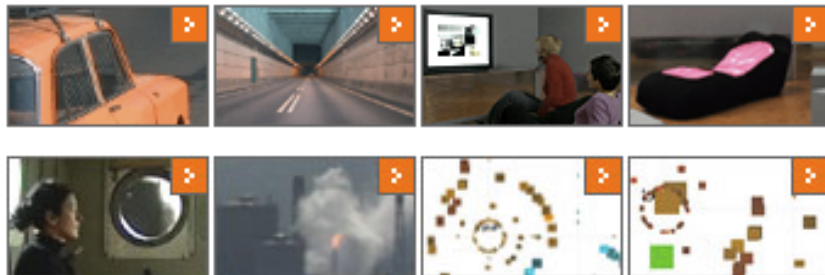
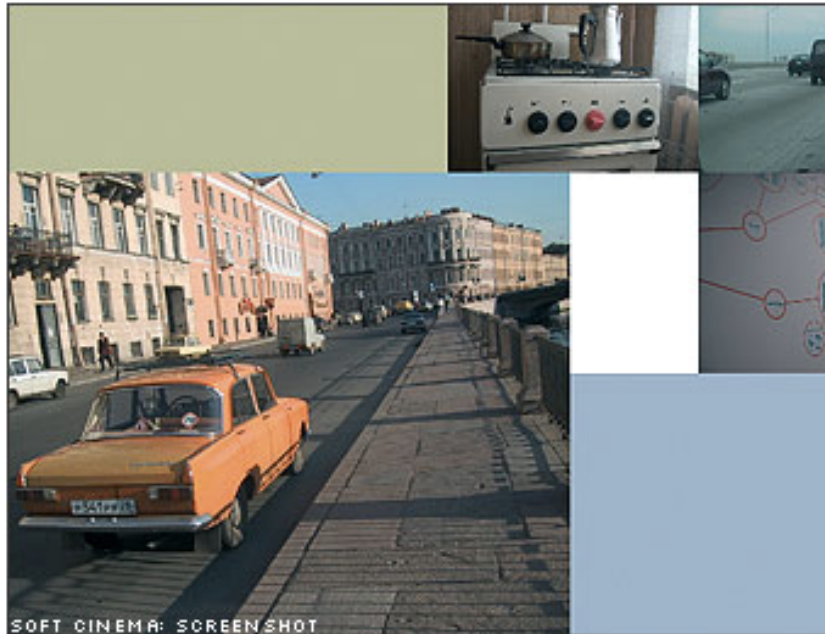
- “With new media, the content of the work and the interface become separate. It is therefore possible to create different interfaces to the same material.”

Lev Manovich, Database as a genre of new media

# Interactive narrative

- An Interactive narrative can then be understood as the sum of multiple trajectories through a database.

# Soft Cinema: Ambient Narrative



- The software edits movies in real time by choosing the elements from the database using the systems of rules defined by the authors.
- Custom software and media databases.
- Lev Manovich , Andreas Kratky, other contributors. 2005

<http://www.softcinema.net/>

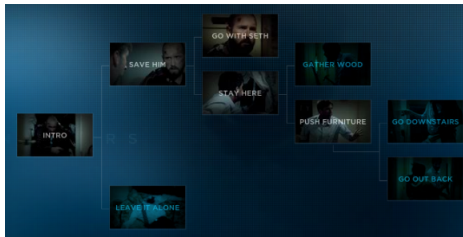
# Interactive narrative – navigation: space cube



- HBO Imagine

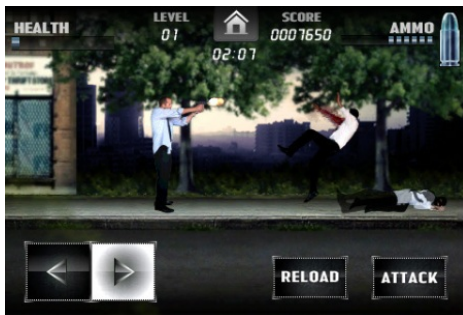
<http://barbariangroup.com/assets/portfoliojobs/972/index.html>

# Interactive narrative –navigation: select / gaming



- The outbreak

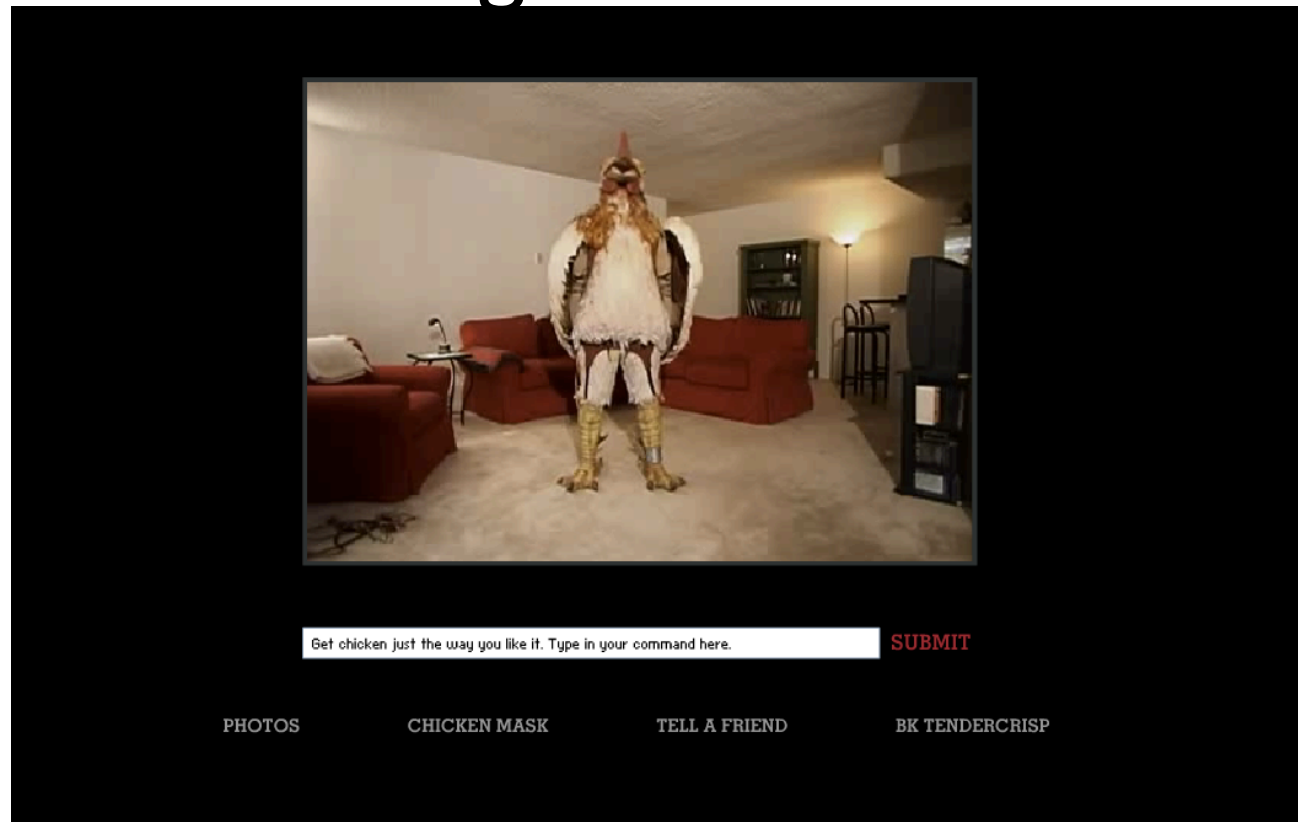
<http://www.survivetheoutbreak.com/>



- Bank run

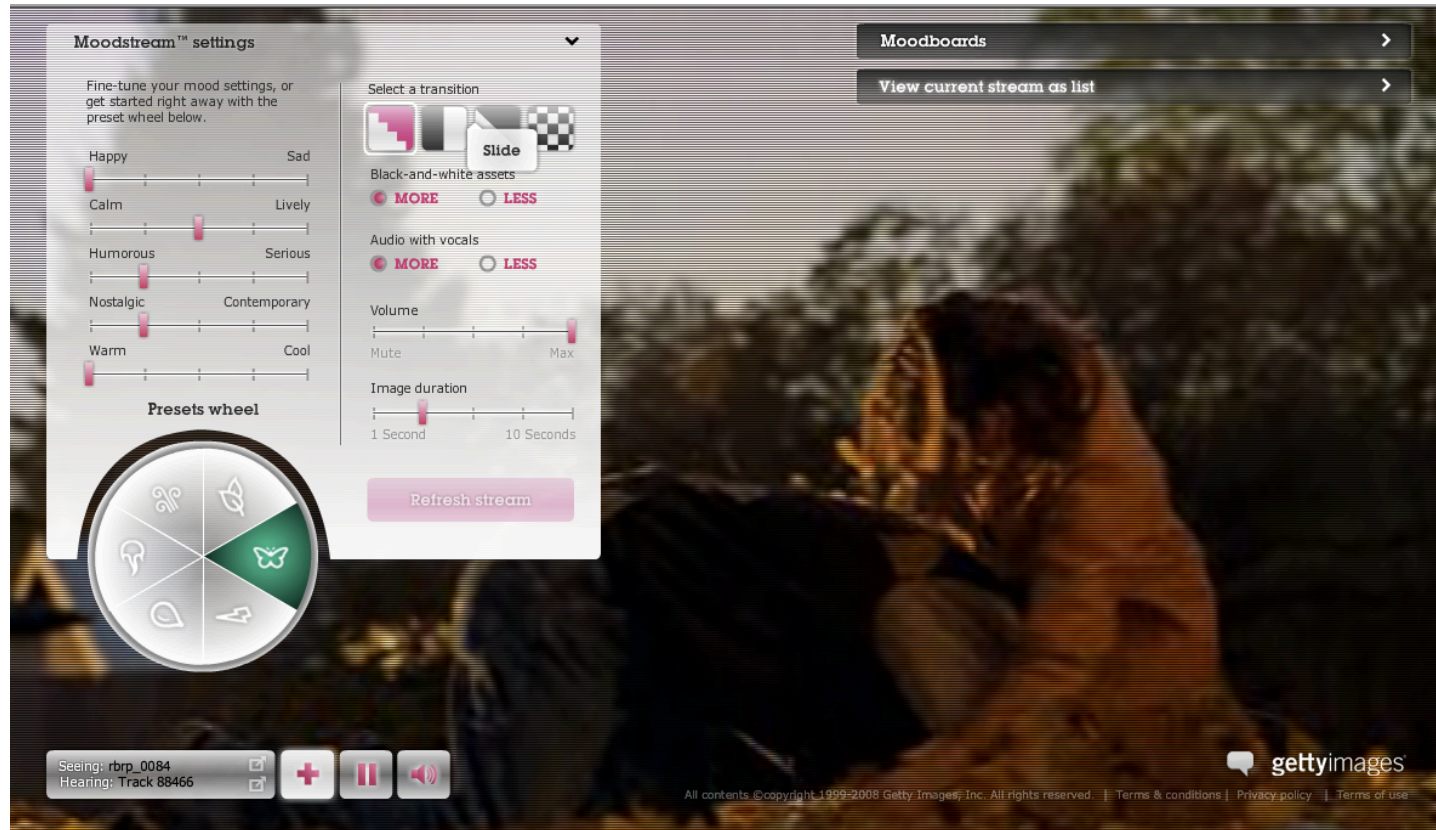
<http://www.bankrungame.com>

# Interactive video – navigation: search



Barbarian Group, Subservient chicken, for Burger king  
[http://www.subservientchicken.com/pre\\_bk\\_skinned.swf](http://www.subservientchicken.com/pre_bk_skinned.swf)

# Interactive video – navigation: tuned stream



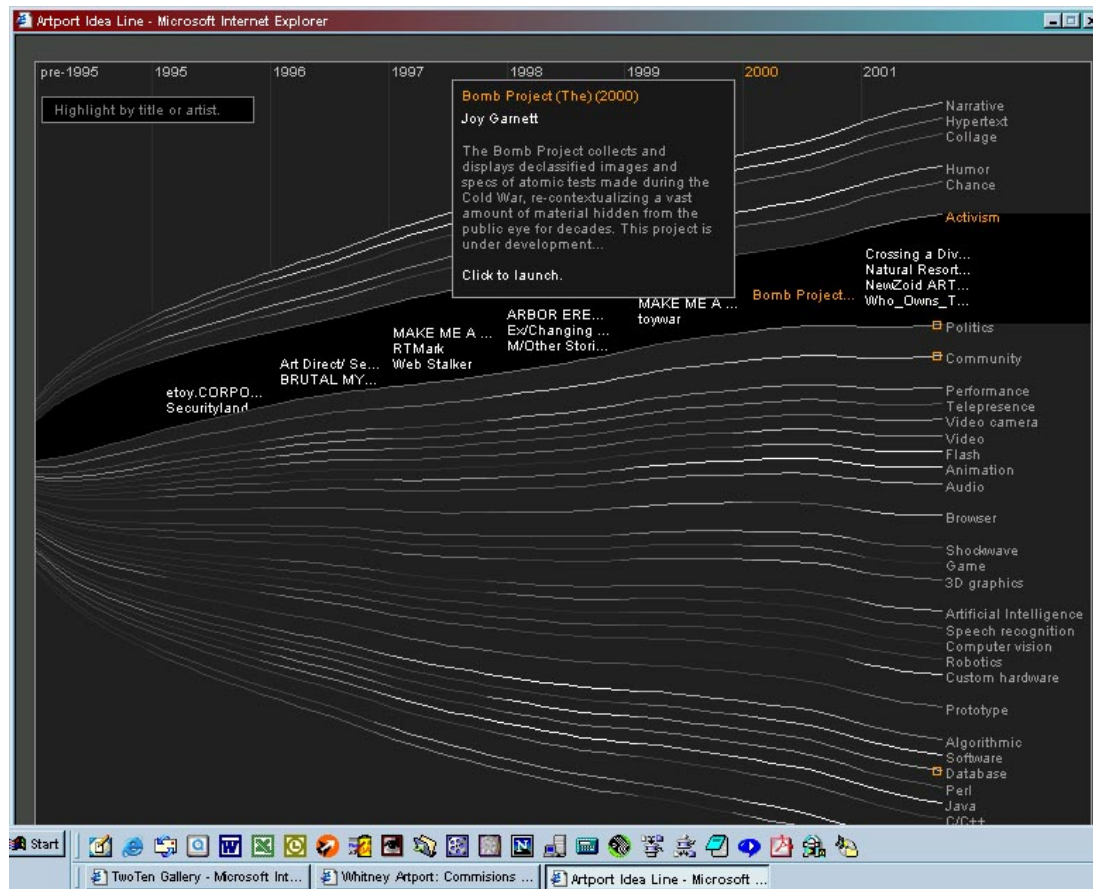
Barbarian Group, Mood stream, for Getty Image

<http://moodstream.gettyimages.com/>

Part 04

# **NAVIGATION DESIGN EXAMPLES**

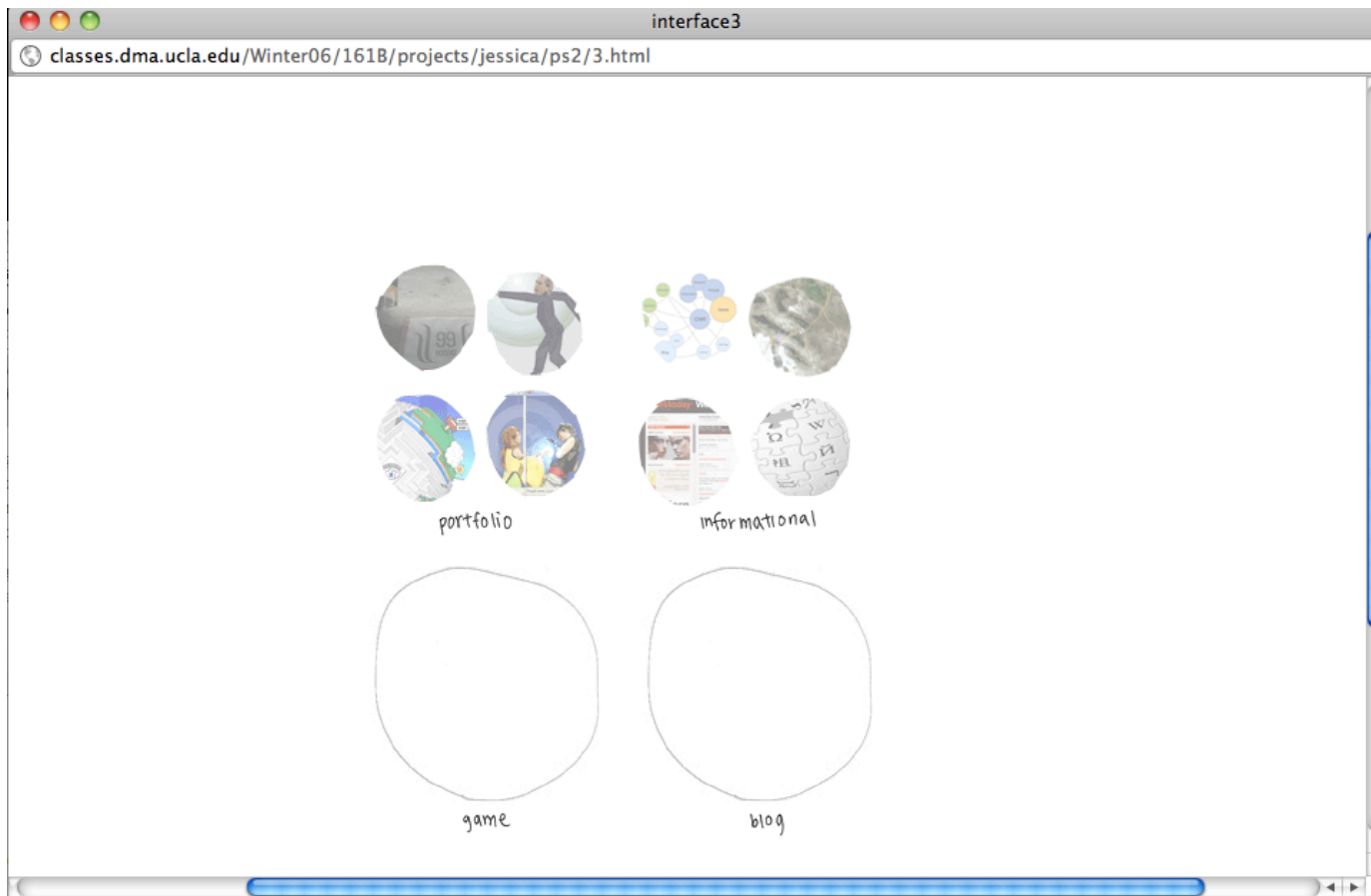
# Navigation – Growth Ring?



Whitney Artport, Idea Line

<http://artport.whitney.org/commissions/idealine.shtml>

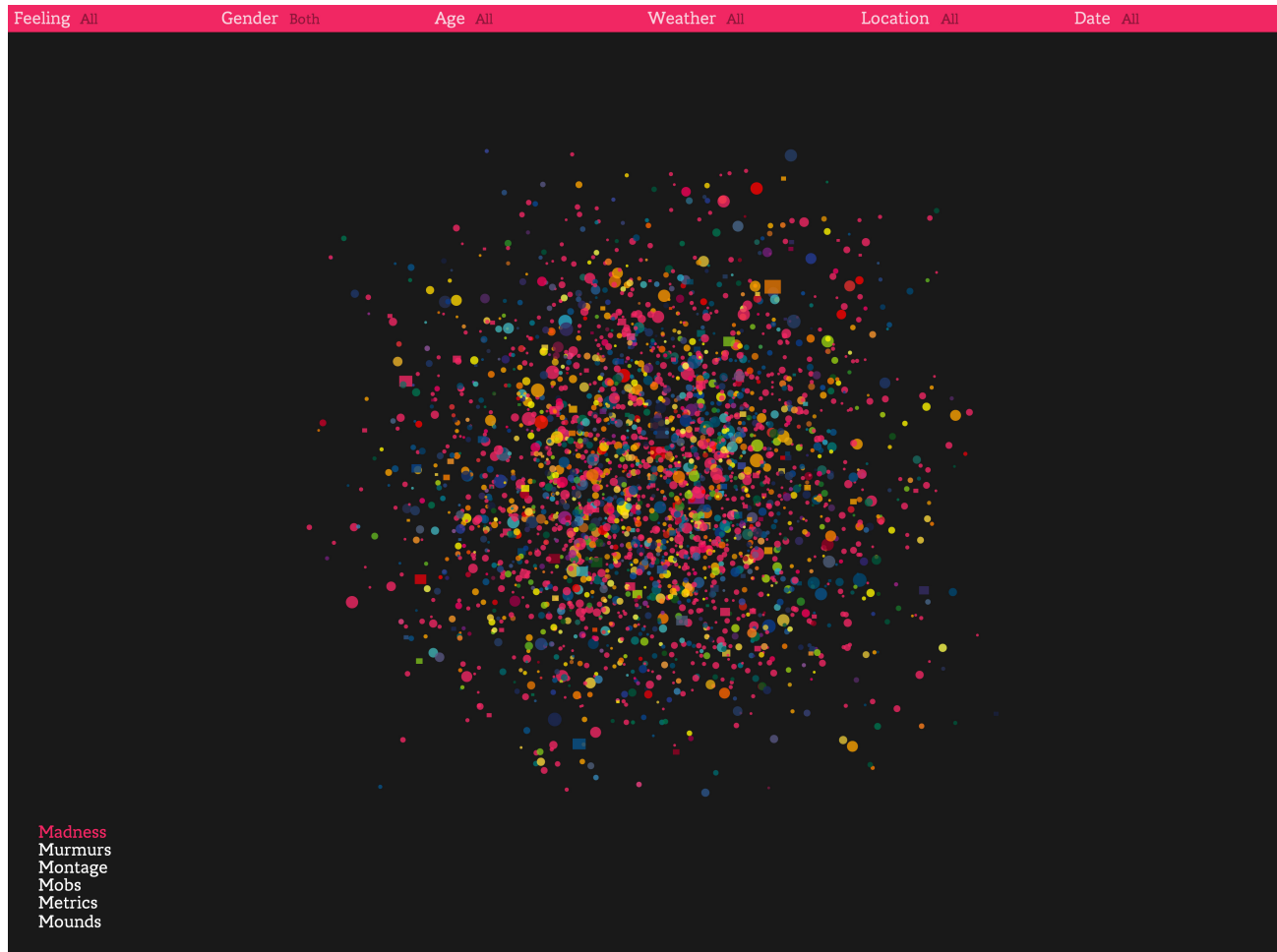
# Navigation – Growing Form



Jessica Huang

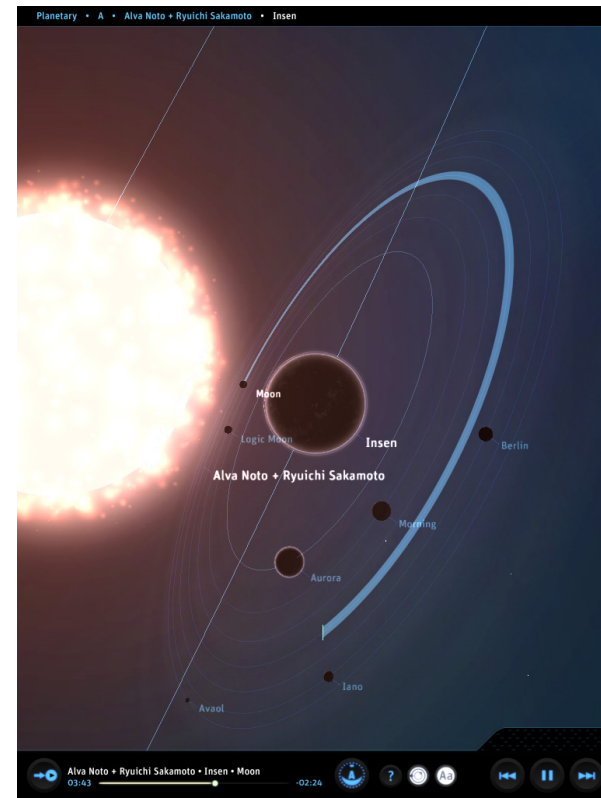
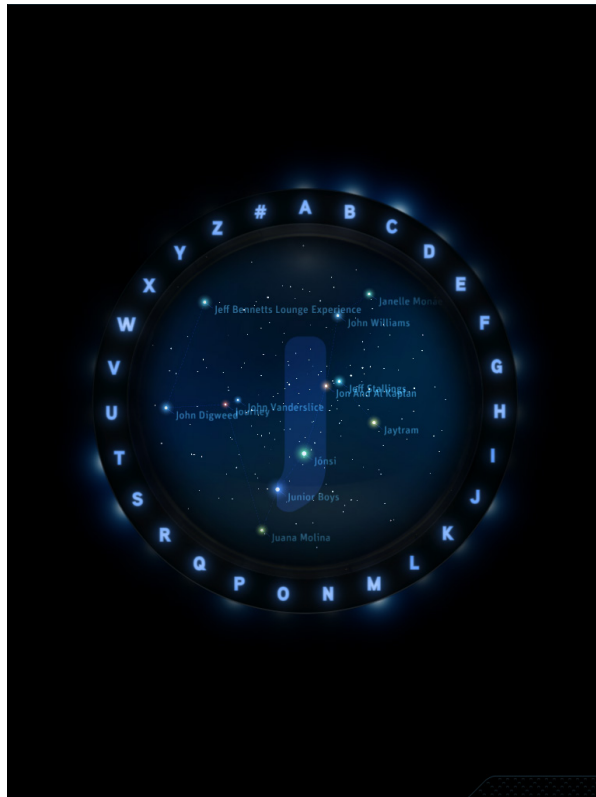
<http://classes.dma.ucla.edu/Winter06/161B/projects/jessica/ps2/3.html>

# Navigation – Organic... Ants?



<http://www.wefeelfine.org/>

# Navigation – Planet



**Planetary**- A visual music player, by **Bloom**

<http://vimeo.com/23168163>

<http://planetary.bloom.io/>

# Navigation – List



The List List

a collaborative list of lists

project

how to

contact

BEST LISTS:

110 LISTS

add list +

1. fefewfwfwefwefwefwef
2. most hyberbolic hyperboles ↑ ↓ ×
3. Things I should have been doing when I was instead adding lists
4. Things America Should Build
5. best things
6. fgfg
7. List numbers up to 10000!
8. I desire
9. best movies
10. Stuff
11. spammers
12. People from DesignersTalk you hate
13. best music
14. smileys

MOST HYBERBOLIC HYPERBOLES:

9 ITEMS

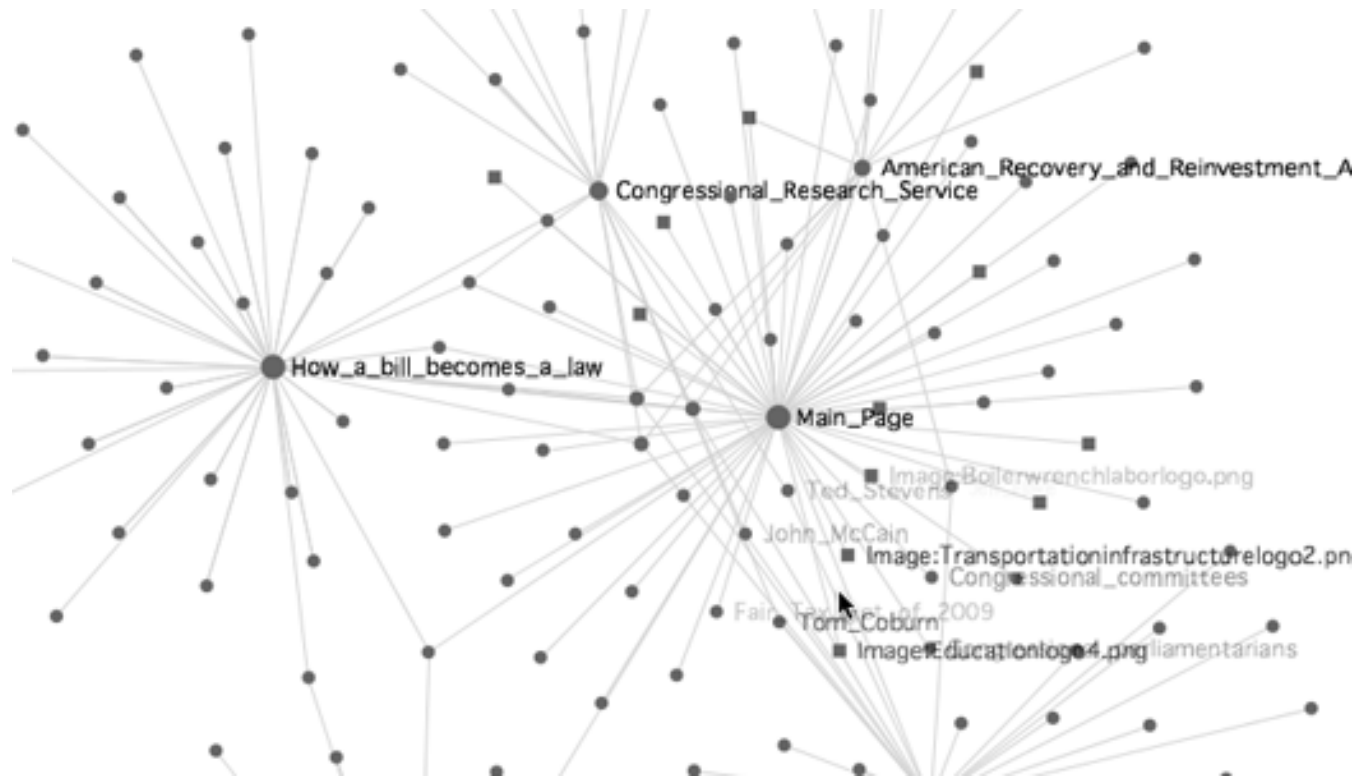
1. Hallo There
2. nobody in this list knows what a hyperbole is
3. Best hyperbole ever!
4. ohgg
5. test
6. A Gogolplex
7. fadfdst
8. these other hyperboles are the DUMBEST hyperboles in the whole UNIVERSE. ARgh!
9. Superdupertriplewooperawsomeoupperwow

add item to 'most hyberbolic hyperboles' +

Anthony Mattox, the list list

<http://thelistlist.com/>

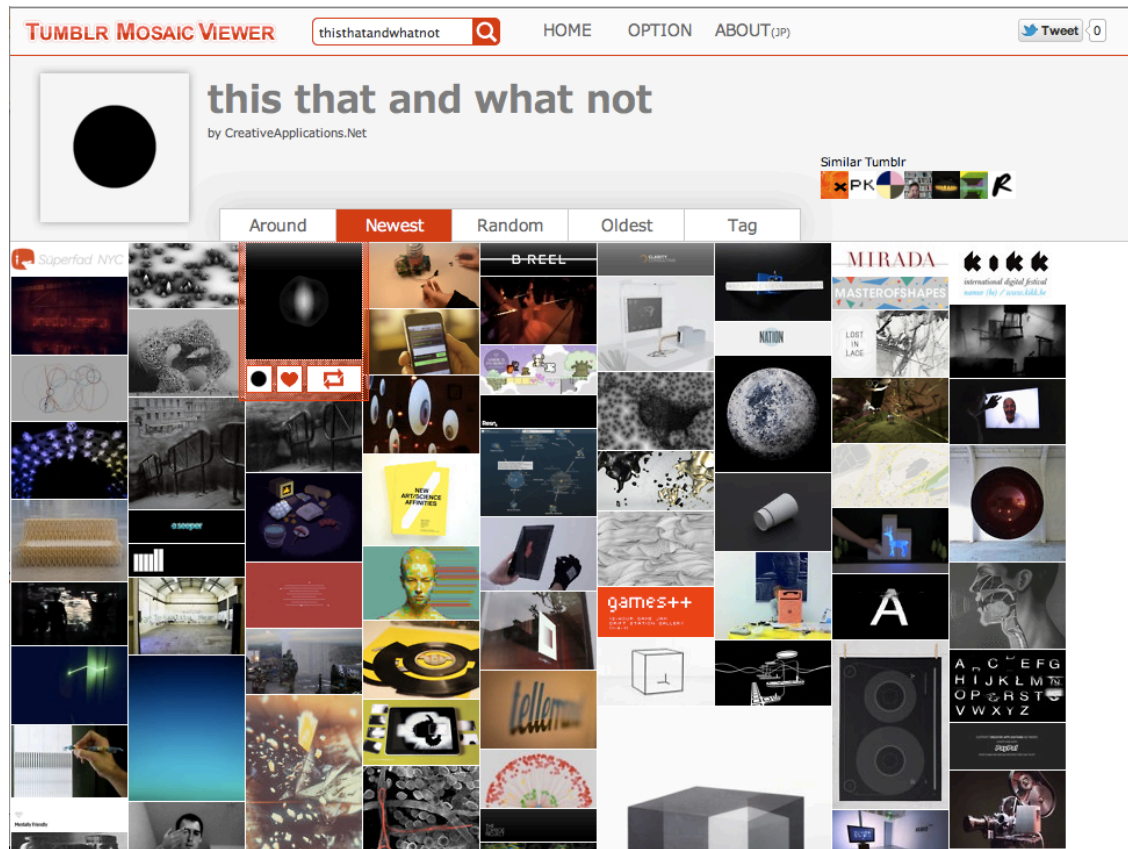
# Navigation – Web



Anthony Mattox, wikiweb

<http://wikiweb.anthonymattox.com/>

# Navigation – Mosaic

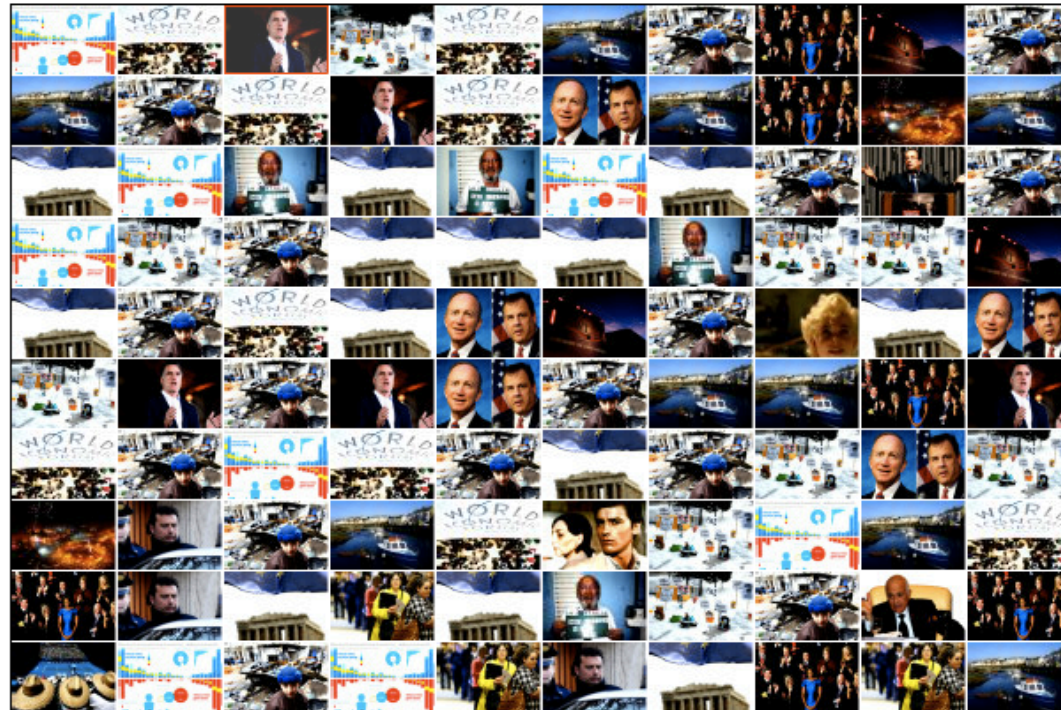


Tumblr mosaic viewer

<http://tmv.proto.jp/#!/thisthatandwhatnot>

# Navigation – Grid

10 x 10



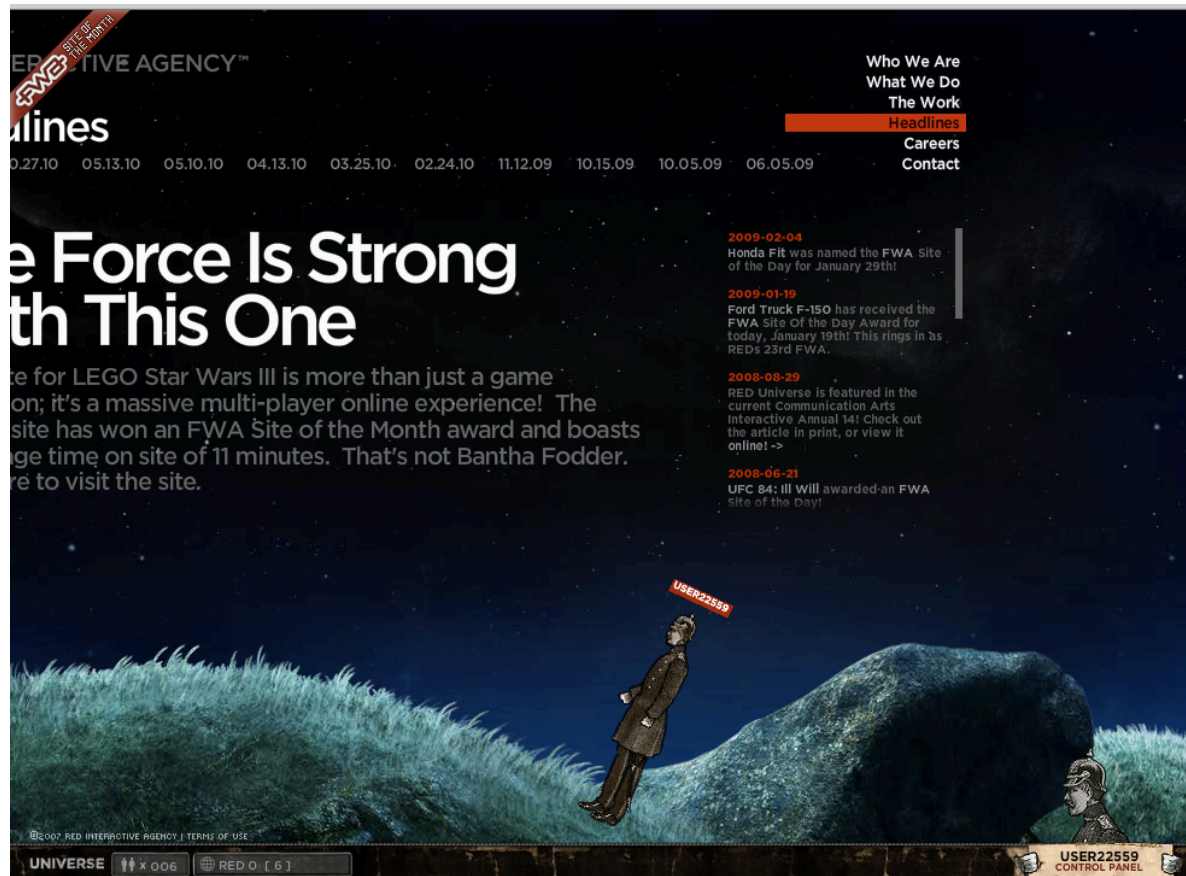
1. eu
2. davos
3. **gingrich**
4. function
5. crisis
6. implants
7. ayala
8. observ
9. space
10. samuel
11. jay
12. ark
13. sprague
14. harris
15. harris
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92. harris
93. harris
94. harris
95. harris
96. harris
97. harris
98. harris
99. harris
100. harris

Thursday, January 26 2012, 12pm EST  
PREVIOUS HOUR • NEXT HOUR • HISTORY

Jonathan Harris, 10 by 10

<http://tenbyten.org/10x10.html>

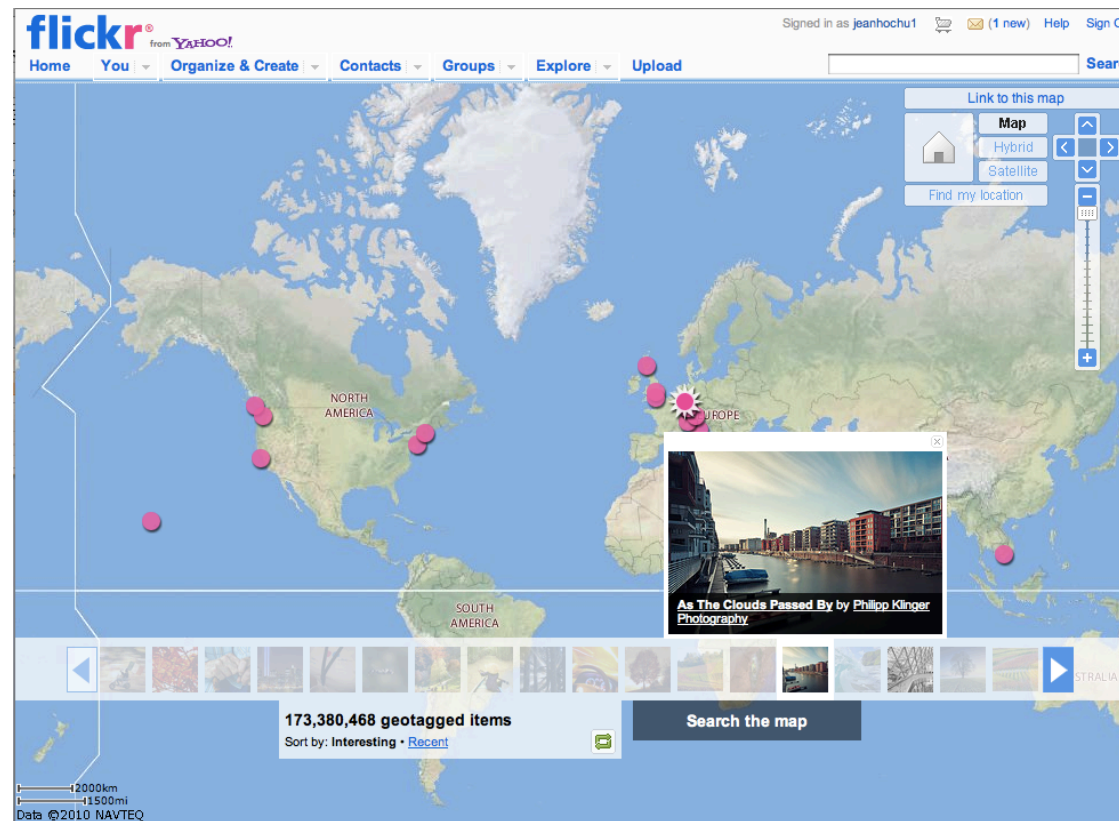
# Navigation – 2D Space



Red interactive

<http://ff0000.com/>

# Navigation – Real Map



Flickr map

<http://www.flickr.com/map/>

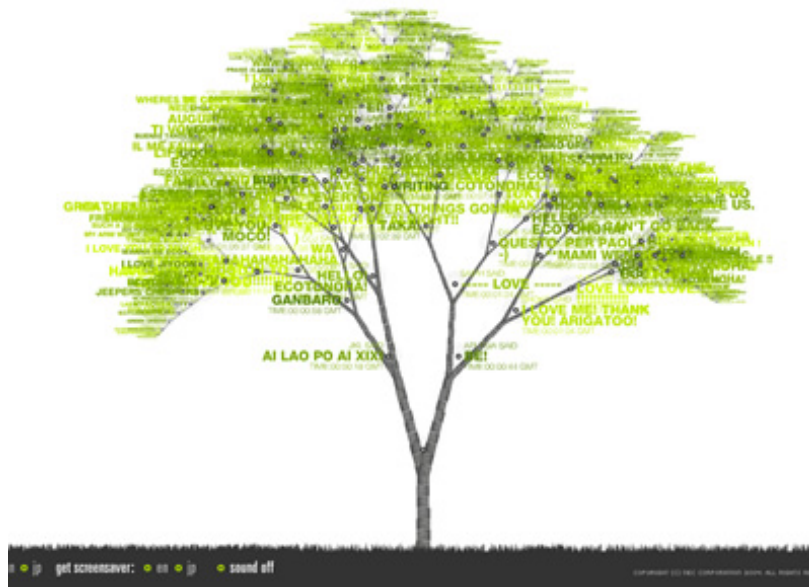
# Navigation – Abstracted Map



In Transit by Amy Balkin

<http://cabspotting.org/>

# Interface example for Collaborative Creation - Organic



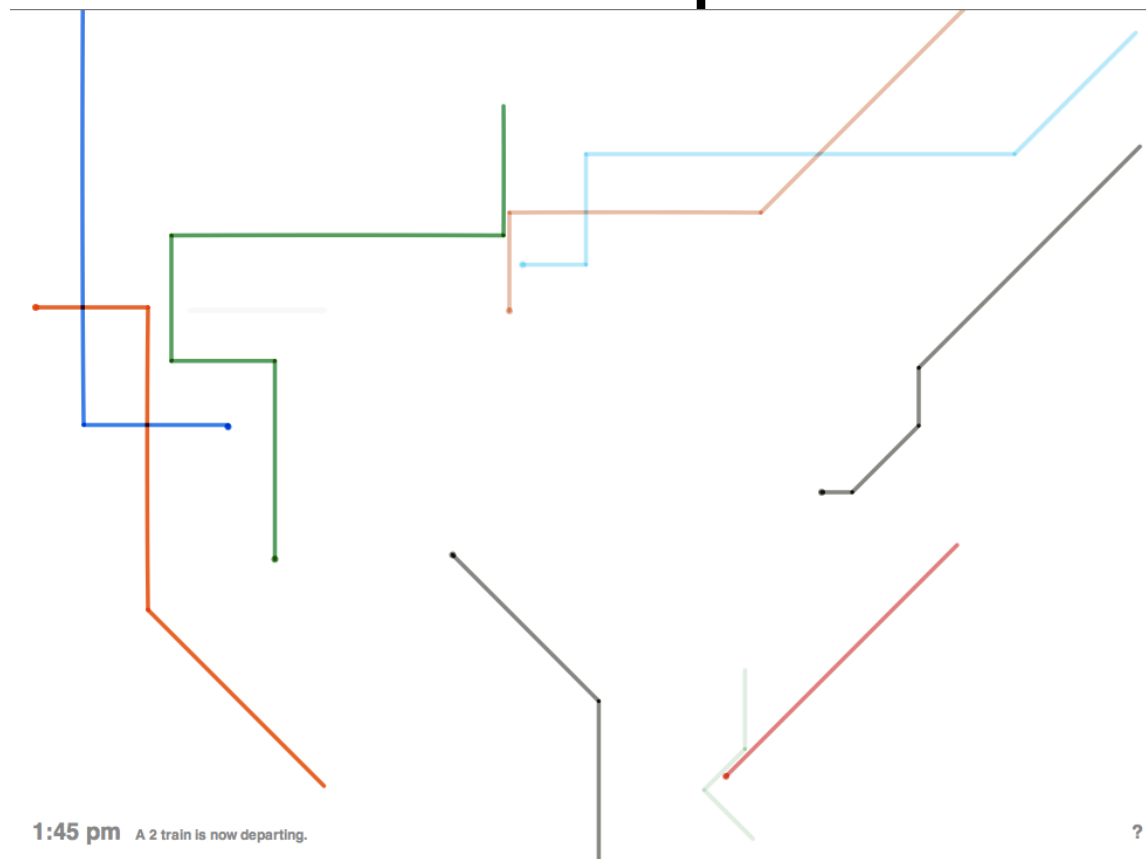
[http://www.youtube.com/watch?v=7qHLtx5\\_hkQ](http://www.youtube.com/watch?v=7qHLtx5_hkQ)

Ecotonoha, Yugop Nakamura, 2004

<http://www.nec.com.tw/ecotonoha/index.html>

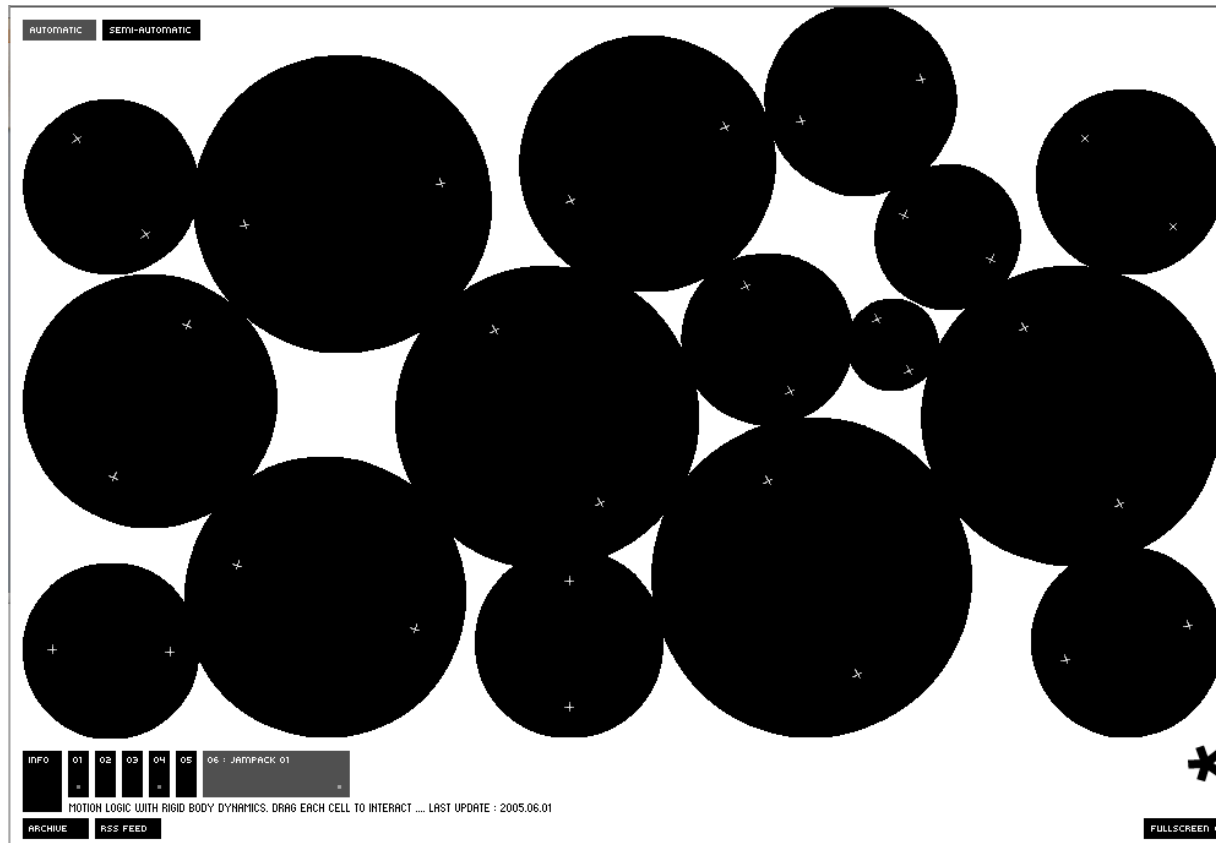


# Interface example for - random inspiration



Alexander Chan  
<http://mta.me/>

# Interface example for - random inspiration



Yugop Nakamura  
<http://yugop.com/>

# References

- Commercial / Design
- <http://www.creativeapplications.net/category/webapp/>
- <http://thefwa>
- <http://barbariangroup.org>
  
- Art
- <http://rhizome.org/>
- <http://turbulence.org/>
- <http://whitney.org/Exhibitions/Artport>
- <http://manovich.net/>