Current technology constrains interactions, as the individual is its starting point.

Future technology can be created from interactions, and grow languaging beyond imagination.



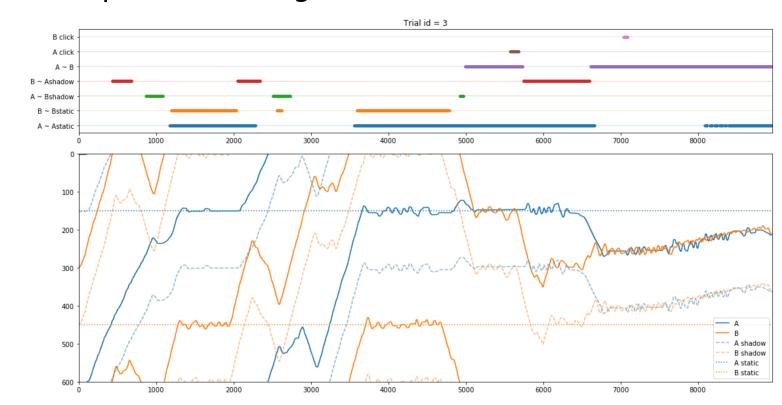




Okinawa Institute of Science and Technology, Japan

https://slvh.fr 🕲 wehlutyk@mastodon.social / 😏

Perceptual Crossing interaction



Dynamicland interactive medium



From Perceptual Crossing to possible technical futures: bringing technology back to a relationship with languaging

Current tech

Computers are designed for individuals instead of for interactions: the idea of a single laptop with two computer mice is not available. Further yet, digital interaction mostly takes place through digital networks, often relying on online platforms. Originally designed for the 'brain in a vat', computers leave aside any embodiment that the mind may have or need: intellectual work, digital activities, and interactions, are all reduced to finger movements on a small rectangle.

Languaging tech

Let's imagine a form of technology so compatible with languaging, that it would be an aspect of it. Could technology be freely moved in and out of, as an extension to the dynamics of languaging? Technology designed under the light of languaging could work in a large space, open to full body movements, using shared nonindividual devices, enabling interactions with words, movements, using hands and fingers in complex yet spontaneous dynamics.

Societal tech

Computing is also characterised by market dynamics: AI, online platforms, even basic text editors are part of a broad data collection goal for marketing. This seems quite opposite to the open empowerment that technology could instead provide. Yet its framing plays a societal role analogous to state- or collectiveframing: it has a major influence on the evolution of social organisation and life. Could the tech industry be convinced to change path?

Shadow of red player (yellow player field) atic object ellow player field)

Perceptual Crossing Minimal interactive setting Dynamicland.org Room-wide interactive medium Languaging medium

Supporting interactions and diversity

From fingers to full body movements

Shared beyond-individual devices

Literature brought together





De Jaegher, Hanne. 2019. "Loving and Knowing: Reflections for an Engaged Epistemology."

Fletcher-Watson, Sue, Hanne De Jaegher, Jelle van Dijk, Christopher Frauenberger, Maurice Magnée, and Juan Ye. 2018. "Diversity Computing."

