

# What is interactivity?

YIKES!!!!!!

>>see lecture on interaction design...

basically - active relationship between 2 things

how does it emerge from within a system.

## **example game:**

something is interactive when people can participate as AGENTs within a representational context (brenda laurel)

## **4 modes of interactivity within games**

**cognitive interactivity** (interpretive participation): psychological, emotional and intellectual participation between a person and system.

EX: imaginative interaction within game. game experience of player

**functional interactivity** (utilitarian participation): functional, structural interactions with material components of system - real or virtual.

EX: how interface / buttons / latency of hardware affect play

**explicit interactivity** (participation with designed choices and procedures): following rules, clicking buttons, actions taken by CHOICE of select buttons, gear etc.

EX: joystick used to maneuver character

**beyond-the-object-interactivity**(participation within culture): outside the designed system

EX: multi-player online games, fan culture created based on...