EXPERIENCE + HERMENEUTICS
interpreting + understanding life
@adamperer

Aisling Kelliher delves into Aristotelian Poetics for first time ever at an IEEE conference? #visweek #tswd
DIALECTICAL METHOD OF INQUIRY FOR EXAMINING MULTIPLE VIEWPOINTS

From experience to generalized forms of knowledge requires ‘practical wisdom’ – this contains both practical reasoning and emotion

This wisdom is inherently intuitive and based less on formal rules than on a metaphor of improvisation and perception that calls for the ability to discern, acutely and responsively, the salient features of one’s particular situation

Martha Nussbaum: examining life from an empirical + practical perspective

Experiences of life used as evidence for finding ‘a conception by which human beings can live, and live together’ – Love’s Knowledge
PHENOMENOLOGY: credits humankind with an awareness of themselves as rational, conscious beings

HERMENEUTICS: introduces the idea of interpreting and evaluating our experiences not only in relation to our own understandings, but also in comparison with the experiences of those in our surrounding culture. Defined as ‘the art of deciphering indirect meanings’.

Husserl, Heidegger, Gadamer, Merleau-Ponty, Ricoeur, Derrida, Levinas

Brought together by a conviction that an original interrogation of meaning requires us to penetrate beneath the established concepts of empirical, logical or scientific objectivication to the lived experience of our temporalising and signifying being-in-the-world’ - Richard Kearney
HUSSERL: LIFEWORLD
This theory of intentionality led to the discovery that ‘consciousness as a reflective operation already presupposes a pre-reflective lived experience of the world’ which Husserl dubbed the ‘lifeworld. Phenomenology teaches us ‘that consciousness is at once tied to the object of its experience and yet free to detach itself from this object in order to return upon itself’.

HEIDEGGER: BEING-IN-THE-WORLD
humans as ‘temporal happenings enmeshed in a world’ to be considered not as a ‘subject set over against objective reality but as a unified totality of what he called ‘being-in-the-world’

RICOEUR: SELF AND THE OTHER
favors moving ‘from a pure phenomenology of reflective consciousness to a hermeneutic phenomenology which recognizes that the subject’s retrieval of itself and of meaning requires a detour through the objective structures of culture, religion, society and language’ - Kearney
ROLE OF NARRATIVE
We understand and interpret our life experiences by constructing stories that transform and re-imagine our worldly existence.

In recounting our personal stories we organize and clarify fragments of experienced time into narrative configurations that are related back to the life world of the audience in a dynamic and circular movement from action to text and back again.

The reader belongs to the world of narrative, where his/her world blends and retreats from that offered by the narrative. Ricoeur declares that reality is ‘contained neither in the dictionary nor in grammar’ rather it corresponds to the reader’s experience.
MEANING
the meaning of a text is derived from: the mediation between man and the world (referentiality); the mediation between men (communicability); the mediation between man and himself (self-understanding).

Hermeneutics thus is placed at the intersection between the internal configuration of the text and the external refiguration of life.
SOMEONE TELLING SOMETHING TO SOMEONE ABOUT SOMETHING
WHY TELL STORIES?
STORIES WE INHERIT
STORIES WE CREATE
STORIES AS SOLUTIONS
ARISTOTELIAN POETICS

MYTHOS - PLOT
from life to life-stories

MIMESIS - RE-CREATION
interweaves past, present and future

CATHARSIS - RELEASE
distance and empathy

PHRONESIS - WISDOM
practical wisdom for understanding singularity and universality

ETHOS - ETHICS
discourse through agency of teller, tale, audience, world
MENA MEDIA PROPERTIES + STORIES

WHAT TYPE OF STORY
HOW THEY ARE PRESENTED
WHY THEY ARE COMMUNICATED
HOW THE AUDIENCE EXPERIENCES THEM
STORY SYSTEM PROPERTIES

DATA CAPTURE APPROACH
EDITING AND COMPOSITION FRAMEWORK
VISUALIZATION METHOD
PUBLISHING PLATFORM

TYPE - DISPLAY - RESPONSE - UNDERSTOOD
UNDERSTANDING STORIES
UNDERSTANDING STORIES
UNDERSTANDING STORIES
UNDERSTANDING STORIES
UNDERSTANDING STORIES
UNDERSTANDING STORIES

PRIVATE - PUBLIC
STATIC - INTERACTIVE
PHYSICAL - DIGITAL
ABSTRACT - METAPHOR
FACT - FICTION
UNDERSTANDING STORY SYSTEMS
VISUAL SUMMARIES OF SOCIAL MEDIA ACTIVITY

Interactive interface that generates relational clusters from Flickr photo pools.

Joint factorization method rendering the relationships between photos, users, tags and time

Abstract, factual, societal, computational

STORY SYSTEMS

VISUAL SUMMARIES OF SOCIAL MEDIA ACTIVITY
VISUAL SUMMARIES OF SOCIAL MEDIA ACTIVITY

Dynamic visual interface emphasizing the quality and nature of Facebook interactions over time

Three approaches exploring conversation potential, activity rhythms and interpersonal dynamics

Abstract, factual, individual, private

Playing "Limbo" and "Portal" on XBOX. Great games challenges you all the time. Simply couldn’t follow the logic when economists cheer for “economic upturn” when there are 473,000 job losses reported last week, which is smaller than the projected 500,000 so it’s treated as a hint for recovery!!! medium rare. As the boundary between work and life gets blurry, we are not exactly sure whether our productivity had increased or decreased. It’s 45°C. Whooohoo!

840.5 miles in a day! Hitting the road back to sweet home Arizona! wants shrimp bad, got his first XBOX 360!!! Taco time LOL! I’m gonna wait till this antenna-bumper thing goes away. Or get an win-7 phone instead?

(a) Comments count: 0, 1, 5, 10, 20
Likes count: 1, 3, 5, 10, 15, >20

(b) 

(c)  

Comments: Commented post, Commented post, Comment from a Friend, Comment from oneself, Uncommenting Friend, Uncommented post.
STORY SYSTEMS

INTERACTIVE SOCIAL MEDIA VISUALIZATIONS

TASKVILLE:
Distributed social media workplace game

Increase awareness and enhance collaboration in a small community

Reveal implicit working relationships

Metaphor, Public, Generative, Self Reported

S. Nikkila, S. Linn, H. Sundaram and A. Kelliher
http://rl.ame.asu.edu/projects/20
STORY SYSTEMS

INTERACTIVE SOCIAL MEDIA VISUALIZATIONS

Matthews Center
Denizens of Matthews Center
Est. Sun Sep 12 2010


Mayor  Dep. Mayor  City Council

Bugsin michaelbaran  featured scratching colleague  home  media of others homework  person
STORY SYSTEMS

INTERACTIVE SOCIAL MEDIA VISUALIZATIONS

KITEVIZ:
Interactive visualization of communication dynamics

Reveal conversations

Metaphor, Public, Interactive, Fact

S. Linn and A. Kelliher (2010).
STORY SYSTEMS

INTERACTIVE SOCIAL MEDIA VISUALIZATIONS

December 15, 16:45
Playing back data from the last 320 hours
Showing [user]'s relationships. Click on the sky to resume playback.

December 11, 2:45
Playing back data from the last 320 hours
Click someone to see their relationships.
STORY SYSTEMS

RICH MEDIA STORYTELLING

CONFECTIONARY:

Online authoring and publishing application for creating and sharing everyday rich-media narratives.

Spatial interface for transparent story sketching

Story targeting and multiple feedback mechanism

Story curating through paths

Once the oceans were full of many happy fish
and the skies rich with happy birds.
until...

This is my mom.
Several years ago she bought a new camera for Christmas. She didn't realize it could also make videos, but she made them anyway.

playing with the dog
being a tourist
and scrambling to get better photos of other dogs
ORISON: Custom-designed storytelling application for constructing third party narratives from lifelog data

Sensecam images, Twitter feeds, photographs

Storytelling as sensemaking and editorial framing

Spatial interface for browsing, composing and placing

STORY SYSTEMS

RICH MEDIA STORYTELLING
REFERENCES

RICHARD KEARNEY:

PAUL RICOEUR

MARTHA NUSSBAUM
REFERENCES

MARIE LAURE RYAN:  

JONATHAN HARRIS: Whale Hunt  
http://www.number27.org/

MICHAEL MATEAS + ANDREW STERN: Facade  
http://www.interactivestory.net/

GOLAN LEVIN: The Dumpster  
http://www.flong.com/projects/