expressive-agent(s)

expressive(s) − agent(s) ⎯ .. / common(s) / display(s) / create / art(s) / PDF / ⎯ / .
twinkle(s) / difference(s)

... the computer as literary agent ultimately points beyond narrative and toward ergodic modes – dialogic forms of improvisation and free play.

expressive processing / PDF
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

expressive-author(s)

expressive(s) − author(s) ⎯ .. / common(s) / display(s) / create / art(s) / PDF / ⎯ / .
twinkle(s) / difference(s)

one must think of authoring new processes as an important element of media creation.
processes of digital media, however, are separated from non-computational media processes by their potential numerousness, repetition and complexity

expressive processing
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

expressive-content(s)

expressive(s) − content(s) ⎯ .. / common(s) / display(s) / create / art(s) / PDF / ⎯ / .

- computational processes are an increasingly significant means of expression for authors.
- ... use the term **expressive processing** to tell about what processes express in their design – which may not be visible to the audience.
- examples are key to the history of process-oriented innovation in fiction and games: eliza, sims, facade

the first book focussed on **computational processes** from the perspective of media, games and fiction, rather than software engineering or computer science. expressive processing / cycle(s)

expressive-design(s)

expressive(s) − design(s) ⎯ .. / common(s) / display(s) / create / art(s) / PDF / ⎯ / .
twinkle(s) / difference(s)

one of the most challenging design tasks in creating digital media – the form of media enabled by computational processes – is to craft and situate interesting processes so that they produce a meaningful audience experience.

expressive processing
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

expressive-drama(s)

expressive(s) − drama(s) ⎯ .. / common(s) / display(s) / create / art(s) / PDF / ⎯ / .
twinkle(s) / difference(s)

... an interactive drama then is a first person experience within a fantasy world, in which the user may create, enact and observe a character whose choices and actions affect the course of events just as they might in a play.

expressive processing
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

expressive-effect(s)

expressive(s) − effect(s)   _ .. / common(s) / display(s) / create / art(s) / PDF / _ / .
twinkle(s) / difference(s)

- eliza effect −
- tale-spin effect −
- simcity/sims effect −

expressive processing
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

expressive-goal(s)

expressive(s) − goal(s)   _ .. / common(s) / display(s) / create / art(s) / PDF / _ / .
twinkle(s) / difference(s)

... to encourage readers to grasp hold of the creative potential of computing ...
and to educate **procedural literacy**, the politic(s) of computing.

expressive processing
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

expressive-media(s)

expressive(s) − digital media   _ .. / common(s) / display(s) / create / art(s) / PDF / _ / .
twinkle(s) / difference(s)

... regardless of perspective, writings on digital media almost all ignore something crucial: the
actual processes that make digital media work, the **computational machine** that makes digital
media possible.

... almost all ... focus on what the machines of digital media look from the outside: their output.

expressive processing
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

expressive-narrative(s)

expressive(s) − narrative(s)   _ .. / common(s) / display(s) / create / art(s) / PDF / _ / .

... an inspiration of the work was the field of narrative psychology, which instead of seeing patients as
sets of disconnected symptoms, attempts a re-integration through narrative(s).

similarly the *expressivator* attempts symptom control for schizophrenic agents by building a system
focussed on narratively understandable behavior.

grandtextauto.org/2007/12/16/facade-petz-and-the-expressivator

expressive processing / cycle(s)

expressive-rethoric(s)

expressive(s) − rethoric(s)   _ .. / common(s) / display(s) / create / art(s) / PDF / _ / .
twinkle(s) / difference(s)

procedural rethoric(s) − the art of persuasion through rule-based representations and interactions, rather
than spoken words, writing, images, or moving pictures.

expressive processing
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

expressive-simulation(s)

expressive(s) – simulation(s)   _ .. / common(s) / display(s) / create / art(s) / PDF / _ / .

    ... games and other procedural systems can use processes to create a representation of something that happens in our world – from the growth of cities, to the marketing of cereal, to the mechanisms of long-term debt.

    playing the game involves interacting with this representation, which uses internal processes to exhibit different behavior, making it possible to explore the particular model of how things work.

                    . / expressive processing / cycle(s) / ..

expressive-today(s)

expressive(s) – today(s)   _ .. / common(s) / display(s) / create / art(s) / PDF / _ / .
                    twinkle(s) / difference(s)

    Ted Nelson: you can and must understand computers NOW!

    ... it matters because we live in media, as fish live in water. But today, at this moment, we can and must design the media, design the molecules of our new water, and I believe the details of this design matters very deeply. (1974)

               expressive processing   / design(s)
        / play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

expressive-world(s)

expressive(s) – world(s)   _ .. / common(s) / display(s) / create / art(s) / PDF / _ / .
                    twinkle(s) / difference(s)

    ... coming to understand fictional worlds as systems – and exploring their potential through play – is also a powerful means of coming to understand our evolving society, in which (often hidden) software models structure much of how we live now.

                    expressive processing
    / play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)