

Week5 → week6

Feedback & Reflection: What am I communicating to the audience? What should I do with the data, and how can it be translated so that it becomes readable? How can the audience better understand it?

Enquiry: How do different hardware conditions shape the way the body performs digital actions under interface rules?  
Do these learned action structures extend beyond the interface and influence how we expect the physical world to behave?

Position: I understand digital operations as fixed structures of action shaped by interface rules and hardware constraints. Actions such as drag or click follow specific execution patterns and rules. Through repetition, we learn these rules and perform them through the body. Over time, these action structures become naturalised and invisible.

Intention:

- 1.To make unconscious digital actions visible.
- 2.To examine how hardware influences the way the body learns and performs digital operations.
- 3.To challenge the idea that digital gestures are natural movements, and to show that they are structured behaviours shaped by interface rules and hardware constraints.

# Experiment & Method & Media

—treat “drag” as a digital verb / a unit of digital action grammar (in order to analyze how this action is structured, performed, and learned.)

—“a Digital Action Lexicon”, treating digital operations as language units that can be broken down and analyzed, rather than as natural gestures.

The screenshot shows the Merriam-Webster website interface. At the top, there is a navigation bar with 'Dictionary', 'Thesaurus', and a search bar containing 'drag'. Below the search bar, there are links for 'Games', 'Word of the Day', 'Grammar', 'Word Finder', and 'Slang'. A banner for 'Get a Free Quote now' is visible. The main content area displays the word 'drag' as a verb, with its phonetic transcription 'drag' and a list of related forms: 'dragged; dragging; drags'. It also includes a section for 'Synonyms of drag' and a list of definitions for the transitive verb 'drag', such as 'to draw or pull slowly or heavily' and 'to cause to move with slowness or difficulty'. A sidebar on the left provides navigation options like 'Definition', 'verb', 'noun (1)', 'noun (2)', 'adjective', 'Synonyms', 'Example Sentences', 'Word History', 'Phrases Containing', and 'Rhymes'.

The screenshot shows a Chinese dictionary website entry for the character '当'. The character is displayed in a large font with a stroke order diagram. Below it, there are various linguistic details including pinyin (dāng, dàng), stroke order (3, 3, 6), and other codes. The main section is titled '当 基本解释' and lists ten numbered definitions in Chinese, such as '1 充任, 担任: 充~, 担 (dān) ~。~之无愧。' and '2 掌管, 主持: ~家。~权。~政。'. There is also a section for the character '当' with its pinyin (dàng) and a single definition: '1 合宜: 恰~, 适~, 妥~。'.

## Week7

### Feedback & Reflection:

How to organise the structure of this interactive site? How does the user enter the project? What do they see first? And how should the previous visual experiments and graphics be presented?

### Enquiry:

When users perform the same digital action (such as drag) in a desktop environment, how does hardware shape bodily posture, movement paths, and action boundaries?

Through gesture tracking and graphical abstraction, can these naturalised action structures be translated into a visual language that makes the invisible action space visible?

### Position:

I understand digital interface operations as structured actions shaped by interface rules and hardware constraints. Actions such as dragging or clicking are not entirely natural movements; they follow specific execution patterns and are learned and internalised through repeated use. Over time, these action structures become naturalised and largely invisible.

## Week7

### Methods & Media:

Video recording; translated visualisation; graphical analysis; web interaction; and a “lexicon archive”.

The project records hand movements while performing drag actions on different devices and translates these movements into visual traces. Through graphical overlays and analysis, the project examines the structural patterns of these actions. The final outcome will be presented as an interactive website combining video, animated graphics, and layered visualisations, forming a visual archive similar to a “digital action lexicon”.

### Audience & Engagement:

This project is aimed at users who are familiar with and regularly use desktop digital environments.

Through an interactive website, viewers can explore gesture traces across different devices and move between visual outcomes and analytical explanations. By observing the generation of gesture traces and their graphical overlays, the audience is invited to reconsider the relationship between the body, hardware, and digital interfaces.