

**Appendix:**  
**Taxonomy of Interactive Art as Suggested by the Research Project\***

formal	aesthetic	technical	contextual
<b>form of artwork</b> - installation - sculpture - object/device - performance - software application/ program - experiment - project	<b>the visitor does</b> - observe - explore - activate - control - select - navigate - participate - leave traces - co-author - exchange information - create - collaborate	<b>media</b> - video - comp.graphics/animation - still image - projection - monitor/display - 3D (VR, HMD, CAVE) - sound acoustic - sound electronic - head/earphones - speakers - broadcast media - (cell-)phone - handheld device - light - text - printer - sensors - video camera - photographic camera - infrared camera - keyboard - graphical interface - joystick/game controller - tangible interface - switches a. o. - specific apparatuses - GPS device - microphone - RFID - electromagnetic frequency - motors	<b>catchword</b> - locative media - augmented reality - virtual reality - hypertext/-media - telepresence - artificial intelligence - low-tech - media archaeology - interactive cinema - ubiquitous/pervasive computing - ubiquitous/pervasive gaming - wearable computing - cybernetics - embodiment - robotics - kinetics - closed circuit - interface design - artistic research - activism
<b>range of artwork</b> - stand-alone - public space - separate sites - mobile - networked	<b>the work does</b> - monitor - serve as instrument - tell, narrate - document - enhance perception - offer a game - enable communication - visualize - sonificate - transform - store - immerse - process - mediate	<b>processing technology</b> - motion capture - image capture - voice recognition - text recognition - sound analysis - chroma-keying - eye-tracking - bio-feedback - force feedback - custom - none	<b>topic</b> - artificial life - biographies - economic systems - environmental issues - natural sciences - everyday issues - evolution - genetics - mass media - media - archive - migration - online worlds - politics - religion - social relations/issues - privacy - surveillance - ethics - violence - history - urbanism - psychology - philosophy - no topic (abstract) - data processing - artistic/creative expression - gaming

\* Cf. also a visualisation of the taxonomy developed at the LBI Media.Art.Research. by Evelyn Münster: <<http://vis.mediaartresearch.at/webarchive/public/view/mid:8>>.