Media

Frank Blum

Digital Interactive Installations

Programming interactive installations using the software package Max/MSP/Jitter

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Abstract

Title: Digital Interactive Installations; Programming interactive installations using the software package Max/MSP/Jitter

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Abstract: The present thesis describes the recent development of digital interactive installation art and the usage of the graphical programming environment Max/MSP/Jitter. In the beginning, a brief overview of the present scientific discourse on the key issues interactivity and interface design are given. Furthermore, it portrays exceptional examples of digital art within the past five years, focusing on the main themes of digital installations and software art. This is followed by a description of Max's main features and programming methods, its extensibility with control devices and micro controllers, as well as differences to important alternative graphical programming environments.

The second part of this thesis documents the whole process of creating an interactive installation using Max/MSP and its graphics extension Jitter. This includes a description of the creative concept, the different parts of the soft- and hardware as well as some of their important key techniques. Finally, a summary of user feedback and a personal reflection on the project is given.

Keywords: Thesis, Programming, Max/MSP/Jitter, Interactivity, Interface, Digital Art.

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