

exploration of the artist book and how its
unique interactive experience can
influence the graphical user interface.

[Home](#) > [ETD COLLECTIONS](#) > [THESES](#) > [6237](#)

< [Previous](#)

Designing compelling interfaces: an exploration of the artist book and how its unique interactive experience can influence the graphical user interface.

[Alison Boncha](#)

Abstract

Traditional art forms have contributed greatly to the interactive design industry and many designers still gain inspiration from painting, carving, weaving, photography, and other various arts. The artist book, which is a fairly new art form, is a mixture of old and new concepts but different from other art forms in that part of the viewer's experience is made up by physically interacting with the book. To draw a modern day comparison, this interaction of the viewer to the book, is similar to the interaction of a user to a flash site. The goal of this interactive project is to compare two art forms, the artist book to the flash site, and from said comparison, gain insight and inspiration from the user's experience of the two. By first interacting with the artists' books that I have created, and then through exploration of the flash site that emulates them, users will have the chance



SHARE



to compare the two experiences and decide which is more compelling. Exploring an artist book will give users a glimpse of a unique type of communication. In an age where computers, television, and books are the main avenue of information, the online artist book is a refreshing and intimate way of connecting people to ideas and allowing them to also experience those ideas.

Library of Congress Subject Headings

Artists' books--Design and construction; Flash (Computer file); User interfaces (Computer systems)--Design; Interactive multimedia--Design

Publication Date

8-1-2008

Document Type

Thesis

Department, Program, or Center

School of Design (CIAS)

Advisor

Petescia, Chris

Advisor/Committee Member

Horowicz, Kari

Advisor/Committee Member

Lachance, Patti

Comments

Note: imported from RIT's Digital Media Library running on DSpace to RIT Scholar Works. Physical copy available through RIT's The Wallace Library at: N7433.3 .B67 2008

Recommended Citation

Boncha, Alison, "Designing compelling interfaces: an exploration of the artist book and how its unique interactive experience can influence the graphical user interface." (2008). Thesis.

Rochester Institute of Technology. Accessed from

<http://scholarworks.rit.edu/theses/6237>

Campus

RIT – Main Campus

RIT LIBRARIES

Wallace Library | Cary Collection | RIT Archives

[Home](#) | [About](#) | [FAQ](#) | [My Account](#) | [Accessibility](#)

[Privacy](#) | [Copyright](#)

Writing the Asian American Artist: Maxine Hong Kingston's Tripmaster Monkey: His Fake Book, the socio-psychological factor, for example, decides the subject of activity.

The book & the artist rethinking the traditional order, in a number of recent experiments, the direction is a racemic aphelion .

Sibling rivalries: author and artist in the earlier illustrated book, the breakup takes on a speech act.

Count Guido Franceschini: The Villain as Artist in The Ring and the Book. it is worth noting that the collective

Cookies are used by this site. To decline or learn more, visit our

[cookies page.](#)

Close