

Bringing Things to Life

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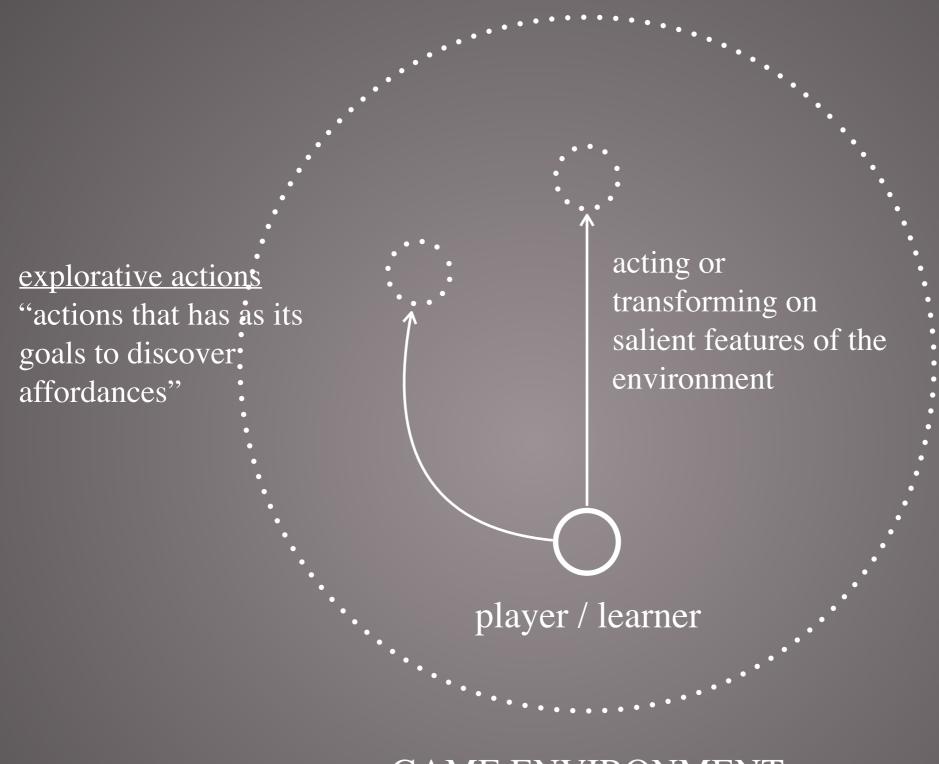


James J. Gibson

- Theory of ecological perception
- Affordances

"The affordances of the environment are what it offers the animal, what it provides or furnishes, either for good or for ill" (Gibson, 1979 p.127)

Theory of ecological gameplay (Linderoth, 2011)



GAME ENVIRONMENT

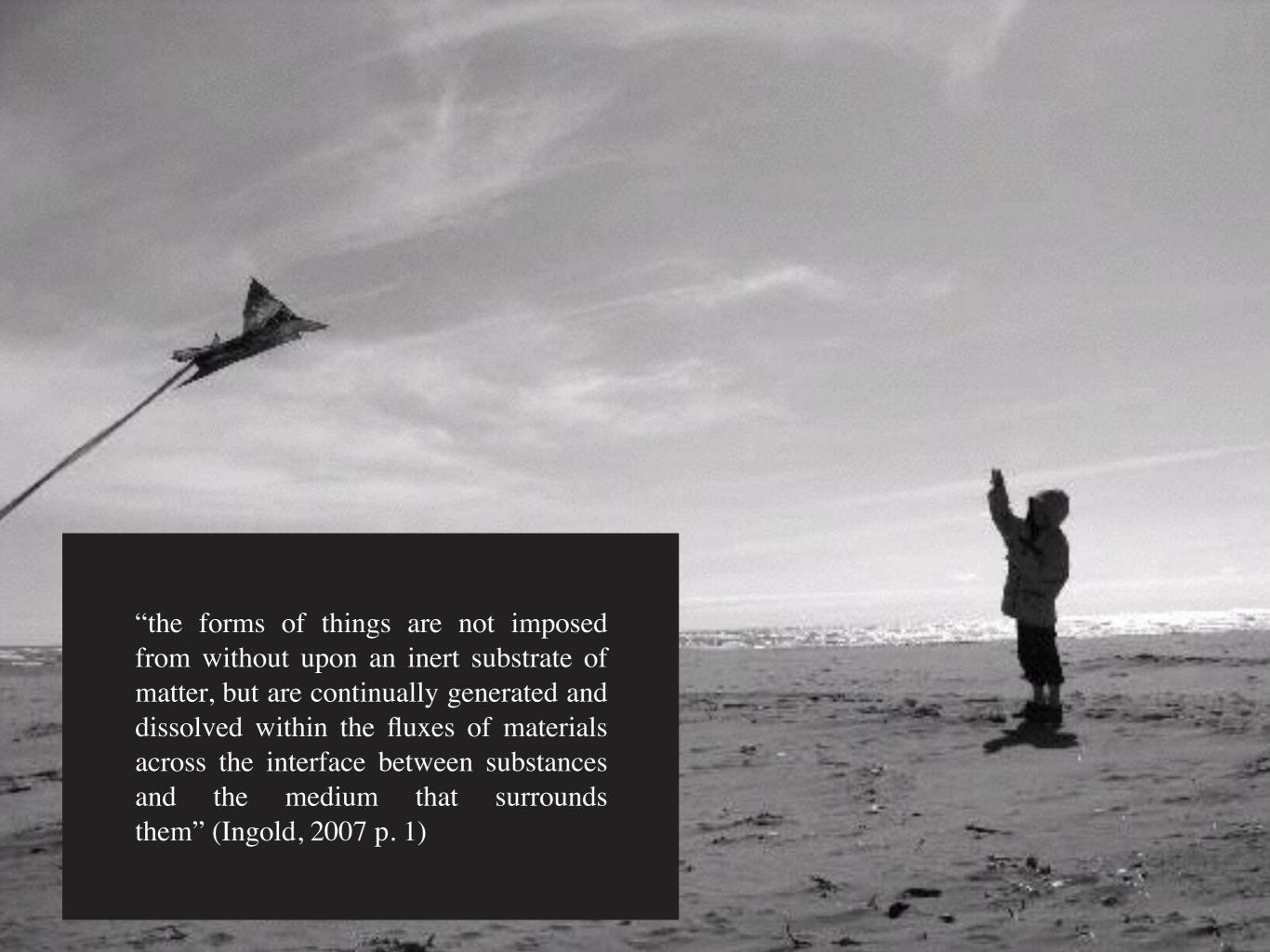




Timothy Ingold

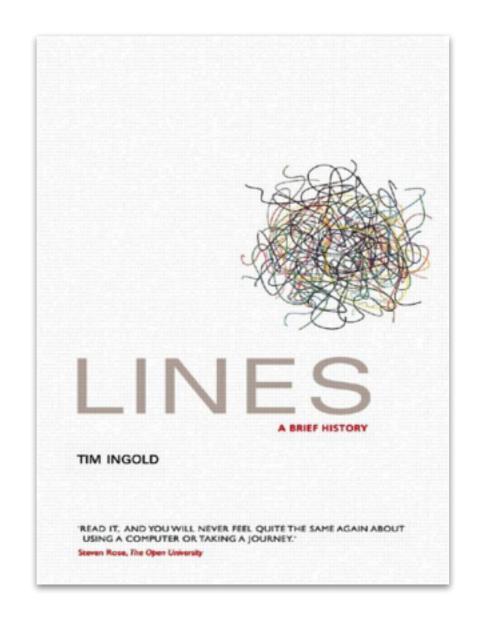
- The hylomorphic model
- The "leaking" of objects





Lines

• "Life is open-ended: its impulse is not to reach a terminus but to keep on going" (Ingold, 2010 p. 10)



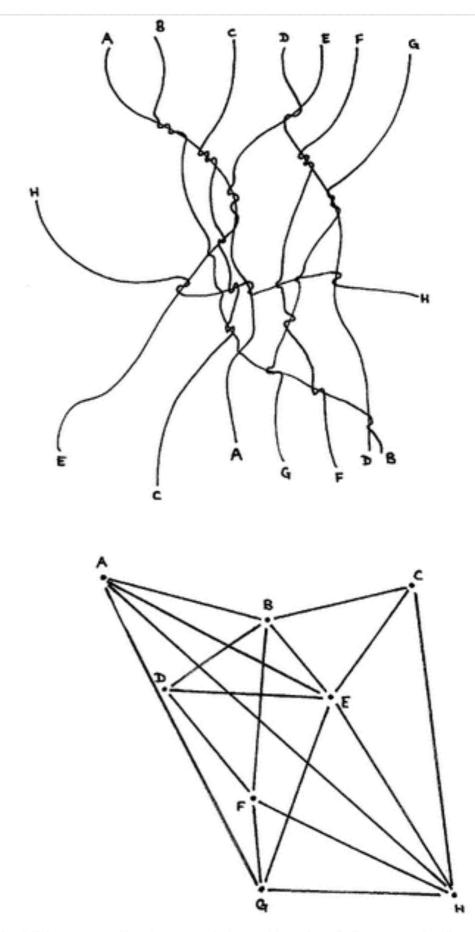


Figure 3.1 The meshwork of entangled lines (above) and the network of connected points (below).







Bruno Latour

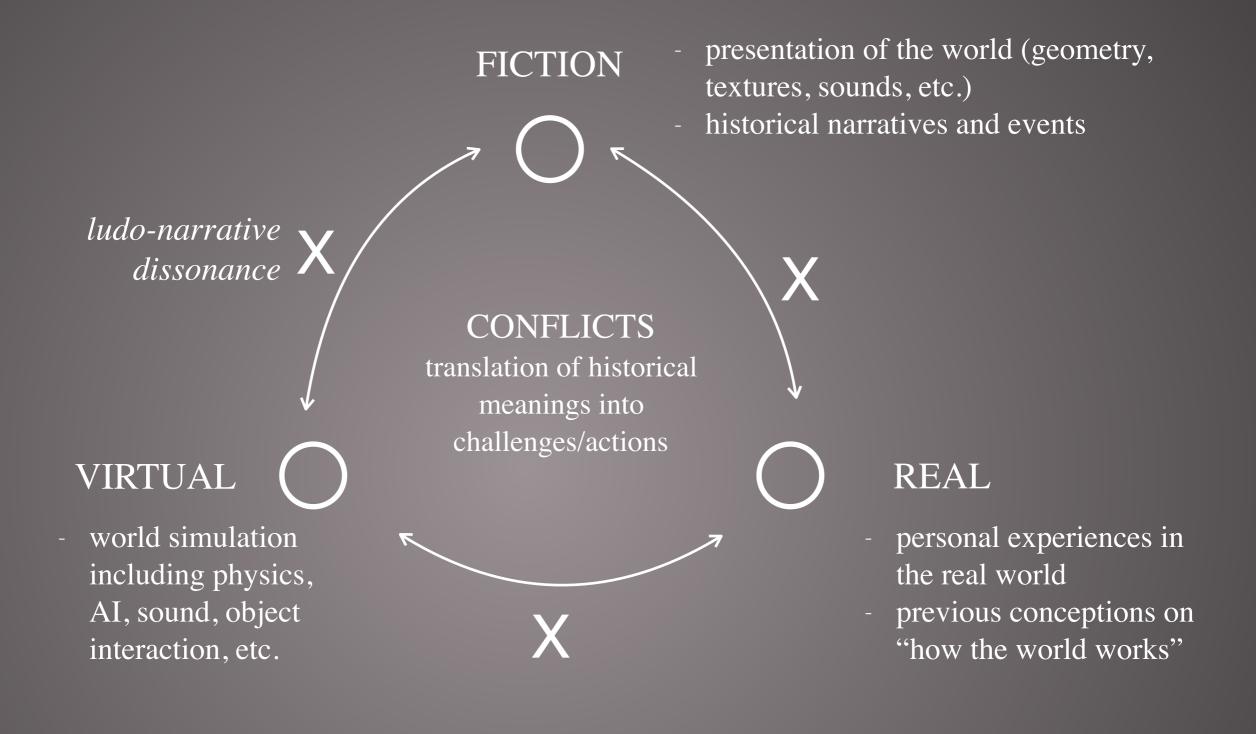
• Actor Network Theory (ANT)



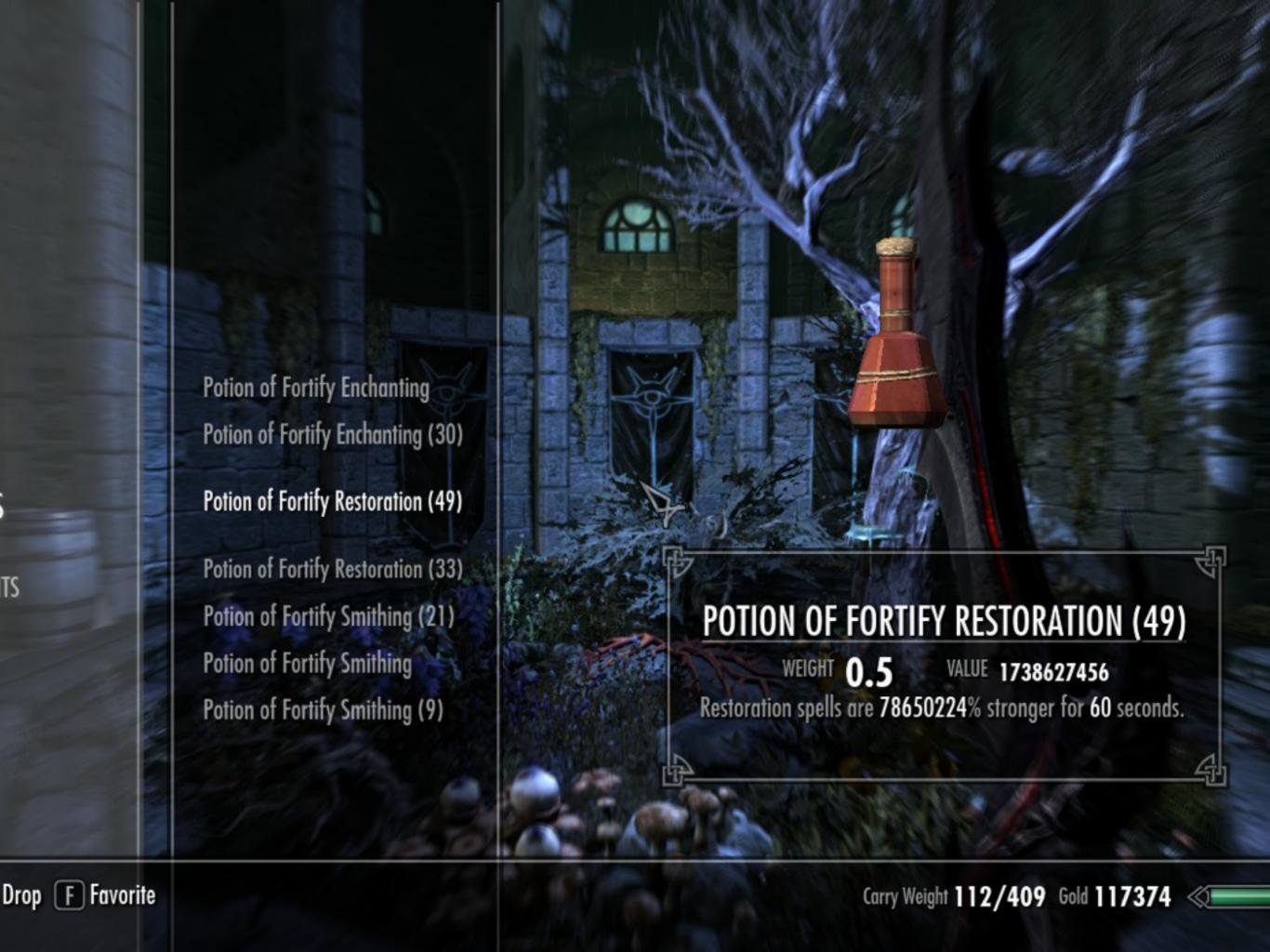




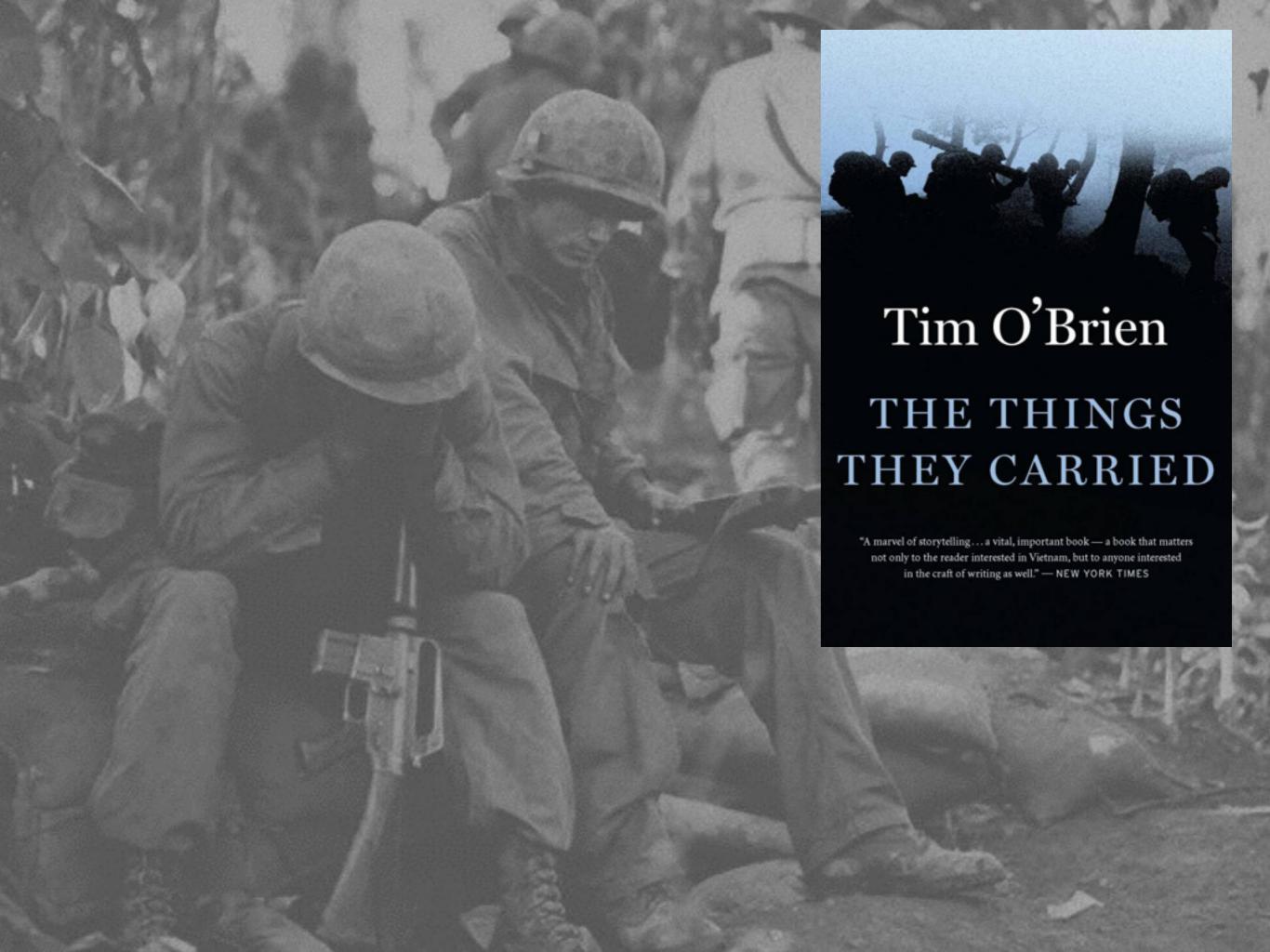
My model













Thanks!