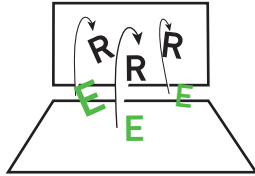


event **E** = an spatio temporal development not influenced by the observer (e.g. things moving around)

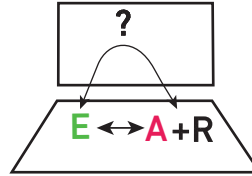
representation **R** = graphics on the video wall or object with sensing capabilities

an agent **A** is a thing designed by us to act. Its form may represent its function

what is an adaequate visualization to support the desired interaction on the platform?



the interaction between the agent is defined by the representation of A



observe the way how E, A and its R influence each other

- design a virtual representation **R**
- define the way how **R** is connected to the behavior **E**
- observe how the perception of **E** is altered by **R**

- choose the form and aesthetics of **A** that it is possible for **E** to understand its function
- make the sensing abilities of **A** obvious
- desing **A** according to the sensing abilities of **E**