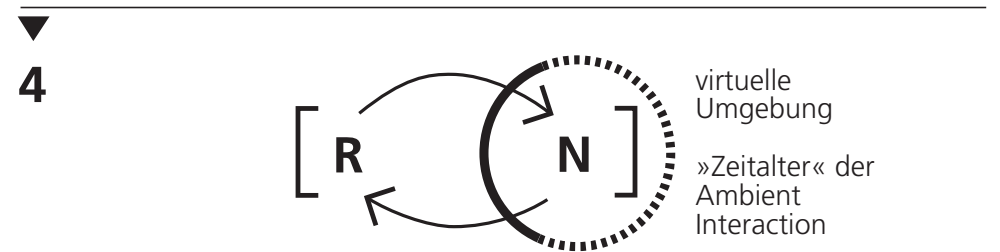
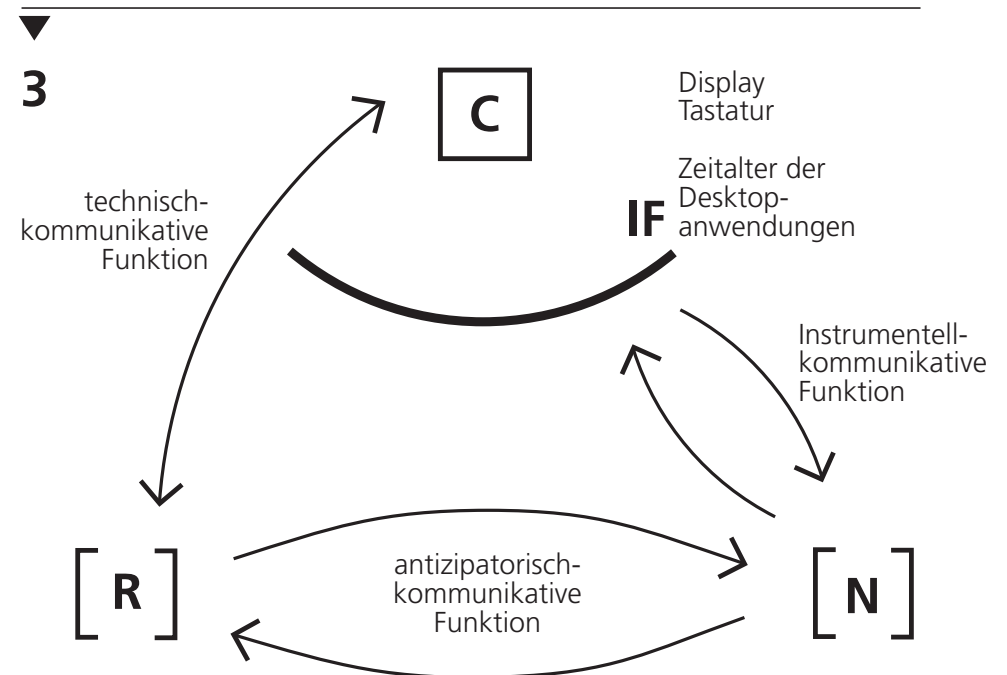
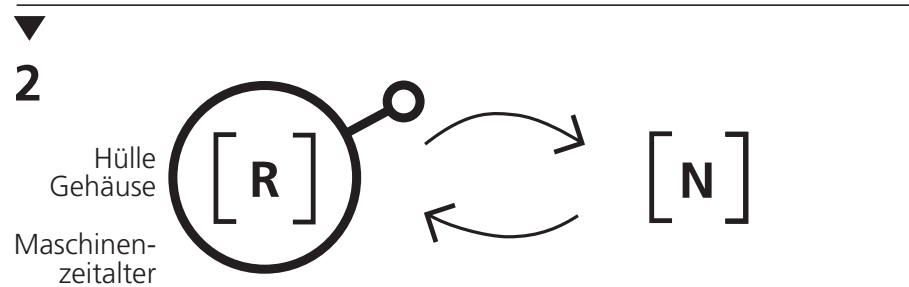
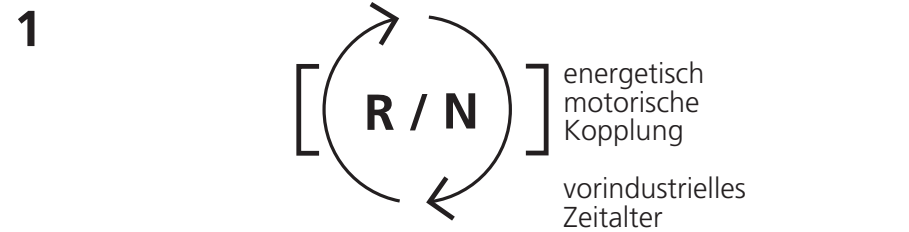


Schemata_Entwicklung des Interfaces

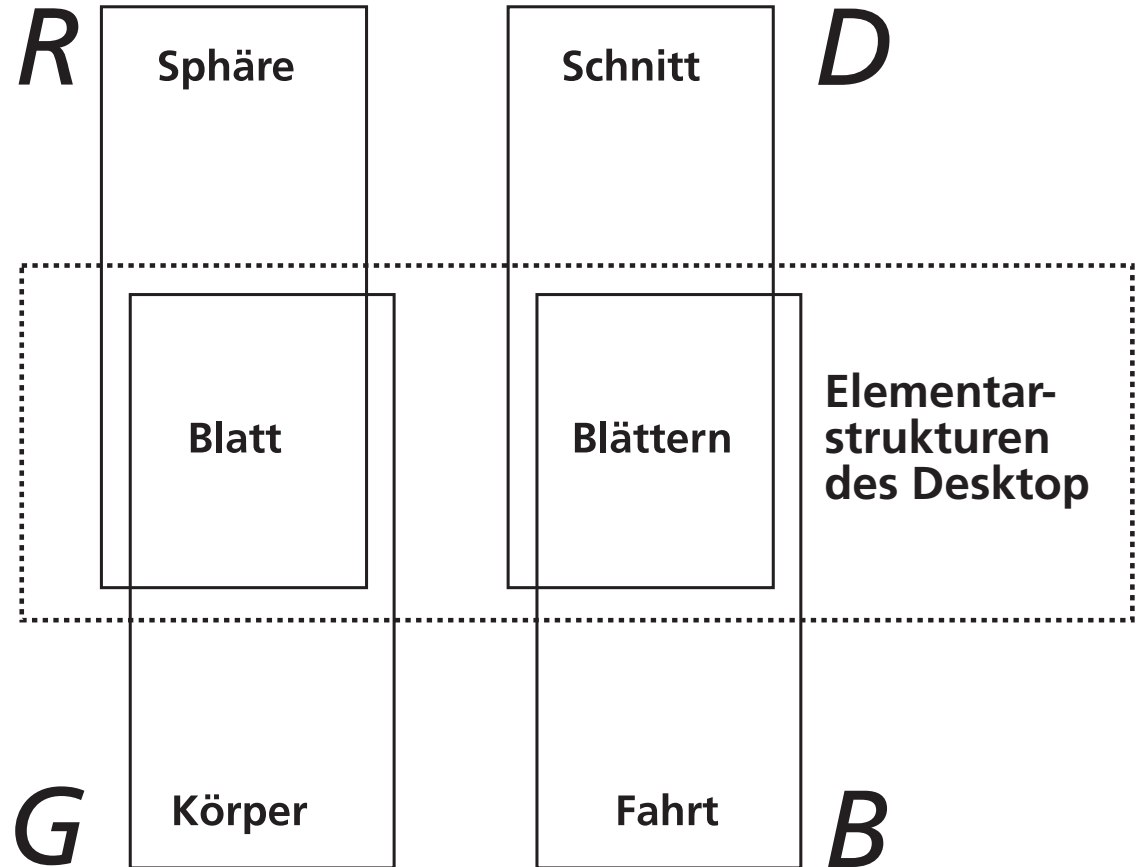
R = Realität / Technik
N = Nutzer
C = Computer
IF = Interface



Schemata_Elementarstrukturen_Konkretionen

RAUM

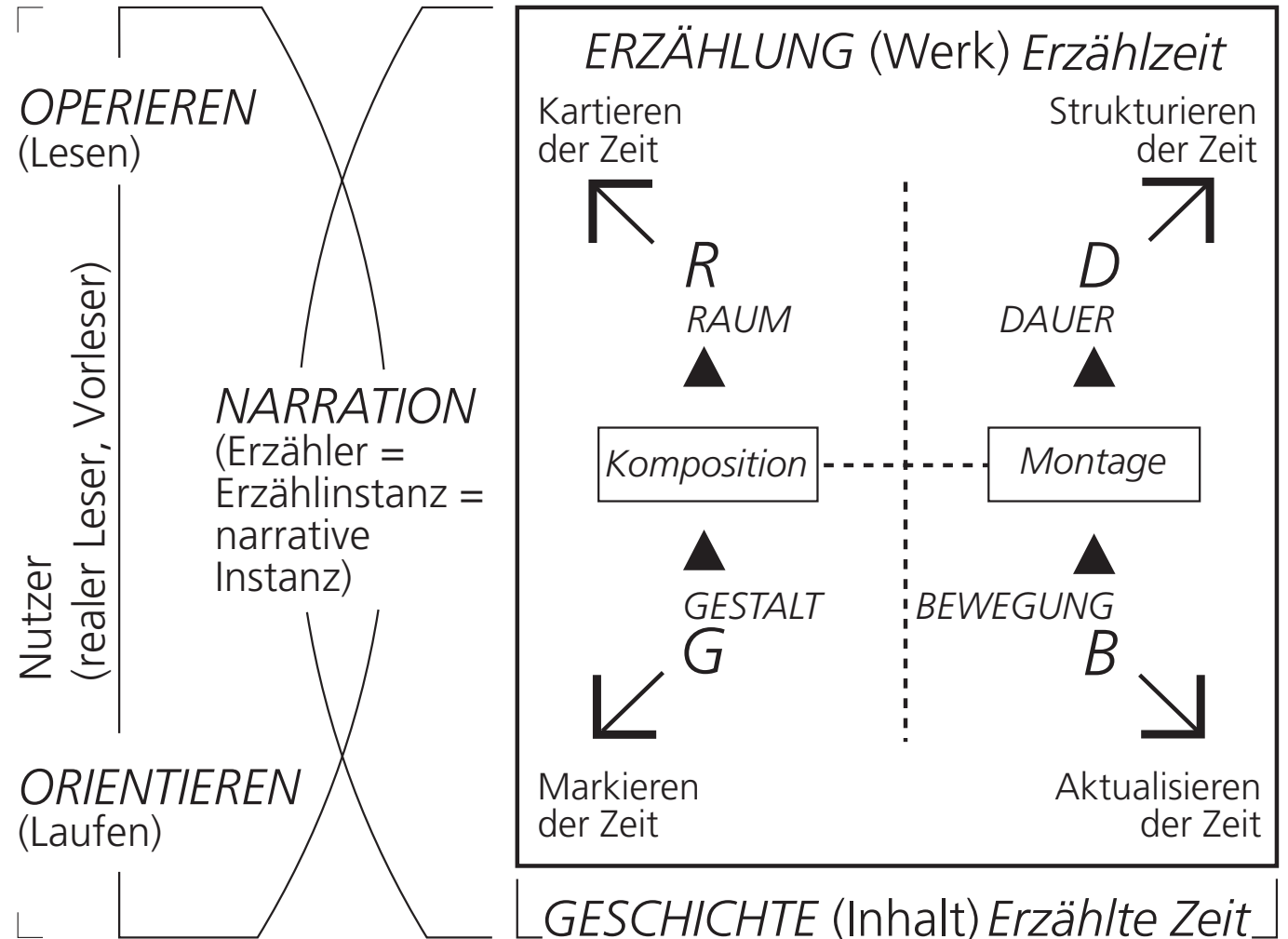
DAUER



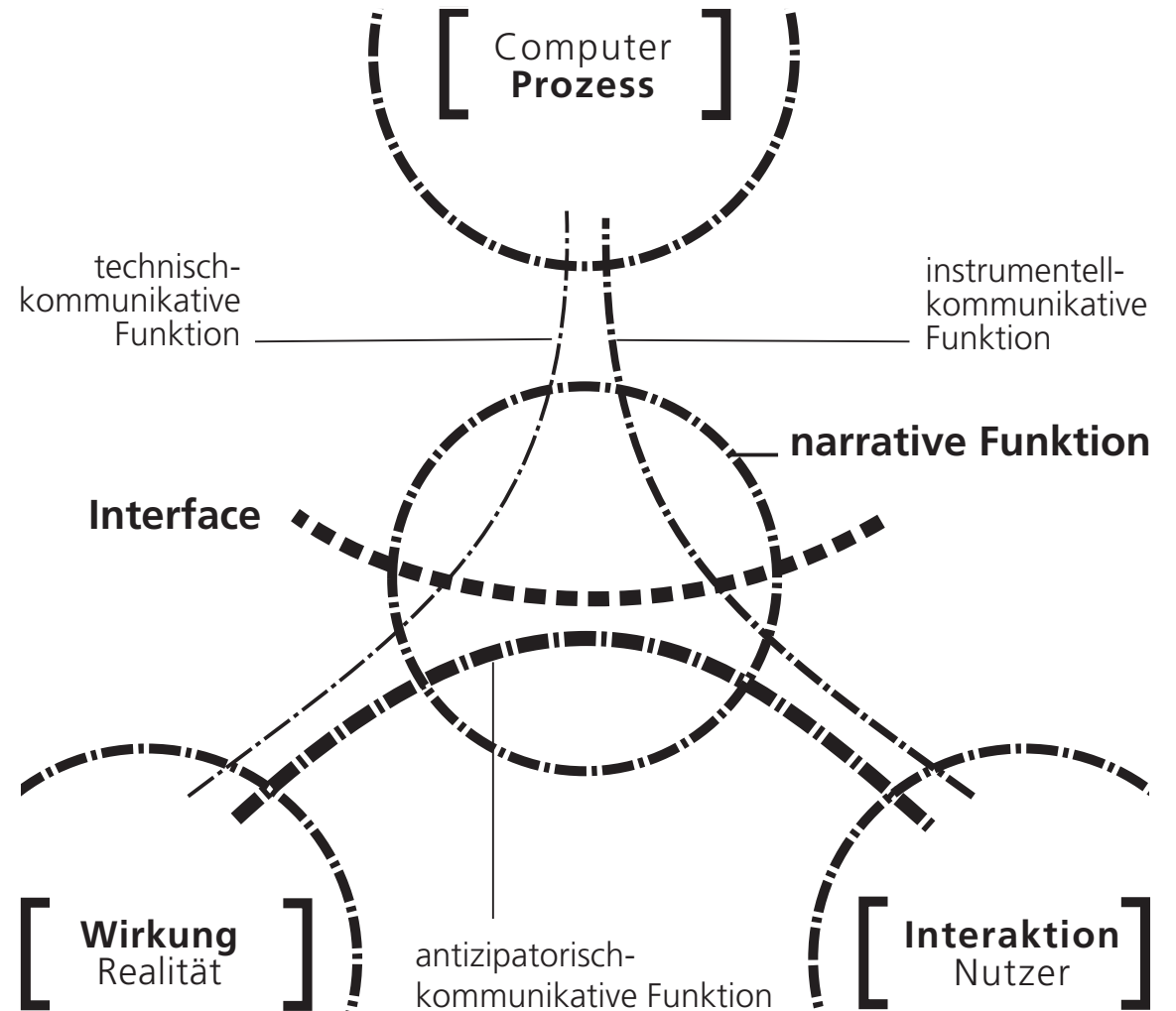
GESTALT

BEWEGUNG

Schemata_Elementarstrukturen_Erzählung



Schemata_narrative Funktion



Schemata_narrative Muster

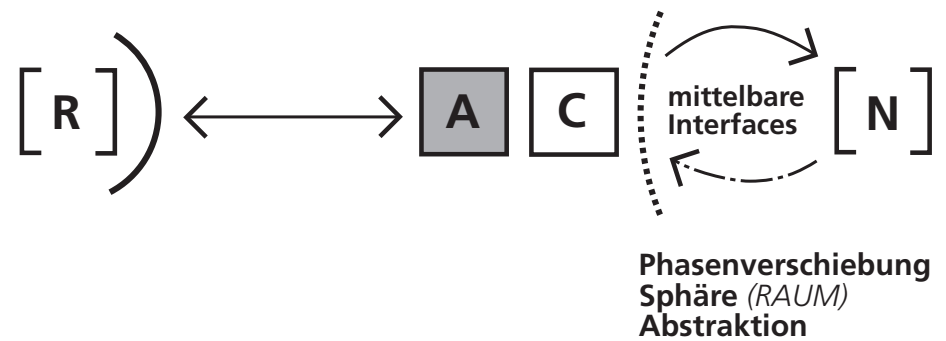
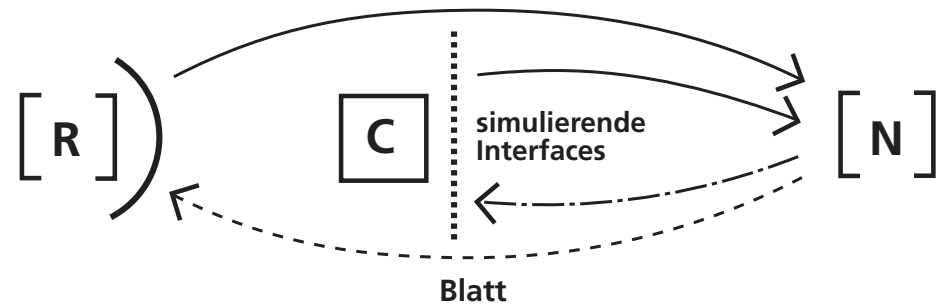
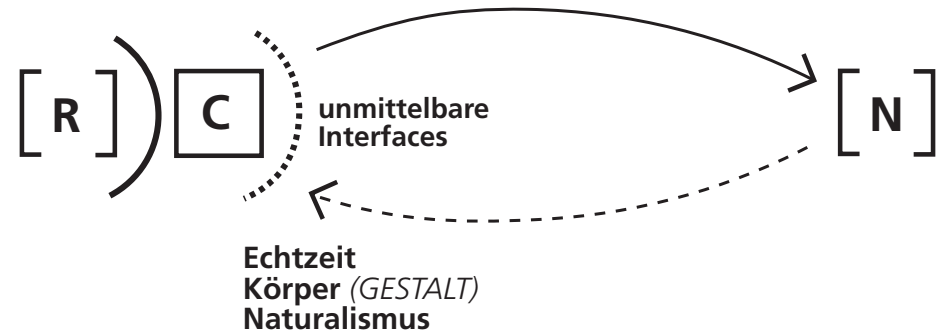
Elementarstrukturen	interaktive Situationen	Interaktionsformen	narrative Muster
<i>RAUM</i>	Offenheit	Suchen	Vervollständigen (Organisieren)
<i>GESTALT</i>	Endlichkeit	Wählen	Erfassen (Markieren)
<i>BEWEGUNG</i>	Gegenwärtigkeit	Folgen	Aufnehmen (Synchronisieren)
<i>DAUER</i>	Unabhängigkeit	Ordnen	Fortführen (Extrapolieren)

Schemata_Interfaceklassen

— . . . interfaceverändernde Handlungen

- - - - - realitätsverändernde Handlungen

A = Automation, C = Computer



Schemata_Gesamtschema

