

The building is the program

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Abstract

We present interaction with a physical building as a hypothetical example of peripheral interaction. The state of the building's windows provides input to an algorithm which produces abstract art as the result of the interaction. This paper assumes the principles of autotopography and Gestalt when considering the use of physical objects for peripheral interaction and computer program definition. By including the Internet of Things in the discussion on peripheral interaction, the latter is no longer constrained to geographically co-located stimuli and responses.