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A relational approach to understanding interactions in interactive art Xu, D.

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Stellingen

Behorende bij het proefschrift

A Relational Approach to Understanding Interactions in Interactive Art

1. Interaction is an inherently relational process; the meaning of an action is determined by both those who are performing it and those who are receiving it. (Chapter 2)
2. Formal interaction modelling tools have a dual character: analytical and generative functions are served across scientific, artistic, and curatorial domains. (Chapter3)
3. In interactive dialogues, actors act and react to each other. In addition, their actions also influence one another thereby creating more complex and interrelated dynamics. (Chapter 4)
4. Without considering the ethical implications of nonhuman participation, more-than-human interactions risk becoming exploitation disguised as inclusion. (Chapter 5)
5. When designing communication networks and interactions with technological systems, both humans and nonhuman life forms can act as mediators.
6. Technological systems themselves can be conceptualised and intentionally designed as active interaction participants.
7. Interactive art expands the creative possibilities of computer-based interactivity, but also challenge the assumptions and biases embedded in the design and development of technological systems.
8. The usefulness of a model lies as much in what it cannot describe as in what it can.
9. We can never truly design *for* the nonhumans, but the attempt is worth a try.
10. Scientific publications often present research as a linear process of hypothesis, experiment, and analysis, while dismissing its inherently iterative and uncertain nature.

Dan Xu

Leiden, October 7, 2025