

Pick one of the four digital properties she defines and write a brief comment, using one of the media works (digital/film/audio) we have used in class as an example.

The digital interface that we played with in class of a coal mine illustrates the participatory digital properties. When the user places his mouse over certain objects in the scene, he hears a sound clip. It isn't until the user has heard several of these clips (order doesn't really matter) before he realizes that what he's hearing are conversations spoken by the miners. Thus, the story develops as the user interacts with the scene. However, the program isn't as participatory as it can be because the audio clips are static and the scene is static. Nothing changes about the program after the user listens to a clip or navigates around the scene. This perhaps makes for a less effective game interface, but it wasn't necessary for what the creators were trying to achieve.

What makes the project highly effective is that the user is placed in a setting that has no identity, so that a variety of possible stories can take place. But by hearing the audio, the user is able to narrow down those choices. The user is brought in context.