mentor's introduction

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Primarily research treating behaviors in the arts has been conducted and presented using methods originated to study behavior in other realms. Most commonly these have been biased toward verbal and quantitative information. This exploratory methodological study utilizes visual dynamic analytic tools to study visual dynamic performance art.

The indexing system and associated sorting techniques which I have designed for use in previous studies relies heavily on computer science and psychology of human visual information processing for its origins. It was designed to utilize human associative abilities for purposes of generating categories, inferences and hypotheses from disparate data while maintaining links to original data and tracing levels of interpretations. The event of low cost digital video and interactive hypermedia systems permitted the design of this study to combine the previously designed indexing and sorting techniques with compatible technology.

This is an initial exploratory study intended only to test the feasibility of these techniques in conjunction with the technology on one example. However, it shows quite exciting promise for extension and refinement. The ability to reconfigure, juxtapose and view various versions of dynamic processes in an interactive manner should prove quite useful in studying visual and performance art processes, classroom interactions, and other similar dynamic human processes. Because analytic research and presentation techniques have been biased heavily toward verbal and quantitative (alphanumeric) information, many aspects of human behavior such as movement, posture and other aspects of nonverbal communication in classroom settings have been less well researched. This omission is particularly critical to the arts which utilize information formats outside of and in addition to the alpha numeric.