

Moo Mapping (a part of internet)

Initial investigations into the realm of the MOO revealed a significant discontinuity between spaces, places, and the entire plane of interaction in general:

discontinuity in the sense of perceivable connections by the user.

It was obvious however, that there existed a high level of connectivity that was hidden, joining all of the elements in a way that was invisible yet integral at the same time. Curiosity about the "virtual" plane and how it related to the electronic backbone of the MOO drove my further investigations.

Object orientation as a programming reality and its possible reconfiguration as a mapping concept drove the later models that I began to envision.

The image below represents the map for a generic type object as it exists in the world of the MOO: a combination of raw code, description and attributes, and human input/preconception. _____

MOO ::: Multiple user domains, designed Object Oriented ::: moos are text-based multiple user environments, or as some call them, virtual communities. They are programmable forums for discussion and text based action, in which you may add and create and dwell within your own rooms, objects, and even verbs. These locales in the cyberworld may seem trivial at first glance but I find that their design approaches form the base of what some call "the new architectural frontier". The hierarchies and attitudes towards certain issues regarding the design of these text-based worlds provide a base for the development of higher level virtual interface design, such as the 3D genre of virtuality we have all been anxiously waiting for.

In this class, Electronic Media 2, taught by Professor Brian Lonsway, we study modes of interface design and their relation to 3D modeling and other subsets of electronic media from a creative standpoint... from these probes and mapping

assignments, we develop our own ideas of what the man-machine relationship should or could be and attempt to delineate the fuzzy border that one extra step.

The following is a probe of the MOO called PCM2 (Post Modern Culture) and parallels other moo environments that are aobject oriented. There are a few different moos out there: you may find links to a few at the bottom of this page. This is a very simple map I have made of the way one manipulates space in the envrironment of the MOO. The underlined words are help

topics available to any user; to list the MOO commands associated with CREATION, type '@help creation'. The output is a list of commands (dig, create, recycle, etc...) which can be @help'd further. The result of 'dig'ing is the formation of a generic room type object with you as the owner. You may name the room, give it a description, establish connections with other rooms in the mud, lock the "doors" of your room in a number of ways.



Defined Space



jump link



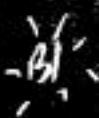
Plane of Occupation



Mood Space



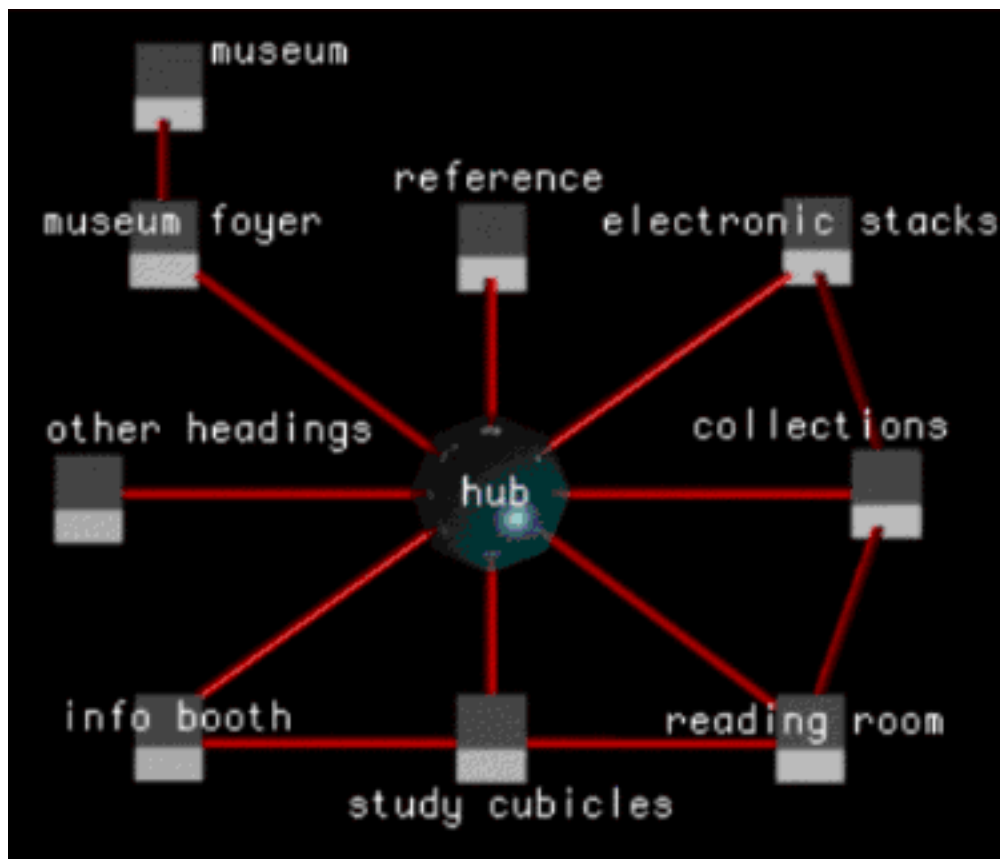
Connections



Capacity

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QUESTION

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ANSWER

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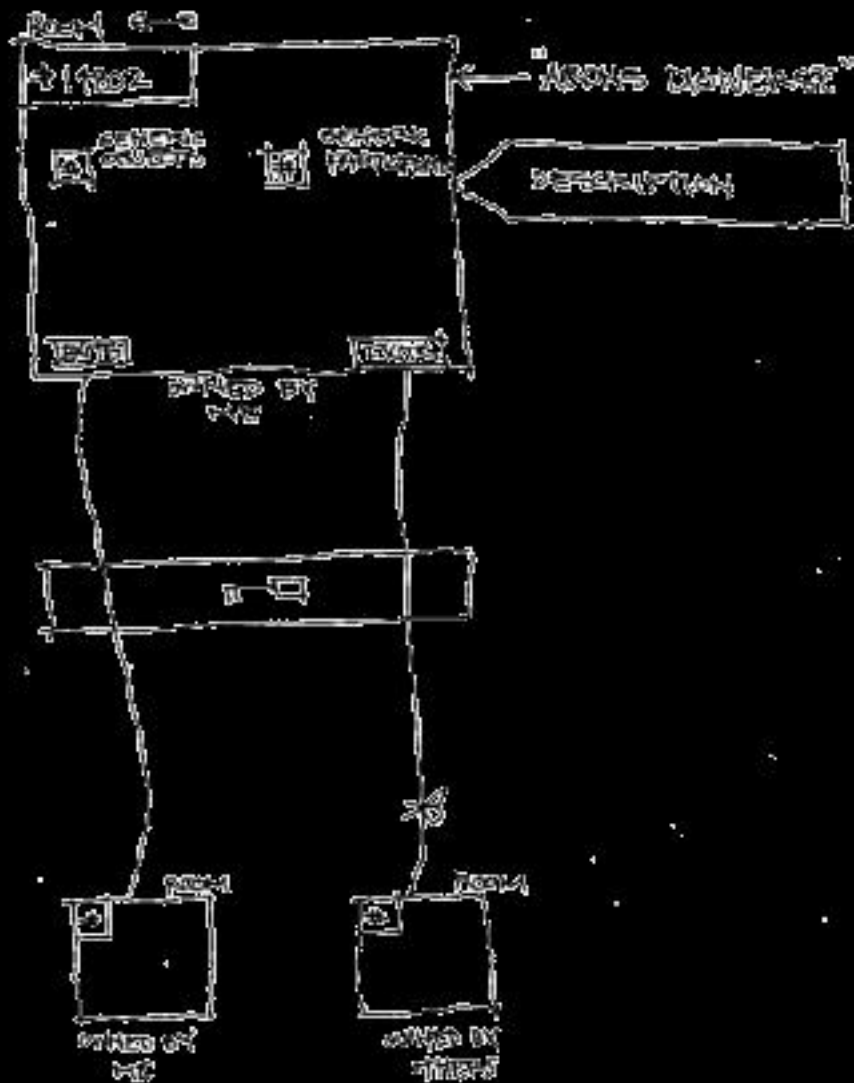
QUESTION

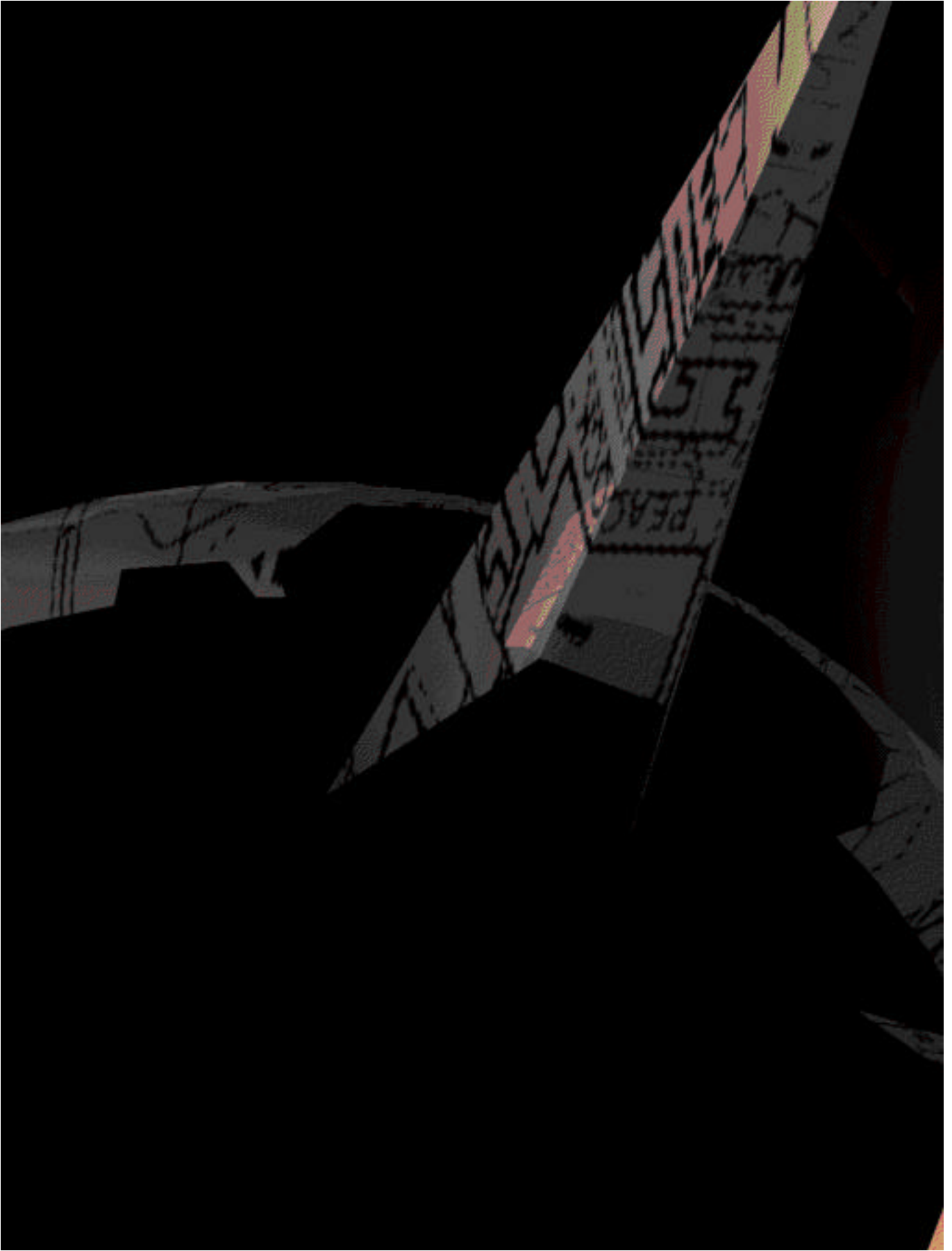
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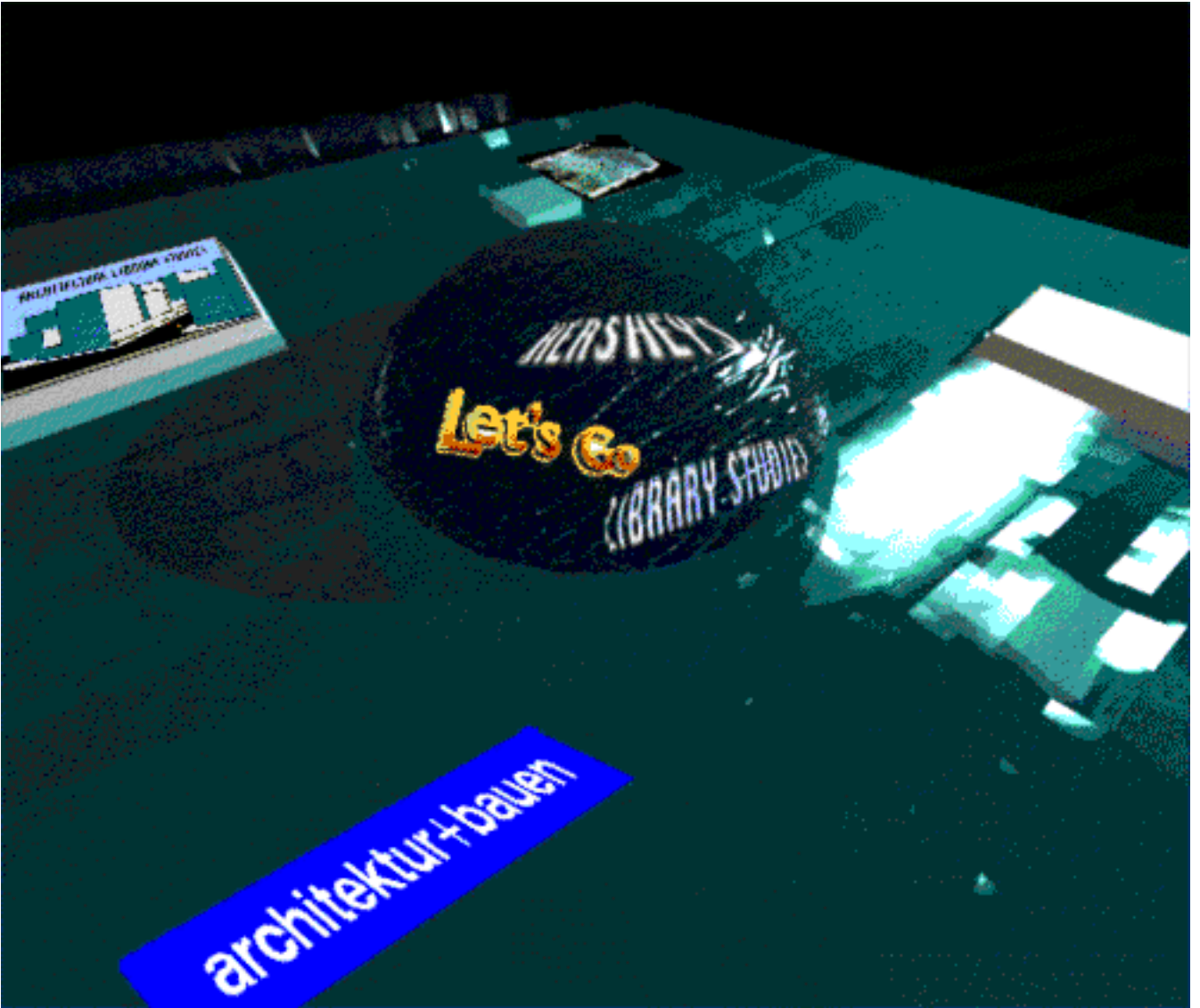
ANSWER

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MAKING YOUR PLACE









Programmed
Code



Human
Prejudice



Object
Attributes
_ Physical Description
_ Forms of Interaction

