What is interactive media art?
What is public art?
What do you think interactivity is about?

1.什么是交互媒体艺术？
我认为交互媒体艺术是关于设计者利用各种综合媒体材料和技术创造的观众体验（情感、信息、感官等等）。尽管，交互媒体艺术的产生源于科学技术的发展，但科技的使用并不是交互媒体艺术的核心。媒体材料在设计者的重新组合下也应该是新的媒体材料。新媒体艺术不能只关注新的技术，更多的是关注如何创造观者新的体验和现有的媒体的发展使用.

What is interactive media art?
I think that the interactive media art is about the designers how to use of various multi-media materials and technology to create an audience experience (emotional, information, sensory, etc.). Although the interactive media art emerged as a result of science and technology development, it's core is not the use of science and technology. When Media materials were recombined by the designers' hands.They also should be considered as new materials. New media art could not only focus on new technology, more were concerned about how to create new Experiences of the viewer and how to develop the use of existing materials.

Fear 9,Sissel Tolaas,Sebsory/Smell Installation

Sound Drawing,Kichul Kim,Graphite Pencil/Paper/Audio Gear

2.什么是公共艺术?
我认为的公共艺术是与观众分享的艺术。它与人们分享公共的空间，并成为周围环境的一部分。公共艺术是开放的，
它不限表现的材料，而且能与观众进行直接的接触。

What is public art?
I think that public art is a art of sharing with the audiences. It is with people to share public space, and become a part of the surrounding environment. Public art is open,It is not limited to, the performance of the materials, and also direct contact with the audiences.

3.我认为什么是交互？
我认为有两方进行信息、认知等的互换就是交互。交互是个广义的词，它包括了交互媒体艺术，也包括了产品的界面和
功能的使用等等。在生活中，发生交互的情况非常的多。例如被闹钟叫起床，微波炉热食物，使用电脑，网站网站，各
种软件、手机、空调和电视机、数码相机、随身听、银行服务的使用等等。但这些交互事件并不都是艺术上的。

What do you think interactivity is about?
I think there are two sides change for information and cognition,that should be considered to be interactivity.Interactivity is word that broad sense,it includes interactive media art, and also includes the product's interface and Function was used and so on. In life, interaction occurs very multiple. Such as being called to wake up by clock, using microwave to heat food,using computers, web sites, each Kinds of software, mobile phones, air conditioners and televisions, digital cameras, music players and the use of banking services and so on. However, these interactivities are not all artistic events.