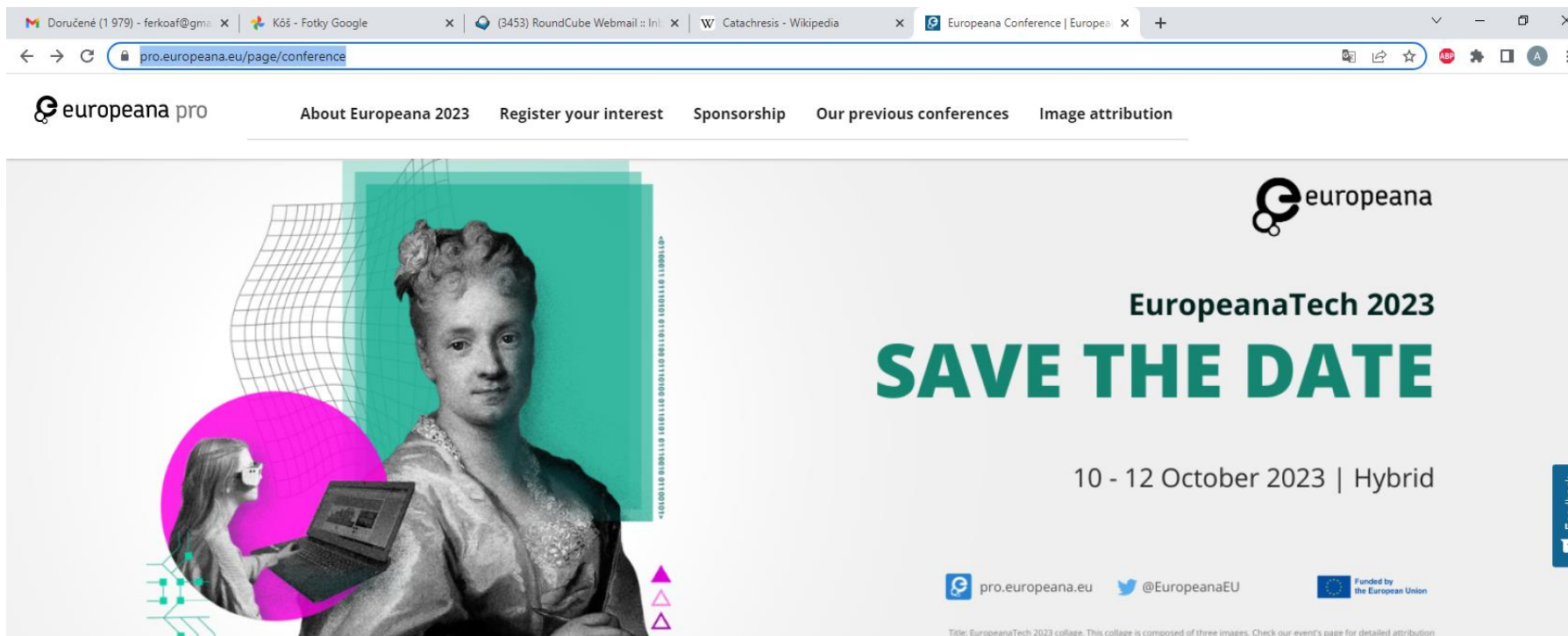


Perspectives of Retrospectives or Europeana Ritual etc.

VDAK @ Comenius University

April 19, 2023, “SVK@matfyz Day”

https://pro.europeana.eu/page/conference



EUROPEANATECH CONFERENCE 2023

We are delighted to announce that EuropeanaTech 2023 will be taking place in The Hague, the Netherlands, from 10 - 12 October 2023

Hi! Could we please enable some additional services for analytics and security? You can always change or withdraw your consent later.


[Let me choose](#)

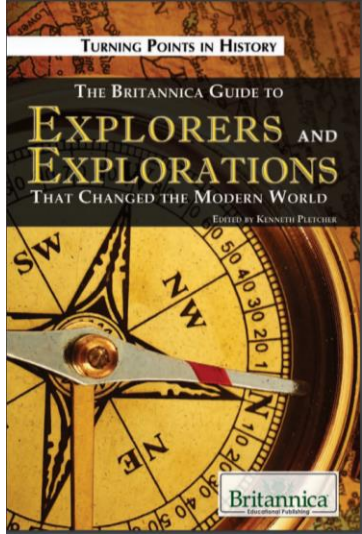
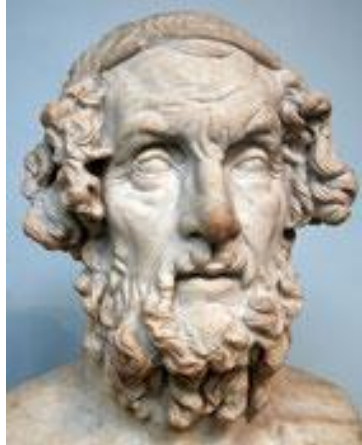
[I DECLINE](#)

[OKAY](#)

is for all tech-minded professionals, developers, researchers and students working in and around digital cultural heritage across the globe. It will be a fantastic opportunity to meet with, learn from and work with your peers, as well as to become part of a community dedicated to Tech in culture, and explore the challenges and opportunities that topics like AI and 3D bring to the digital cultural heritage sector.

Microstory, story, ritual & grand narrative

- MALÍK, B. 2006. OD MÝTU K STORY Zrod, vzostup a pád veľkých príbehov. *Filozofia* 64, 2009/1. [online] <http://www.klemens.sav.sk/fiusav/doc/filozofia/2009/1/45-56.pdf>
- Keywords: Story – Grand narrative – Myth – History – The objective – Ideal – Archetype
- Microstory ~ Use Case (mikropríbeh použitia, napr. v kontextovom diagrame)
- Grand Narrative, 843+ https://upload.wikimedia.org/wikipedia/commons/7/75/Sv_Kiril_Metodij_Zahari_Zograf_Trojanski_mon_1848.jpg
- Used, e.g. by Prof. Homza in a recent series Dejiny Slovenska <https://www.youtube.com/watch?v=8NnHgHlDhk>
- We hypothetise, that there are only three Grand Narratives relevant today
- [As usually with cultural heritage, there is a clash in media <https://fphil.uniba.sk/katedry-a-odborne-pracoviska/ksd/>]
- **1. Holy Bible** etc. - - - very useful for early states
- **2. Homer** etc. - - - very useful for propaganda of Habsburgs et al.
- **3. Hot today**, Kuhn's scientific revolutions, turning points of history, Toffler's 3 waves
- Summary **HO HO HO** by  example of paradoxical use of Homer heritage: cartoon by Matt Groening

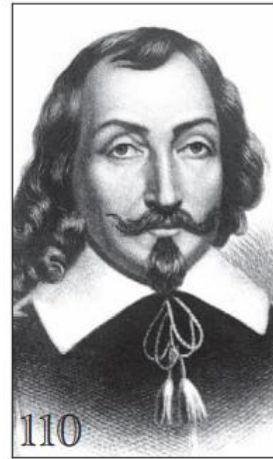


CONTENTS

Introduction	12
CHAPTER 1: EARLY EXPLORERS	21
Exploration of the Atlantic Coastlines	22
<i>Hanno</i>	23
<i>Pytheas</i>	24
Erik the Red	25
Lief Eriksson the Lucky	26
Vinland	27
Persian and Roman Explorations	29
<i>Pillars of Heracles</i>	30
East-West Contact in Eurasia	32
Travels of Ibn Battūtah	33
Travels of Marco Polo	39
<i>Silk Road</i>	42
<i>Zheng He</i>	45
CHAPTER 2: THE AGE OF DISCOVERY	48
The Sea Route	
East by South to Cathay	50
Bartolomeu Dias	
and the Cape of Good Hope	51
Vasco da Gama and the Route to India	53
The First Voyage	54
The Second Voyage	56
The Third Voyage	57
Columbus's Voyages	
to the New World	58
Preparation for the First Voyage	59
The First Voyage	61
The Second and Third Voyages	64
The Fourth Voyage	
and Final Years	69
<i>Columbus's Journals</i>	73
Vespucci's Travels to South America	74
<i>Vespucci's Namesake</i>	76
Magellan and the	
Circumnavigation of the Earth	77



Allegiance to Spain	79
Discovery of the	
Strait of Magellan	80
Circumnavigation of the Globe	81
<i>Strait of Magellan</i>	82
CHAPTER 3: COLONIAL EXPLORATION OF THE NEW WORLD	83
Spain: The Conquests	83
Balboa Reaches the Pacific	85
Cortés and the	
Conquest of the Aztecs	87
<i>Cocolate</i>	92
Francisco Pizarro and the	
Conquest of the Incas	93
<i>Francisco de Orellana</i>	96
De Soto and the Discovery	
of the Mississippi River	97
Coronado's Expeditions in	
Southwestern North America	99
Juan Ponce de León: Florida	
and the Fountain of Youth	101
<i>St. Augustine</i>	102
France in North America	104
Verrazzano's Exploration	
of the Eastern Coast	105
Cartier's Exploration	
of the St. Lawrence River	106
<i>The St. Lawrence River</i>	
and <i>Seaway</i>	108
Samuel de Champlain	109
<i>Quebec</i>	112
La Salle's Exploration	
of the Interior	115
<i>Jolliet and Marquette</i>	118
CHAPTER 4: JOURNEYS OF INQUIRY	120
Tasman's Discoveries	
in the South Pacific	122
<i>Dutch East India Company</i>	124



Drake's Circumnavigation	125
<i>Drake Passage</i>	128
La Pérouse and Dumont D'Urville's	
Explorations of the Pacific	129
<i>La Perouse Strait</i>	131
Voyages of James Cook	131
Early Career	132
Voyages and Discoveries	132
<i>Georg Forster</i>	135
Humboldt's Exploration	
of South America	135
<i>Peru Current</i>	138
Into the Heart of Africa	139
Livingstone's Journeys	
into the Continental Centre	140
Stanley's Explorations	147
<i>Victoria Falls</i>	148
<i>Ituri Forest</i>	153
Richard Burton	
and the Source of the Nile	156
<i>Lake Victoria</i>	158
CHAPTER 5: ARCTIC EXPLORATION	160
English and Dutch Exploration of	
the Eurasian Arctic	160
Hudson's Expeditions	162
The Search for the	
Northeast Passage	163
The Voyage to Hudson Bay	165
Early Russian Exploration	166
Conquest of the Northeast Passage	170
The Northwest Passage	173
19th Century	
Attempts at the Passage	175
Traverses of the	
Northwest Passage Since 1900	181
The North Pole	181
The Fram Expedition	183
<i>Fridtjof Nansen</i>	185
The Race for the Pole	186
<i>Matthew Henson</i>	190
<i>Nautilus and Skate</i>	193



World Map 1506, British Museum... Peary 1890s

Scientific Exploration	194
Svalbard	194
The Russian Arctic	195
Greenland	197
The North American Arctic	199
The Arctic Ocean	202

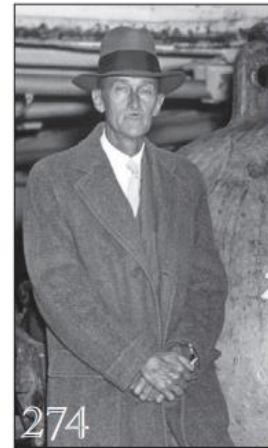
CHAPTER 6:	
EXPLORATION OF ANTARCTICA	205
Voyages of Bellingshausen, Bransfield, and Palmer	206
<i>Palmer Land</i>	207
Voyages of Dumont d'Urville, Wilkes, and Ross	208
<i>Ross Ice Shelf</i>	209
The "Heroic Age" of Exploration	211
Discovery of the Antarctic Poles	212
<i>South Pole</i>	213
Shackleton and Scott's Ill-Fated Attempts	213
Amundsen's Successful Expedition	217
Exploration Since 1920	219
<i>Ann Bancroft</i>	220
Technological Advancements in Exploration	220
<i>Little America</i>	224
National Rivalries and Claims	224
Scientific Exploration	228
The Development of the IGY	229
Post-IGY Research	231

CHAPTER 7:	
THE QUEST FOR EVEREST	235
Early Expeditions	235
Attempt of 1922	237
Attempt of 1924	238
Attempt of 1933	240
Reconnaissance of 1935	241
Attempts of 1936 and 1938	241
<i>Royal Geographical Society</i>	242



Golden Age of Everest Climbs	243
Spring Attempt of 1952	243
Autumn Attempt of 1952	244
The Historic Ascent of 1953	245
Everest-Lhotse, 1956	248
Attempts of 1960	248
The U.S. Ascent of 1963	249
The Indian Ascent of 1965	250
Developments 1965 to 1980	250
The Southwest Face	251
The First Ascent by a Woman	252
The West Ridge Direct Ascent	253
Climbing Without Supplemental Oxygen	253
The North Approach	255
The 1980s	256
First Solo Climb	256
Further Exploration from Tibet	257
Developments in Nepal	258
The End of an Era	259
Notable Climbers	260
George Mallory	261
John Hunt	262
Edmund Hillary	263
Tenzing Norgay	265
Reinhold Messner	266

CHAPTER 8: REACHING FOR GREAT HEIGHTS AND DEPTHS	268
Auguste Piccard and Early Ascents into the Stratosphere	268
Subsequent Stratospheric Flights	270
Superpressure Balloons	271
Introduction of the Bathysphere	273
<i>William Beebe</i>	273
Auguste Piccard and the Development of the Bathyscaphe	275
<i>Jacques Piccard and the Mesoscaphe</i>	276
<i>Mariana Trench</i>	278



CHAPTER 9: NOTABLE ARCHAEOLOGICAL FINDS	279
Pompeii	279
History	280
History of Excavations	282
Description of the Remains	283
Influence on European Culture	286
Importance as Historical Source	287
<i>Giuseppe Fiorelli</i>	289
Troy	290
Geography	290
Archaeology	291
<i>Heinrich Schliemann</i>	293
<i>Wilhelm Dörpfeld</i>	295
Knossos	296
History	297
Palace of Minos	298
<i>Sir Arthur Evans</i>	300
Machu Picchu	301
Site and Excavation	302
Architecture and Tourism	304
<i>Hiram Bingham</i>	307
Valley of the Kings and Tutankhamen	308
Valley of the Kings	309
Tutankhamen and His Tomb	310
<i>Howard Carter</i>	314
Easter Island	316
Archaeology	316
<i>Thor Heyerdahl and the Kon-Tiki</i>	320
Olduvai Gorge	321
The Fossil Beds	322
<i>The Leakey Family</i>	323
<i>National Geographic Society</i>	325
Glossary	328
For Further Reading	330
Index	333

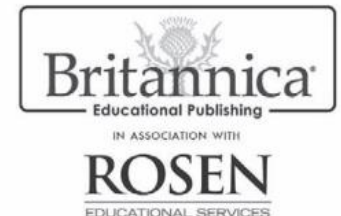
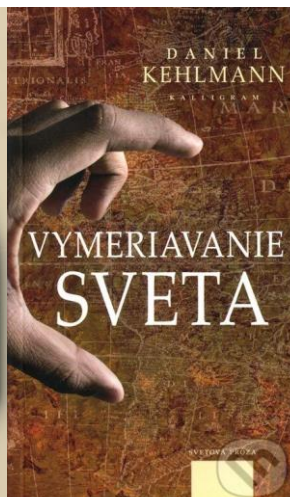
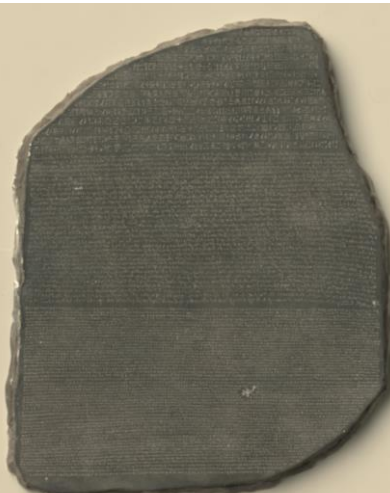
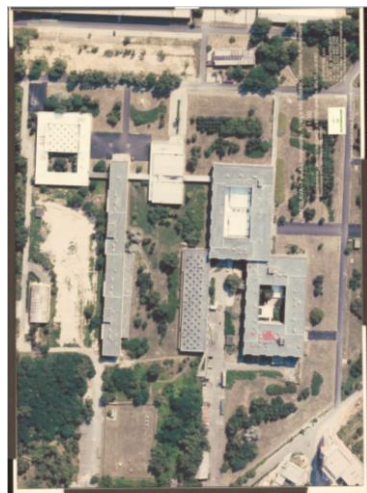


... Machu Picchu. © Digital Vision/Getty Images, Moai statues on Easter Island. © Goodshoot/Jupiterimages
 "Bolo nas jedenast..."




"explorers and explorations that changed the modern world"

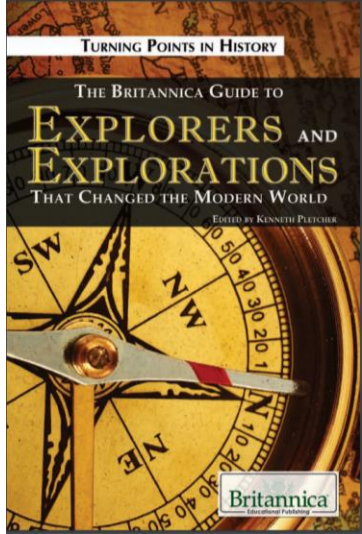
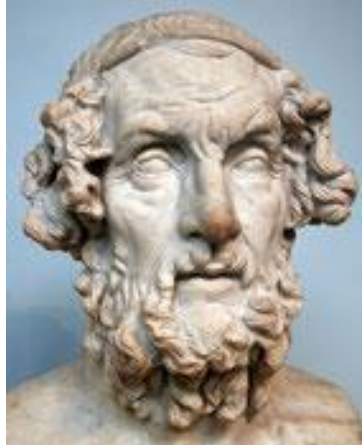
- “Few things have changed the world as much as exploration. The discoveries made by explorers through the ages have altered the culture, commerce, and geopolitical landscape of nations. Exploration has opened markets to new products and led to the cross-fertilization of philosophies and ideas. By climbing the highest mountains and fathoming ocean depths explorers have increased our knowledge of the natural world. Venturing into uncharted territory, they have opened the door to new possibilities and paved the way for progress.”
 - *The Britannica guide to explorers and explorations that changed the modern world / edited by Kenneth Pletcher*
- **Descartes** famously postulated two kinds of "substance" in the universe, **res extensa** and **res cogitans**.
- **Kehlmann, Textorisova, logo Britannica... CRUSE lab from above, Rosetta... Humboldt ext. Gauss cog.**





Microstory, story, ritual & grand narrative

- MALÍK, B. 2006. OD MÝTU K STORY Zrod, vzostup a pád veľkých príbehov. *Filozofia* 64, 2009/1. [online] <http://www.klemens.sav.sk/fiusav/doc/filozofia/2009/1/45-56.pdf>
- Keywords: Story – Grand narrative – Myth – History – The objective – Ideal – Archetype
- Microstory ~ Use Case (mikropríbeh použitia, napr. v kontextovom diagrame)
- Grand Narrative, 843+ https://upload.wikimedia.org/wikipedia/commons/7/75/Sv_Kiril_Metodij_Zahari_Zograf_Trojanski_mon_1848.jpg
- Used, e.g. by Prof. Homza in a recent series Dejiny Slovenska <https://www.youtube.com/watch?v=8NnHgHlDhk>
- We hypothetise, that there are only three Grand Narratives relevant today
- [As usually with cultural heritage, there is a clash in media <https://fphil.uniba.sk/katedry-a-odborne-pracoviska/ksd/>]
- **1. Holy Bible** etc. - - - very useful for early states [Rastislav invited, see clash by Homza]
- **2. Homer** etc. - - - very useful for propaganda of Habsburgs et al. [Danubiana by Winder]
- **3. Hot today**, Kuhn's scientific revolutions, turning points of history, Toffler's 3 waves [99]
- Summary **HO HO HO** by  example of paradoxical use of Homer heritage: cartoon by Matt Groening

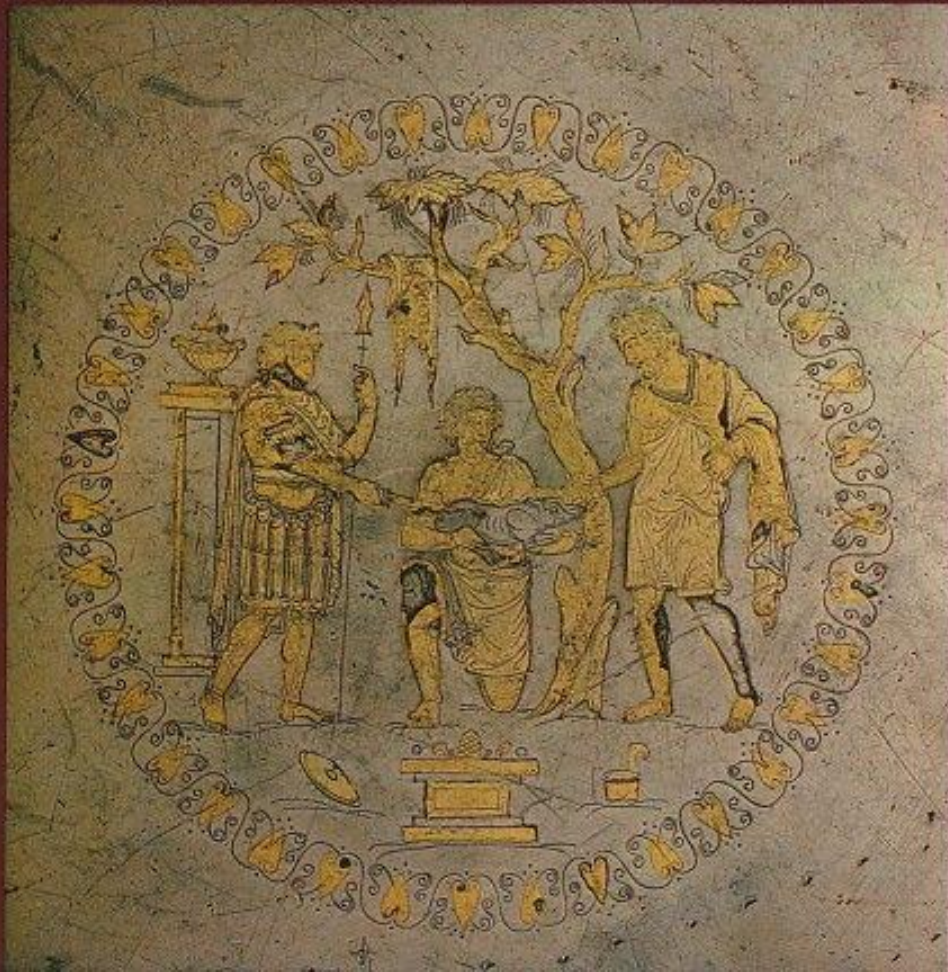


JÁN DEKAN

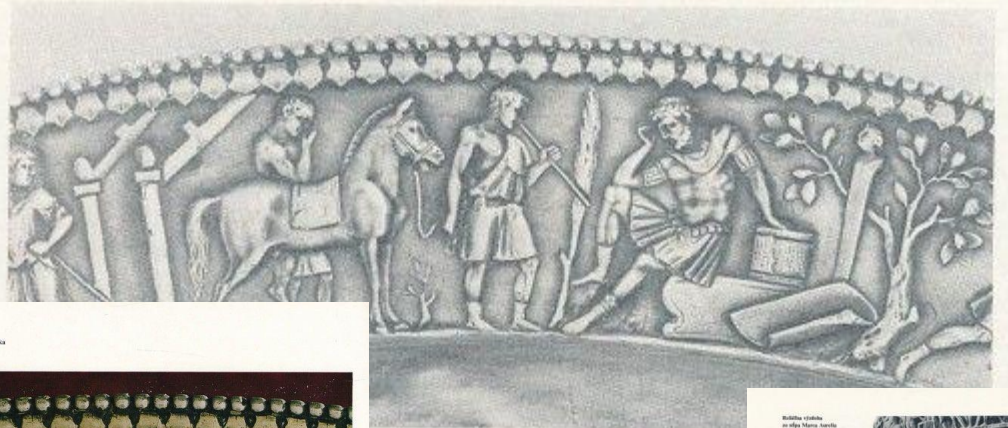
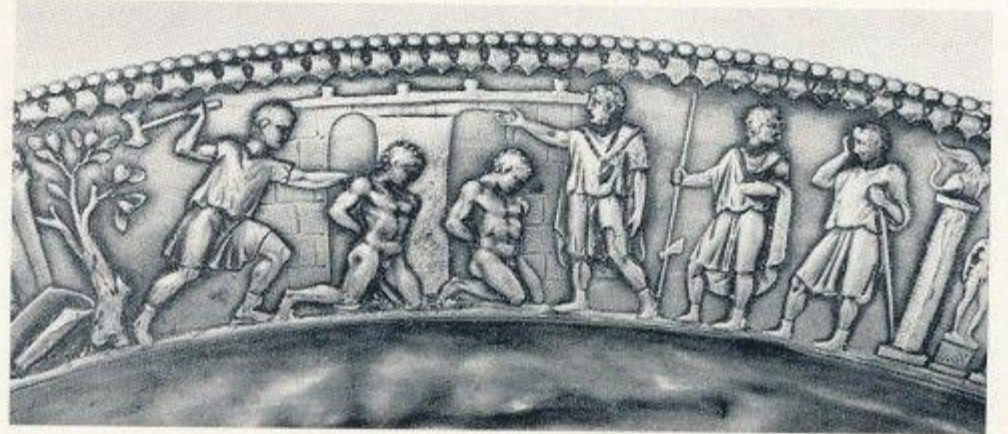
APOTEÓZA SLOBODY

NA ANTICKEJ MISE ZO STRÁŽÍ

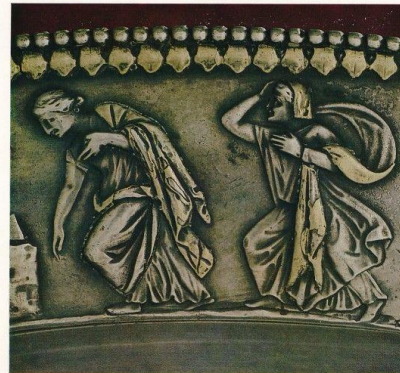
TATRAN



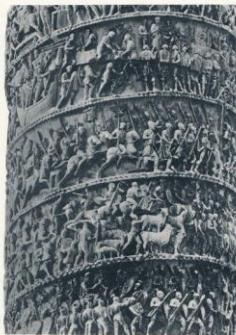
9. Brutus-Státnik dáva povel na popravu vlastizradných synov.



X. Mäta a slika



Kilika, vlna
v dnu Mäta, vlna
vlna 180-190



Ilustroval: cb. Fotografie
NEPRAVDA

Dekan Ján

Apoteóza slobody na antickej mise zo Stráží

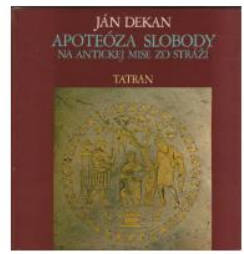
objednávkový kód	0034098
vydavateľ	Tatran, Bratislava
rok	1979
jazyk	slovenský
druh väzby	Originál plátená ilustrovaná
obálka	✓
počet strán	64
anotácia	neuvedené



hľadám ...

Apoteóza slobody na antickej mise zo Stráží

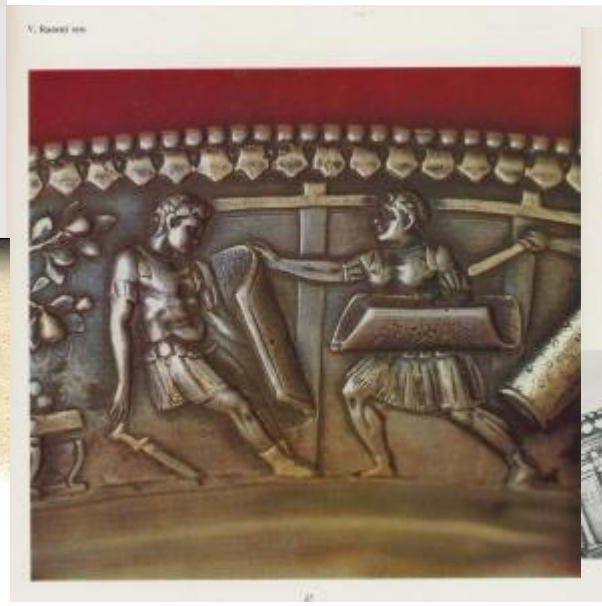
autor: Dekan Ján



žáner: Antika
 autor: Dekan Ján
 vydavateľstvo: Tatran
 ilustroval: čb. fotografie
 rok vydania: 1979
 jazyk: sk.
 počet strán: 60
 väzba: Pevná
 prebal: má
 stav: opotrebovaný prebal
 kusov na sklade: 1

cena: 7.50 €

PRIDAŤ DO KOŠÍKA





- Ján DEKAN
- Miracle Rain
- Aurelius
- „Movies“

RoundCube Webmail :: Welcome x | Doručené (1 984) - ferkoaf@gma x | G izabela textorisova - Vyhľadávani x | G danubiana book - Hľadať Googl x | G miracle rain roma - Vyhľadávani x

google.com/search?q=miracle+rain+roma&tbm=isch&ved=2ahUKEwiA8bX7Jlv-AhWZnycCHbszA48Q2-cCegQIABAA&oeq=miracle+rain&gs_lcp=CgNpbWcQARgBMgQlIxAnMgQlIxAnMgclABCABBATMgclABC...

Google

Q Všetko **Obrázky** Videá Správy Mapy Viac Nástroje

Zberky Bezpečné vyhľadávani

roman army marcomannic wars marcomannic war roman empire thundering legion roman sculpture marco aurelio column trajan's column

Flickr The Rain Miracle depicted on the Column ...
Livius.org Rome, Column of Marcus Aurel...
Richard Carrier The Rain Miracle of Marcus Aurelius: A ...
Alamy Rome. Italy. Column...
IMPERIUM ROMANUM Known and unknown Marcomannic Wars: 'Mirac...
Flickr The Miracle of the Rain: Column of Mar...

IMPERIUM ROMANUM Known and unknown Marcomannic Wars: 'Miracle of r...
Early Church History Miraculous Rain Event
Early Church History Rain Miracle Scene.j...
Blog to the Past - Brick to the Past Blog to the Past - Brick to the Past
Visual Arts Cork Roman Art: Origins, Histo...
Roma Numismatics Historic Articles - Roman Empire, Marcus Aurel...

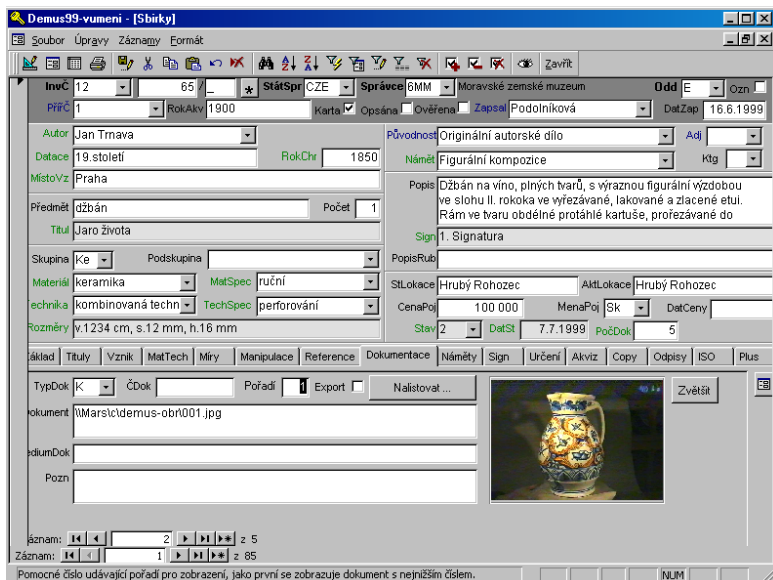
Amazon.com: Na sklade Marcus Aurelius' Rain Miracle and the Marcomannic Wars
Ancient Rome Live Ancient Rome Live | ...
History in 3D Column of Marcus Aurelius reconstruction...
History and Headlines June 11, 173: The Miracle of the Rain saves ...
Wikipedia Marcomannic Wars - Wikipedia
RomanCoinShop.com Marcus Aurelius - Sestertius rain miracle! (O2286) - ...

What we have observed up to now? Next step

- Three grand narratives in general (GN1, GN2, GN3 in EU)
- Very fast movie in 11 frames and many millenia (illustrated book TOC, GN3)
- More detailed movie in 12 acts explained in a twofold way, CW, CCW (bowl, GN2)
- The oldest depicted story in Slovakia, public in Rome, hidden here (in SNM, GN1?)
- For a professional presentation **of any theme (GN1-3)** we need
- **data**, e.g. CRUSE scanner@matfyz
- **metadata**, we guessed, but how the ontology for Movio? CIDOC CRM
- **money** - - - how to write and win a project?

CIDOC CRM

- The **CIDOC Conceptual Reference Model (CRM)** provides an extensible **ontology** for **concepts** and **information** in **cultural heritage** and **museum documentation**. (https://en.wikipedia.org/wiki/CIDOC_Conceptual_Reference_Model)
- It is the **international standard (ISO 21127:2014)** for the controlled exchange of cultural heritage information. **Galleries, libraries, archives, museums (GLAMs)**, and other cultural institutions are encouraged to use the CIDOC CRM to enhance accessibility to museum-related information and **knowledge**.



Z. Lenhart, Brno, CZ preklad:
DEMUS >> CIDOC CRM

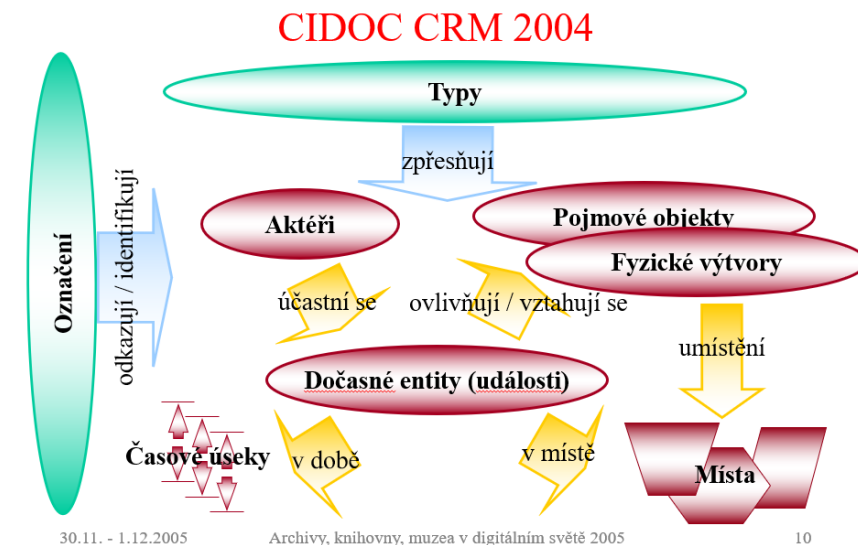
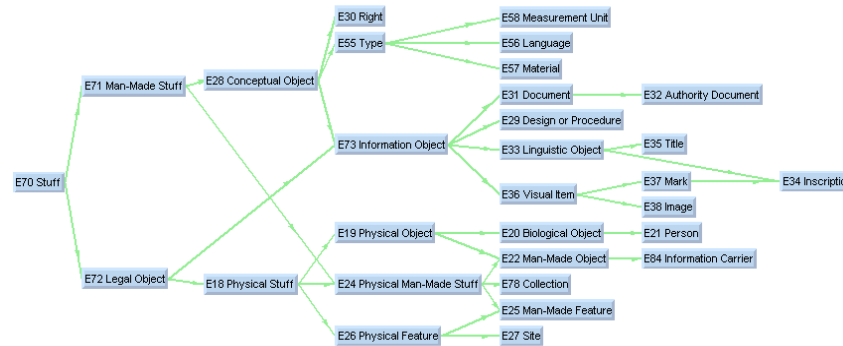



Image Encoding

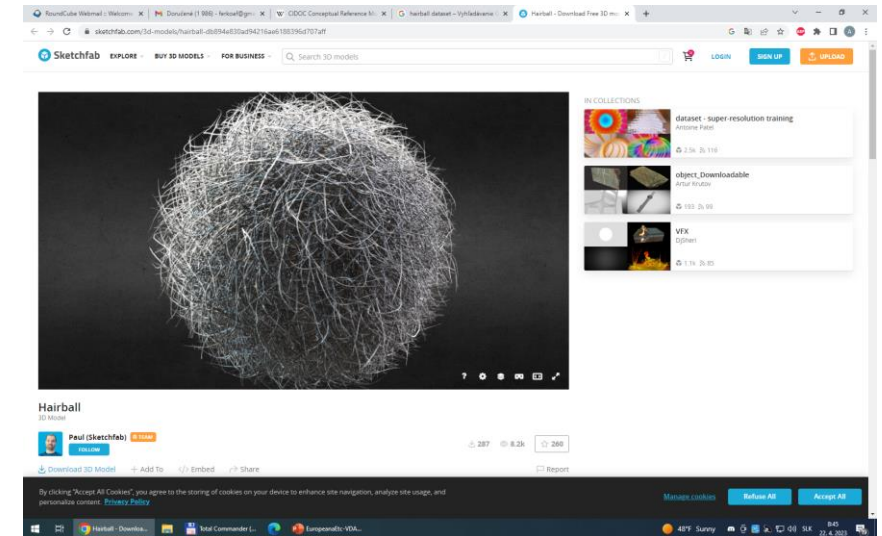
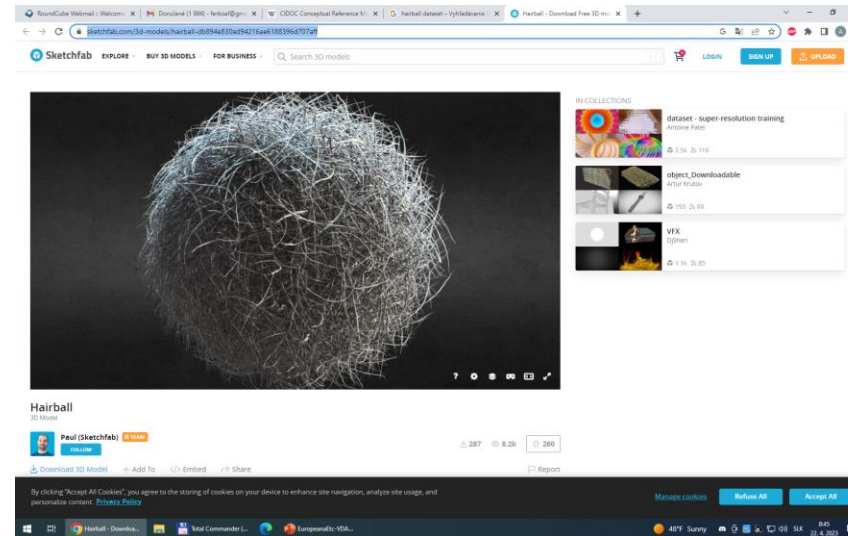


- Verbal only: Slavkovsky 2 452 m n. m. (“higher before earthquake” 1774)
- Synthetic, SVG..X3D (WCH example!) https://sk.wikipedia.org/wiki/Slavkovsk%C3%BD_%C5%A1t%C3%ADt#/media/S%C3%BAbor:TouristicMarkingStripe-RAL_blue.svg
- Natural RAW, BMP, TIFF (Cruse master scan), JPG, PNG (Cruse)
- [Http://www.unesco.sk/nehmotne-kulturne-dedicstvo-SR](http://www.unesco.sk/nehmotne-kulturne-dedicstvo-SR) 9 (no )
- <https://www.ludovakultura.sk/zoznamy-nkd-slovenska/reprezentativny-zoznam-nehmotneho-kulturneho-dedicstva-slovenska/prvky-zapisane-v-reprezentativnom-zozname-nkd-slovenska/> 35
- “Kdysi se Fedotov snažil, aby obraz mluvil. Nyní chtěl, aby obraz přemýšlel. Jako by obraz byl klubkem nití či lupou, která soustřeďuje linie jako slunečné paprsky pronikající k budoucnosti. Obraz přemýšlí spolu s divákem.” ŠKLOVSKIJ, V. 1973. (1935-1964). *Malíř a car. Život malíře Fedotova*. Český překlad. S. 156, r. 27-30. Praha: Vyšehrad 1980.
- // Geniálna formulácia v 30 rokov písanom dokumentárnom románe s využitím dvojitej metaforizácie na vyvolanie chronotopovej odozvy. Naša imaginácia sa pokúša vnútorným zrakom uvidieť obraz ako sémantické pole či sieť pojmov i ako projekciu poznávania (anagnorézis) z minulosti do budúca.

Hairball, interactive visualization of ray-casting

- <https://sketchfab.com/3d-models/hairball-db894e830ad94216ae6188396d707aff>

- Find 11 differences:



- Find the best of 16:

- <https://www.mdpi.com/1424-8220/23/4/2303>



Figure A1. Images of ambrotypes scanned with different light modes. From left to right: LRFB, LR, LFB, LF, LTx, LTx 5cm, LTx 10cm, RTx, RTx 5cm, RTx 10cm, LLa, LRFB 15deg, LR 15deg, LFB 15deg, LF 15deg, L 15deg.



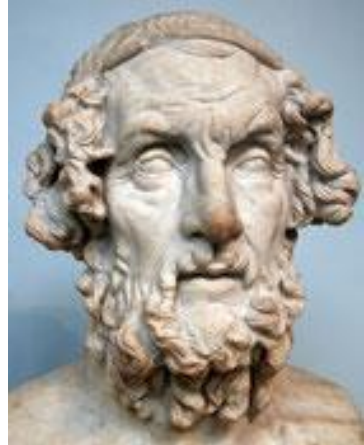
Figure A2. Images of daguerreotypes scanned with different light modes. From left to right: LRFB, LR, LFB, LF, LTx, LTx 5cm, LTx 10cm, RTx, RTx 5cm, RTx 10cm, LLa, LRFB 15deg, LR 15deg, LFB 15deg, LF 15deg, L 15deg.



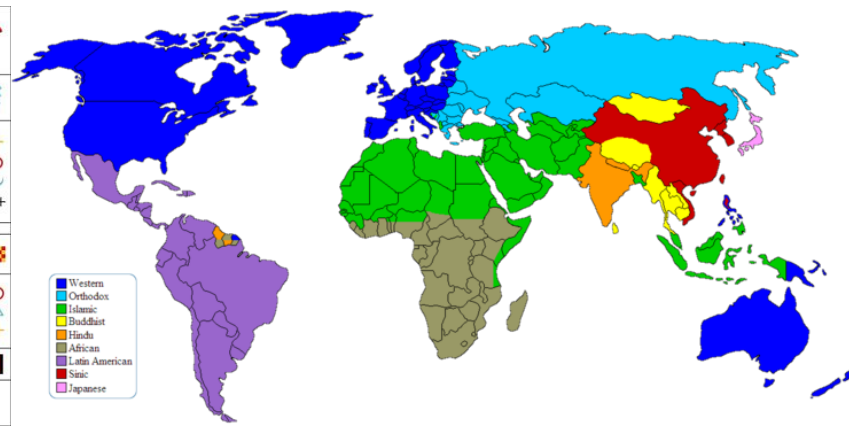
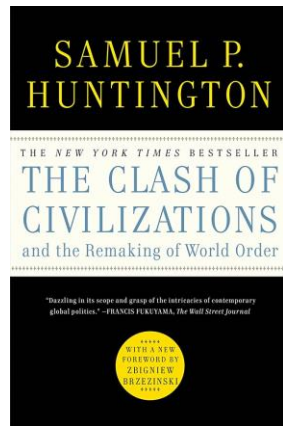
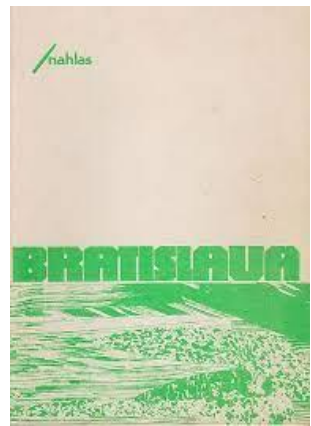
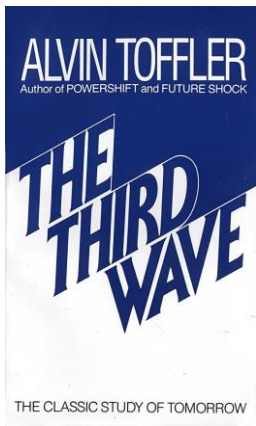
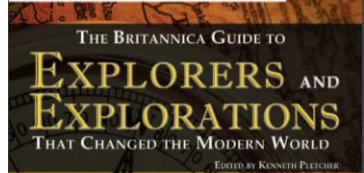
Figure A3. Images of daguerreotypes scanned with different light modes. From left to right: LRFB, LR, LFB, LF, LTx, LTx 5cm, LTx 10cm, RTx, RTx 5cm, RTx 10cm, LLa, LRFB 15deg, LR 15deg, LFB 15deg, LF 15deg, L 15deg.

Microstory, story, ritual & grand narrative

- We hypothetise, that there are only three Grand Narratives relevant today in EU
- **1. Holy Bible** etc. - - - very useful for early states [Rastislav invited, see clash by Homza]
- **2. Homer** etc. - - - very useful for propaganda of Habsburgs et al. [*Danubia* by Winder]
- **3. Hot today**, Kuhn's scientific revolutions, turning points of history, Toffler's 3 waves [99]
- **4. Hopeless attempt** of marxistic grand narrative, 99 copies of Toffler in Slovak for UV KSS, *Bratislava/nahlas* sad fate, unsolvable problem to incorporate the fractal geometry...
- Three relevant ones clash with another ones (Huntington *Clash of Civilisations*) + **LYOTARD**



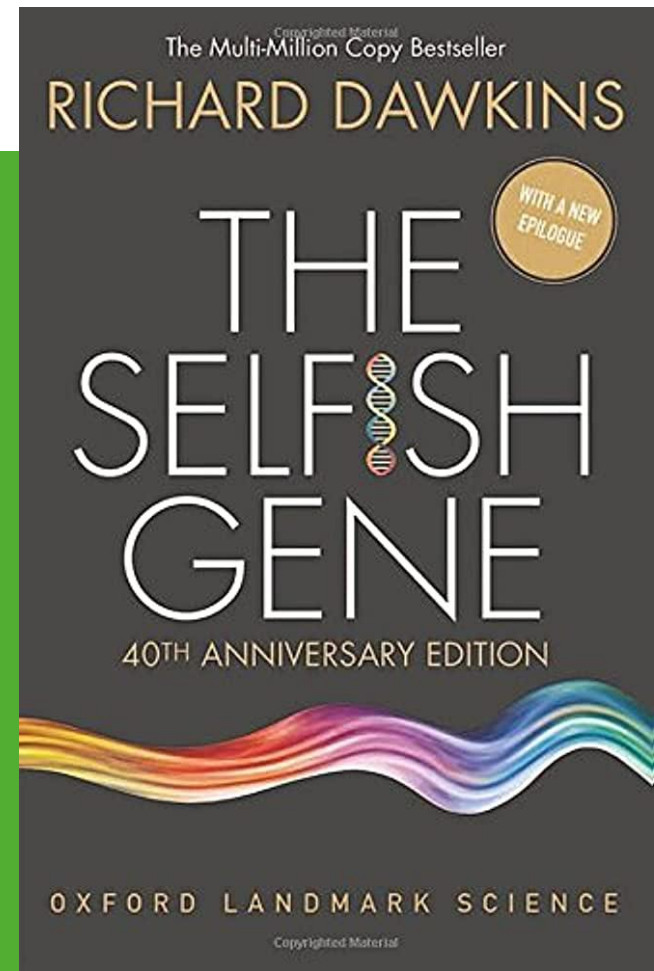
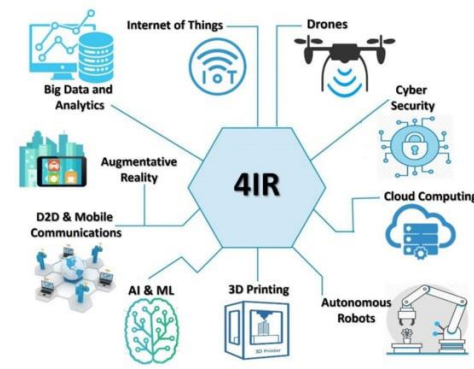
TURNING POINTS IN HISTORY



Rituál múzea v digitálnom veku

Ritual

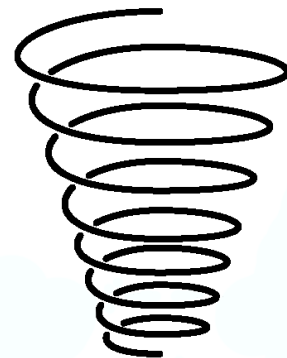
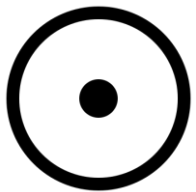
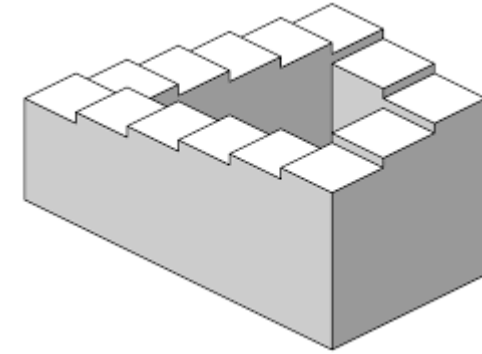
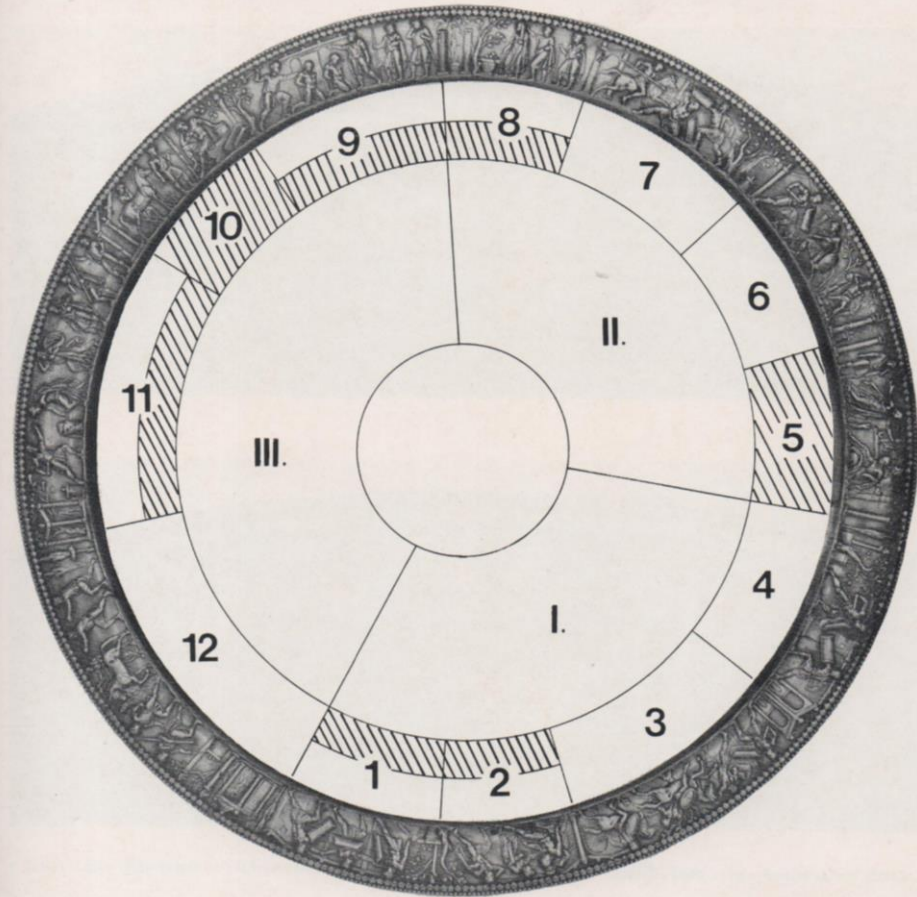
- Grand Narrative consists of Myths, special stories, explaining origin, names...
- The most important of them are repeated
- Gene >> meme
- Genetic algorithms + KILL =
- = Memetic algorithms
- Replication // CRUSE
- the most influential science book
- of all time
- “The immortal gene”



Ritual, Spiral, Time

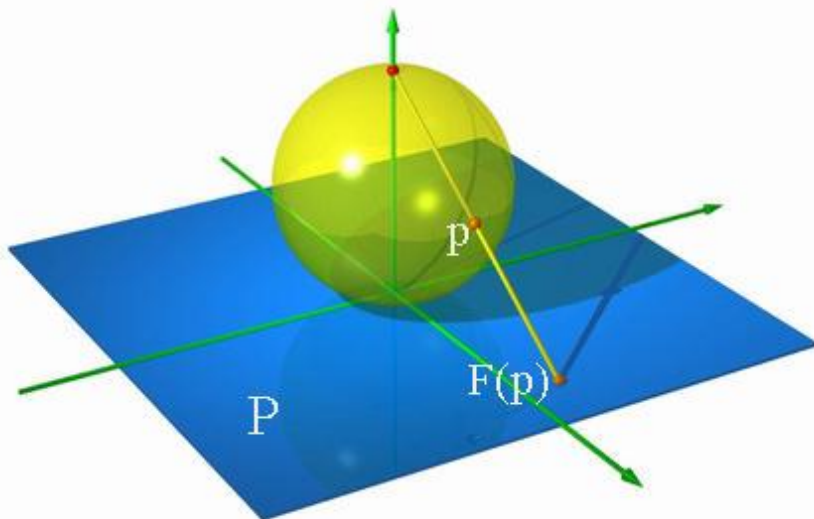
- Circular Story by Dekan
- Story, time, infinity, sun...
- ... uroboros, Penrose, Moebius, chakra, spiral...
- "The double spiral is thought to signify balance"
- RNA, DNA... galaxy... progress/Hegel...
- Time visualization, 4, 12, 24, 52, 60, 360, 365...

Dramatická stavba reliéfného cyklu na strážanskej mise. Srafovaním sú naznačené rodinné vzťahy jednotlivých výjavov.



Alg. Anim. (for WWW)

- Mocha model [Baker et al. 1995]
- Dimensions 1, stereographic proj.
- <http://www.dimensions-math.org>



“as simple as Web surfing”

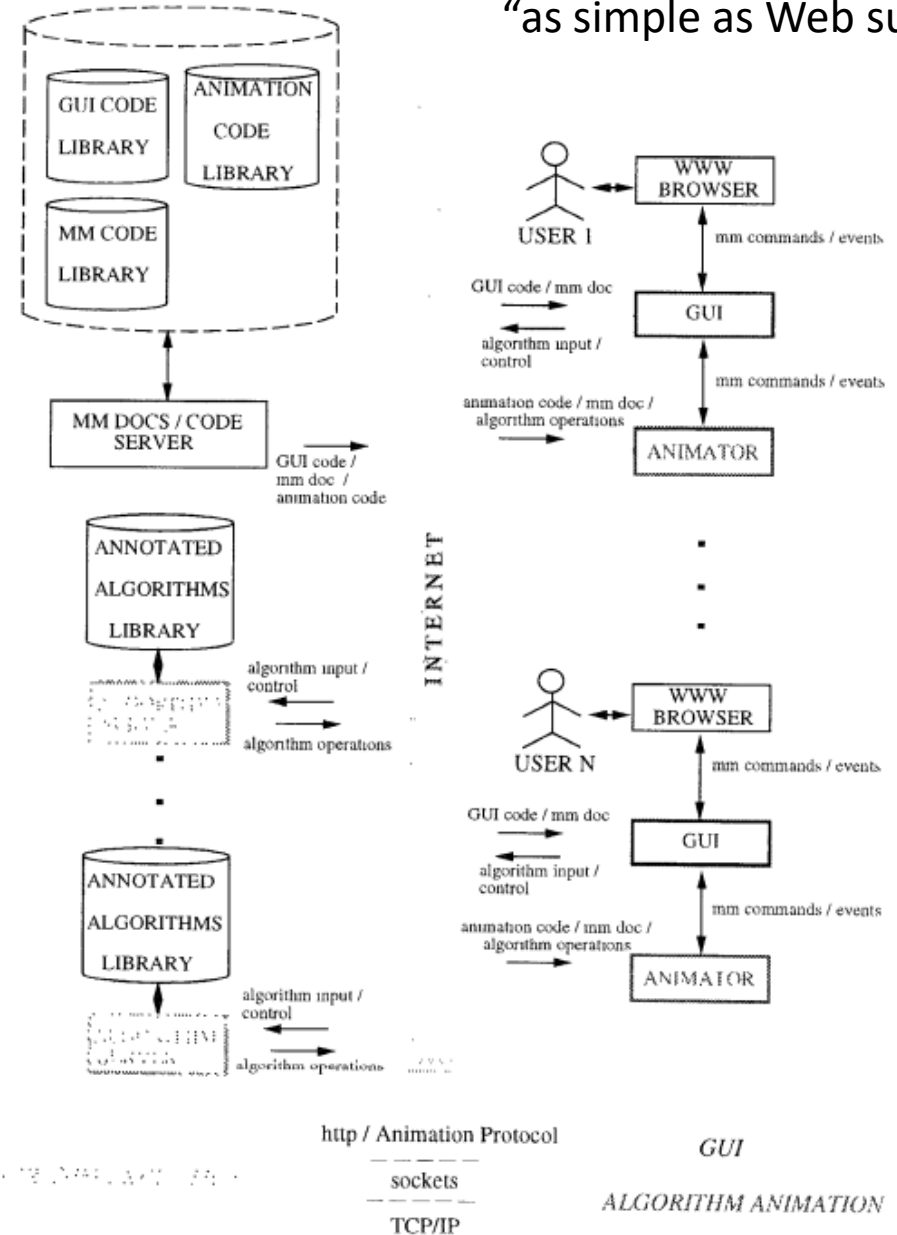
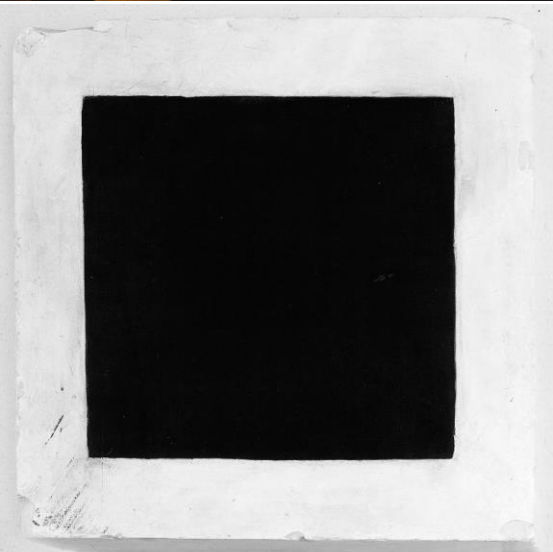


Figure 1. Algorithm animation in the Mocha model.

Gombrich Art & Illusion 1960

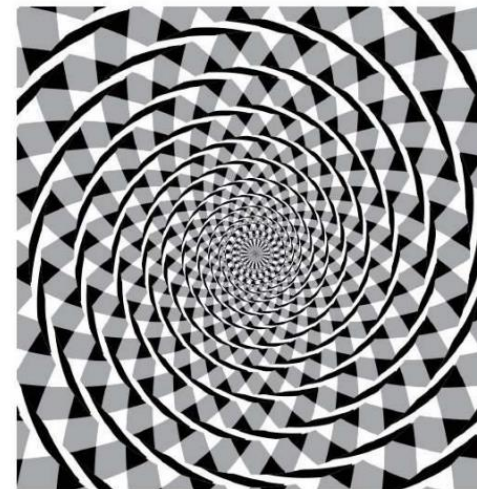
- Da Vinci, Rabbit/Duck, CatDrawing
- Pipe/Nopipe, Ambassadors, Malevich



III. LEONARDO DA VINCI:
Diagrams of the mouth of man

174

Part Three: The Beholder's Share



184. The Fraser spiral

The impression has grown up that illusion, being artistically irrelevant, must also be psychologically very simple. We do not have to turn to art to show that this View is erroneous. Arty psychology textbooks will provide us with baffling examples that show the complexity of the issues involved. Take the simple trick drawing which has reached the philosophical seminar from the pages of the humorous weekly *Die Fliegenden Blätter* [2]. We can see the picture is either a rabbit or a duck. It is easy to discover both readings. It is less easy to describe what happens when we switch from one interpretation to the other. Clearly we do not have the illusion that we are confronted with a "tea!" duck or rabbit. The shape on the paper resembles neither animal very closely. And yet there is no doubt that the shape transforms itself in some subtle way when the duck's beak becomes the rabbit's ears and brings an otherwise neglected spot into prominence as the rabbit's mouth. I say "neglected," but does it enter our experience at all when we switch back to reading "duck"? To answer this question,



2. Rabbit or duck?

Psychology and the Riddle of Style

5

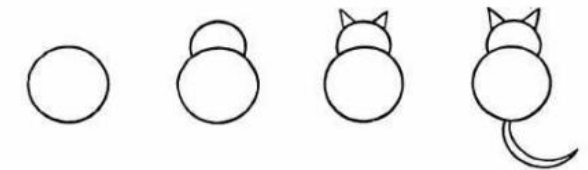
we are compelled to look for what is "really there," to see the shape apart from its interpretation, and this, we soon discover, is not really possible. True, we can switch from one reading to another with increasing rapidity; we will also "remember" the rabbit while we see the duck, but the more closely we watch ourselves, the more certainly we will discover that we cannot experience alternative readings at the same time. Illusion, we will find, is hard to describe or analyse, for though we may be intellectually aware of the fact that any given experience *must* be an illusion, we cannot, strictly speaking, watch ourselves having an illusion.

6

Introduction

was the power of metamorphosis: the tail destroyed the purse and created the cat; you cannot see the one without obliterating the other. Far as we are from completely understanding this process, how can we hope to approach Velazquez?

I had hardly anticipated, when I embarked on my explorations, into what dis-



3. How to draw a cat

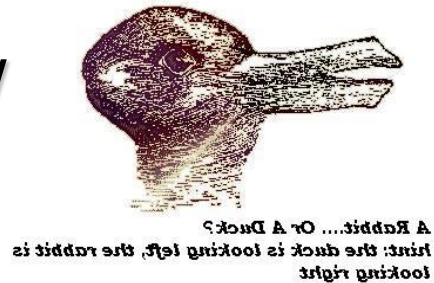


Ceci n'est pas une pipe.

Four Categories of Ambiguous Web Graphics

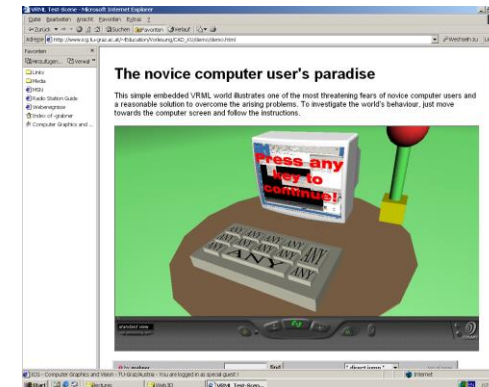
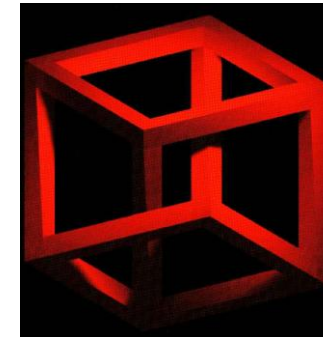
- Categories of ambiguous messages created and communicated by web graphics:
- **static** (stills) and **dynamic** (animations, interactive 3D worlds), by Holbein, Elias, Grabner

One view



2+ views

N views (using mirrors)



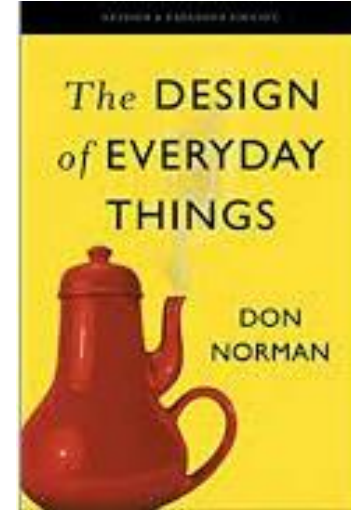
MAIN THEME

Thing/Idea People Environment

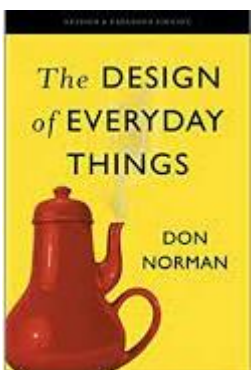
VLASTNOST	ZNALOST VE SVĚTĚ	ZNALOST V HLAVĚ
<i>Vybavitelnost</i>	Kdykoli je viditelná či slyšitelná	Méně pohotová. Vyžaduje vzpomínání či připomenutí.
<i>Učení</i>	Není třeba. Učení nahrazuje interpretace. To, jak snadné je interpretovat informaci ve světě, závisí na tom, jak daná informace využívá přirozených mapování a limitů.	Vyžadováno, občas značné. Je snazší, pokud materiál obnáší určitý význam či strukturu (nebo dobrý mentální model).
<i>Efektivnost</i>	Překážkou je občas nutnost najít a interpretovat externí informaci.	Může být velmi efektivní.
<i>Použitelnost napoprvé</i>	Vysoká.	Nízká.
<i>Estetika</i>	Může být neestetická a neelegantní, zejména je-li potřeba uchovávat velký objem informací. To může vést k chaosu. Estetika nakonec závisí na kvalitě designéra.	Nic nemusí být viditelné, což dává designérovi větší volnost, což zase vede k lepší estetice.

What You See
Is What You Get

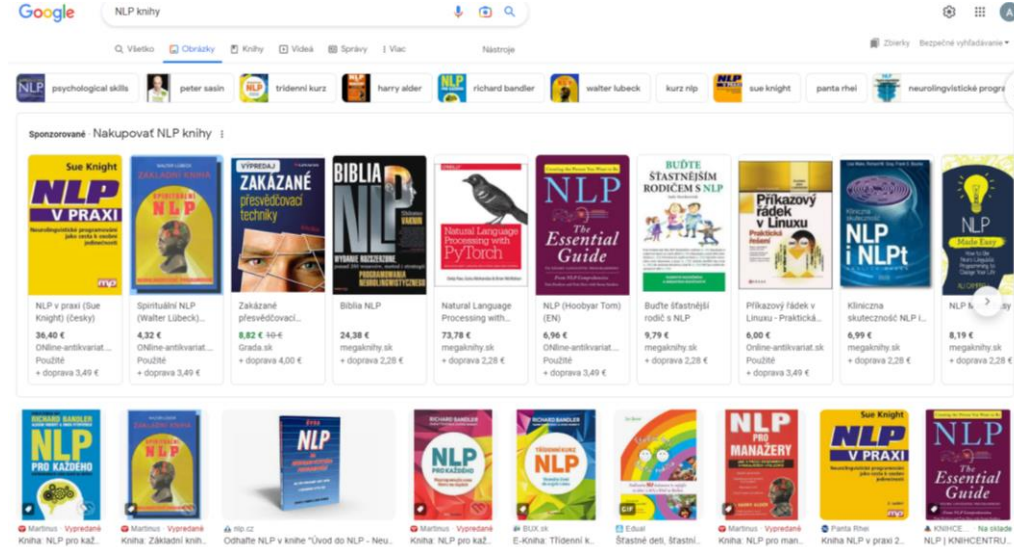
Norman



Nielsen



NLP anchor, game design HOOK



O'CONNOR, J. & SEYMOUR, J.: *Introducing Neuro-Linguistic Programming*, Lambent Books 1989

SK: Ivan KUPKA: *Praktické aplikácie NLP*, UK Bratislava

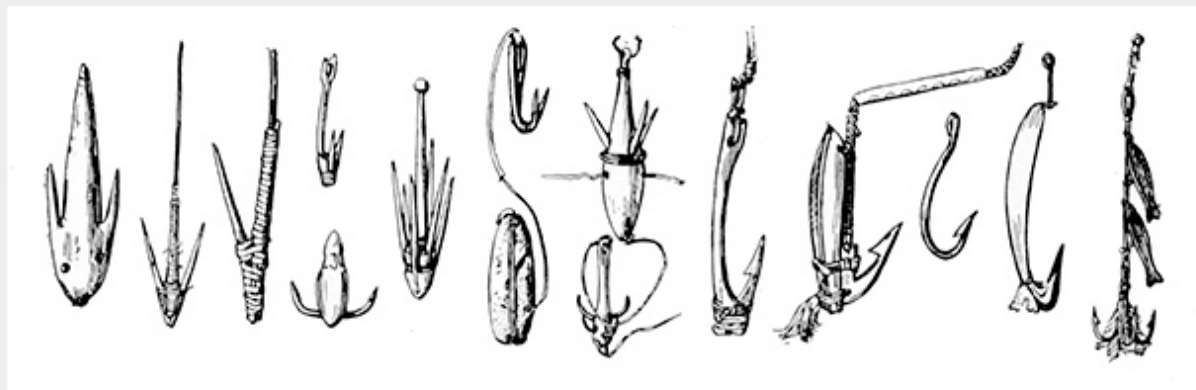
- The types of human input channels: VAKOG and S
- video, audio, kinesthetic, ophtalactic and gustative - the first signal system
- symbolic - the second signal system, the third one: e.g. irony
- Elicitation, anchor... e.g. question, guess, compare... metaprogram
- Beyond SVAKOG: energy of errors, meaning of contradictions, rhetorics

Good is Not Good Enough

<https://www.gamedeveloper.com/business/what-makes-an-indie-hit-how-to-choose-the-right-design>

gamasutra.com/blogs/RyanClark/20150917/253842/What_Makes_an_Indie_Hit_How_to_Choose_the_Right_Design.php

Hooks



If you want people to remember your game, to talk about your game, to write articles about your game, etc, it needs to have a **hook**. Preferably multiple **hooks**! In music, a **hook** is a short riff or melody or phrase that really grabs the listener and gets stuck in their head. For example, the riff at the start of Queen's "Under Pressure" was such a great **hook** that it was later re-used as the **hook** for "Ice Ice Baby".

- > Sucker Punch Productions Junior Technical Designer
- > Remedy Entertainment Associate Art Director (Vanguard)
- > Remedy Entertainment UI Designer (Vanguard)
- > Remedy Entertainment Senior Gameplay Designer (Vanguard)
- > Remedy Entertainment Senior AI Designer (Vanguard)

Latest Blogs

View All Post RSS

December 27, 2020

- > Cogmind 2020 ARG Post-mortem
- > Who's playing what on PlayStation 5? [1]
- > Opinion: Game company acquisitions & the 'growth stock bubble' [1]
- > Live Action Online Games (LAOG) During Lockdown
- > Spilt Milk Devlog 07 - Fascism Fighters 4000 Post Mortem (Part 2 of 2)

Press Releases

December 27, 2020

Games Press

- > Explorer the New Class of La Tale
- > 2020 Game Connection's Winner Labyrinth City...
- > Announcing the release date of "Arcade Archives..."

these folks (and many others like them!) are the ones you should be studying and listening to.



(A quick aside: Just because someone has been repeatedly successful doesn't necessarily mean that they KNOW why they've been successful. It could be something subconscious that affects the way that they make games. Study their games and look for patterns, for sure, but always take any written article, including this one, with a grain of salt! No matter who the author is.)

So who the hell am I? I do not claim to be a big shot, but I've made a living in this industry since going independent full time in 2004. I've created 10 games in that span, and 8 have been profitable or break-even. 3 have grossed more than \$1M, including Crypt of the NecroDancer, which has earned even more. It's possible that I have just been lucky, I admit, but I hope not!

I have an explicit method that I use when selecting which game designs to move forward with, and I will describe that method in this article.

Good Isn't Good Enough

A "good game" is usually not enough, and I think the method used by many newcomers will generally produce "good games". It's common to take a look at a successful "game X", see various flaws in it, and decide to make "game X but BETTER!" or "game X but IN SPACE!" I must admit, my first indie game was basically "game X but better"! Don't fall into that trap.

To improve the likelihood of success your game needs to stand out. But how? Here are the steps I take for any given game design:

- Evaluate the quantity and quality of the game's "**hooks**"
- Evaluate the viability of the market for similar games
- Consider how you can describe and promote the game

We will discuss each of these factors below.

Hooks



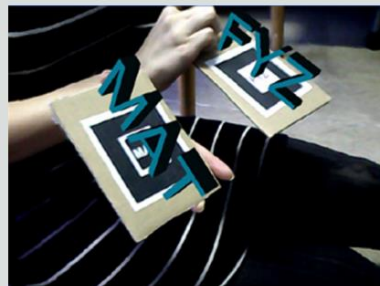
If you want people to remember your game, to talk about your game, to write articles about your game, etc, it needs to have a **hook**. Preferably multiple **hooks**! In music, a **hook** is a short riff or melody or phrase that really grabs the listener and gets stuck in their head. For example, the riff at the start of Queen's "Under Pressure" was such a great **hook** that it was later re-used as the **hook** for "Ice Ice Baby".

Paper & Book

- http://www.ssgg.sk/G/Abstrakty/G_cisla/G34.pdf
- <https://flurry.dg.fmph.uniba.sk/webog/SuboryOG/ferko/KnihaARaVyučovanie.pdf>

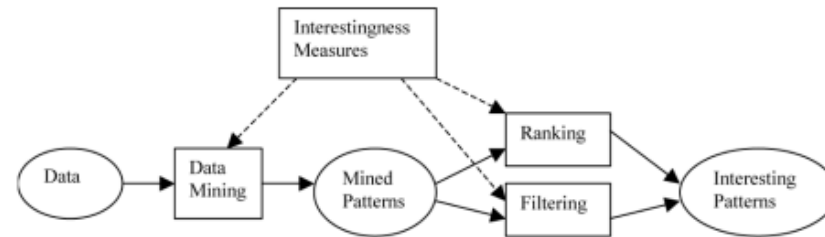
Augmented Reality a vyučovanie

výber z teórie a autorských postupov



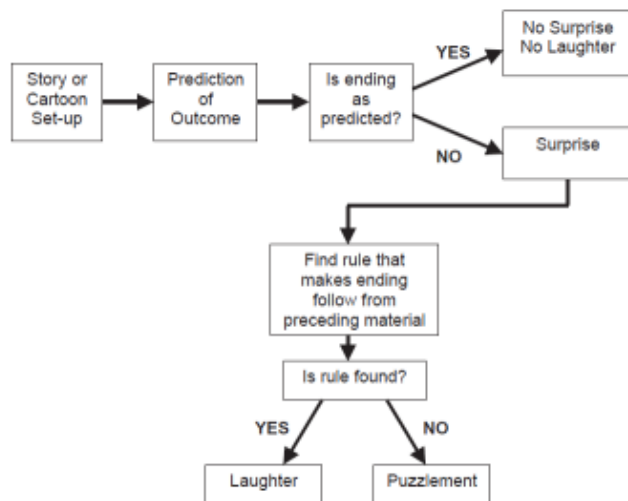
Dušan Kostrub
Zuzana Berger Haladová
Martina Bátorová
Andrej Ferko

Univerzita Komenského v Bratislave
Fakulta matematiky, fyziky a informatiky
Bratislava, 2020



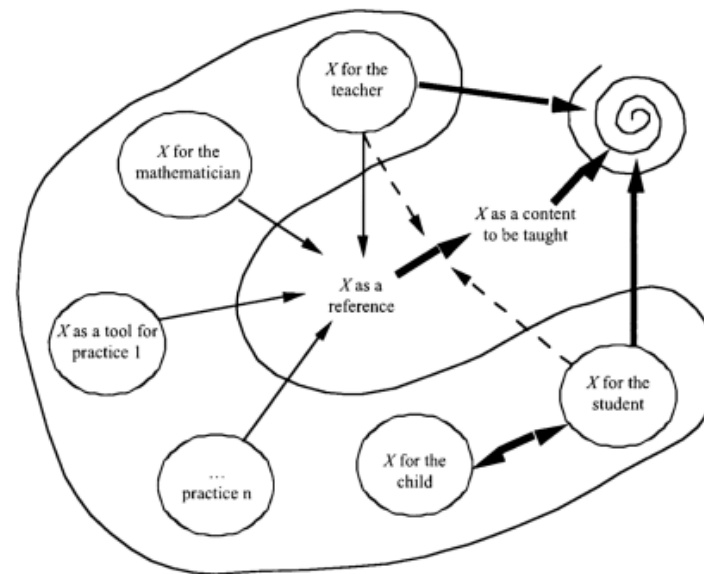
Obr. 2.2: Predstavme si namiesto dát slová a namiesto vzoriek nápady a „merajme“ ich zaujímavosť v kontexte výkladu danej témy (Geng et al., 2006)

GLOBALNA A LOKÁLNA ZAUJÍMAVOSŤ VO VYUČOVANÍ GEOMETRIE A ROZŠÍRENEJ REALITY



Obr. 2.5: Očakávanie s bisociáciou kombinuje upravená Sulzbergerova schéma z knihy Rod A. Martin, *Psychology of Humor*. Treba si však predstaviť dve modifikácie, na vstupe nemusí byť iba situácia v príbehu, ale v multimediálnom virtuálnom múzeu s reálnymi i rozširujúcimi komunikátmi a na výstupe v políčku Laughter môže nastať horeuvedených šesť možností AH, AHA, HAHA a ich chybné vyhodnotenie. Výstup v políčku Puzzlement môže obsahovať dve možnosti: HM a jeho chybné vyhodnotenie. V políčku No Surprise No Laughter ide napr. o typickú asociáciu (Suls tu nepoužíva Koestlerov pojem bisociácia)

GLOBALNA A LOKÁLNA ZAUJÍMAVOSŤ VO VYUČOVANÍ GEOMETRIE A ROZŠÍRENEJ REALITY



Obr. 2.3: Obrázok prevzatý z *Meaning in Mathematics Education* (Kilpatrick et al., 2005). Na kontext vyučovaného popri učiteľovi a žiakovi vplyvajú aj detské a expertné porozumenie a praktické využitia daného obsahu, napr. pomocou Pytagorovej vety (a trojuholníka so stranami násobkov dĺžok 3, 4, 5) vedia šikovní murári zostrojiť pravý uhol („X as a tool for practice 1“)

Using Rhetoric Figures

- Comparison, two views
- Invisible sphere
- Two frames = very short movie
- Whole difference
- Part of union
- Whole \leftrightarrow Part
- Etc.

- Btw Wrong page design

2

Globálna a lokálna zaujímavosť vo vyučovaní geometrie a rozšírenej reality

ZUZANA BERGER HALADOVÁ

MARTINA BÁTOROVÁ

ANDREJ FERKO

FAKULTA MATEMATIKY, FYZIKY A INFORMATIKY
UK V BRATISLAVE



Obr. 2.1: **Solid Geometry for Schoolers**, © Olena Mordas & Kateryna Barabash, FMFI UK, 2018. Semestrálny projekt v predmete **Virtuálna a rozšírená realita**, ktorý vyučuje Zuzana Berger-Haladová. Význam dvoj pohľadovej prezentácie množinových operácií s guľovou plochou a kockou je jednak porovnávaci, no opakovanie časti scény zdôrazňujúci virtuálny objekt ilustruje celok rozdielu a časť zjednotenia oboch telies. Prezentáciou dvoj pohľadového multimediálneho objektu sa pre časť publika ponúka viacero lokálnych zaujímavostí (mentálna rotácia kocky, zmena pohľadu, najväčší sivý trojuholník, realitu scény rozširujúci virtuálny objekt) i globálne zaujímavý význam daného komunikátu, jeho téma.

Data Space Provocations // Europeana 2022

- **Strategist (vojvodca)**, https://www.youtube.com/watch?v=F-KBkT0onqQ&list=PLqmcH-mOIMLxPjNDIvkl_GOmsv8IFrs8D&index=3&t=125s
- **Pro1: If app is an answer, what was the question?** “Ponahlajme sa spravnym smerom” // metaphor cakes on tabletop, utopia (idealny stav), standards, analogy, danger, Google>Europeana, interoperable CH, nocake eaters, missing signpost, values...
- **Pro2: Cultural spaces, indigenous CRM, jargon, CH in mass migration, cross cultural Mex/Can** // mental image, exciting playground, out of our bubble, minor and minoritized communities, share the stories, capsule projects = no signpost but milestone, zoom out, digitize all monuments in risk (KEGA term 660), create something out of it, moving metaphor, we grow exponentially, capacity building, many HOW questions, hell>>hack, dataspace = moving target, collaborative data ecosystem,
- **Pro3: carbofootprint 20 digitization, timing** // contrast impact with impact, , we have to progress with our thinking, 87 tons 11 homes equivalent, a person 1.7 MB/sec, 44 zetabytes, 48min: scanner, CH people recycle more, CH as a channel broadcasting values, Penguin green ideas, brief books, identity, funding opportunities, scale, society, NFT, metaverse, very sexy, digital surbriety
- **Anonymous: very interesting (too late), many datasets is not a measure of success, no coordination, aggregators**

Data Space Provocations 2

- **Eur22**, https://www.youtube.com/watch?v=F-KBkT0onqQ&list=PLqmcH-mOIMLxPjNDIvkl_GOmsv8IFrs8D&index=3&t=125s
- // Best practices, Deutsche Bibliothek, end-user experience, can we lure them? Engagement, UX, platform aspect (UA), ((Struve Arc project)), good documentation, interoperability ((midi success story)), image enhancement, lack of persistent identifiers, (silence: justice?), body language, sharing the stories is one of our big responsibilities, inclusivity, metadata,
- **Pro4: Young people, ESACH** <https://www.esach.org/>
- // they should occupy, unhappy THEY, link data
- One minute round: we need a new narrative, book Web of Meaning, no selfish gene, but cooperation

- /// missing: interestingness, web science, semantic web, AI

<https://arxiv.org/pdf/2304.05947.pdf> // future

Visual Localization using Imperfect 3D Models from the Internet

Vojtech Panek^{1,2}, Zuzana Kukelova³, and Torsten Sattler¹

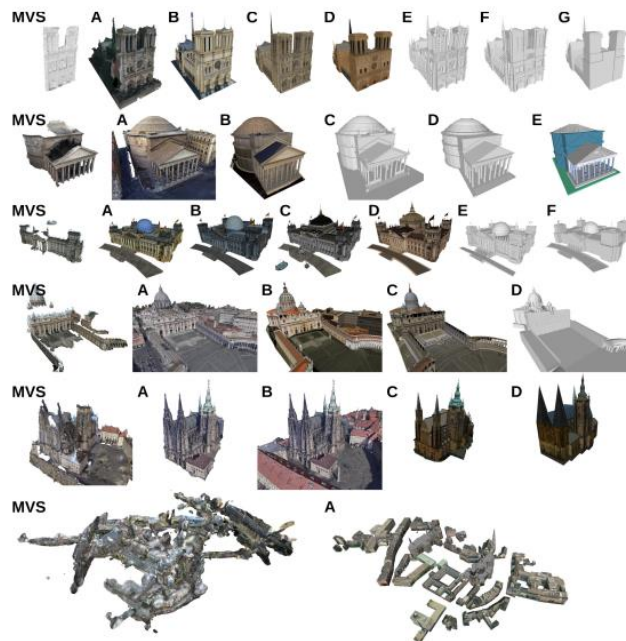


Figure 2: Different 3D models downloaded from the Internet for multiple scenes (cf. Tab. 1 for details). Top to bottom: Notre Dame (Front Facade), Pantheon (Exterior), Reichstag, St. Peter's Square, St. Vitus Cathedral, Aachen. The first model in each row is a reference Multi-View Stereo (MVS) model reconstructed from images. The Internet models vary in their fidelity of appearance, *i.e.*, how closely a model's texture reflects reality, and the fidelity of their geometry, *i.e.*, how accurately a model's 3D geometry matches the MVS model.

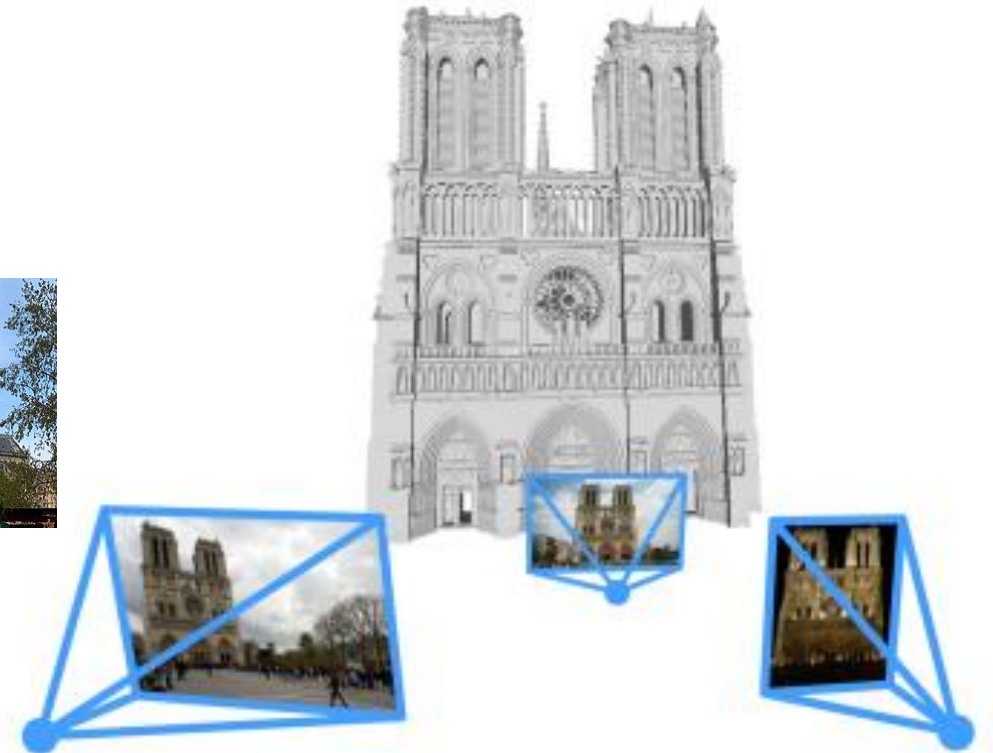
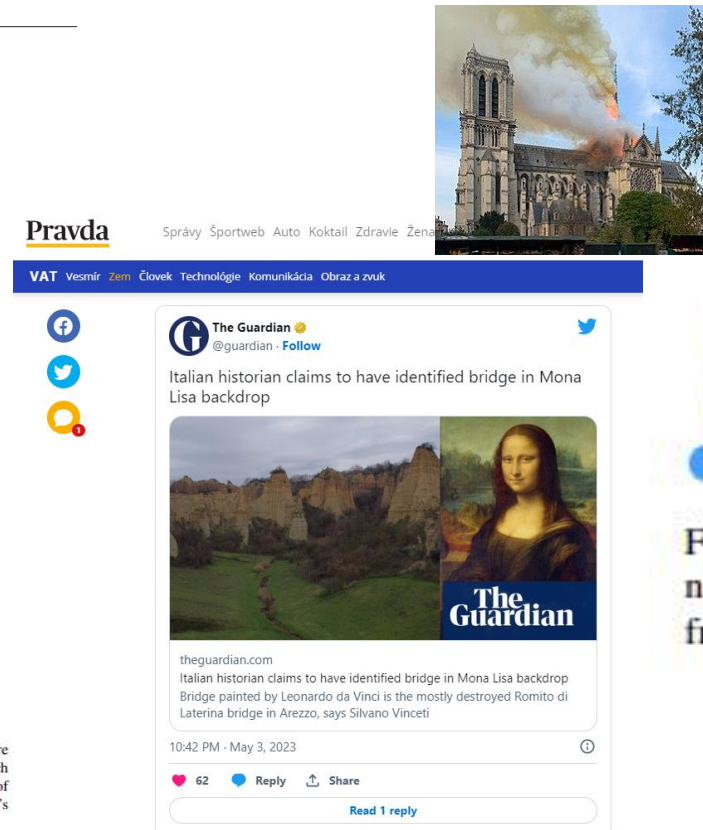


Figure 1: We evaluate the use of 3D models from the Internet for visual localization. Such models can differ significantly from the real world in terms of geometry and appearance.

ChatGPT?

- <https://www.youtube.com/watch?v=5eEISP-0B3E>
- **No authors needed**

RoundCube Webmail - Welcome x Literárny týždenník x SP-2_2021_Vyjava-šéfredaktora_s... x Doručené (1 941) - ferkoaf@gm... x
youtube.com/watch?v=ZLNWDKIEblc

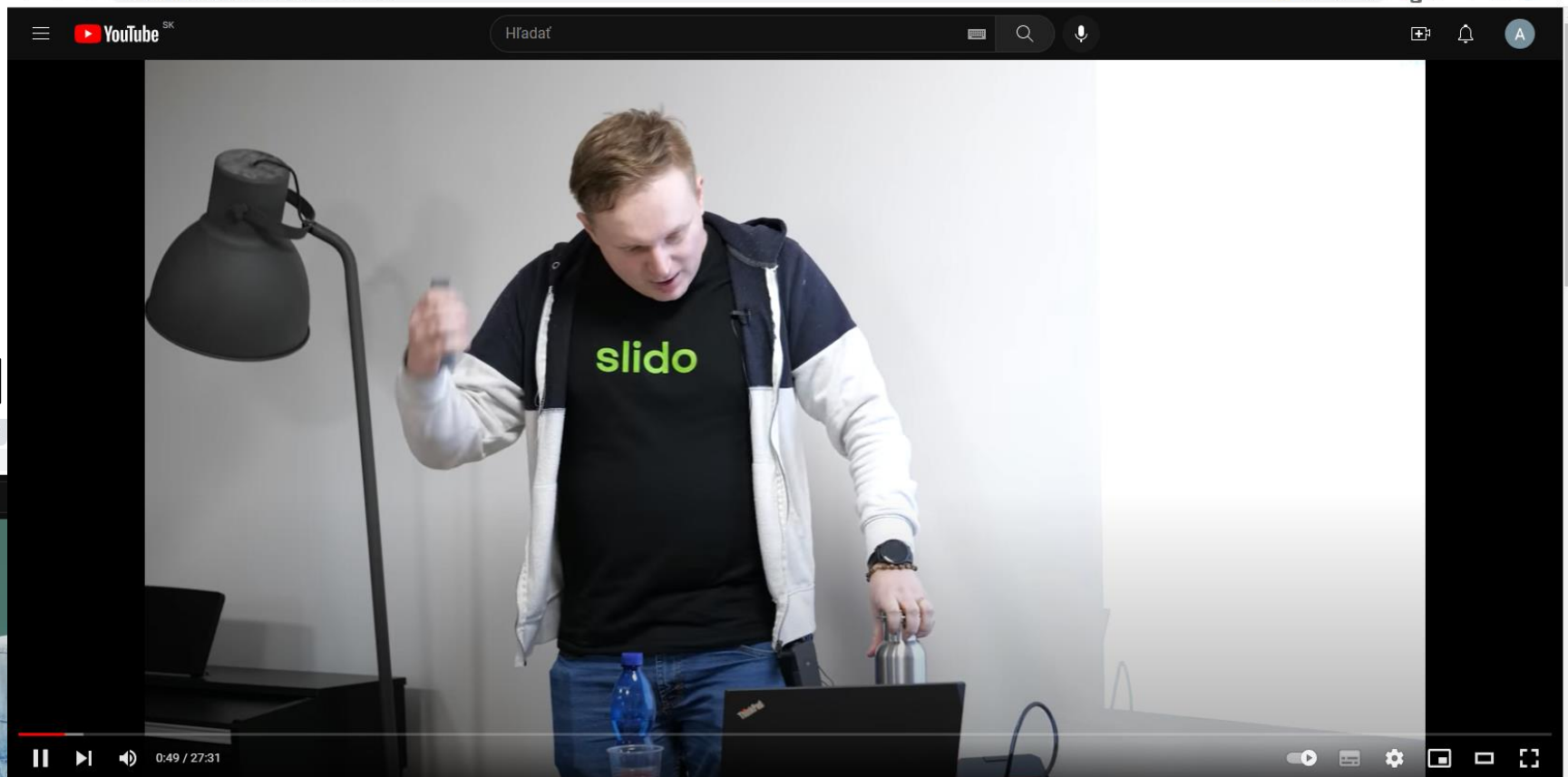


Najkratšia prednáška | Andrej Ferko

FMFI UK 26,6 tis. odberateľov **Odoberať**

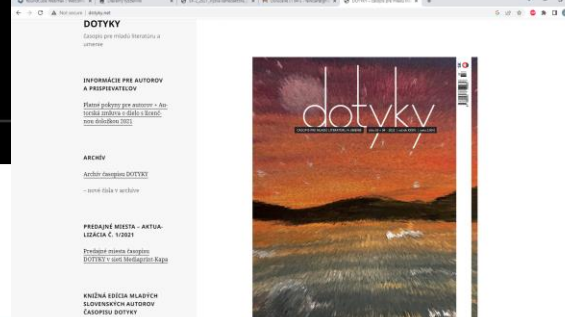
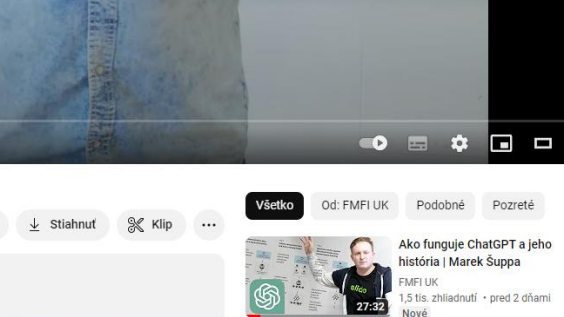
6 tis. zhladnutí pred 1 rokom
Najkratšia prednáška | Andrej Ferko

RoundCube Webmail - Welcome x Literárny týždenník x SP-2_2021_Vyjava-šéfredaktora_s... x Doručené (1 941) - ferkoaf@gm... x Ako funguje ChatGPT a jeho... x



Ako funguje ChatGPT a jeho história | Marek Šuppa
FMFI UK 26,6 tis. odberateľov **Odoberať**
86 0 Zdieľať Stiahnuť Klip

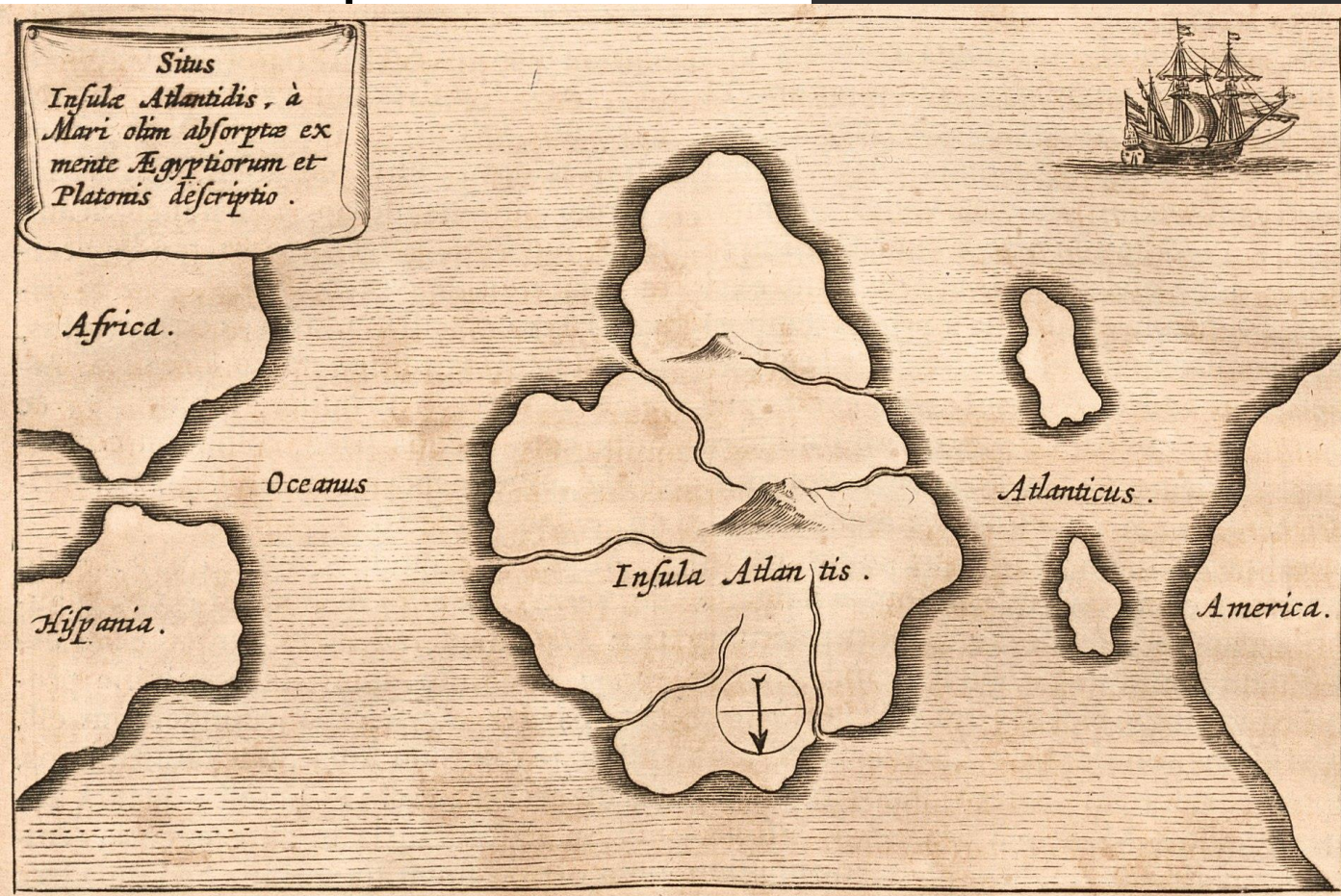
Ako funguje ChatG... Total Commander (... EuropeanEtc-VDA... 53°F Mostly cloudy 29. 4. 2023



Najkratšia prednáška... https://discordapp... 53°F Mostly cloudy 9:30 29. 4. 2023

Mapa Atlantis

EKONOMIKA **Ludia** Firmy a trhy Energetika Krajina Ekológia



- [Mem Egypt >> Solon >> ... uncertainty](#)
- <https://en.wikipedia.org/wiki/Atlantis>

všetko, čo vieme oceniť trhovými cenami. I netr...
práca v záhradke a iné sú však dôležité, ale nevi...
eme, že výška HDP ešte nie je ukazovateľom živo...
napovie. V roku 2016 bol prezentovaný veľký pr...
novej hospodárskej politike „Work, Wealth and...
katastrof a blehobut... (pozn. red.) I ktorá by mala b...

A screenshot of the Pravda100 website. The top navigation bar includes 'Pravda100', 'Správy', 'TV Pravda', 'Šport', 'Auto', 'Koktail', 'Zdravie', 'Žena', 'Varecha', 'Užitočná', 'Blog', and 'Debata'. Below the navigation bar is a 'Koronavirus' section with statistics: 'Všetko o COVID-19', 'pozitívnych (testov): +0', 'testov (skóre): +', '% poz. testov (priemer): 0%', 'kľúčový medián (priemer): 0', and 'limit (priemer): 0'. The main content area features a large image of a man in a suit and mask, with the headline 'Katastrofa v nemocniciach a tisícky mŕtvych, Matovič znovu kritizoval'. To the right, there are sections for 'BLESKOVÉ SPRÁVY' and 'NAJČITANEJŠIE'. The bottom of the page has a footer with 'Vážime si vaše súkromie' and a 'Súhlasím' button.

Conclusions

- 5 seasons: Winter, Spring, Summer, Autumn, Europeana – cyclic nature
- Bakhtin, Lyotard <https://philonotes.com/2022/11/what-is-grand-narrative>, Tufte, NLP
- Religion, science and rumors as versions of messages [quality], e.g. Noe/Gilgamesh + 268 other stories globally, *diluvium* vs. one „120m story“
- Perspectives of Retrospectives, SK: Beliana/SAV, wu/SNG, <http://dikda.snk.sk/> SNK
- Data
- Metadata, CIDOC CRM
- Money, write a project, usually
- Up to now, 1. visualization only, future: 2. activation, 3. hermeneutics/VM

Perspectives of Retrospectives or Europeana etc.

VDAK @ Comenius University

April 19, 2023, “SVK@matfyz Day”

The screenshot shows the MDPI Sensors journal website. At the top, there is a navigation bar with links for Journals, Topics, Information, Author Services, Initiatives, and About. A search bar is located below the navigation bar. The main content area is titled "Sensors — Indexing & Archiving" and includes a "Submit to Sensors" button and a "Review for Sensors" button. A sidebar on the left contains a "Journal Menu" with various links. A badge on the right indicates a "SCOPUS FACTOR 3.847" and "Indexed in PubMed".

