

(In all transcripts I have edited out ums, likes, ahhs and stutters from both the interviewer and interviewee unless it was deemed they added to the context of the response.)

Alex: Okay. And was that the same each time you went? Or when you went back the second time...

	PE or Social Programming (drawing here too)	Temporal Experience (also affective quality)
Motivations for going to exhibitions		
Personal reading exp interpreting text and image	FEELINGS	
Value of GME		
Personal memory or association (reliability)		
Spatial Experience (also affective quality)		
Coding Density		

Evgenia: I didn't check the comics. I didn't check the comics that time and probably the second time I was just like a more around the, yeah I forgot, I didn't look at the back stuff. It's actually just like very hidden you forget that it is something else there so.

Alex: Could you describe to me your experience viewing the exhibition?

Evgenia: Okay, uh, with the first time you just look. Its quite, for me, it was quite critical to understand anything and then when they, you talk about, when you listen to the talks around it, about it, just stuff, you begin to understand there is something, for explain I finally understood the story that was behind, about the girl who just could not speak and this sign language and all this etcetera. Actually that is somehow strange that although I couldn't understand it just probably the work that I remember I like most, so its like something that yeah like for just come to that.

What else...of course I liked the entire atmosphere just like this experience of the sounds of the video surrounding you. It brings something like, just like relaxed atmosphere. It might not fully understand it, and that's okay, but you can just like enjoy sitting there, looking and just sitting and looking, maybe not so much concentrated on trying to analyse it and you just come to have a good time. So that is probably it.

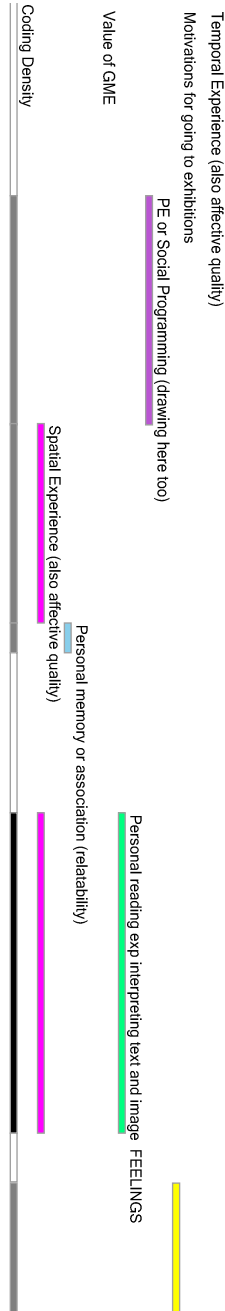
About the art stuff that's also very cool. Just like more interactivity stuff I liked it. Not sure I didn't use over the headphones from there was something sound or that. But that is cool as well.

Alex: So you talked about the atmosphere and listening to the sound, and you talked about sitting, did you sit for awhile than when you went and viewed?

Evgenia: I usually walk but yeah probably sometimes. I don't remember exactly what I was doing because during the first time I visited was too long ago. Maybe I did sit, it just like, I am not sure, you just go through it sometimes you stare at something for awhile, just concentrate you look on something and the sound, and the other side. Its just like, basically you enjoy the entire atmosphere, more like trying to understand something about it, what its. I am not sure how to describe it. That's like maybe more like related to me because this is the way I am usually visiting museums and look at exhibitions in general. I don't try to sometimes even read what that particular author meant. I, what this picture, I just look and try to, to enjoy the atmosphere, have a good time that's all probably. Yeah, sorry (laugh).

Alex: Cool...Why were you interested in viewing the exhibition?

Evgenia: I knew about your research of course that was a bit of promotion. I find it very interesting so that's why I was just like, the initial stuff I knew about it so I



decided to do it. Well, I visited and I wasn't disappointed. It was very good. Very relaxing and I liked it, so, modern stuff.

Alex: When you were viewing the exhibition was there anything that came to mind, like a memory or something you had seen before, that it made you think of?

Evgenia: This is really strange, but I participated at the creative mission exhibition so just like, that's probably absolutely just like strange association but there was something like this roped spiral thing there that you just have to blow or something and it gives you some feedback and that roped lady (tied up) just reminded me of this stuff, so it was just like (laugh) usually the same stuff all words probably absolute the different ideas etcetera but it was very very similar picture. Of something surrounds you... I don't know, maybe.

Other thing it made me think about is just recent visit to the museum in, I think it was in somewhere in Newcastle, were they talked about the, the historical stuff and the historical music in this monastery and other stuff and how they presented it, just like they gave you, when you walk around sound detectors they get the motion of you and they just start playing the music, the pre-historical music of this monastery and there were just like an option about the smells you can smell. And how the ancient, I don't know, how this ancient stuff they used and other stuff, so a lot of probably interactive organizing of the space made me reminded me.

Alex: Did you do any drawing...

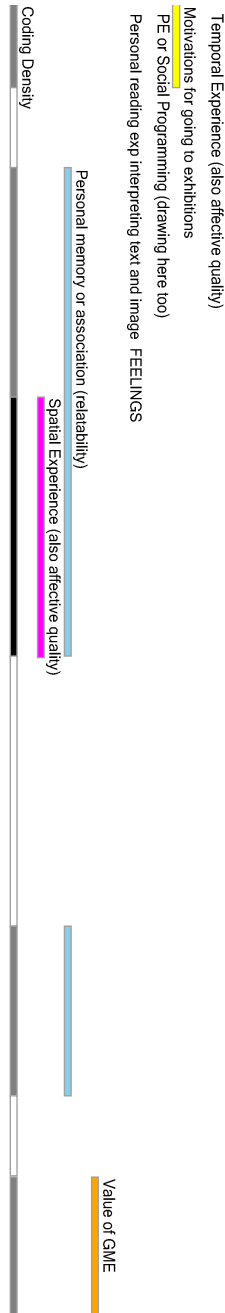
Evgenia: No.

Alex: So the exhibition was looking at spatial anxiety and anxiety and I was wondering how did you think that came across in the exhibition?

Evgenia: Hmmm, I don't know. Um, maybe, again I will probably turn back to this first work with the, with the girl who just can't speak, like all those, her mouth closed, the world just around very, its treated like very aggressive, negative to rejecting her. Just like spatial anxiety, I don't know, that made me just think like we are all probably sometimes like this girl. We can't express ourself, talk about something, just like, maybe brings us some anxiety. I don't know, but it did not look to me like that particular situation of her disa...something related to her disabilities, but something that is common to some extent for just like all people around. Yeah probably that's it.

Alex: So what was your experience or impression of the comics medium in the exhibition?

Evgenia: It definitely attracts attention. It's, I don't know how to explain it, but just like probably for me you don't try to read it like they are seriously academically you just to relax and look and...I find it a good communication just like between, maybe, researcher, researcher and user, probably just like medical specialist and patient,



and know in general, its not the first time I hear your talks about on this stuff, its just like keeps revolving in my head, some researchers are using comics just to communicate about their research and so that yeah that's, graphics facilitates the comprehension, comics maybe more facilitate this comprehension and communication stuff. Researchers in Sinification, just like when they try to map data into the sound and communicate their works through data for the sound they just talk about not analysis but what is very interesting about communication for the sound, so they replaced this practically by another stuff so...that's cool. Maybe that not about trying to make it all so academic but a bit to more relaxed and fun to move forward through it so that's, because academics sometimes holds us back what I mean. Being too academical.

Alex: I just have one more question for you and that was overall what was your impression of the exhibition?

Evgenia: Positive. Good. I liked it.

Alex: Cool, was there anything else that my questions didn't get at that you would like to share?

Evgenia: Not...I don't think so. Maybe bringing some smells (laugh), I don't know. I, just like making it even more, but that's just tricky stuff, but I loved it. It was really immersive in that terms that you just go into this atmosphere and you can just sit there and, yeah it was good.

[End]

