INTERFACE
William Bricken
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Interpret ( ) as a computer monitor. ( ) isa display screen. Let's look into the representation. We'll be "A".

So here we are watching the screen:

A ( )

There's nothing on. The contents are void. What do we do when there's nothing on? We go away:

A ( ) ==> ( )

Yep. The good ole Rule of Dominance.

Let's put something on the screen. Call it "S".

A (S)

Read for logic this is:

If S then A.

If something is on, we'll watch.

Let's watch ourselves:

A (A)

How did we construct the idea of self-watching?

A ( ) ==> A (A)

Yep. The good ole Rule of Pervasion.

What is Cyberspace?

(A)

The user is in the computational environment.

As you might expect, the theory of interface is the theory of boundary mathematics.