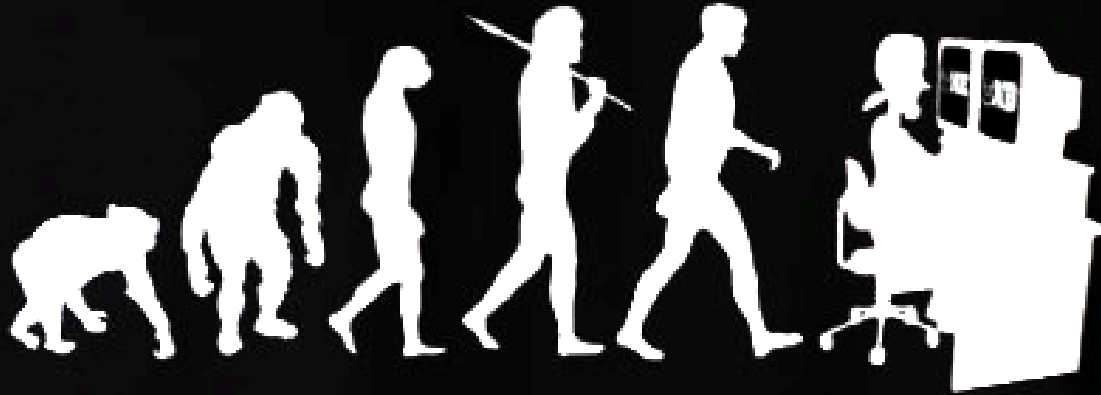


The Frame of Attention



Chris de Selincourt

Cardiff School of Art & Design, Cardiff Metropolitan University

Cardiff, UK

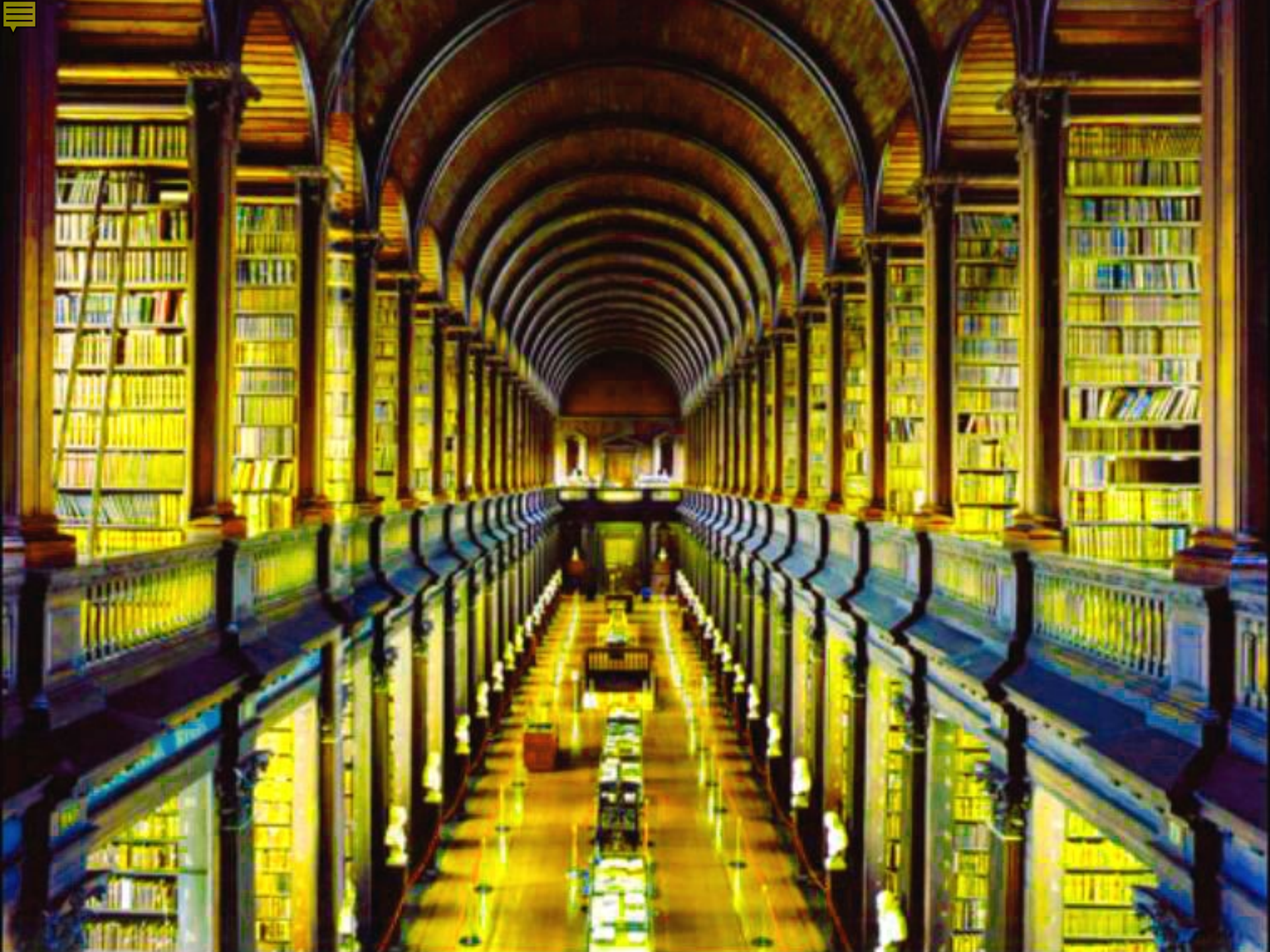


Spectator Maker

where does 'the human mind stop and the rest of the world begin'? (Clark & Chalmers 1998)









Throughout film history and media theory, cinema has been conceived of as:

an analogue to mental processes (Munsterberg 1916, Baudry 1968, Metz 1975)

a mechnial mind (Vertov 1984)

representation of visual thought (Brakhage 1963)

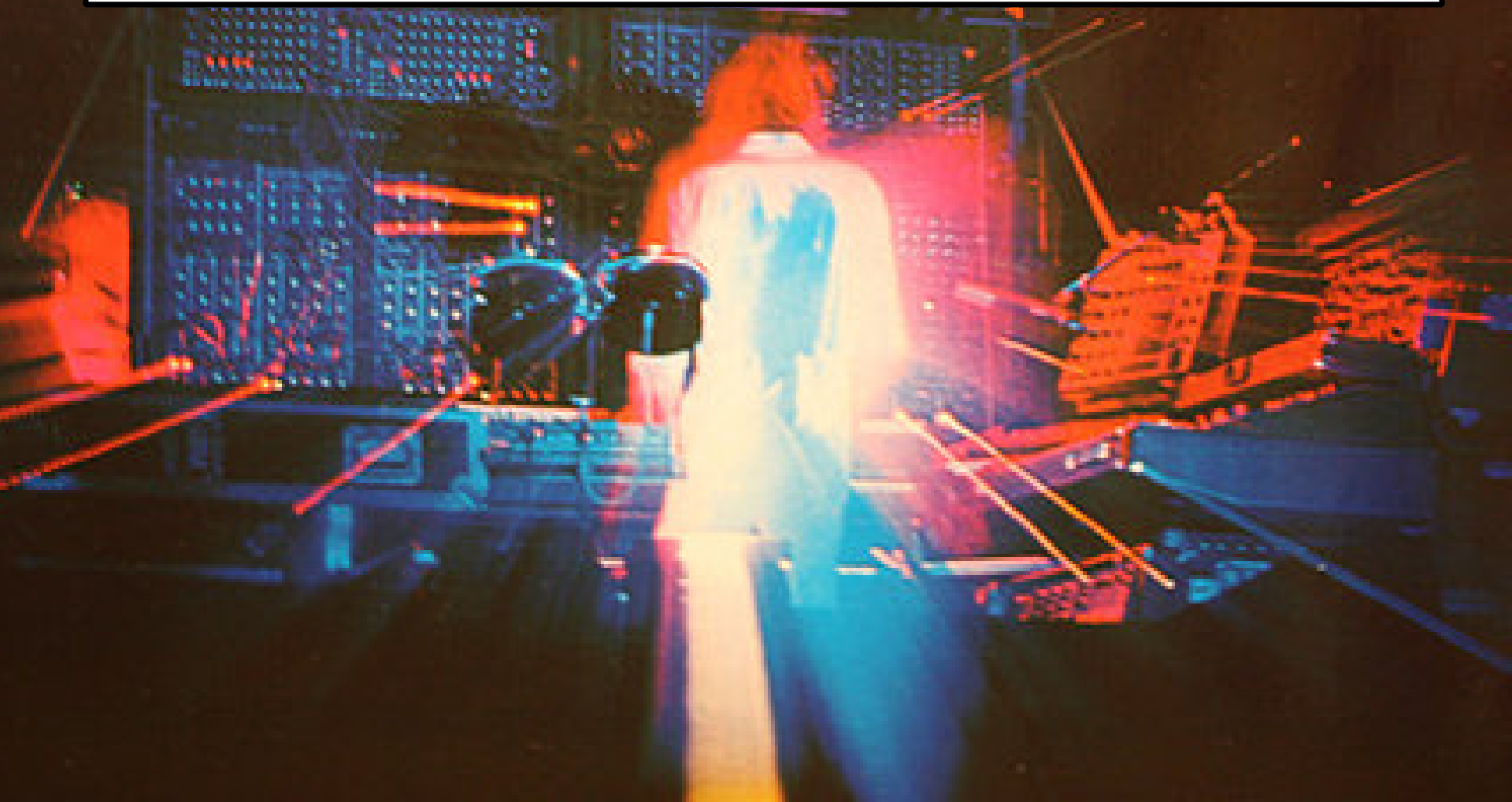
thought's mediator (Gilbert-Lecomte 1991)

or as an extension of the pysche (Mcluhan 1962, Perkins 1972)

surprisingly 'very few detailed explanations of cognition and film editing' (Smith 2006)

Expanded Cinema ... it's a process of becoming, man's ongoing historical drive to manifest his consciousness outside of his mind, in front of his eyes.

Gene Youngblood (1970)



video editing in parallel to studies in cognitive science and consciousness studies

episodic memory

event segmentation perception (Newtson 1973, Zacks, 2003)

attentional blink (Raymond et al, 1992)

inattention blindness (Mack & Rock, 1992)



Locating the mind of the editor

introduce competing claims about the boundaries of human cognition





all cognitive processes
sequences of intentional mental states
mental representations
supervene exclusively on the brain

computational theories of mind
deconstruct / map / re-engineer
mental representations

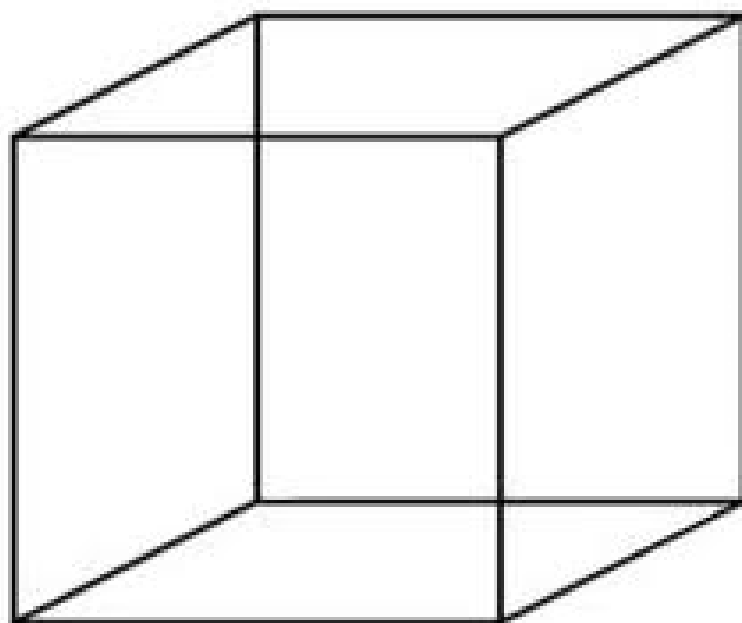


actively representing
simultaneously engaging with the world
activity also extends into the body
brain and world not separate

non-reducible phenomenon
brains one part of a cognitive process
also: the body of the cognising agent
supports of our complex cultural and
technological environments (Clark 2003)











Harun Farocki
Serious Games IV: A Sun Without Shadow (2010)



Jon Hudson at EJ Turntable VJ Battle (2005)

Magisto - free app for automated video-editing and uploading.



Oren Boiman and Alex Rav-Acha

Computer Vision Lab, The Weizmann Institute, Israel

Video and Image Analysis

Probabilistic Inference

Object and Action Recognition

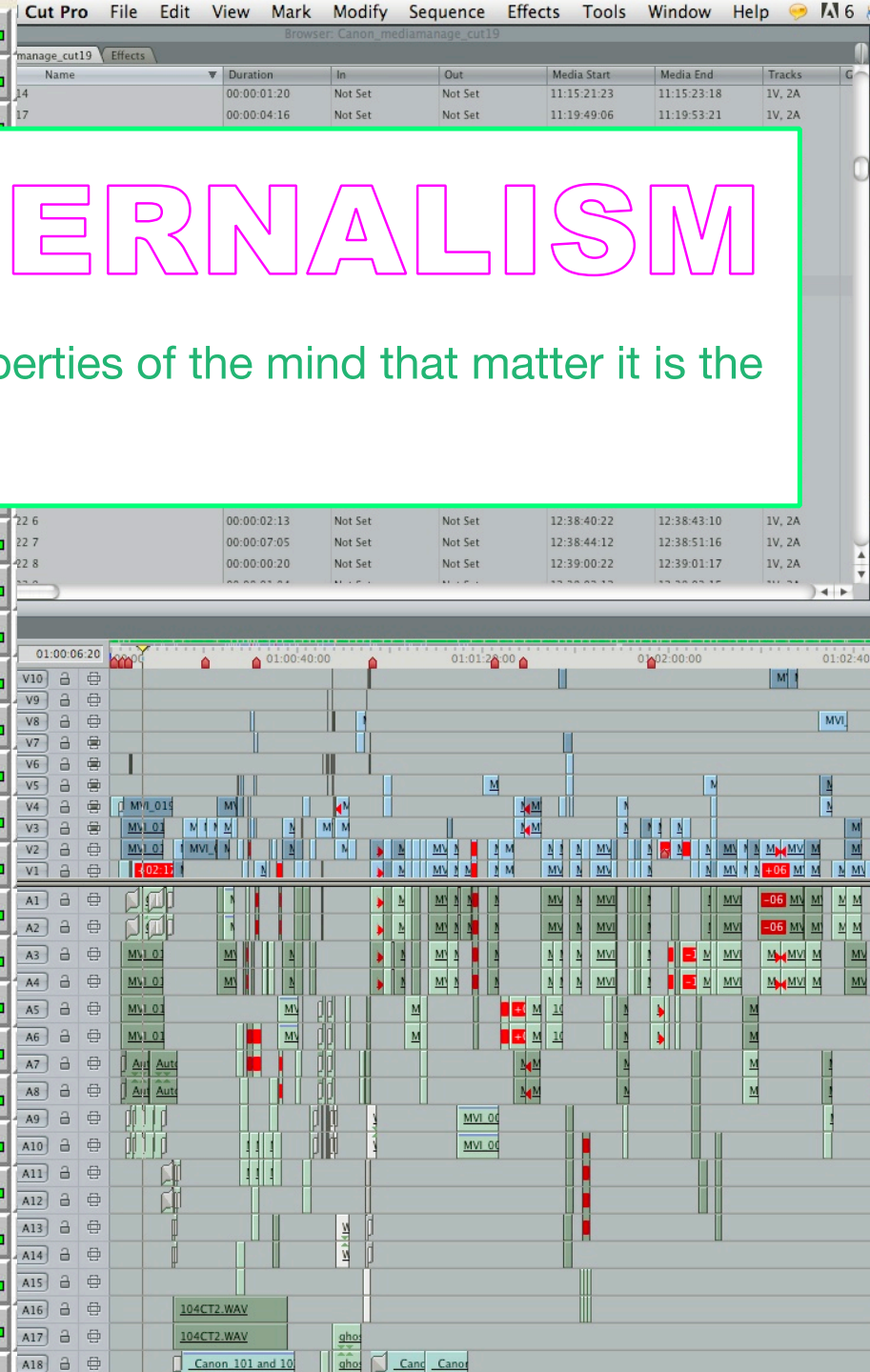
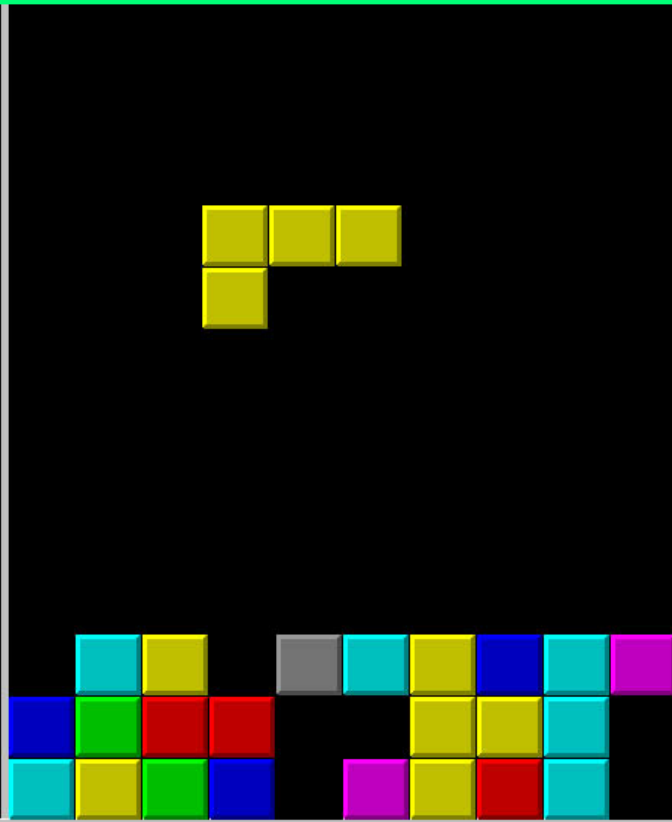
A person is seen from a low angle, climbing a complex, colorful structure that resembles a staircase or scaffolding. The structure is composed of various colored beams and platforms, including red, blue, and yellow. The person is wearing a dark jacket and a blue and white striped shirt. The background is a bright, abstract space with a grid-like pattern of light and shadow.

Cognitive Scaffolding

the 'physical, cognitive and social augmentations' required for editing (Clark 2003)

ACTIVE EXTERNALISM

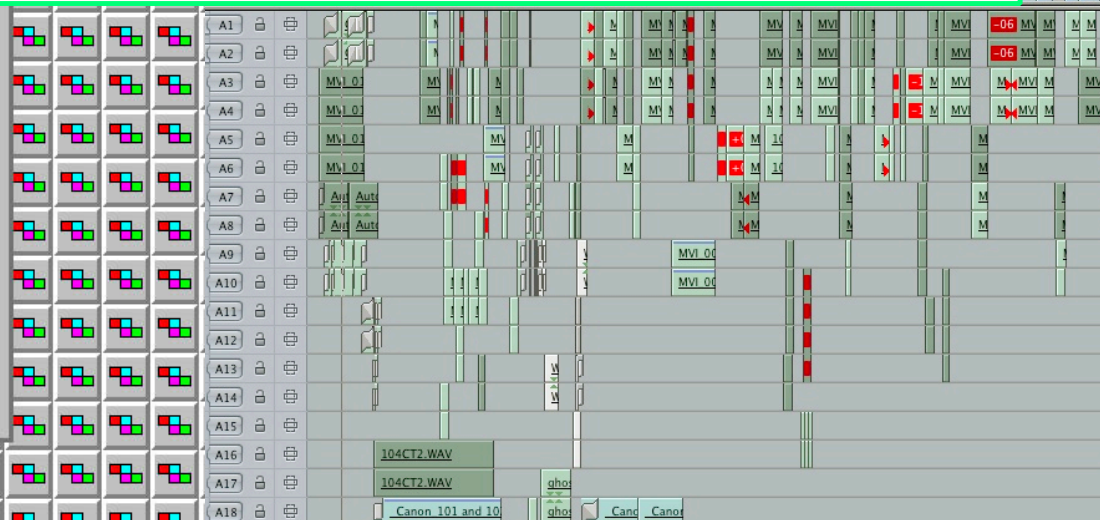
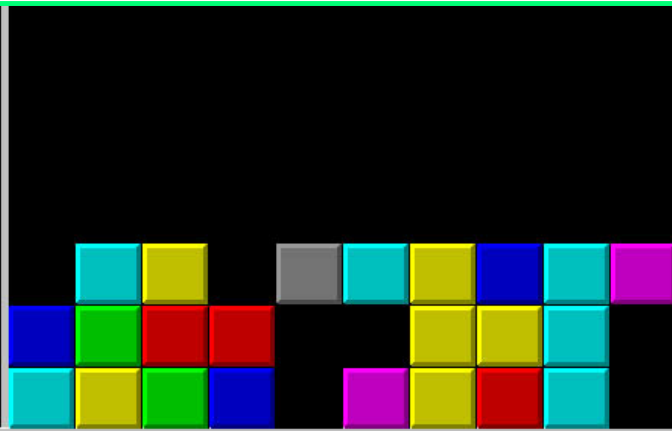
parity principle - it is not the physical properties of the mind that matter it is the functionality of the process.



ACTIVE EXTERNALISM

the human organism that is linked to an external entity in a two-way interaction, creates a **coupled system** that can be seen as a cognitive system in its own right'

1. All the components in the system play an active causal role
2. They jointly govern behavior in the same sort of way that cognition usually does
3. If removed the external component, the systems behavioral competence would drop, just as it would if we removed part of its brain
4. Therefore, this sort of coupled process counts equally well as a cognitive process, whether or not it is wholly in the head.







SCRATCH



VIDEO







**varieties
of editing
experience**