

CHAPTER 5: THE FUTURE

THERE ARE, OF COURSE, MANY FACETS TO REIMAGINING CHAT I DIDN'T EXAMINE IN THIS COMIC

HERE ARE A COUPLE:

1. AFFECT

HOW CAN WE PORTRAY EMOTIONS, GESTURES, AND ATTENTION IN AN AUTHENTIC WAY THROUGH A COMPUTATIONAL MEDIUM?

2. ENVIRONMENTS & WORKSPACES

HOW DO GROUPS WORK IN THE MEDIUM I'M PROPOSING?

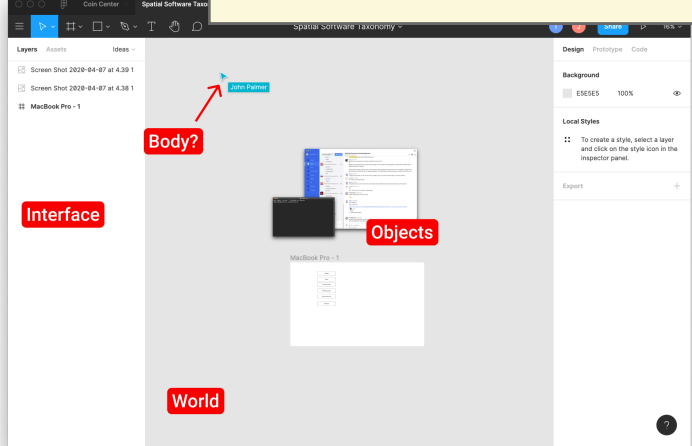
WHAT DOES A "CHAT DOCUMENT" LOOK LIKE IN WHOLE?

THESE ARE QUESTIONS I'D LIKE TO EXPLORE NEXT, AND I'M EAGER TO HEAR OTHERS' THINKING AROUND THIS

3. TWO-DIMENSIONAL OUTLINING

I'D LIKE TO THINK I'VE PROPOSED A LESS LINEAR CHAT IN THIS COMIC, BUT THERE IS AN ENTIRE DIMENSION I'VE MISSED

SEE JOHN PALMER'S "SPATIAL SOFTWARE", MUZE.NYC, AND ANDY MATUSCHAK'S "PERIPHERAL VISION" THREAD LINKED BELOW



SEE ALSO SCHMITZ'S "LANGUAGE OF TWITTER" ON THE IMPLICIT GRAMMAR OF OUR CHAT AFFORDANCES

Figma annotation in *Spatial Software*
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4. ACADEMIC WORK

WHAT BODIES OF LITERATURE DID I TOTALLY NEGLECT IN THIS COMIC? HERE ARE JUST A FEW:

COMPUTER-SUPPORTED COOPERATIVE WORK (CSCW)

CONVERSATIONAL ANALYSIS (SOCIOLOGY, LINGUISTICS)

ETHNOMETHODOLOGY

MEMORY (COGNITIVE SCIENCE)

5. RHIZOMES & TREES

I BOUNCED BETWEEN TREES AND RHIZOMES AS THE DATA STRUCTURE OF CHOICE FOR GLUE CHAT

MANY PHILOSOPHERS WILL BE ANNOYED. THEY ARE PROFOUNDLY DIFFERENT STRUCTURES

I NEED TO THINK MORE ABOUT HIERARCHICAL VS NON HIERARCHICAL REPRESENTATIONS OF CONVERSATION

6. CODE

IF CODE IS CONVERSATION, REPLS, REPOS, AND NOTEBOOKS ARE THE CURRENT CHAT-MEDIA WE HAVE

WHAT DOES CHAT THAT SUPPORTS A CODE EMBELLISHMENT LOOK LIKE?

7. GLUE CHAT ITSELF

IN SOME WAY OR ANOTHER I WANT TO SEE A GLUE CHAT HAPPEN

IDEALLY THIS COMIC WOULD NOT HAVE BEEN A COMIC AT ALL

IT WOULD HAVE BEEN A CONVERSATION IN THE (UNIMPLEMENTED) GLUE CHAT MEDIUM

FEEL FREE TO GET IN TOUCH IF YOU ALSO WANT TO MAKE GLUE CHAT A REALITY!

THANKS FOR READING!