

On Deviceless Interactive Cinema

FRANCISCO SCALESE

Sapienza Università di Roma

Abstract

Interactive cinema – a filmic experience capable of turning the passive spectator into an interactor – has never achieved real recognition in the media. In the present essay it will be argued that the main reason is to be attributed to the need for external hardware to generate this experience, which is configured however as a very primitive subcategory of videogames. To solve such a media identity problem, a new form of cinematographic interactivity is proposed, based on the occurrence of removing one's gaze from the flow of images on the screen.

Keywords: interactive cinema; aesthetics of film; new media; videogames; interactivity.