

MACPFNE Online Thesaurus - Help Guide

This guide will help you to familiarize yourself with the online thesaurus.

1- General Structure

1-1 Main Navigation Bar



A general user (i.e. a user not logged in) will be able to use the main menu bar shown above which consists of:

- Home: link to the home page of the site, listing the Narrative Environments part of the site
- Glossary: link to the glossary page, listing all elements of the site in alphabetical order
- Recently added: link to new and latest modified elements of the site
- Debate: link to the debate section of the site

Additionally, users can use the search function and login the site by using the appropriate buttons positioned on the main navigation bar.

MA Creative Practice for Narrative Environment

THESAURUS

Home - Glossary - Recently added - Debate

What is a narrative environment? Find out here. See examples, debates, related practices and terminology. Submit your own images and ideas by contacting us through the site.

Current Narrative Environments

- [Architecture of Fear](#) 
- [CSM exhibition 2008](#) 
- [Global Campfire](#) 
- [hairyland](#) 

Image sample: sofa



the home page currently consists of a list of all narrative environments in alphabetical order, and a random image of content associated with one of the narrative environment.

1-3 Glossary Page

MA Creative Practice for Narrative Environment
THESAURUS

Home - Glossary - Recently added - Debate

Filter Glossary:

Term
Actor

Practice
Actor Network Theory

Term
Agency

Term
agon

Term
Aleatory

Term
Alienation

Term
antagonist

Practice
Anthropology

Practice
Architecture

Content
Architecture Amsterdam and Curacao

Narrative Environment
Architecture of Fear

Content
Architecture of Fear

The glossary page lists all elements which part of the site in alphabetical order (default view).

The user is able to filter the glossary by element group, such as Narrative Environments, Practices, Terms and Contents.

NB: Each element's group can be graphically recognized by its textured background.

1-4 Recently Added Page

MA Creative Practice for Narrative Environment

THESAURUS

Login

[Home](#) - [Glossary](#) - [Recently added](#) - [Debate](#)

Last modified: 2009-09-29 12:10:41

Human ecosystem - Narrative Environment

Last modified: 2009-09-29 11:30:23

test trest content - Content

Last modified: 2009-09-29 11:28:11

my new term test - Term

Last modified: 2009-09-29 11:26:05

beat - Term

Last modified: 2009-08-19 14:31:50

intradiegetic - Term

Last modified: 2009-08-19 14:20:32

The diegesis - Term

Last modified: 2009-05-20 12:28:58

Experience Design - Practice

Last modified: 2009-09-29 11:32:47

text name - Content

Last modified: 2009-09-29 11:29:10

Audience - Term

Last modified: 2009-08-19 14:35:37

Metalepsis - Term

Last modified: 2009-08-19 14:26:11

extradiegetic - Term

Last modified: 2009-08-01 13:44:02

Authorship - Term

Last modified: 2009-05-20 12:18:03

Meaning - Term

The recently added page lists the last 50 elements that have been added or modified, ordered descending from the latest.

NB: Each element's group can be graphically recognized by its textured background.

MA Creative Practice for Narrative Environment
THESAURUS Login

[Home](#) - [Glossary](#) - [Recently added](#) - [Debate](#)

All current debates

my new term test- new deabte for my new term test - [View Debate](#)

Created by: damien borowik - 2009-09-29 13:48:23

this is my debate

(1 reply)

Community Building- What is a 'community? and how would you 'build' it? - [View Debate](#)

Created by: Stuart Jones - 2009-08-17 14:14:18

The given definitions sound rather top-down, smacking of social engineering. Neither seems to address questions of cultural history, content, values and difference. I personally doubt that communities can be built, but perhaps it is possible to contribute to an ecology which will support the development of a community. In any case, before anything can be built or supported, we have to have some idea of what it is. So, what is a community? I would propose a very broad starting point: the community of living organisms on this planet - the community of sentient (what does that mean?) beings - the community of all humans; the implication being that members of a community share something which holds them together in some way. In human communities it is probable that the members of a community would be able to acknowledge and articulate what they had in common.

This page lists all debates, whether general debates (i.e. not affiliated to an element of the thesaurus), or element specific debate (related to an element of the thesaurus).
From here, the user can select the debate they want to see which links to the whole conversation.

NB: Each element's group can be graphically recognized by its textured background.

2- View Thesaurus' Elements

2-1 View Practice

MA Creative Practice for Narrative Environment
THESAURUS Login

[Home](#) - [Glossary](#) - [Recently added](#) - [Debate](#)

Practice: Interaction design - Currently no debate

Definition:

Designing systems for one or more users to interact with

Related Practice(s):

[Installation](#) - [Architecture](#) - [sound design](#)

Related Terms:

[Agency](#)

The capacity of the user to control, shape or direct the interaction.

[user-centred design](#)

design developed from the needs and desires of the users, visitors or inhabitants

[narrative ecology](#)

A designed experience that creates a feedback system formed by the interaction of a specific audience with their environment.

A practice view page consists of, from top - down:

- Name of the practice along with its debate page (if any)
- Definition of the practice
- Related practices
- Related terms, along with the argument for link the term to this practice

- 2-2 View Term
- 2-2-1 General View

Login
THESAURUS

[Home](#) - [Glossary](#) - [Recently added](#) - [Debate](#)

Agency - Currently no debate

Associated practices:
[Actor Network Theory](#) - [Architecture](#) - [Interaction design](#) - [Narrative Ecology](#) - [Narratology](#) - [Sociology](#)

Agency in Actor Network Theory

[No Broader term](#) [No Narrower term](#)

In actor-network theory, all things – living as well as non-living, human as well as things in order to sustain themselves. They interiorises them. They could not exist without this interiorization of what is essentially exterior to them.

No content

Agency in Architecture

[No Broader term](#) [No Narrower term](#)

To grasp what is exactly at stake in current debates, we believe the notion of agency is paramount. In discussions about the architect's societal position - as autonomous creator, self-interested professional, victim to market forces, resistive agent, 'enabler,' or 'urban catalyst'- as much as about the role of the user - as empowered citizen, producer of urban space, 'self-organizing' entity or 'everyday bricoleur' - the notion of agency is often as fundamental as it is taken for granted. At the same time, recent preoccupations with the material and performative dimension of architecture have led to new ways of understanding agency in architecture.

from this [link](#) (accessed 23.11.08)

Text content:

Media content:

[light house cinema](#)


Agency in Interaction design

[No Broader term](#) [No Narrower term](#)

- A term general view page consists of:
- Name of the term along with its general debate page (if any)
 - General Definition of the term (when not affiliated to any practices)
 - Associated practices links
 - Terms details within a practice (for more details, see 2-2-2- Related View)

2-2-2 Related View

MA Creative Practice for Narrative Environment

THESAURUS

Login

[Home](#) - [Glossary](#) - [Recently added](#) - [Debate](#)

Agency in Architecture - Currently no debate

To grasp what is exactly at stake in current debates, we believe the notion of agency is paramount. In discussions about the architect's societal position - as autonomous creator, self-interested professional, victim to market forces, resistive agent, 'enabler,' or 'urban catalyst'- as much as about the role of the user - as empowered citizen, producer of urban space, 'self-organizing' entity or 'everyday biocolour' - the notion of agency is often as fundamental as it is taken for granted. At the same time, recent preoccupations with the material and performative dimension of architecture have led to new ways of understanding agency in architecture.

from this [link](#) (accessed 23.11.08)



No Broader term

No Narrower term

Text content:

Media content:

[light house cinema](#)



Definitions of Agency in other practices:

[Actor Network Theory](#)

In actor-network theory, all things – living as well as non-living, human as well as non-human – are endowed with agency. This means that when we look for the origin/cause

A term related view page consists of:

- Name of the term and its related practice, along with its specific debate page (if any)
- Definition of the term in its context (according to the practice)
- Random pictorial content related to this term within the related practice
- Broader and narrower terms according to the related practice
- related content, currently grouped between textual and pictorial content
- other practices related to this term and its definition/argument in its other contexts

2-3 Content View

MA Creative Practice for Narrative Environment

THESAURUS

Home - Glossary - Recently added - Debate

Content: Architecture of Fear - Currently no debate

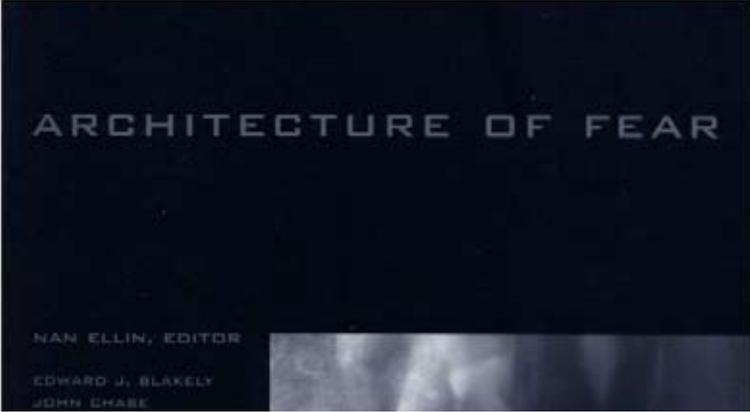
linked to Narrative environment(s):

[Architecture of Fear](#)

definition:

Book Cover

content:



The image shows the front cover of the book 'Architecture of Fear'. The title is printed in a light, monospace-style font against a dark, almost black background. Below the title, the names of the editor and contributors are listed in a smaller, white font. The bottom right corner of the cover features a small, square inset image showing a close-up of a person's face, possibly in a state of distress or fear, rendered in a desaturated, blue-toned style.

A content view page consists of:

- Name of the content along with its debate page (if any)
- Link(s) to Terms and/or Narrative Environments (content can only be linked to those two groups of elements)
- Definition
- Content (image, text, video)

2-4 Narrative Environment View

MA Creative Practice for Narrative Environment

THESAURUS

Login

Home - Glossary - Recently added - Debate

Narrative Environment: Architecture of Fear - Currently no debate

Definition:

this is an example of urban curation

associated pictorial content (general):  [Architecture of Fear](#)

Argument:

no argument

related practice (general): [Architecture](#)

Argument:

no argument

associated term: [Urban](#) related practice: [Curation](#)

Argument:

no argument

A narrative environment view page consists of:

- Name of the narrative environment, along with its specific debate page (if any)
- Definition of the narrative environment
- Associated Elements listed in alphabetical order

any elements, in any context, can be linked to a narrative environment. Each association can be consolidated with an argument that explains the nature of the association.

2-5 Search Result View

The screenshot shows a web interface for a thesaurus. At the top, there is a blue header with the text 'MA Creative Practice for Narrative Environment' and 'THESAURUS' in large, stylized letters. To the right of the header is a search bar with a 'Search' button and a 'Login' link. Below the header is an orange navigation bar with links for 'Home', 'Glossary', 'Recently added', and 'Debate'. The main content area is white and displays the search results for the term 'design'. It is organized into three sections: 'Term(s) found:', 'Practice(s) found:', and 'Link(s) found:'. Each section lists related terms, some of which are underlined. The 'Practice(s) found:' section lists a variety of design-related terms, including 'Graphic Design', 'Interior Design', 'Interpretive Design', 'Landscape Design', 'Product Design', 'urban design', 'Exhibition design', 'Interaction design', 'sound design', 'narrative environment design', 'Service Design', 'Actor Network Theory', 'Narrative Ecology', 'Connective Innovation', and 'Experience Design'. The 'Link(s) found:' section lists 'user-centred design' and 'narrative ecology', with a brief description for 'user-centred design'.

MA Creative Practice for Narrative Environment
THESAURUS [Login](#)

[Home](#) - [Glossary](#) - [Recently added](#) - [Debate](#)

Results found for 'design' :

Term(s) found:

[user-centred design](#)

Practice(s) found:

[Graphic Design](#)
[Interior Design](#)
[Interpretive Design](#)
[Landscape Design](#)
[Product Design](#)
[urban design](#)
[Exhibition design](#)
[Interaction design](#)
[sound design](#)
[narrative environment design](#)
[Service Design](#)
[Actor Network Theory](#)
[Narrative Ecology](#)
[Connective Innovation](#)
[Experience Design](#)

Link(s) found:

[user-centred design](#)

design developed from the needs and desires of the users, visitors or inhabitants

[narrative ecology](#)

A search result page consists of:

- Query made
- Results ordered by groups of elements
- Links where the query has been found