

■1 ■2 ■4 ■5 ■6 ■7 ■8 ■9 ■10 ■11

■12 ■13 ■14 ■15 ■16 ■17 ■18 ■19 ■20

■21 ■22 ■23 ■24 ■25 ■26 ■27 ■28 ■29

■30 ■31 ■32 ■33 ■34 ■35 ■36^[P] ■37 ■38 ■39 ■40

A 10x10 grid of 100 points, labeled 1 to 100. The points are arranged in a regular grid. A box labeled 'y' is drawn around points 46, 47, 48, and 49. A small black square is located at point 81. The label '[P]' appears above point 53 and below point 95.

*50 *51 *52 *53 ^{P1} *54 *55 *56 *57 *58
 *59 *60 *61 *62 *63 *64 *65 *66 *67
 *68 *69 *70 *71 *72 *73 *74 *75 *76 *77 *78
 *79 *80 *81

A 3x12 grid of points labeled #92 to #110. The points are arranged in three rows and twelve columns. A red line connects point #92 (top-left) to point #109 (bottom-right). A red label 'P1' is placed near point #99.

#92	#93	#94	#95	#96	#97	#98		#99		#100	#101
#92	#93	#94	#95	#96	#97	#98	#99	#100	#101	#102	#103
#104		#105		#106	#107	#108	#109	#110			

A 3x12 grid of points labeled #92 to #110. The points are arranged in three rows and twelve columns. A red line connects point #92 (top-left) to point #109 (bottom-right). A red label 'P1' is placed near point #99.

#92	#93	#94	#95	#96	#97	#98		#99		#100	#101
#92	#93	#94	#95	#96	#97	#98	#99	#100	#101	#102	#103
#104		#105		#106	#107	#108	#109	#110			

• 104 • 105 • 106 • 107 • 108 • 109 • 110

• 104 • 105 • 106 • 107 • 108 • 109 • 110

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1. The first step is to identify the key components of the system. This involves understanding the hardware and software involved, as well as the data flow and the interactions between different parts of the system.

2. The second step is to define the requirements for the system. This includes identifying the functional requirements, the performance requirements, and the security requirements.

3. The third step is to design the system architecture. This involves creating a high-level overview of the system, showing the main components and how they are connected.

4. The fourth step is to develop the system components. This involves writing the code for the different parts of the system, and testing each component individually.

5. The fifth step is to integrate the system components. This involves putting all the components together and testing the system as a whole.

6. The sixth step is to deploy the system. This involves installing the system on the target hardware and making it available to the users.

7. The seventh step is to maintain the system. This involves monitoring the system for problems, and making updates and improvements as needed.

Figure 1. A schematic diagram of the experimental setup. The subject is seated in a chair, viewing a screen displaying a target. The target is a small object (e.g., a ball) that is launched from a fixed position. The subject's hand is positioned to catch the target. The distance between the launch point and the catch point is the target distance. The subject's hand is positioned at a fixed distance from the launch point, and the target is launched from a fixed position. The subject's hand is positioned at a fixed distance from the launch point, and the target is launched from a fixed position. The subject's hand is positioned at a fixed distance from the launch point, and the target is launched from a fixed position.

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1. The first step is to identify the problem. In this case, the problem is that the system is not working properly.

1. The first step in the process is to identify the problem or issue that needs to be addressed. This involves gathering information and understanding the context of the problem.

1. What is the purpose of the experiment?

1. The first part of the document is a list of references. The references are listed in a standard format, including the author's name, the title of the work, and the publisher. The references are as follows:

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1. The first step is to identify the problem. This involves understanding the current situation, identifying the problem, and determining the scope of the problem. 2. The second step is to analyze the problem. This involves gathering information, identifying the causes of the problem, and determining the impact of the problem. 3. The third step is to develop a solution. This involves brainstorming ideas, evaluating the ideas, and selecting the best solution. 4. The fourth step is to implement the solution. This involves developing a plan, executing the plan, and monitoring the results. 5. The fifth step is to evaluate the solution. This involves assessing the effectiveness of the solution, identifying areas for improvement, and making adjustments as needed.

1. The first step in the process is to identify the problem or issue that needs to be addressed. This involves gathering information and understanding the context of the problem.

Paris Vian
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1. 2010年10月1日起，凡在中华人民共和国境内销售货物或者提供加工、修理修配劳务以及进口货物的单位和个人，均应按照《中华人民共和国增值税暂行条例》及实施细则缴纳增值税。

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M M RY é um projecto que teve como ponto de partida a ocorrência de lapsos na memória semântica de uma comunidade. O projecto constitui-se numa aplicação interactiva demonstrativa das associações da palavra/conceito às memórias, assim como de falhas na associação entre estas . Partindo de um texto, retirado de "L'Écume des Jours", de Boris Vian, o participante tem a oportunidade de construir uma narrativa, escolhendo associações dentro das unidades de memória de cada uma das personagens da comunidade, X,Y, Z, correspondentes às unidades de memória de José Lucas, Mariana Keil e Simone ou Sara.

A cada conceito está associada uma memória (codificada e correspondente a uma imagem). No entanto, perante um “lapso de memória”, algumas associações de conceitos são permutadas; "confunde-se a mulher com o chapéu”, utilizando o episódio descrito por Oliver Sacks. Algo que pode ser facilmente dado como adquirido - a linguagem - é demonstrado como um sistema vulnerável e susceptível a alterações.

M M RY constitui-se como uma aplicação que pretende demonstrar a associação entre a palavra/conceito e a memória individual. Ao longo do processo de construção do indivíduo este forma um complexo universo, uma rede de associações que são recorrentemente aplicadas no processo de leitura — construção de significado. À palavra, não só está associado o conceito, como também está associada uma panóplia de lembranças, emoções que são remetidas pelo indivíduo para esses conceitos. Na aplicação estas associações estão materializadas em imagens e vídeo.

Ao fazemos uma leitura, estamos também a fazer um percurso na nossa memória — percorremos um duplo caminho. Este caminho, constituído por fragmentos de memória e de associações pode ser traduzido num mapeamento, uma geografia constituída de coordenadas, abordando a perspectiva de Chris Marker.

Como ponto de partida, um excerto do livro de Boris Vian, “L'Écume des Jours”. Que memórias, imagens (não será toda a memória imagética?), associam a comunidade à leitura deste excerto? Esta ideia de percurso é explorada na aplicação, em que cada interveniente que interage com a mesma faz o seu próprio percurso, escolhendo a que unidade de memória de uma comunidade pretende associá-la. No entanto, lapsos de memória podem permutar as palavras/conceitos associadas a memórias. Existem assim três caminhos possíveis de associação para cada conceito. Em cada unidade de memória [X,Y, Z] o conceito corresponde a uma memória. Consoante a interacção do participante e as suas escolhas, este vai deixando um rasto do seu percurso. Assim se percorre um caminho, deixando a descoberto a riqueza de possibilidades para muitos outros; muitos outros “output” de narrativas.



[A more modest and perhaps more fruitful approach would be to consider the fragments of memory in terms of geography. In every life, we would find continents, islands, deserts, swamps, overpopulated territories and terrae incognitae. From this memory we can draw the map, extract images with more ease (and truth) than do stories and legends. That the subject of this memory is found to be a photographer or a filmmaker does not imply that his memory is more interesting than that of any passing gentleman (or moreover, than that of the lady), but simply that he has left traces with which one can work, and contours to help draw up the map.]

Chris Marker about Immemory

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A aplicação M M RY irá estar integrada na exposição MUNDANEUM, a realizar dia 14 de Julho na FABRICA FEATURES.

Projecto realizado no âmbito do mestrado de Design de Comunicação e Novos Media — FBAUL

