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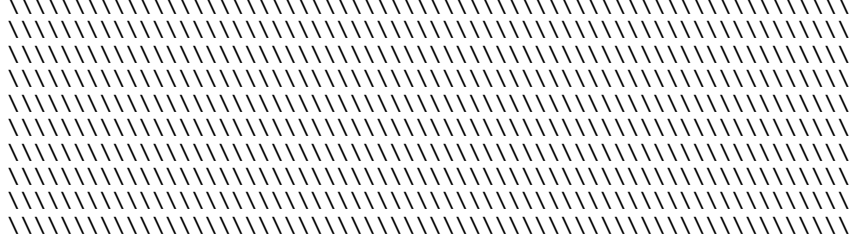
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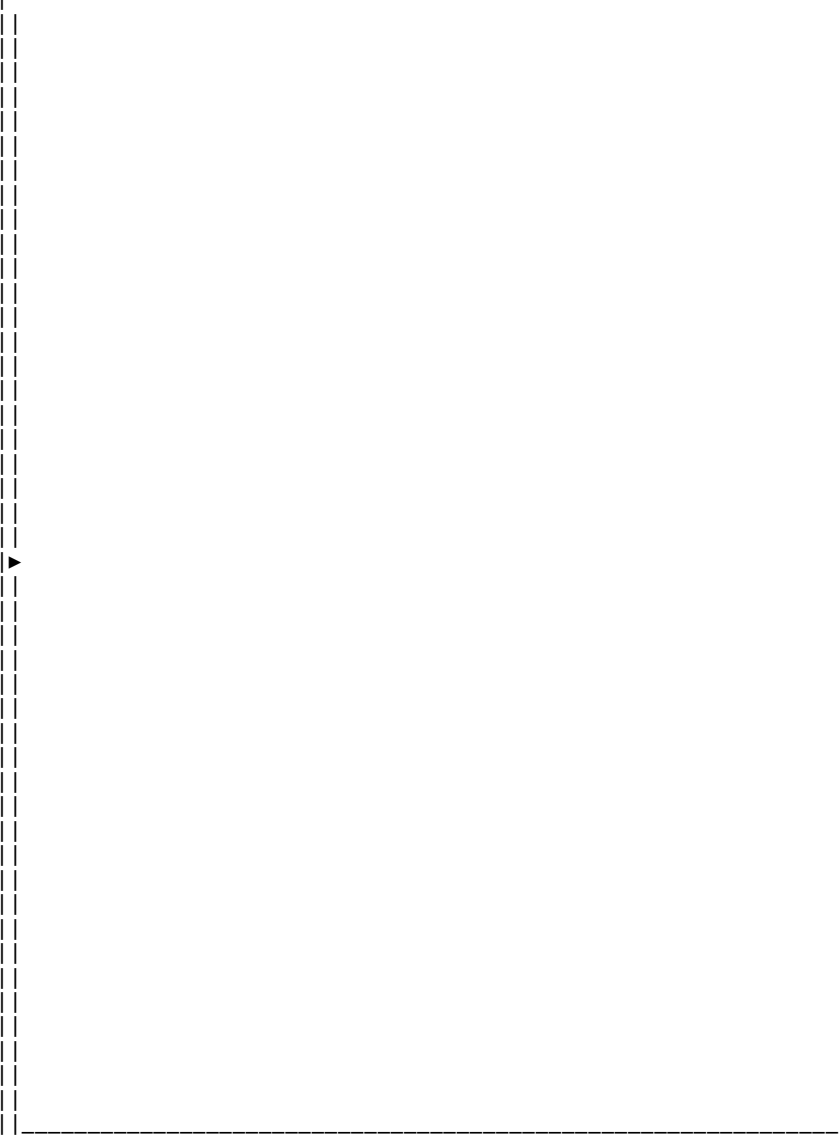
"What is an interface? If we think of interface as a thing, an entity, a fixed or determined structure that supports certain activities, it tends to reify in the same way a book does in traditional description. But we know that a codex book is not a thing but a structured set of codes that support or provoke an interpretation that is itself performative. Interface theory has to take into account the user/viewer, as a situated and embodied subject, and the affordances of a graphical environment that mediates intellectual and cognitive activities.

[...]

Interface is a dynamic space, a zone in which reading/writing takes place. We do not look rather through it (in spite of the overwhelming force of the 'windows' metaphor) or past it. The desktop metaphor at least suggests a space of activity in which icons stand for objects with behaviors we enact. The surface of the screen is not merely a portal for access to something that lies beyond or behind this display.
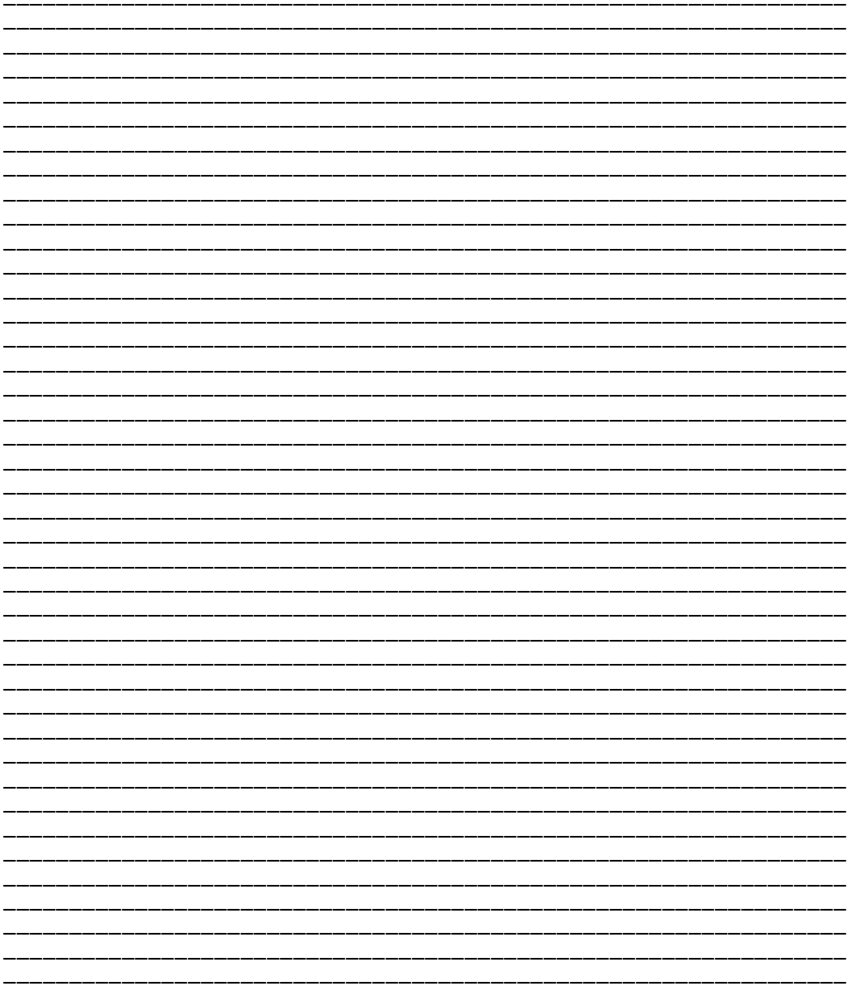
[...]

Interface, like any other component of computational systems, is an artifact of complex processes and protocols, a zone in which our behaviors and actions take place. Interface is what we read/write and how we read/write combined through engagement.

[...]

If we usually separate what we think of as 'content' from the wireframes and display techniques, then we are performing acts of blindness. We do not read/write content independent of interface on a screen any more than we do when we read/write the newspaper.

[...]

We receive 'content' embodied in graphical codes that structure our reading and writing and perform a quasi-semantic function, not merely a formal or syntactic one. The specific qualities of the encoding that distinguish the many modalities of the electronic environment intensify the process of jumping from one frame to another."

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