

MFA DESIGN + TECHNOLOGY

2011 PARSONS FESTIVAL

PARSONS THE NEW SCHOOL FOR DESIGN

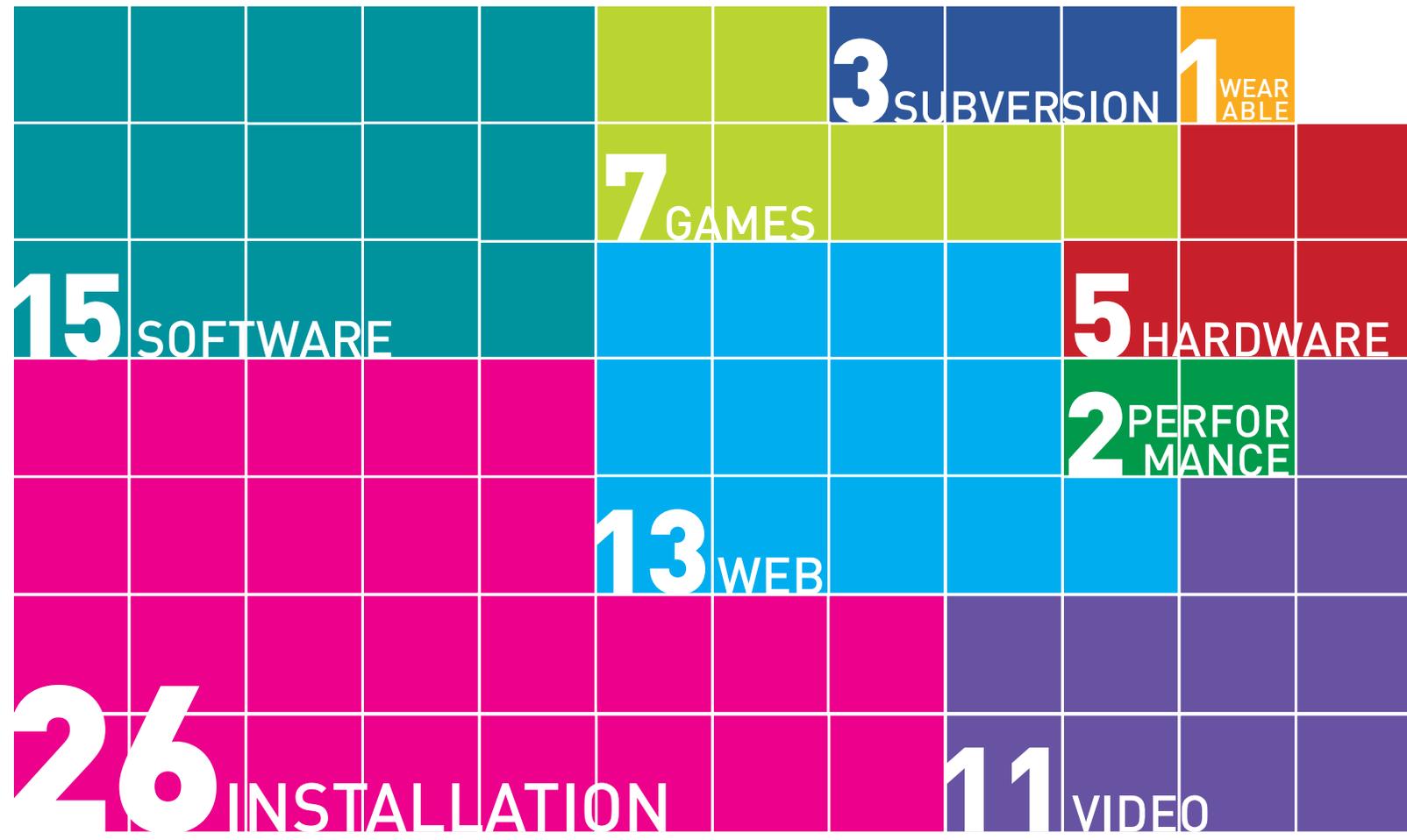


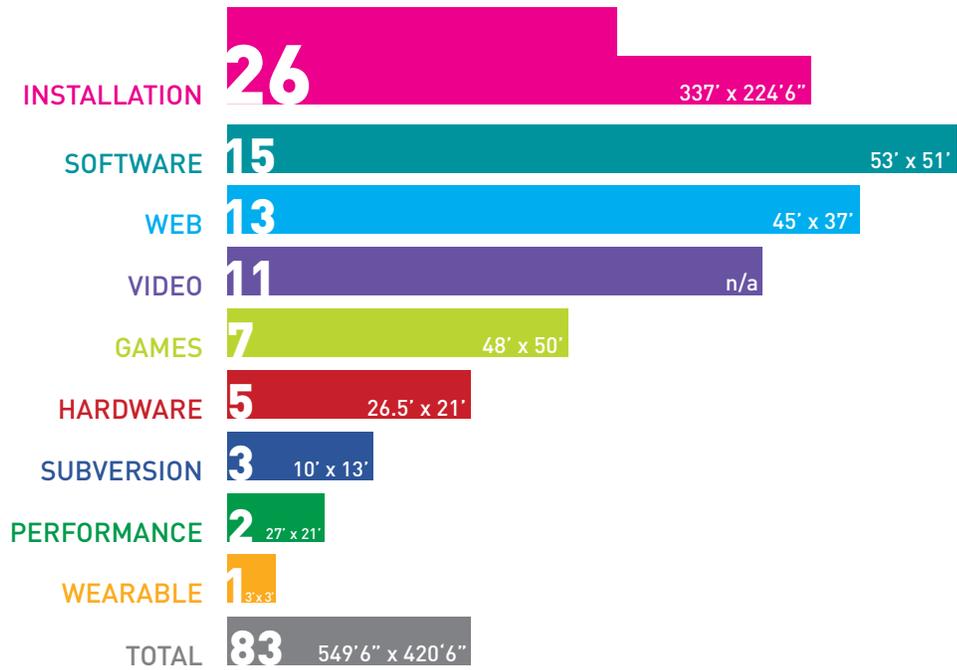
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METRICS SUMMARY



VENUE TOTALS

SYMPOSIUM

83

SCREENING

19

GALLERY

72

INSTALLATION

26 Projects
337' x 224'



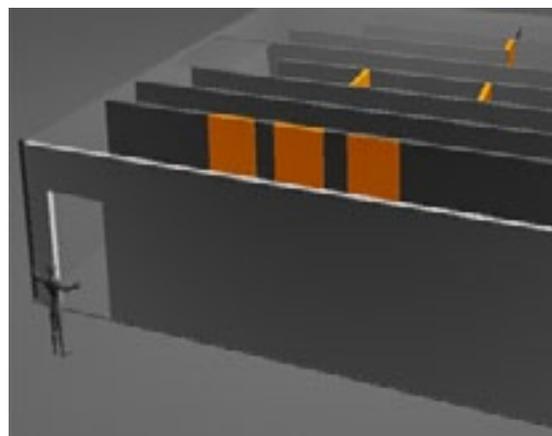
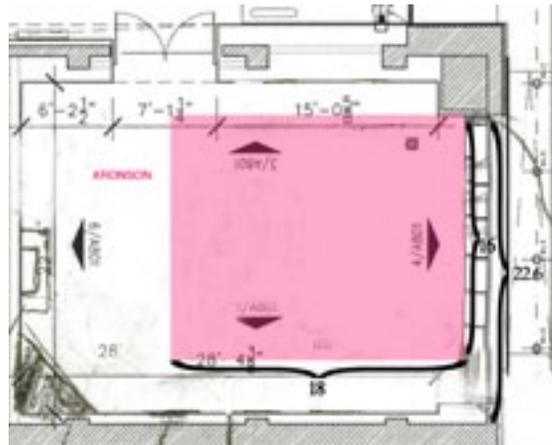
MFA CANDIDATE

Jeanna Hamilton

CATEGORY

Installation

VENUE

Gallery
Symposium

ON DISPLAY

A series (3-4) of experiential and participatory objects of various mediums that as a whole, aim to demystify the phenomena of stuttering from a physical, social and behavioral standpoint.

At first literal, and then progressively more abstracted, the viewer will identify with the physiological condition that manifests as a verbal disfluency, but also come to know the thought processes that accompany interpersonal miscommunications, which lead to the often times very strange adaptive behaviors that stutterers have adopted to deal with the cyclical irony of not being fluent when it matters most.

Example Work (pictured above, left): *On Display (Labyrinth)*—This piece manifests the tensions and anxieties of stuttering as a labyrinth that users can experience by physically navigating, or watching others attempt to complete. As one progresses within the maze, passageways tighten, and wall opacity evolves from being opaque to totally transparent. As the user feels more and more constricted, transparency becomes increasingly less welcome, and the user's struggle and awkwardness is on display for the public. Framed by a gallery window, this piece has the unique quality of engaging the public, pedestrians, and gallery goers as voyeurs and accomplices in creating anxiety and embarrassment for those contained in the labyrinth.

By utilizing a technique developed by B3 Design Studio for The London Design Festival, I will construct the space with module bricks made out of cardboard. Cardboard as a material is cheap, lightweight and can be stored easily and assembled in a relatively short time.

Dimensions: Gallery Space Requested: Aronson Gallery with 5th Avenue frontage, or a highly trafficked similar space with a minimum of 15 feet public exposure. On Display: 16' x 18' x 8' Cardboard

MFA CANDIDATE

Laura Simpson

CATEGORY

Installation

VENUE

Gallery
Symposium

CINDERELLA'S ILLUMINATED GOWN

Cinderella's Illuminated Gown is a fiber optic/LED time-based installation that unravels the interstitial state of transformation and ephemeral nature of Cinderella's Gown. The project focuses on the role of Cinderella's gown as a portal between the ordinary and the extraordinary, the sacred and the profane. Divergent narrative retellings of Cinderella identify a supernatural source and elevates the tale from a struggle between mortals to an extraordinary intervention. The installation combines a sewn bodice, interwoven with LEDs, with variably illuminated fiber optics creating a visualization of the intangible, frozen in-between state, where the ephemeral and transformative nature of Cinderella's fabled gown is expressed.

Dimensions of work: Approximately 6' in diameter on bottom of sculpture. 5' 6" in height. Freestanding sculpture. 6x6' space needed for full installation.

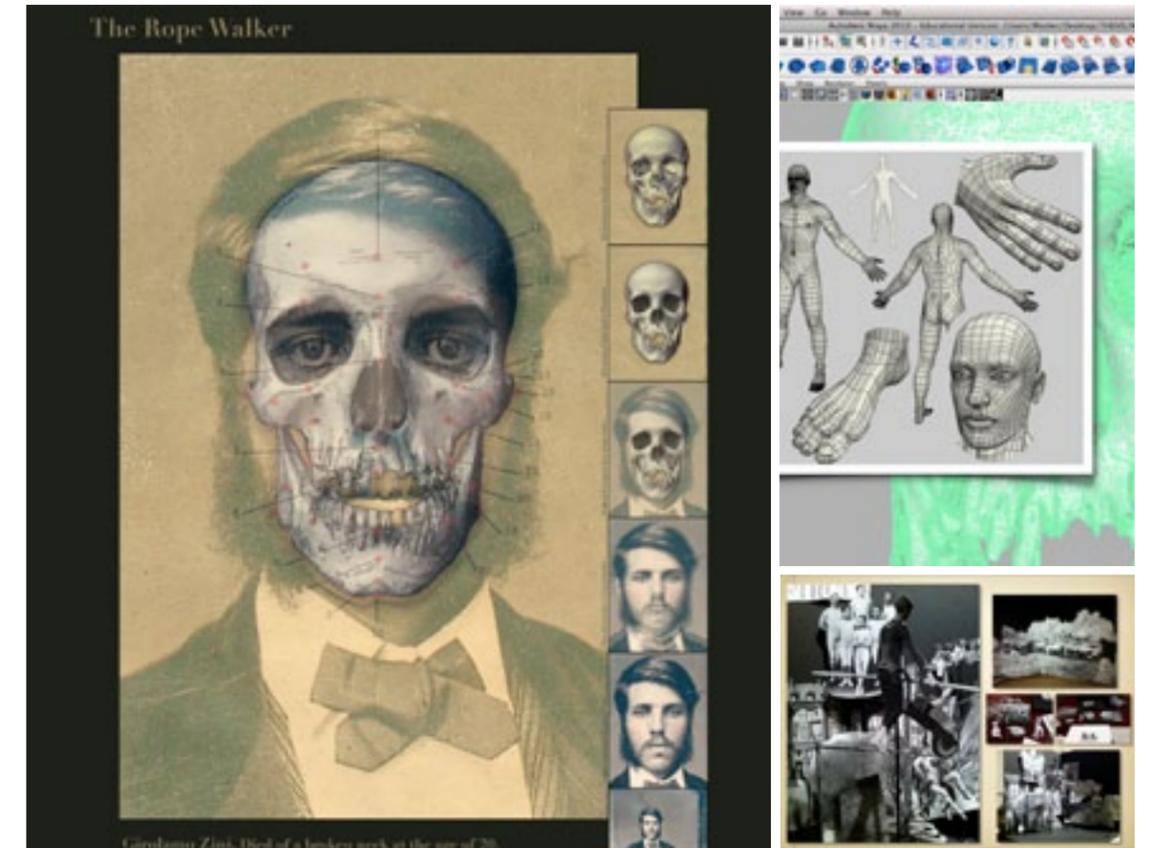
MFA CANDIDATE

Jeanne Kelly

CATEGORY

Installation

VENUE

Gallery
Symposium

HYRTL SIMULACRUM

The Hyrtl Simulacrum is a multimedia, interactive art installation. It uses museum artifacts as a foundation for creative historical fictions. These fictions are discovered through forensic craniofacial reconstructions and analog interaction with story machines. This project aims to make curiosity contagious and infect others with a sense of wonder.

The Hyrtl exhibit at the Mutter Museum in Philadelphia, is a collection of one hundred and thirty-eight human skulls originating from the later half of the nineteenth century. On each skull, written directly onto the bone, are names, birthplaces, occupations and causes of death. Occasionally there is a line about how the person had lived; a small factual narrative, but not the whole story.

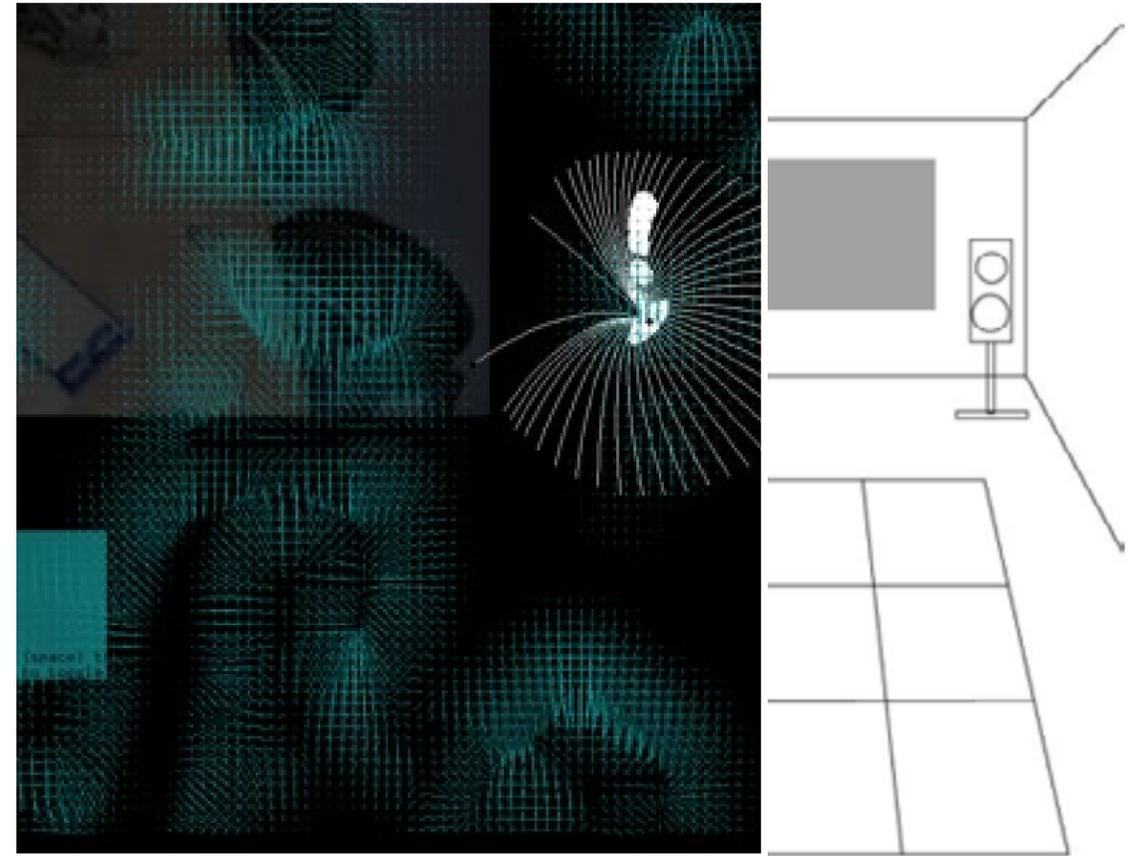
Eight subjects from the collection will serve as the characters in a story that intertwines their narratives together in life as they are now in death. Two-dimensional facial reconstructions are achieved using a forensic compositing technique as well as vintage photography for source images, giving the reconstructions the feeling of their time. Employing stereolithography to 3-dimensionally print the figurative reconstructions directly from Autodesk Maya, I will create collaged dioramas illustrating this new narrative. The dioramas will be housed in an interactive curiosity cabinet, reminiscent of Victorian zoetropes and stereo scopes.

Dimensions/Display: The work will require a 60" x 60" area for display of the cabinet. Additionally, wall space behind or beside this area for 8 - 16" x 20" framed prints. These can be arranged in a multitude of combinations.

MFA CANDIDATE
Haeyoung Kim

CATEGORY
Installation

VENUE
Gallery
Symposium



MOORI

Moori allows users to participate actively in performances. These interfaces allow users to control parameters of live audio-visuals as well as receive signals from a performer. Moori conveys an alternative form of audience participatory performance.

The interfaces include an interactive floor, iphone/ipod touch control, sms and a wearable device. Audience members use different interfaces during the performance and define their role and collaborate in the performance.

Dimensions/Display: I request Bark Room (Orientation Room) on the ground floor of 2 W 13th St. My thesis is an audio-visual performance. The room requires isolated sound, a large projection, audio mixer, and a good audio monitoring system. The interactive floor is 10' x 10', and chairs should be removed since people need to move around freely in the space. The performance will be held in the evening from 8-10, and interfaces can be exhibited in a smaller area during the daytime.

MFA CANDIDATE
Jullynn Benedetti

CATEGORY
Installation
Web
Hardware

VENUE
Gallery
Symposium



EMBODIED/EMBROIDERED CONFESSIONS

The condition of anonymity creates a private space within a public space as a person feels the freedom to act without attribution. This phenomenon holds true in both physical spaces as well as digital spaces. People feel free to post their most intimate secrets on the internet with the belief that their confessions are ephemeral and intangible.

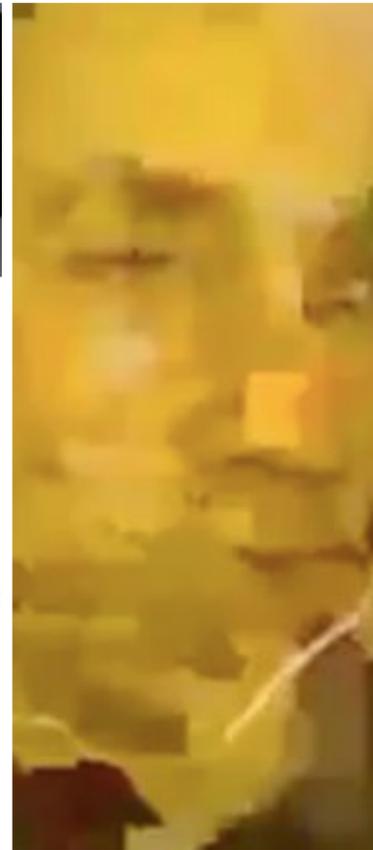
Embodied/Embroidered Confessions will signify this act of confession and the subsequent revelation in the physical world through an installation that scrapes the internet for public secrets/confessions and encodes them in a QR code. The QR code is then embroidered onto a piece of cloth in a real time physical installation. The secret is manifested in a physical object that evokes tradition and craft, but also must be decoded in a form that is technologically dissonant yet visually congruent.

Dimensions: 4' x 4'

MFA CANDIDATE
Nadiyah Shazana

CATEGORY
Installation

VENUE
Gallery
Symposium



DISTANT LOVE

Distant Love is a multiple screen, audio-visual installation that aims to be an evocative, collective tale of long-distance relationships sustained through the use of Skype. Inspired by the power and transcendence of the situated, mediated experience through manipulation of moving image and sound, the installation offers an alternate, heightened perspective of familiar technology. Straddling the boundaries of art, design and technology, Distant Love traces the influences of experimental video art and audio documentary.

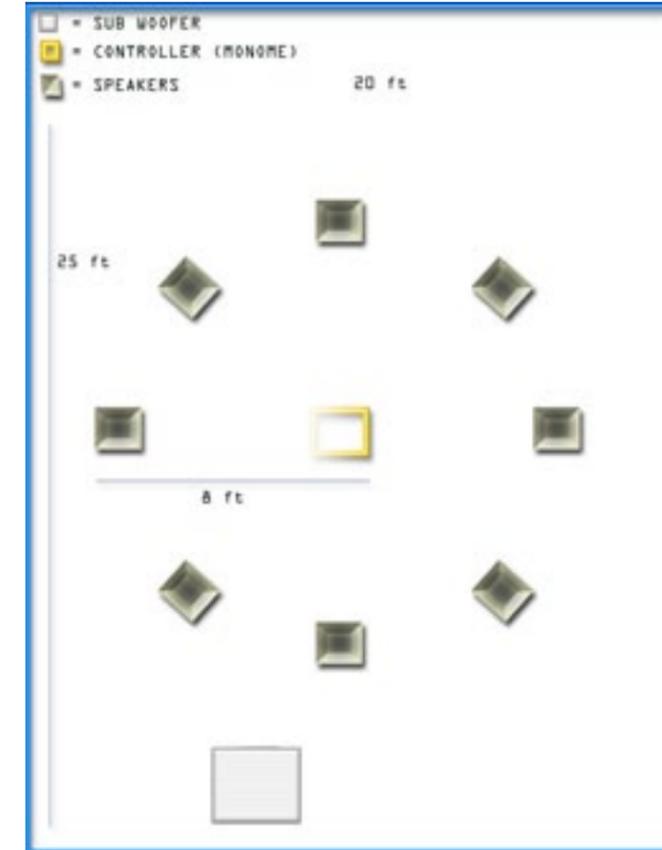
The visual language draws upon Skype's inherent pixilated aesthetic and is further abstracted from its given dimensions, whilst being sourced from personal video conversations. The audio documentary is an assemblage of actual audio Skype recordings from couples who express their views on the impact of new technologies on their long-distance relationships, and share details of their daily conversations. By juxtaposing the visual trigger of mediated, personal interactions and anecdotal audio recordings, Distant Love hopes to capture the nuances of long-distance relationships provoked by the use of current technology.

Dimensions: This installation hopes to acquire wall space suitable for the viewing of six 22" monitors, either within a dimmed or darkened room or in the gallery.

MFA CANDIDATE
Daniel Ward

CATEGORY
Installation

VENUE
Gallery
Symposium



8.1 SURROUND SOUND INSTALLATION

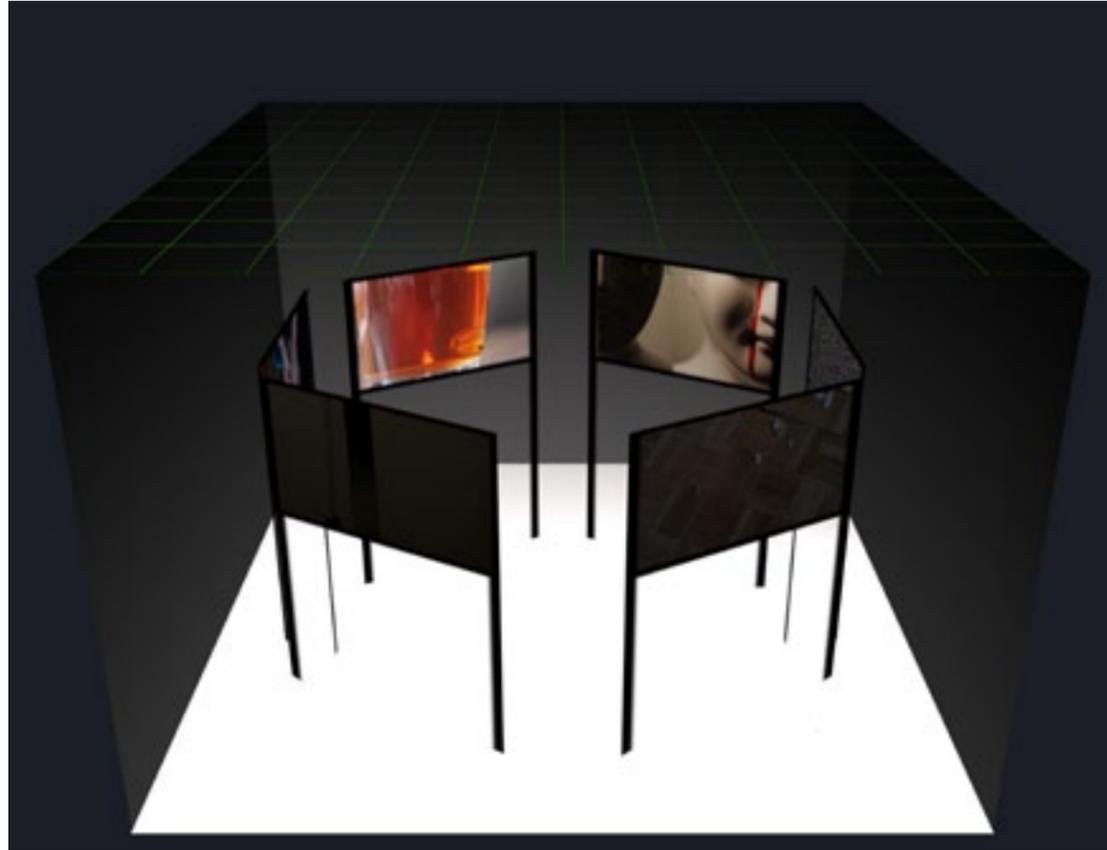
My thesis project is a surround sound installation that will need a designated space or room. Within the room there will be eight speakers set around the perimeter in circle. Along the front wall there will also be an additional subwoofer. In the middle of the room there will be an iPad (monome) to control the system. The system will allow the user to create a customizable sound environment. With the controller in the middle the user will be able to control where the specifically where a specific sound will come from and how loud. The sounds will also be able to be played in patterns around the circle of speakers. The system will be customizable to each users liking, with a total of eight tracks that can be independently played on each speaker or many speakers. People will step into and will have a sonic experience that they wont soon forget. It is going to be an awesome sound design installation that will exemplify all of the different things that DT has taught me throughout my time here.

Dimensions/Space Requirement: Dedicated Room

MFA CANDIDATE
Senem Cinar

CATEGORY
Installation

VENUE
Gallery
Symposium



SEMA

SEMA is a multi channel interactive video installation that investigates the modern day aesthetic representation of the transcendental Sema practice of Islamic Mysticism. Semazens ("whirling dervishes") believe that each individual carries God within. Thus, Sema, as envisioned by the great philosopher and poet Rumi, is a worship of humanity that prohibits judging others' beliefs or practices. Semazens whirl to be in service of the entirety of creation by spreading and representing its poetic energy.

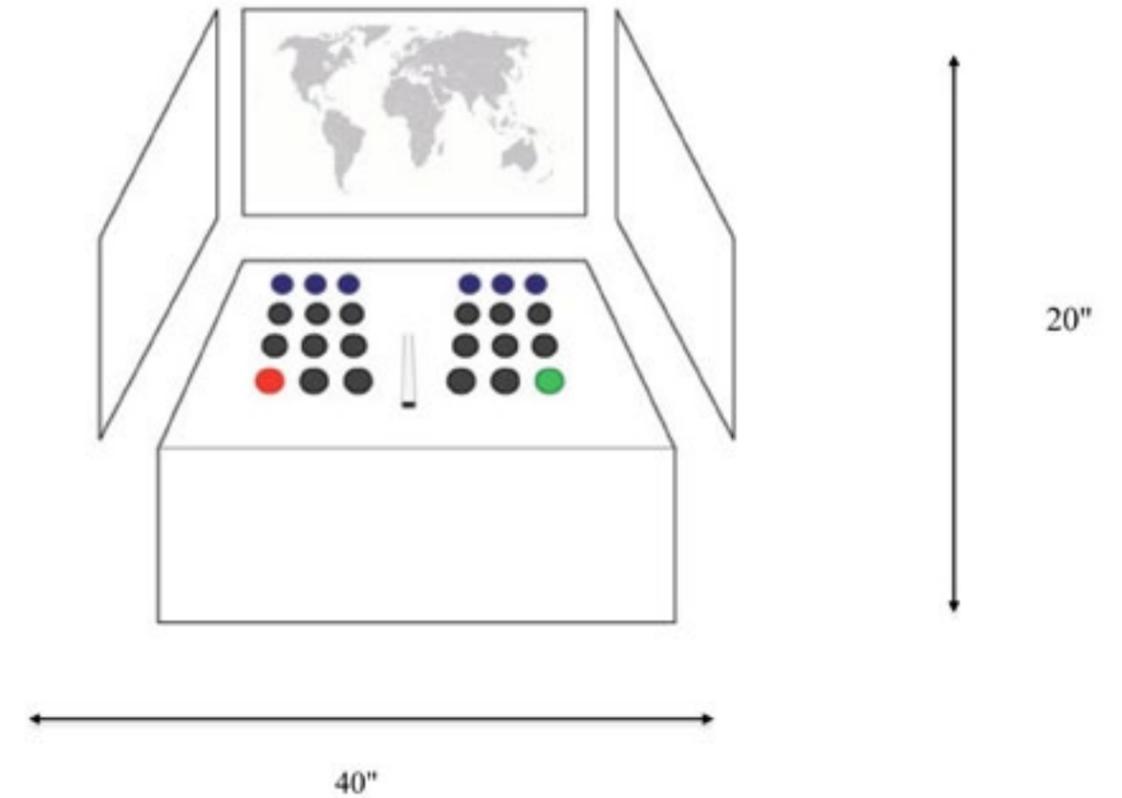
In my aesthetic expression of Sema, the user is immersed in a foreign environment where s/he is exposed to Rumi's philosophy. Six screens, positioned in a hexagonal arrangement, form a circle that encloses the viewer and mimics the Sema practice. Each screen loops experimental videos narrating the symbolic meaning of the Sema: that this universe is a reflection of God and that everything exists with its juxtaposition, forming the divine. The installation aims to compel the user, in trying to follow the images on the screens, to turn in circles toward truth and love in order to reach the "spiritual drunkenness" of the Semazens.

Dimensions: 3' x 3'

MFA CANDIDATE
Umut Ozover

CATEGORY
Installation

VENUE
Gallery
Symposium



THE MACHINE

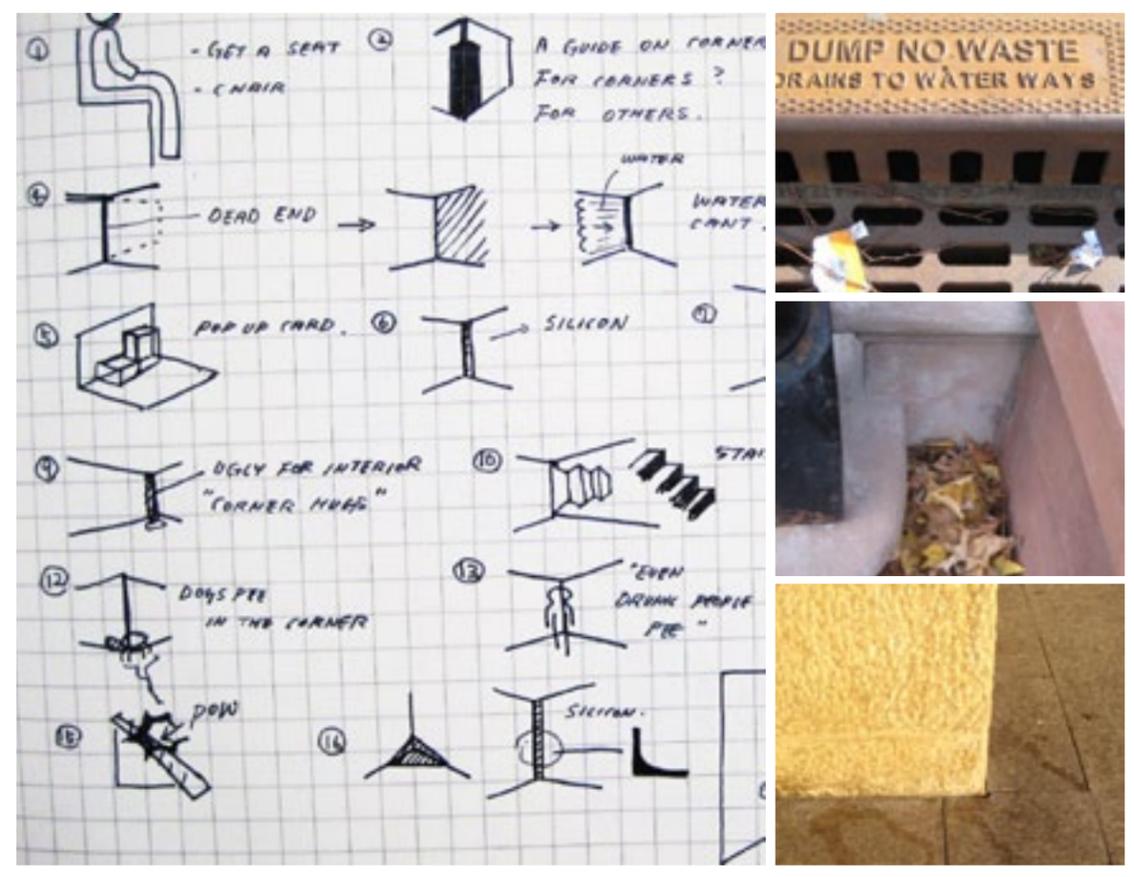
"The Machine" is an interactive installation which allows it's users to experience empathy for those living in undesired human situations. It also provokes the user to assess and appreciate their own personal situation through a surrogate living system. By selecting various combinations of human and cultural characteristics the user may create an undesirable situation for users or one in which they themselves must now exist. The machine alerts the user that a baby is being born and prompts them to participate in the creation of a human. The "creator" makes a selection from various combinations of human situations that he/she thinks is suitable according to that country and family the character is born into. However these combinations include one undesired human characteristic such as being born in Germany and blind, being born in Zimbabwe with no physical disability, being born in the middle east and gay or being born in New York living with down syndrome. The creator must decide which situation is worse than the other for the character he/she is creating. These "life situations" are based on real statistical data meaning that the probability of people created born into those situations is precisely the probability of the users of the machine having those circumstances. "The Machine" is both a tool for self-reflection and empathy as well a reflection on the randomness in life.

Dimensions: 3' x 3'

MFA CANDIDATE
Tae Ryong Kim

CATEGORY
Installation

VENUE
Gallery
Symposium



(SYMPATHY FOR)
CORNERS

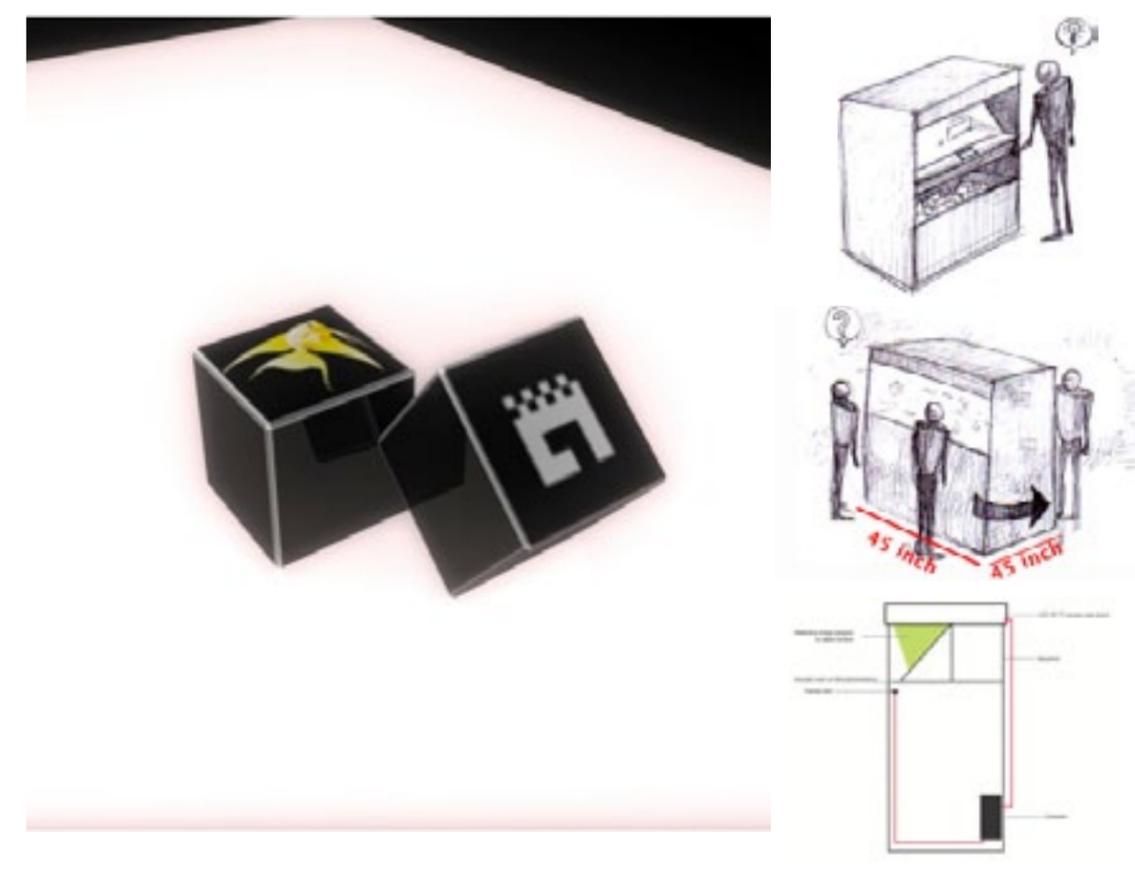
Corners are seen as a small part of the interior or an intersection that is formed by multiple surfaces. Looked at from a different point of view, corners have a lonely, sad, alienated existence. My project is a series of corner images projected onto a created corner in a gallery. Personalizing the inanimate, I hope to bring human emotions to common places in the real world.

Dimensions: 3' x 3'; This project is going to be an installation piece which is a series of narrative displays using a medium of projection. Displays will be projected on the actual corner of the gallery space, extended with specially designed multiple corners.

MFA CANDIDATE
Nayong Park

CATEGORY
Installation

VENUE
Gallery
Symposium



UNTITLED

My thesis is about how a new exhibition design can present new user experiences with the interactive technology. I researched about how exhibition design of the aquariums interacts with audiences, and think about the key problems. Too much text based information displayed with exhibition. It makes audiences to lose the main focus on features by massed information around walls. It makes dispersion of audiences' attentions and interests. It is also hard to read the narrative and educational information in between crowded by audiences. This thesis will be focus on the new interactive exhibition for enhance audience interests and attraction.

The information panels in the exhibition are very necessary for audience to give additional information about the features in aquarium, but the too much text based information design interrupts audiences to appreciate the exhibitions. So, I think about how to make reduce the amount of text-based information in same space by using the technology, and give audiences attentions and interests on the new exhibition.

Dimensions: 45" x 45" x 60"

MFA CANDIDATE
Jenn Sharpe

CATEGORY
Installation
Video
Web

VENUE
Gallery
Symposium



CLOTHING + TRACEABILITY

The Clothing Traceability Project focuses on clothing crafted in the USA by manufacturers who are open about their supply chains, how the items are made and where the materials come from. The project will produce a narrative through video documentation mapped to the supply chain of a crafted garment. The supply chain story will be incorporated into an interactive web site so that consumers can trace the exact story of a garment online. The aim of the project is to highlight the best practices of sustainable garment manufacturers in the USA to raise the standard for clothing traceability and establish a pioneer of transparency and sustainability in the fashion domain.

Specifications: The work will be displayed in an interactive gallery setting. Using a space of approximately 6 feet in width and 4 feet in depth, the video documentation will be projected onto a white wall, (see below) while interactive components of accessing a clothing supply chain will exist: models wearing scannable clothing label codes that link to the supply chain.

Dimensions: 6'W x 4'D

MFA CANDIDATE
Greg Climer

CATEGORY
Installation
Video

VENUE
Gallery
Symposium



360 DEGREE THEATER

The project is a collaboration between designers and playwrights to re-imagine the way theater is created. The idea is to make an immersive experience in which the environment is integral to the story telling. The prototype is a circular room for a single audience member who is harnessed into a series of ropes which are linked to mechanics in the walls. By walking through the room in any sequence, the walls will rise and fall, revealing animated vignettes of voyeuristic tales that map to the style of the environment.

Dimensions: The project will be a table top model with projectors, requiring approximately 6ft square.

MFA CANDIDATE

Phillip Nievera Retuta

CATEGORY

Installation

VENUE

Gallery
Symposium

Identity in HCI, Cybernetic Death and Virtual Immortality in Social Media: CHARNELHOUSE

There is no doubt that social media has greatly contributed to the recent globalization of internet technology. The modern user, with a laptop or a smartphone in hand, logs onto Facebook, Twitter, YouTube, and other online communities on an almost daily basis. Of course, if such social networks have integrated themselves into our lives, what happens when we die? After we pass, what is our legacy when the personal data we provide is immortalized on the web?

CharnelHouse is a psychological and social exploration of both the finite and infinite aspects of our digital identities—identities based upon our interactions and intrapersonal relationships within the excessive sphere of social media. CharnelHouse is an installation modeled after an upright, free-standing crypt that serves as a physical and digital memorialization of the individual's social media life. As such, the individual is presented as deceased, and his or her online identity is preserved and displayed within the structure: in order to access any subject's social media life, an outside user needs a trading card with the respective individual's picture and personal data. The card is then scanned on the outside of the structure using embedded RFID tags or QR codes. The data will be transmitted to the interior of the crypt and projected. The user can interact with the subject's social media life through a tangible user interface.

Ultimately, the user who scans a subject's card will be fully immersed by the subject's digital identity through visual and audio components. CharnelHouse, conceptually, analyzes and reinforces the growing transparencies between the virtual and physical realms in regards to personal narrative, character, and interaction. The following social media sites will be used, including one's favorite song, pictures, status updates, and conversations: Facebook, Twitter, Vimeo, Flickr, Foursquare, YouTube, MySpace, LiveJournal, Tumblr, and Last.fm. Dimensions: 6'Lx6'Wx9'H

MFA CANDIDATE

Li Wan

CATEGORY

Installation

VENUE

Gallery
Symposium

FOUR -SCREEN VIDEO INSTALLATION: DECAYING MIND

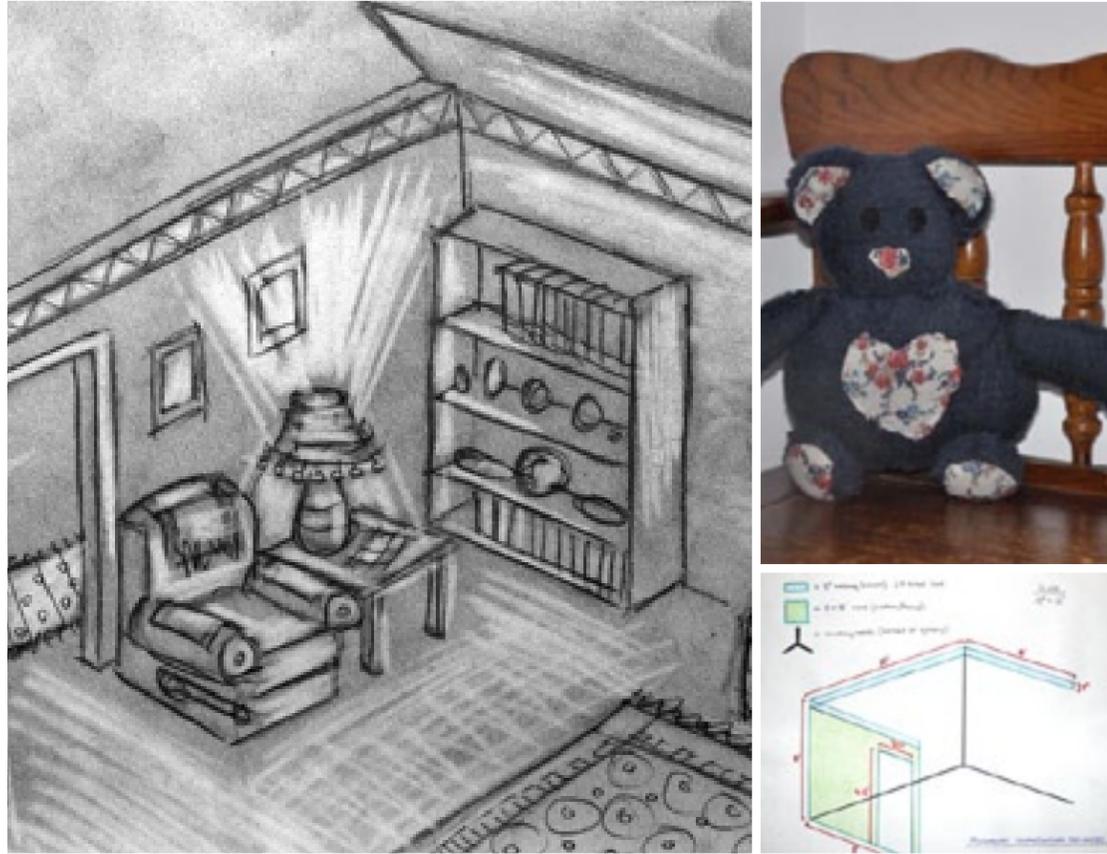
While man-made materials can repair the Buddhist murals of Dunhuang Mogao Caves in China, it's more difficult for us to fix our broken minds. For us, the health of our body and our mind is our treasure, although we, too, are as fragile as those ancient murals. Thus, I'm creating a four-screen installation in which I will project mixed digitally composited images and live footages from the caves and nature onto human forms in order to give the audience a place to relieve stress, anxiety and physical pain to reach long-term peace and happiness in the future.

Dimensions of each projection approximately: 23'

MFA CANDIDATE
Alexandra Joe

CATEGORY
Installation

VENUE
Gallery
Symposium



IN MEMORIAM

In Memoriam is a physical installation exploring the relationship between a mother and her two daughters. Following their mother's death, half sisters Amy and Candice strive to reconcile their estrangement. An afternoon spent clearing their mother's study reveals decades old childhood objects as well as decades old hurts, disappointments, and the need for a maternal connection. Childhood memories clash as the "Mother" both sisters remember are radically different.

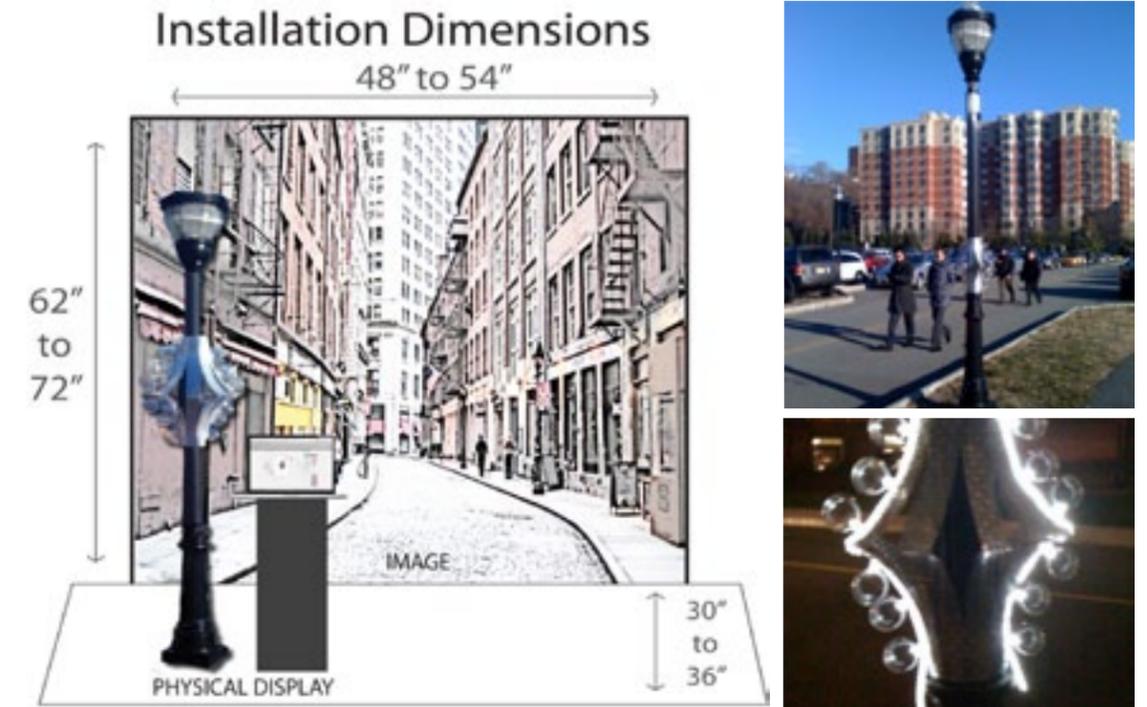
Combining aspects of environmental storytelling, film and interactivity, users can explore the study that Amy and Candice's mother spent her last days in. Through the study and the sisters' childhood objects that populate it, users can trigger various flashbacks. Shot in the style of an old home video, the flashbacks are displayed on different surfaces of the room. Interacting with an object long enough will reveal more and more memories that are connected to them. Users are given the opportunity to see the past from different perspectives and are also invited to share the sisters' bittersweet experience of retrospection.

Dimensions for the gallery: 4'x4' space, utilizing a corner. Dimensions for a classroom: 6.5'x 11' space

MFA CANDIDATE
Ishita Shah

CATEGORY
Installation

VENUE
Gallery
Symposium



LIGHTHOUSE

By visualizing the invisible, LightHouse intends to start a dialogue among individuals regarding their environment and quality of life. LightHouse aims to inform individuals of their environment and bring greater awareness to pollution causing activities in ones community. Taking the form of an urban light installation, the device will attach to streetlamps to appear "natural" in neighborhoods withing urban communities. In addition to the physical display, the information will be displayed at a web portable that will serve as an information hub, connecting the pollution data to individuals, their actions, their community and their environment.

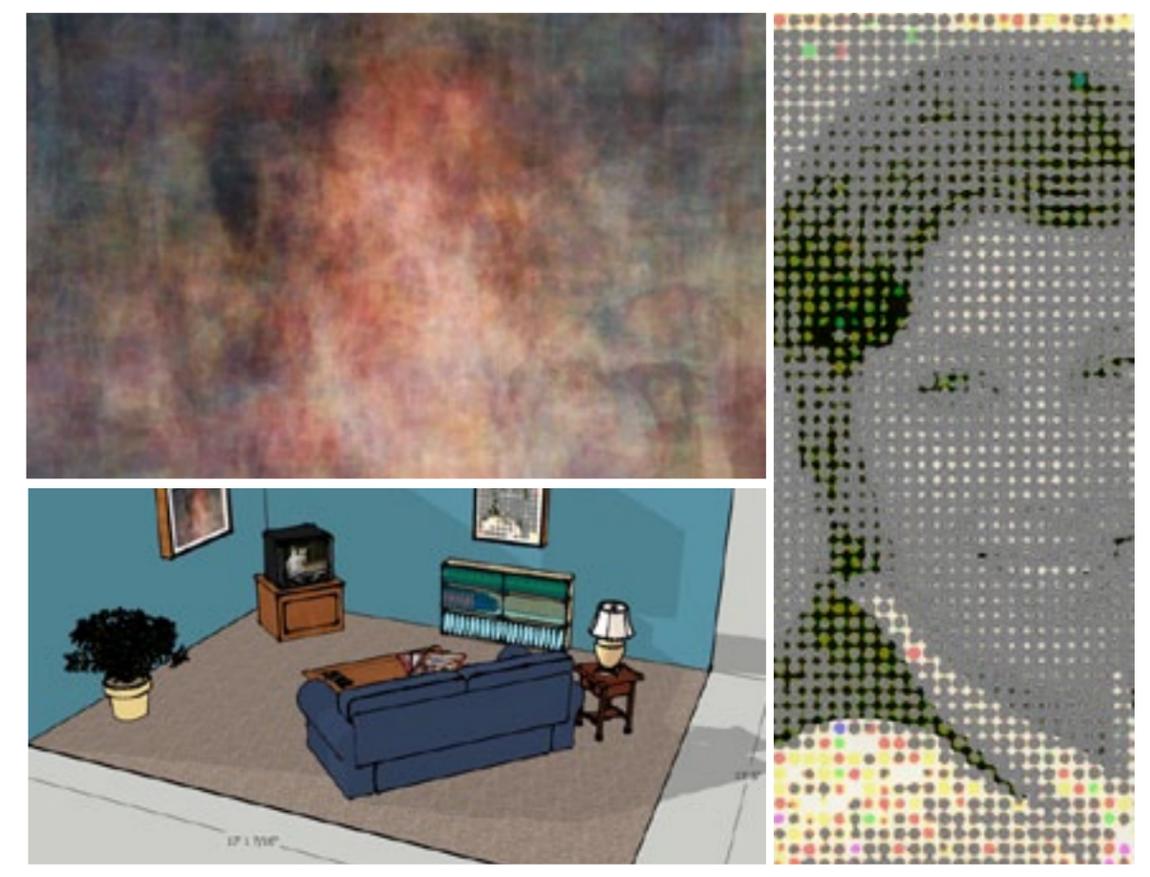
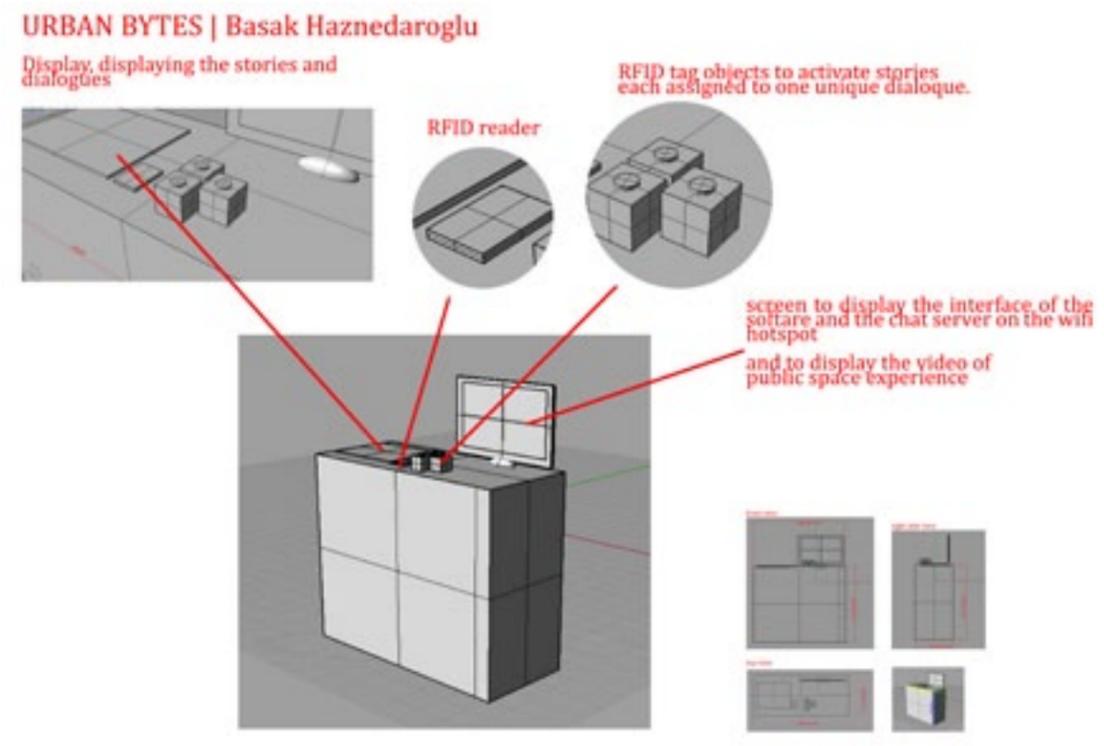
The technology behind LightHouse includes a Citizen Sensor to detect carbon monoxide levels; an Arduino module will use that data to initiate a light display; and the wireless Xbee module will transmit the data to the web portal.

Currently, our society is in a cycle of everyday actions and activities that damage our environment and in turn we are damaging ourselves. This relationship is often taken for granted, but it is an important one to understand. And one of the biggest impact a community has on the environment is pollution, air pollution in particular, greenhouse gasses are having immediate and lasting ramification. LightHouse will provide individuals with greater information on their environment and living conditions. Giving them an opportunity to start a dialogue and/or take necessary actions to develop a more sustainable community.

Dimensions: 62"-72"H x 48"-54"W x 30"-36" D

MFA CANDIDATE	CATEGORY	VENUE
Basak Haznedaroglu	Installation	Gallery Symposium

MFA CANDIDATE	CATEGORY	VENUE
Adam Scher	Installation Video Performance	Gallery Symposium



URBAN BYTES

Urban space and the flow of activities are mediated by pervasive locative technologies that divorce awareness from temporal and special location. Wireless technologies are transforming the public space into private spaces and constraining dialogue with ones in physical proximity. Can these same technologies be re-purposed to bring users back into the moment rather than distracting them from the here and now?

Urban Bytes is an exploration into new modes of interaction to bring locality and physicality into public space. It has two parts, a customized software initiating conversations on a website over wifi and a kiosk to display these conversations. The project hi-jacks wifi spots to enable local conversations with people in physical proximity. The physical kiosk is an intervention that is triggered by RFID tags uses customized software to display these dialogue on a kiosk at the hotspot.
 Dimensions: 3' x 3'

EXPLORATIONS & METHODOLOGIES IN REMEMBERING THE PAST TO BE FORGOTTEN

Modern technology has afforded us the capability of saving mass amounts of data, assisting us in the process of remembering. Currently, these files sit on hard drives or in online galleries by the thousands. As we continue to acquire digital content, it is important that we reconsider our relationship with this information and begin to understand what it inherently says about us and the preservation our past.

To Be Forgotten: Explorations and Methodologies in Remembering the Past is a performative installation that questions what is lost through the digitization process. Using my personal archives of e-memories as content, both video and printed pieces will be displayed in a "traditional" living room setting, staged with a television stand, television, couch, rug, and lamp. The time-based pieces will play on a television set, and the photographs will be on the walls. Over time the elements in the space will distort and fade through constant processing, so that by the end of the exhibition the pieces will be non-existent. The magnetic strips of the VHS will have worn away, and the photographs will have faded. The process is irreversible, leaving the work permanently altered.

Throughout the exhibition, there will be periods of time when I enter the installation and physically re-create moments from my past. For example, one section will include me performing in sync with video footage of me dancing as a child.
 Dimensions: 17' x 13' 5" x 8'

MFA CANDIDATE
Lindsey Elliott

CATEGORY
Installation

VENUE
Gallery
Symposium



I AM JUST LIKE MY MOTHER

When we die, what do the objects we leave behind say about us?

The inspiration for I Am Just Like My Mother started with the passing of my grandparents. While cleaning out their house, I realized that material objects play a huge part in our existence. These objects are a gateway to our past, and we preserve them in order to preserve our memories. Once we pass away, these objects take a different form. They are no longer sentimental mementos, but proof that we once existed; that we were here. It is these items that authenticate our experiences and are a sign of events that exist only through narrative.

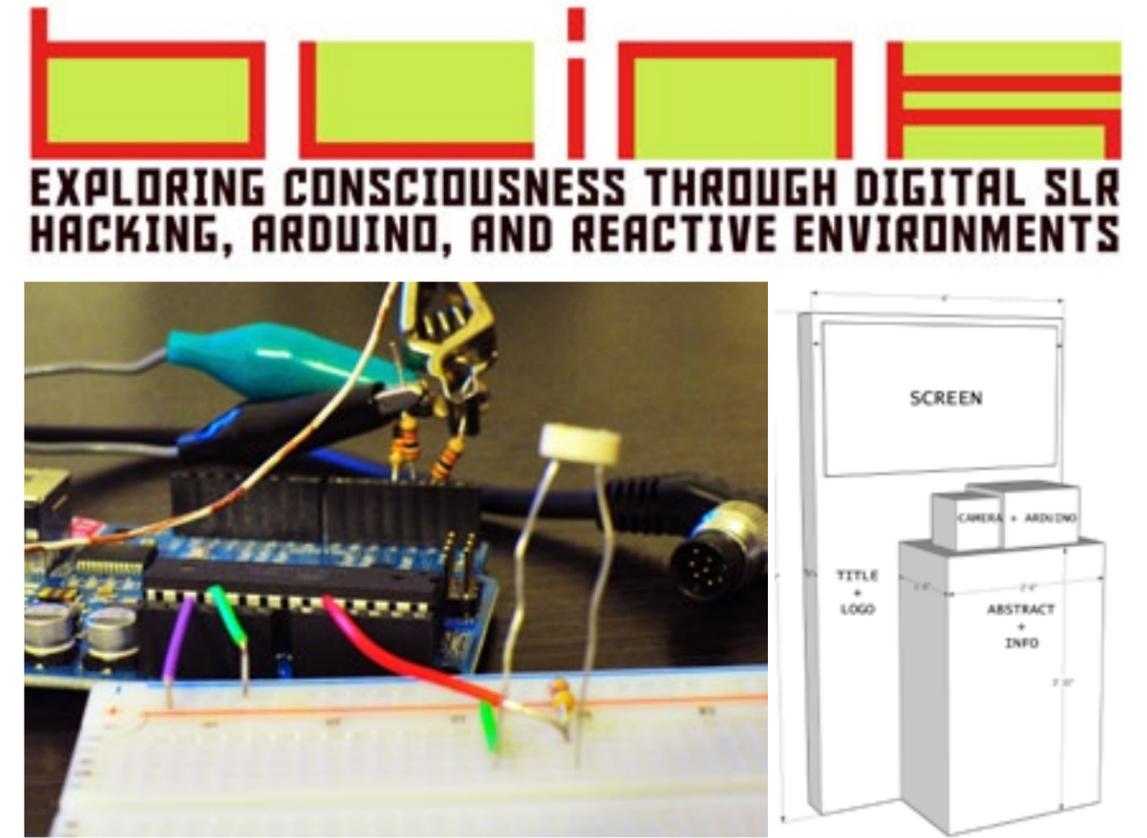
This piece utilizes the idea of inconvenient, time-consuming technology by displaying hand-replicated objects with materials that connect with specific memories. By using the memories as the method and process for creating these items; momentary events are now embodied in a series of physical objects that tell a story. These tokens of remembrance will be displayed in a stack of transparent cardboard-like boxes. Allowing the viewer to experience the actual items, while keeping them encased for safe keeping.

Dimensions: 3' x 3'

MFA CANDIDATE
Alex Stachelek

CATEGORY
Installation

VENUE
Gallery
Symposium



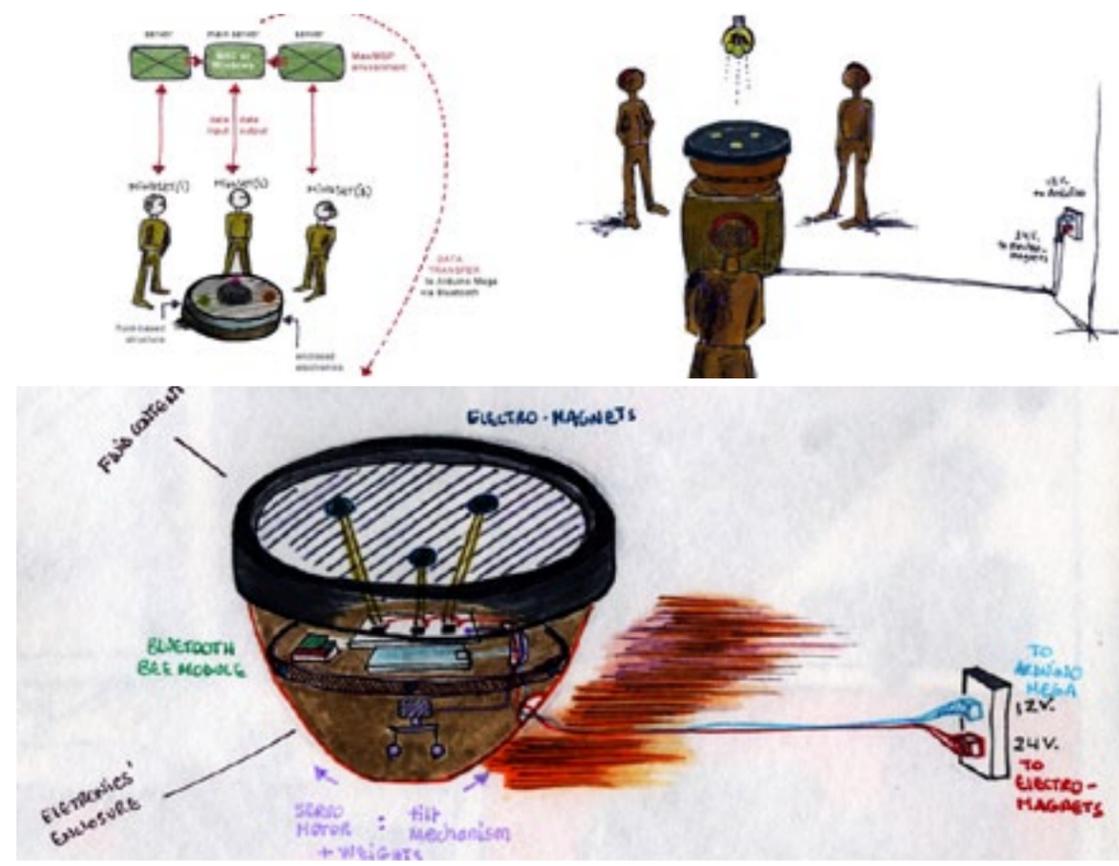
EXPLORING CONSCIOUSNESS THROUGH DSLR HACKING, ARDUINO, & REACTIVE ENVIRONMENTS BLINK

Blink is a digital sculpture installation that utilizes DSLR camera hacking, and technology from the Arduino development platform to imbue an otherwise inanimate object with the illusion of sentience. The installation, composed primarily of a highly modified Nikon DSLR camera, reacts in real-time with its surroundings and is a conscious being within the space it resides. Ultimately, Blink is intended to blur the distinction of precisely what is necessary to be considered alive.

Using a variety of different physical sensors, environmental and surrounding data is collected and sent to the brain of the sculpture. This data is interpreted and processed via C++ and Processing to modify the settings, position, orientation, and shutter mechanism of the camera being controlled. As Blink captures photographs of its environment, the images are archived and displayed to the gallery in real time on a screen.

Dimensions: Approximately 4' wide, 2' deep, 7' tall.

MFA CANDIDATE	CATEGORY	VENUE
Nour Diab	Installation	Gallery Symposium



WHOLENESS OF 'THOUGHT'

Wholeness of 'Thought' will be a technologically enhanced environment that supports participatory behavior and hopes to connect individuals through visualizing thought in time and space and revealing the discrete network existing in users' immediate environment. This tailored experience has for its goal to enact a change in the way action, interaction, and network (content, communication, and community) are perceived both in physical (spatio-temporal) and conceptual terms.

This project will involve 3 participants, each equipped with an EEG (Electroencephalogram) headset, interacting with a fluid-based centerpiece that fluctuates according to participants—neurofeedback in real time (and space). Each participant will be isolated through sound, but will be collectively connected through vision as they co-construct the dynamics of the fluid in the centerpiece by way of meditating and controlling their mental states, individually and collaboratively. This responsive environment portrays David Bohm's implicate order (1980), perceived through vision and sound, as it may be grasped in thought in the context of a temporary community.

Dimensions: Installation Piece—2'x2'x1' // Required Space (room for 3 participants to experience the installation)—approximately 5'x5' // Additional Equipment: 3 computers, 4 outlets

MFA CANDIDATE	CATEGORY	VENUE
Bryant Davis	Sound Installation	Gallery Symposium



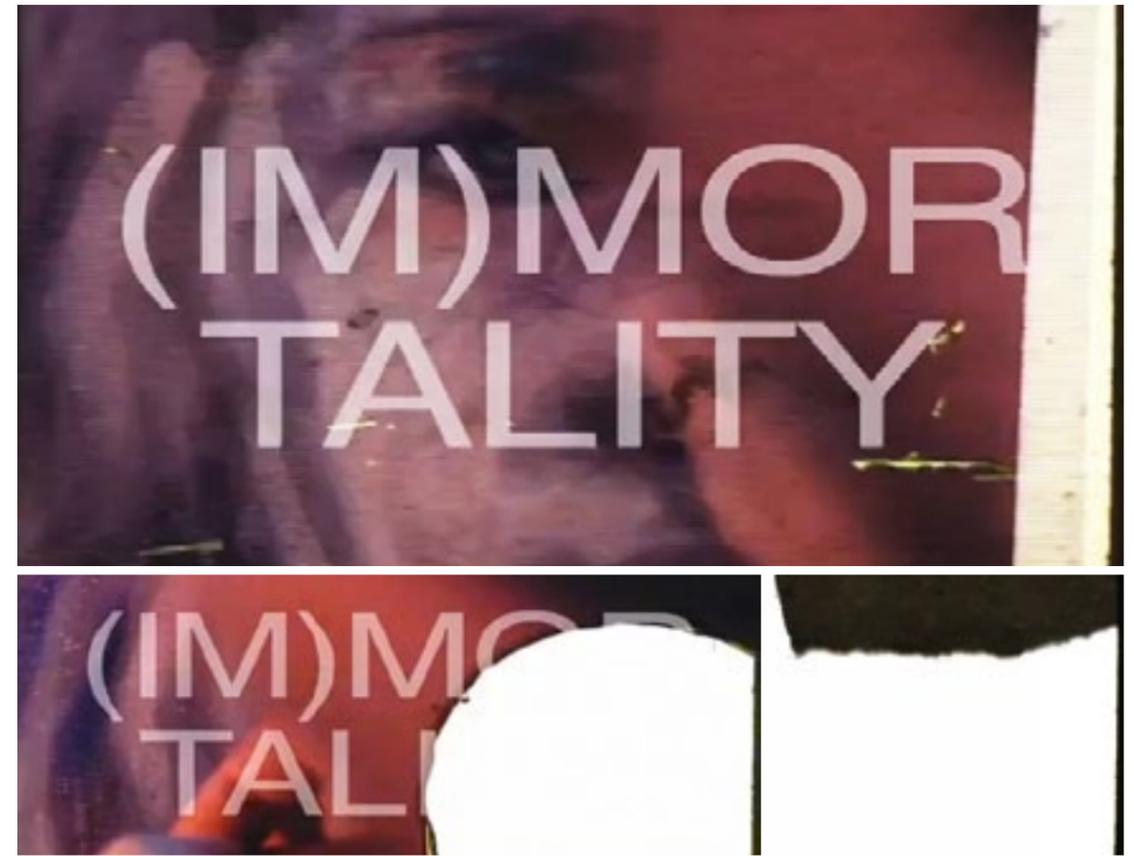
DEAD HORSE

This project is built around the concepts of rarity, novelty, uniqueness and relics. Clothes and other collectibles are some of the commonly labeled as being rare. How can something that is mass-produced and available everywhere be rare? How are rare objects displayed? How are they shown? Often you aren't allowed to touch them or use them, they are made unattainable. This could mean making the price absurdly high or putting them in a glass case where they can't be used. They can only be observed and appreciated. These objects are also made available for a limited time. I will create an object that I feel is one of a kind. It will have limited usability and availability.

I am using audiotape that has gone through a process that I have developed. This process is one that uses chance in order to produce tape compositions that are not repeatable. Each tape is different from the tapes that were made before it, even though they have all gone through the same process. These compositions are tape loops. Tape is a fragile medium. Whenever a tape is played back it degrades. Each time a tape is played back its sound quality decreases slightly. This makes each listening unique. This will be a sound installation. The piece consists of one cassette player playing one tape. These two will be placed into one cube with one hole drilled into the top for listening. Each face of the cube will be 8.75 inches by 8.75 inches. This measurement is significant because it is the length of tape on the cassette. Listeners will only be able to hear the tape looping for as long as the batteries, and motors of the cassette player last.

Dimensions: 1 cube 8.75" x 8.75"

MFA CANDIDATE	CATEGORY	VENUE
Ashley Ahn	Installation	Gallery Symposium



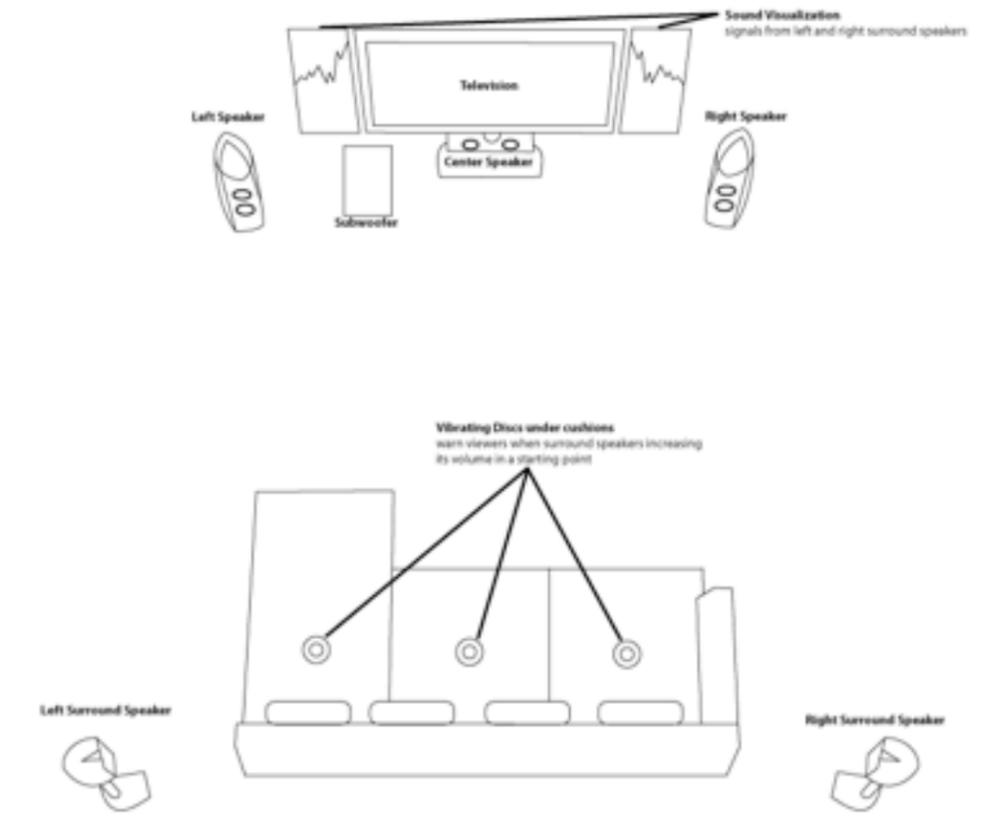
LIFE AFTER DEATH

The physicality of the photographic medium is what makes the filmic image powerful and unreproducible. As society progresses into the digital age, authenticity becomes challenged on a fundamental because of digital's distance from the indexical. What are the objects that we see on the screen, and how is the spectator to continue to read the digital image as a representation of reality?

Life After Death is a multi-channel video/film installation that uses metaphorical images and anecdotes to explore the analogue medium and how it is becoming subsumed and subverted by the invasion and promiscuity of the digital image. Inspired by Plato's Allegory of the Cave in which light is knowledge and philosophy the enlightenment, Life After Death utilizes shadow, light, and performance to create a piece that works to explore the ways in which the analogue medium will decay and "pass away".

Dimensions: 10' x 10' (minimum)

MFA CANDIDATE	CATEGORY	VENUE
Daniel Geiger	Games Wearables Installation	Gallery Symposium



SPORT SOUND VISUALIZATION LIVE BROADCAST

I aim to create a system that will represent sound in a visual and tactile form for deaf and hard of hearing audiences to enhance their experience of live broadcast sport games, whose defining moments are often conveyed by the volume and reactions of the crowd in the bleachers.

This project is for deaf and hard of hearing audiences with home theater systems. The components of my project include add-on LCD screens to be placed on both sides of the television screen. I will build the housing for this visual component. The installation uses colors to display the positive and negative reactions of the audience at the live sport event. Therefore, the visual becomes more meaningful because now it represents sound to the deaf and hard of hearing.

The audio transmitting component will use existing functionality of home theater systems. I will need to use surround sound that isolates sounds into separate speakers. There are few different types of surround sound systems such as 2.1, 5.1 and 7.1. I will use a system with Dolby Digital 5.1 that runs surround sound with 6 speakers. Dolby Digital 5.1 is useful in high-definition television channels. 6 speakers are left, center, right, left and right surround, and subwoofer. Left and right speakers create the soundstage for the movie soundtrack, reproducing much of the music and special effects, and helping the sound follow the action that is moving across the screen. The subwoofer delivers bass, which is omnidirectional sound but it is not useful in sports but in movies. Left and right surround speakers create a lifelike sense of spaciousness, providing the ambient sounds for a movie or audience reactions in a sport game video. Those speakers capture fan noise that will connect to LCD screens and represent audience reaction with color. LCD screen are displayed on both sides of the television.

Dimensions: 8' x 8' space

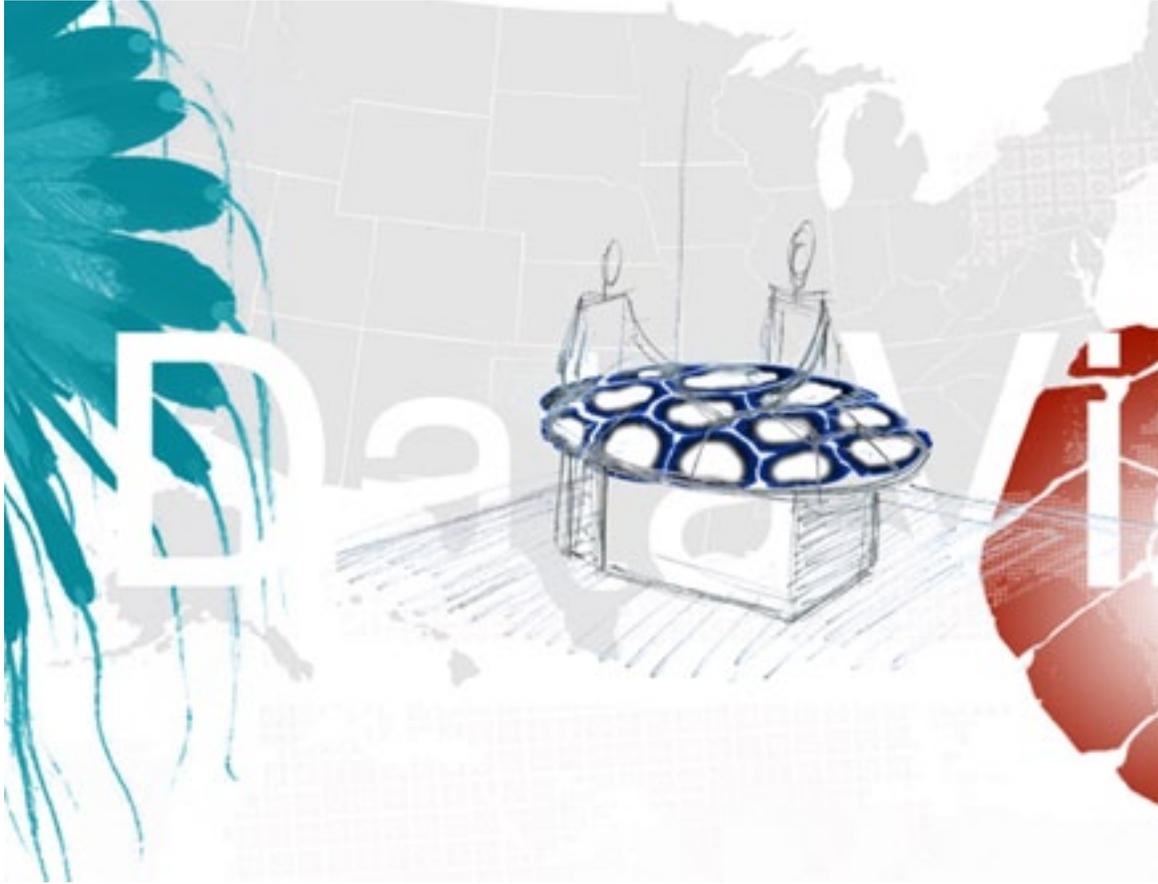
MFA CANDIDATE

Caroline Romedenne

CATEGORY

Installation

VENUE

Gallery
Symposium

ACKNOWLEDGING NATIVE PRESENCE IN NORTH AMERICA

SYMBIOSIS ON TURTLE ISLAND

Symbiosis on Turtle Island is an interactive installation that aestheticizes the data recalled from the changes of Native American populations over the past 150 years, with the aim of making the user a witness of the shifts in demographics (populations and places). The work will be a template that can be used to study worldwide diasporas of indigenous peoples in relation to their native lands.

The symbiosis that exists between indigenous people and the land they walk on is organic. As if their bodies were extensions of Mother Earth, there is no separation between the land and the people. Metaphorically, native peoples are the umbilical cord that connects the Mother Earth and the Father Sky.

The demographic data collected, with Processing, will be visually translated into representations of corporal systems, such as veins and cell patterns. The animated data visualization will be projected, from the bottom up, on a horizontal 6-foot-long turtle shell structure (constructed with a wooden frame and scrim-screened scales for the projection).

Dimensions: 4' x 4'

VIDEO

10 Projects

**EVENING
SCREENINGS
IN KELLEN
AUDITORIUM
5/13-5/14**



MFA CANDIDATE

Joon Young Koh

CATEGORY

Video

VENUE

Screening
Symposium

MEMOREGENERATOR

'Memoregenerator' is a short experimental film of disorienting streetscapes of New York City composited with complex layers of distorted faces, textures and water reflections. The visuals are accompanied with a rich collection voices, natural sounds, and street noise with interruptions of empty screen and audio space that evoke a contemplative state so that viewers can recall their own similar memories.

MFA CANDIDATE

Chien-Pai (Bobby) Lin

CATEGORY

Video

VENUE

Screening
Symposium

LEAVING FACEBOOK

Leaving Facebook is a short documentary that takes a critical look at Facebook's influence on the collective psyche of the Millennial Generation by focusing on the relationships of four millennials at different stages of separation from Facebook.

Leaving Facebook will display and reflect upon the effect or lack thereof of the system's design upon these users' perceptions of their identities, their understanding of their social circle, and the strength of their friendships.

In doing so, Leaving Facebook will provide insight for Facebook users into their own behavior and compel them to look at their use of Facebook in a new light.

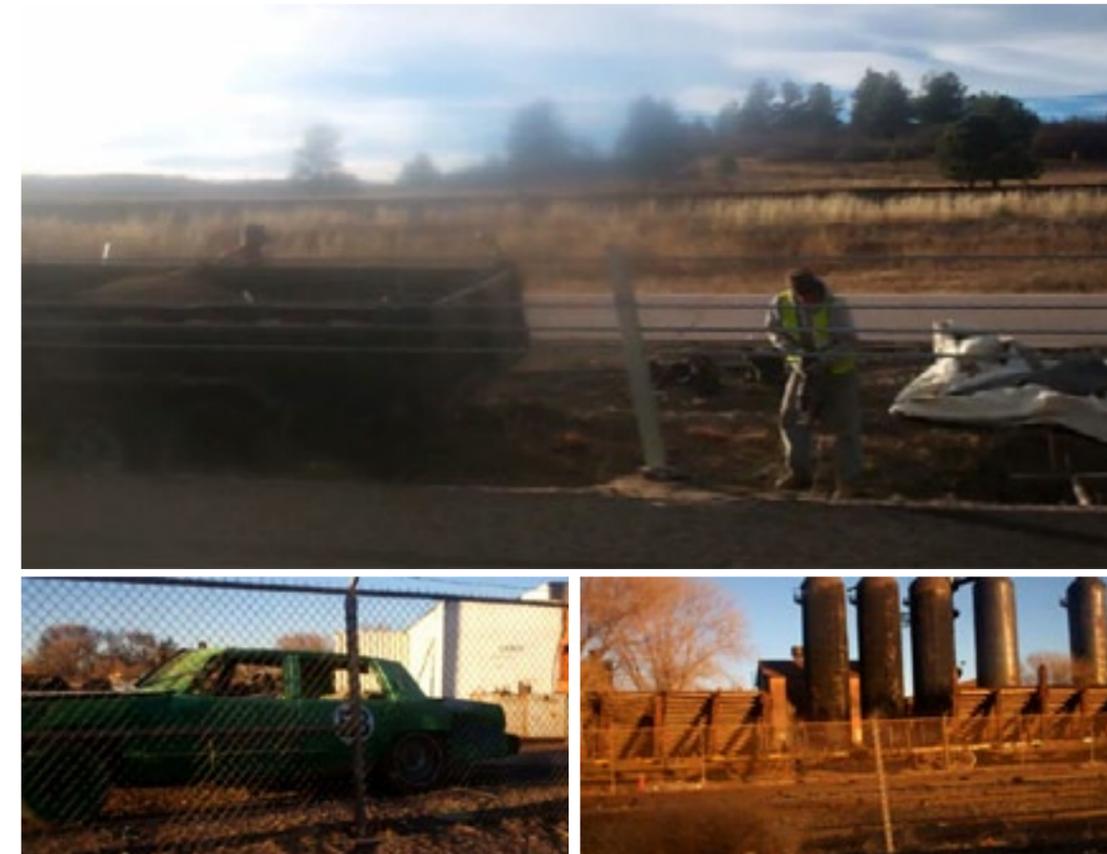
MFA CANDIDATE

Jacqueline Vigil

CATEGORY

Video

VENUE

Screening
Symposium

ARE WE THERE YET?

Are We There Yet? is an abstract narrative assembled from video and audio footage captured by an unknown character. The seeming tedium of the innocuous everyday experience becomes transcendent in the landscapes and industrial architecture of Pueblo, Colorado. The audience is taken on an unexpected journey through repetition.

Are We There Yet? is comprised of ten video clips shot on a Flip HD camera and edited in Adobe After Effects to create a single video. The process of editing these clips together require frame-by-frame mask animation that seamlessly introduce features of one video into features of another, eventually making a complete transition. These transitions hinge on environmental features that serve as covers that hide the seam between the two videos.

This unconventional piece runs eight minutes and will be included in the traditional screening.

MFA CANDIDATE

Seul Lee

CATEGORY

Video
Animation

VENUE

Screening
Symposium

THE LIGHT

"The Light" is a mixed media animation that reveals how hope can powerfully bring brightness even to the darkest corners of oppressive North Korea, using a combination of traditional animation techniques, watercolor, and 3D Maya composited in After Effects.

The story is about a North Korean girl who is imprisoned because she is caught listening to illegal radio broadcasts from South Korea. However, in prison she keeps spreading her hopes and dreams of freedom and democracy, which inspires other prisoners to have hope and dream of freedom. In the end, she was executed by firing squads yet there remains light in the world.

"The Light" is for adults, age 18 years old and above, who have a general idea about North Korea, but are not aware of the horrible circumstances in which North Koreans live and die.

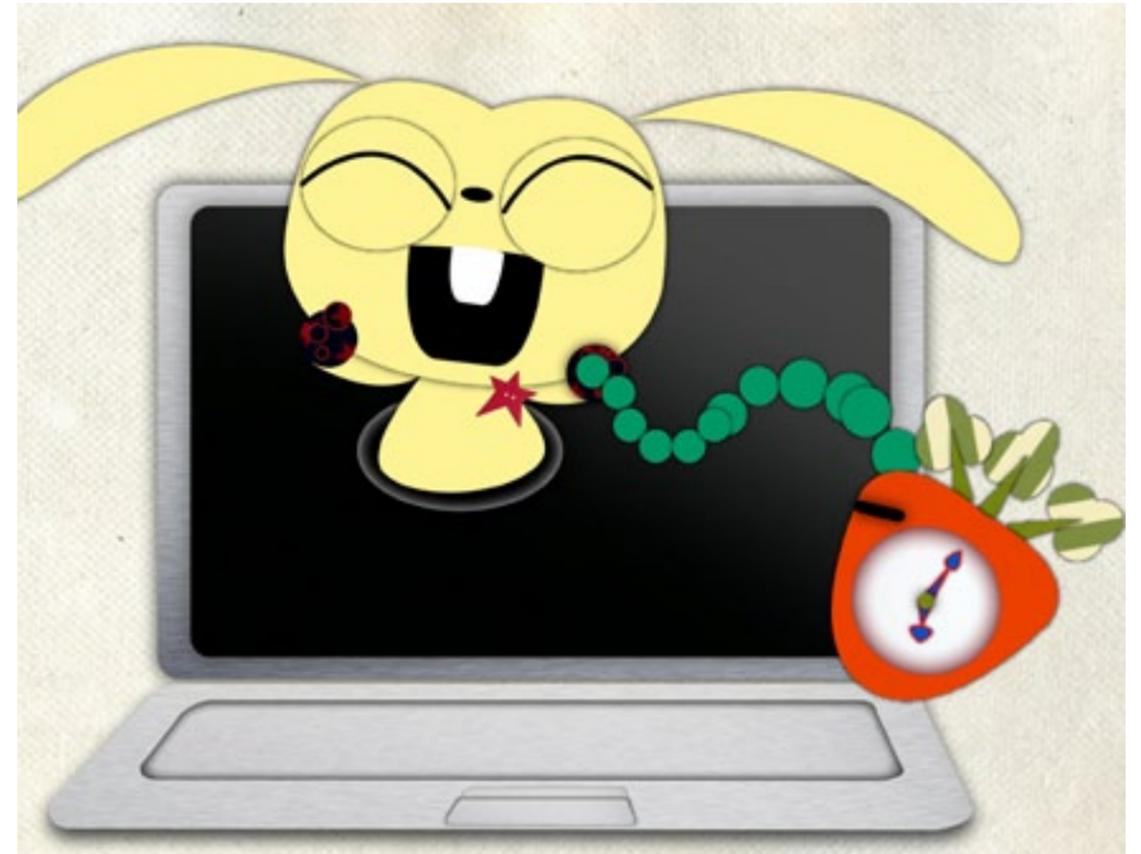
MFA CANDIDATE

Yina Ma

CATEGORY

Video

VENUE

Screening
Symposium

KULU THE TIMER

For both parents and children, Kulu The Timer is an animation that addresses the problem of children's overuse of computers at home. My target audience is children from 6 to 10 years old. Not only generating the awareness of reducing computer time and doing more physical exercise, it also teaches children the importance of exploring other activities in the real life. The animation will be supported by a web site where families can access information about overuse of computers and other activities children can pursue.

MFA CANDIDATE

Tao-chia (Karen) Chin

CATEGORY

Video
Animation

VENUE

Screening
Symposium

EXCERPTS ON LIFE

Excerpts On Life is a combination of short mixed media animations portraying scenarios of everyday life we face. Metaphorically, it references the helplessness we feel when we are in situations we can not control. They aim to give the audience an understanding of actions and behaviors that may affect others negatively.

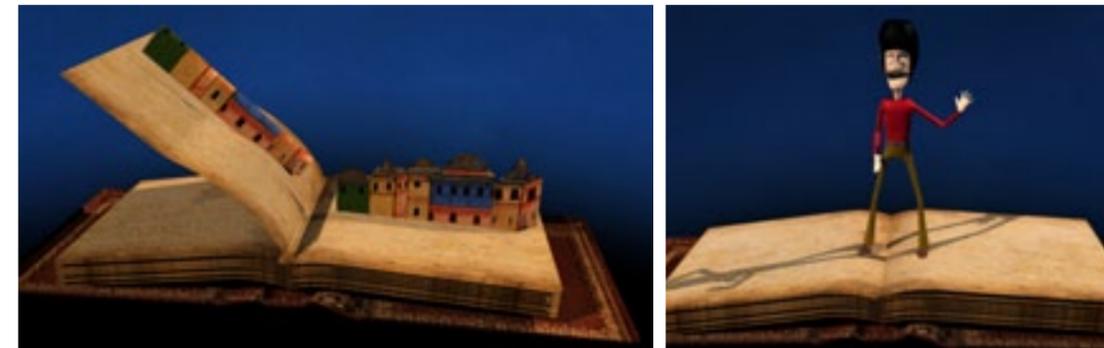
MFA CANDIDATE

Serin Inan

CATEGORY

Video
Animation
Hardware

VENUE

Screening
Symposium

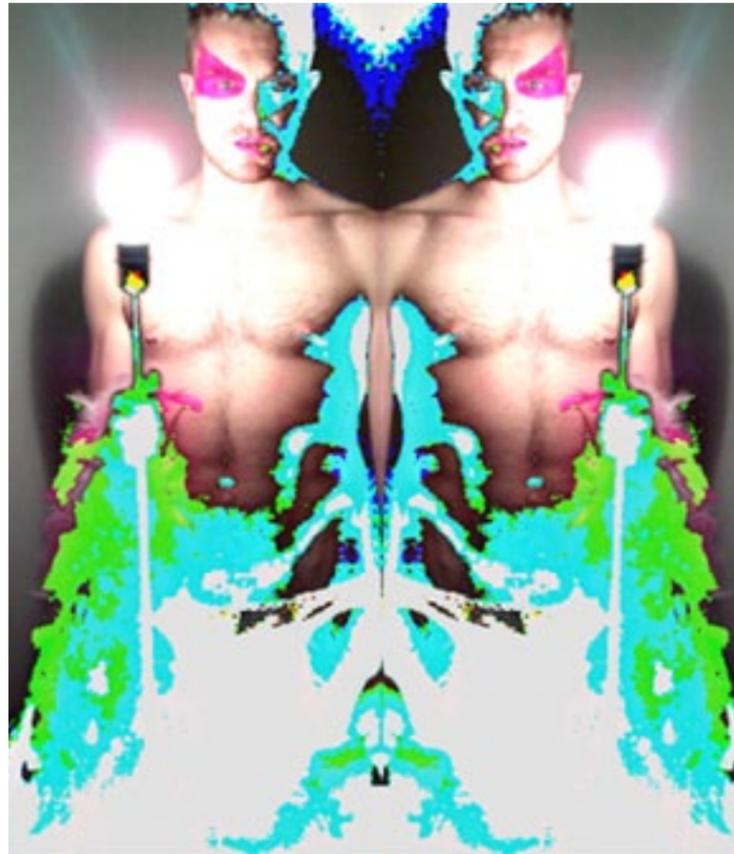
MR. DUSTY

Mr. Dusty is a digital pop-up book series which represents important historical events to Turkish children between 7-9 years old. Children lose their interest in history because they are expected to memorize historic events without understanding their relevancy. Mr. Dusty's goal is to engage children and introduce historic moments by visualizing them through 3D animation and character design.

MFA CANDIDATE
Richert Schnorr

CATEGORY
Video

VENUE
Screening
Symposium



NOBODY KNOWS ME LIKE YOU DO

Nobody Knows Me Like You Do is an experimental video that portrays a world where identity and image are one in the same, and freedom is attained through glamor, fame, sex, and violence. The aesthetics speak to a generation's obsession with nostalgia, blending references from 1980's music videos and early video art with contemporary nightlife culture. The piece speaks to larger truths about our culture's infatuation with pop music and prestige, the eroticization of disease and risk, and social media's encouragement of exhibitionism. Though rooted in queer culture, the themes permeate modern life and transgress boundaries.

The piece follows a central character, seen bleeding on the concrete in barren Brooklyn landscapes, performing in nightclubs through a haze of digital deconstruction, and finally realizing his transformed self in a stark white field of sexualized pop-star performance. Visions of grandeur are paired with black and white documentary style footage where the character appears more quiet and contemplative. The audience is left questioning what is fake, what is beautiful, and what is true.

MFA CANDIDATE
Sena Hong

CATEGORY
Video

VENUE
Screening
Gallery



TRAPPED

Growing up in South Korea was blissful, but after I left Korea and came to America for school I began to learn more about North Korea. While I had heard about North Korea Growing up, I realized that I had become indifferent to suffering of North Koreans.

This has been a global political and social issue and after I came into this program and start working with the narrative media, I wanted to challenge myself to better understand the suffering and humanity and help do something to address this suffering.

My core design question and goal is to interpret this human rights issue in a visual language. "Trapped" is a short animation based on personal stories of young men escaped from N. Korean prison camp. The scene begins with a butterfly trapped in razor wire reflect Life/Liberty and individual integrity being lost in North Korea in metaphorical way and to tweak people's curiosity.

The viewers also can experience this interactive narrative online. The online platform will also guide users to direct service organizations, which they can give to and take action.

Crisis, change, psychology and interactive design are my key domains I want to explore through this thesis project.

I am also collaborating with an NGO's called Heungsadan, Korean Young Adults Academy, and they will be using the animation for their 100,0000 person signature campaign for support of unification of North and South Korea.

MFA CANDIDATE	CATEGORY	VENUE
Rita Saad	Video	Screening
	Web	Symposium



PARTY OF ONE

Party of One, a woman's protective pack containing six products:

- The Butt Crack Suspender
- The Cleavage Hider
- The Smart Book Cover
- The Isolating Hat
- The Cellphone Sound Imitator
- The Bookstand Page Holder

Party of One, assists you tonight!

The presentation includes a rotoscoped animation of how to use these items by depicting scenarios that help a woman feel protected while eating alone. Party of One is made tangible by being on a web platform where it can reach a wider audience. A user can watch the instructions, have access to a more detailed description of each product and can share her own idea of a product that would help ease her discomfort.

MFA CANDIDATE	CATEGORY	VENUE
Anthony Kharrat	Video	Screening
		Symposium



THE FIRST DAY

My project is a film about the 1975 civil war in Lebanon as experienced through the eyes of my father, a surgeon, at the hospital where he worked during the first day of the war.

As a young surgeon at that time, my father's perception of the war was unique. What he saw were not only the bombings or shootings, but also the destructive results of these acts. The pain that Christian and Muslim families felt and both sides shared, when they lost a father, a son or a friend. He helped to save lives when it seemed that everyone else was trying to end them.

The essence of my movie is to show both emotional and informative aspects of the war, reproducing key moments my father experienced on that horrible day. It is crucial that this real life story touches as many people as possible expressing that war does not come without a high price to pay.

My film will be a four minute animation and still photographic images with a voice over narration, music and sound effects.

SUBVERSION

3 Projects
10' x 13'



MFA CANDIDATE

George Bixby

CATEGORY

Subversion
Augmented Reality
Locative Narrative

VENUE

Gallery
Symposium

USING AUGMENTED-REALITY TO RECONTEXTUALIZE THE PUBLIC MUSEUM: IF THESE EXHIBITS COULD TALK

If These Exhibits Could Talk is an augmented reality project which overlays existing museum exhibits with contemporary narratives, fostering new ways of experiencing a museum's permanent collection. The test site of this project is the Culture Halls of the American Museum of Natural History in New York City.

There are two components to this project. The first is a curated collection of original audio-dramas created by writers with ancestral ties to the cultures depicted in these exhibits. Each audio piece, whether autobiographic or historical, is intended to be listened to while viewing specific dioramas in the museum. The second component is a mobile platform for distributing the audio content, and which allows the public to contribute and share their own stories.

This project imagines an alternative role that these dioramas may play in our culture, and that we as the public may play in their interpretation.

Dimensions: This project would be best demonstrated by recreating the setting of the museum diorama in a gallery where viewers can test it. Below are two possible settings in which this can be achieved:

- Option 1: A setting such as the Bark Room that includes a small projection screen and chairs in which to sit
- Option 2: Wall space 4' wide, a 7' clearing from the wall

MFA CANDIDATE

Chris Hyun Choi

CATEGORY

Subversion
Video

VENUE

Gallery
Symposium

RE-IMAGINING
the subway

REIMAGINING THE SUBWAY

Living in New York means coming to grips with the problems associated with the subway, both as a space and as a means of transportation. There are obvious problems- slow, late and delayed trains as well as scheduled and unscheduled changes to service, but how can we overcome those shortcomings without directly solving them?

Reimagining the Subway is a series of visual mediums that instead focuses on the underlying problems that commuters can potentially fix themselves. Problems stemming from the annoyances from other commuters, boredom while waiting for the subway cars to come and the lost sense of time while underground are a few of those examples.

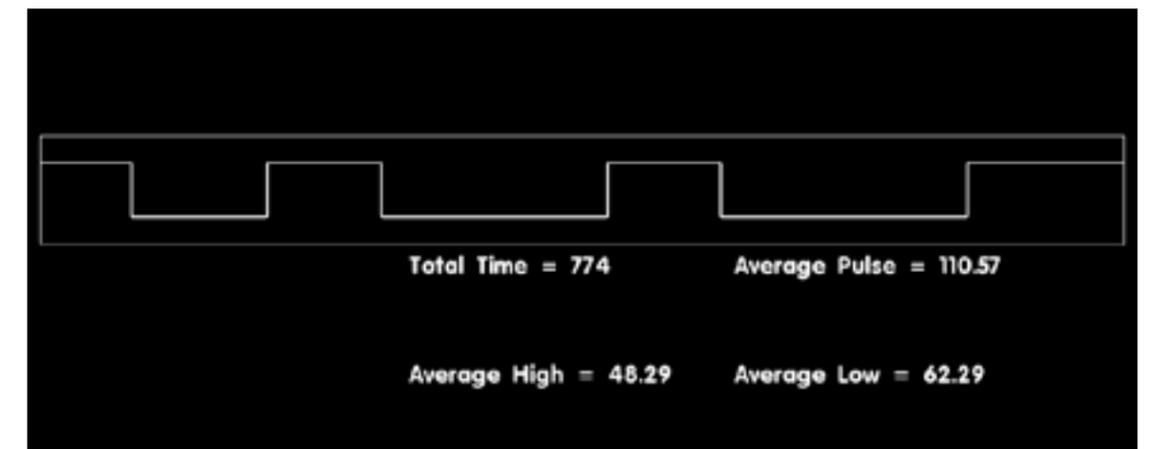
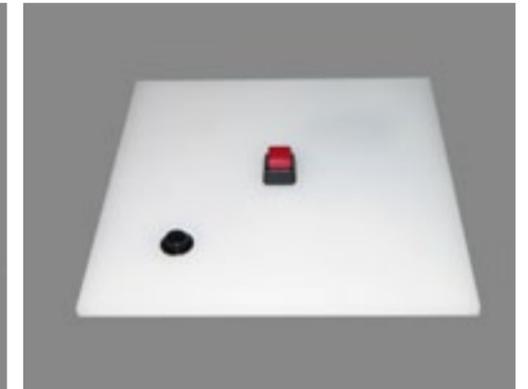
MFA CANDIDATE

Matt Ruby

CATEGORY

Subversion
Software

VENUE

Gallery
Symposium

SOFT CONNECTION

We are currently immersed in technology and machines, Soft Connection is a way of exploring our relationships with machines. Soft Connection is an interactive system designed to help machines interpret subtle human interactions. Buttons are one of the most direct ways to communicate with machines, but we often overlook the ability to communicate beyond either on or off. The car horn is an example of how expressive a single button can be to humans, but the same language can easily be understood by machines. The vague but emotive qualities that emerge from this situation could be useful in communicating with our machines.

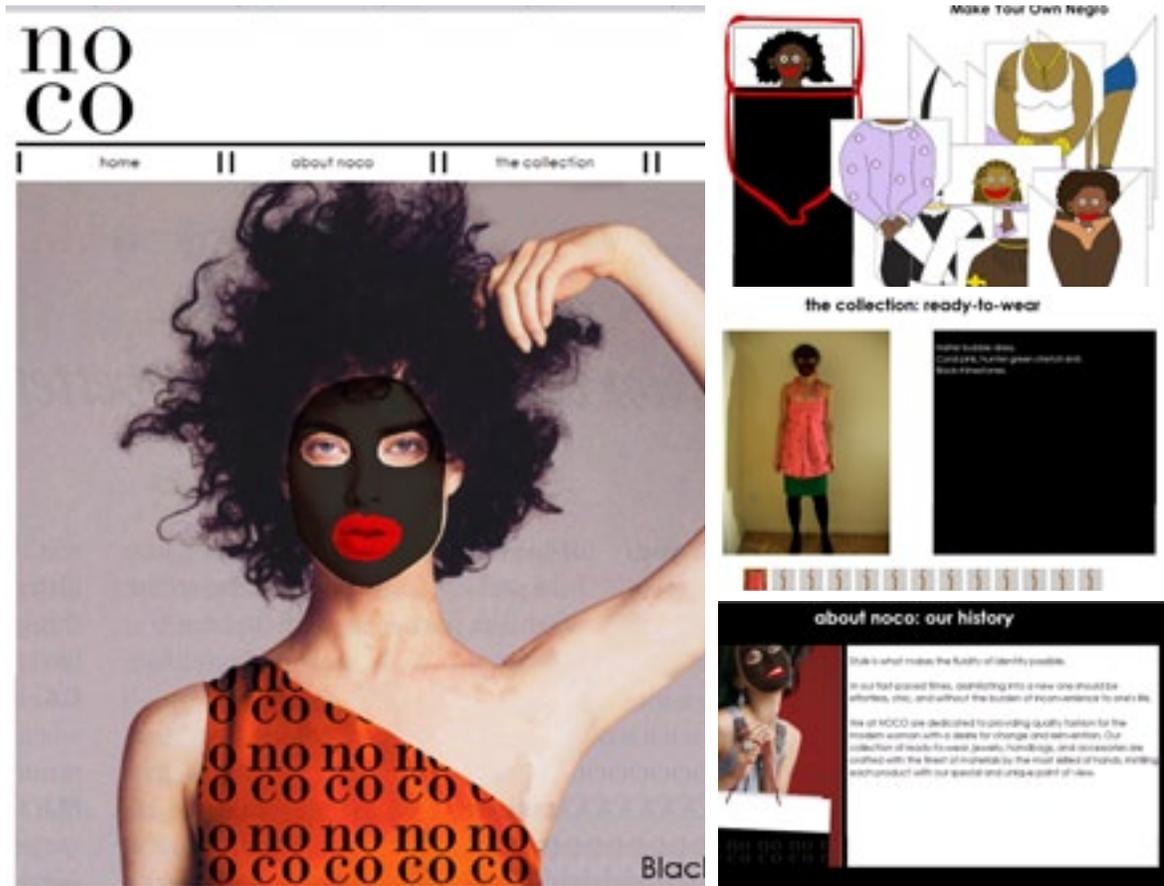
The vocabulary of Soft Connection is centered around a database of patterns and human interpretations. This database serves as a voice for the system and is called upon whenever the machine needs to interpret an interaction. Soft Connection is able to learn over time, storing the interactions that each button has. Each button instance can develop a personality based on how it has been interacted with.

The button is the most simple interface and they are pervasive in our environment. We constantly overlook them and how humans interact with them. If the car horn or elevator button could understand the way humans treat them how would they react?

WEB

13 Projects
45' x 37'





NOCO: BLACKNESS WITHOUT THE BURDEN

My thesis is a fake fashion web site that is a visual social commentary on race, specifically the notion of embracing and rejecting “blackness.”

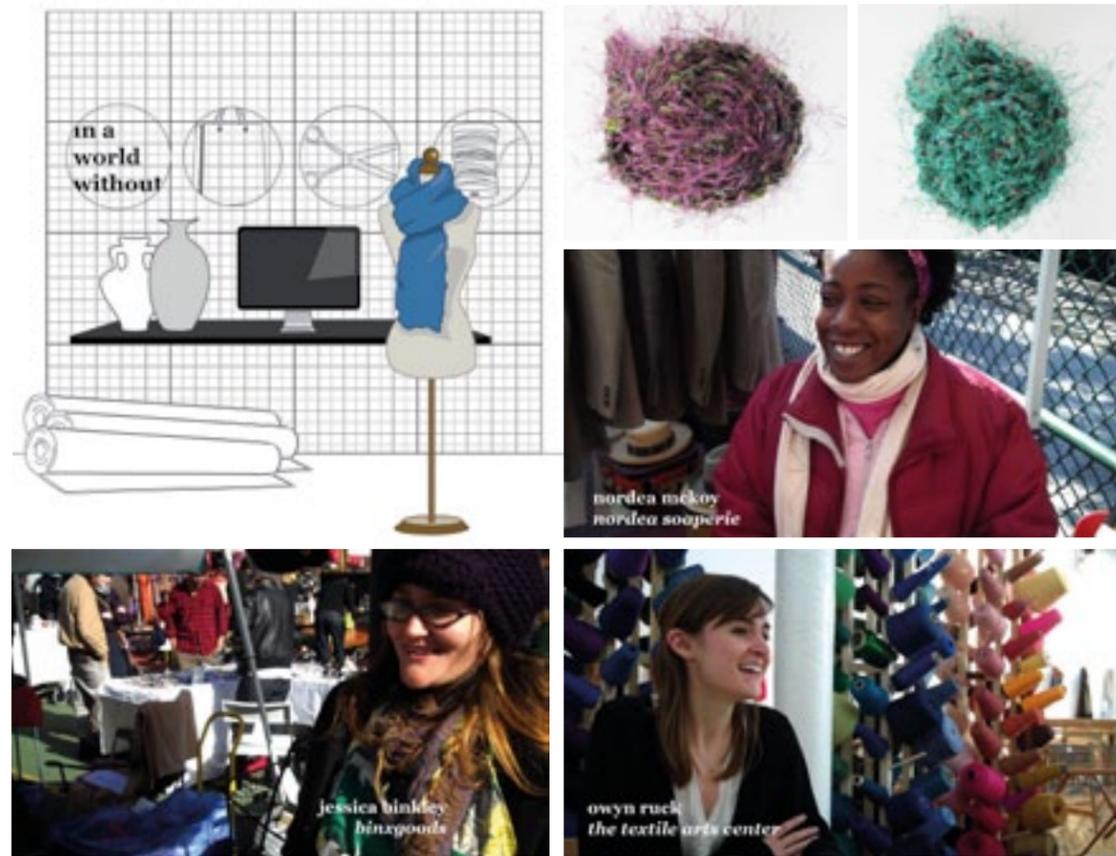
The name of the fashion label is called “Noco,” which is a scramble on the derogatory word “Coon.” This “fashion label” web site will be under the domain name “thebarracoos.com,” because I found through my research that “coon” possibly came from this Portuguese word for the building where ready-for-sale African slaves were kept during the Slave Trade. The explanation of this racial slur also exhibits the underlying theme of commodifying an entire race solely for product consumption by others.

All the components of this thesis (web site, collection products, ads, etc.) will have racist stereotypes transformed into a fashionable and trendy aesthetic. Iconic caricatures from the old minstrel shows (“Aunt Jemima/mammy,” “Uncle Rastus,” “Black Buck” and the “Jungle Bunny Jezebel” made popular by Josephine Baker) will be manipulated into the Ready-to-wear items. The handbags will have the “Noco” logo decorated all over the place, so that it looks like the word “Coon” is repeating itself visually, mimicking the logo-adorned purses that populate the luxury goods market. Symbols of fried chicken, watermelon, bowties and “nappy” hair will be incorporated into the jewelry and accessories collections.

As for the web site, it will have a minimalist interface design with a black-and-white color palette, a working contact info form for people to send comments to the company, and a Flash-based puzzle game called “Make Your Own Negro.” All these web components are an imitation of the many fashion house web sites that exist as online extensions of their brand.

Dimensions: 3’ x 3’

MFA CANDIDATE	CATEGORY	VENUE
Liz Kauff	Web Installation	Gallery Symposium



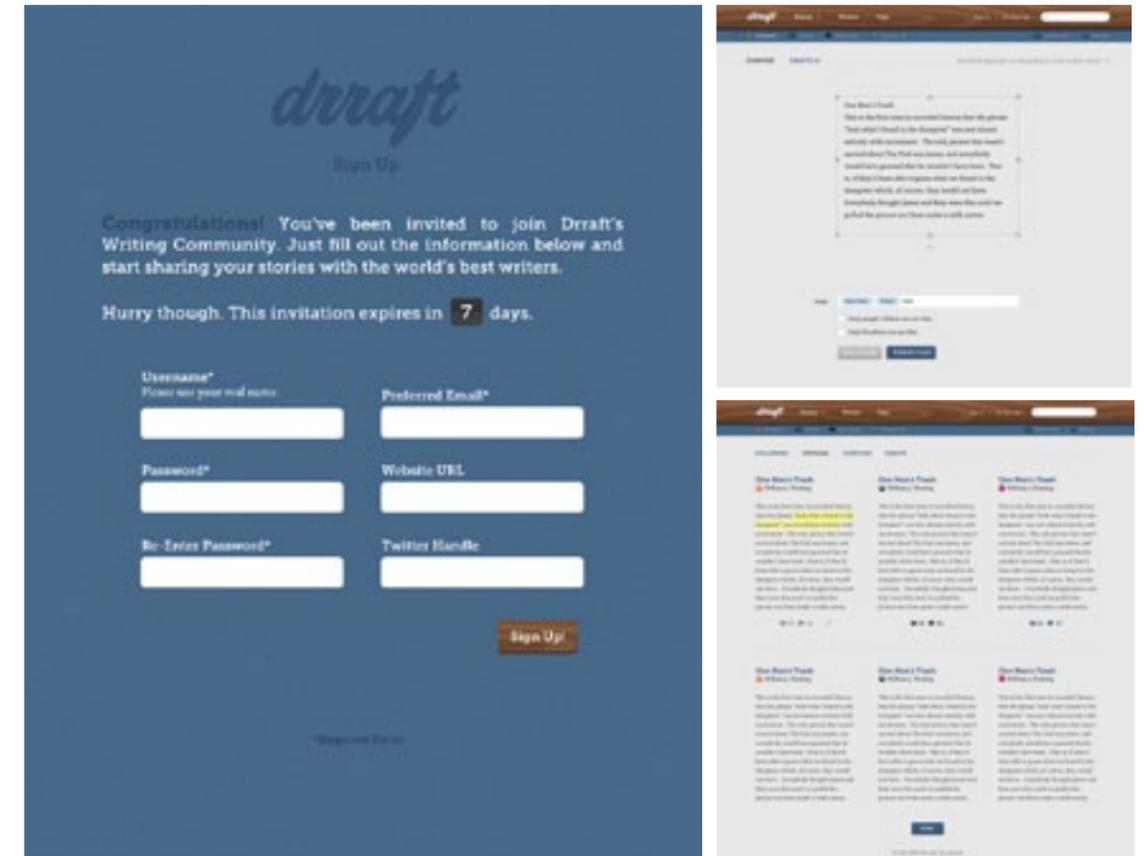
“IN A WORLD WITHOUT”

An online and physical marketplace that offers handmade products as well as the instructions and necessary materials for buyers to recreate the products themselves. The site will support handmade production and also provide a dynamic buying experience for consumers. This experience will ultimately change consumers' attitudes about the products they buy.

To showcase this project I will be installing a sample shop featuring work from sellers on the site. The installation will include handmade clothing, accessories, food, etc. These pieces will be displayed alongside a computer with the corresponding website open, allowing users to browse and explore the work online.

Dimensions: 5-10 sq. feet of space against a wall or in a corner. Includes a 27" computer monitor, handmade products and store/boutique elements (wall hangings, mannequins, etc).

MFA CANDIDATE	CATEGORY	VENUE
Chris Driscoll	Web Software	Gallery Symposium



DRRAFT

Drraft is a website dedicated to building a writing community in the cloud. Its purpose is to analyze trends among writers and develop a social portfolio and writing platform that will make a comfortable interface for writers of most types. By utilizing core needs and extensive studies on the marriage between design, the design of words, and usability design, the community will have the means to draft new and existing professional writers into the cloud. Its focus is on creativity, integrity, and community.

Because it is invite only, Drraft will consistently pursue a narrow focus on high quality. Writers can share stories, scripts, or general character profiles in 400 characters or less, while always being able to get and provide feedback. Moreover, the community is virtually inaccessible to the public. Each member is issued their own URL at registration, upon being invited (drraft.me/chrisdriscoll). After composing and publishing a draft, writers are offered the option to display their piece to the public. It is then publicly viewable in their very own Drraft portfolio at their URL address. No need to hire a web designer to make a writing portfolio.

Dimensions: 3' x 3'

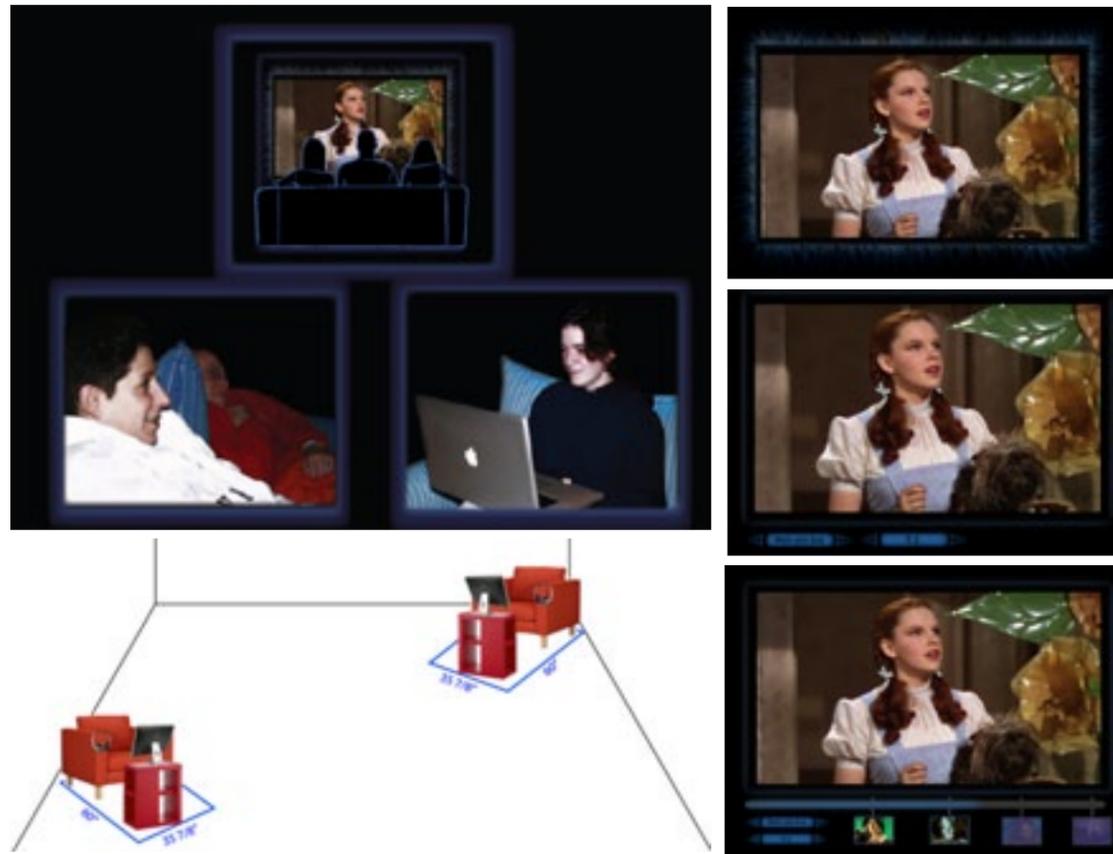
MFA CANDIDATE

Kat Reilly

CATEGORY

Web

VENUE

Gallery
Symposium

“STREAMING ROOMS”

“Streaming Rooms” is an online application and social network through which users can watch their favorite film or television show while interacting through the Internet with their family and friends around the world.

The application uses media content to stimulate conversation and enhance our sense of personal connection, which has become abstracted and depreciated through our overuse of digital, text-based communication tools. “Streaming Rooms” evokes meaningful, real-time interactions among its viewers by providing a media experience that virtually brings them together.

“Streaming Rooms” combines a social network with online media content and enhances its viewers, interactions through voice-chat, gameplay, and visual ambient feedback. The application has three modes, all of which cater to the various preferences people may have when watching a film or television program:

- Conversational Mode allows all connected viewers to speak and converse with one another as the content plays.

- Active Mode features a game that rewards viewers with bonus content, such as behind-the-scenes footage and blooper reels, as they continue to interact and converse throughout the film.

- Silent Mode allows the individual viewer to focus on the content while using visual ambient feedback to represent the other connected viewers who are watching the media with them.

Dimensions: Two small spaces, each placed at opposite ends of a room or space; Dimensions of each small space are: 36”Wx40”Hx60”D.

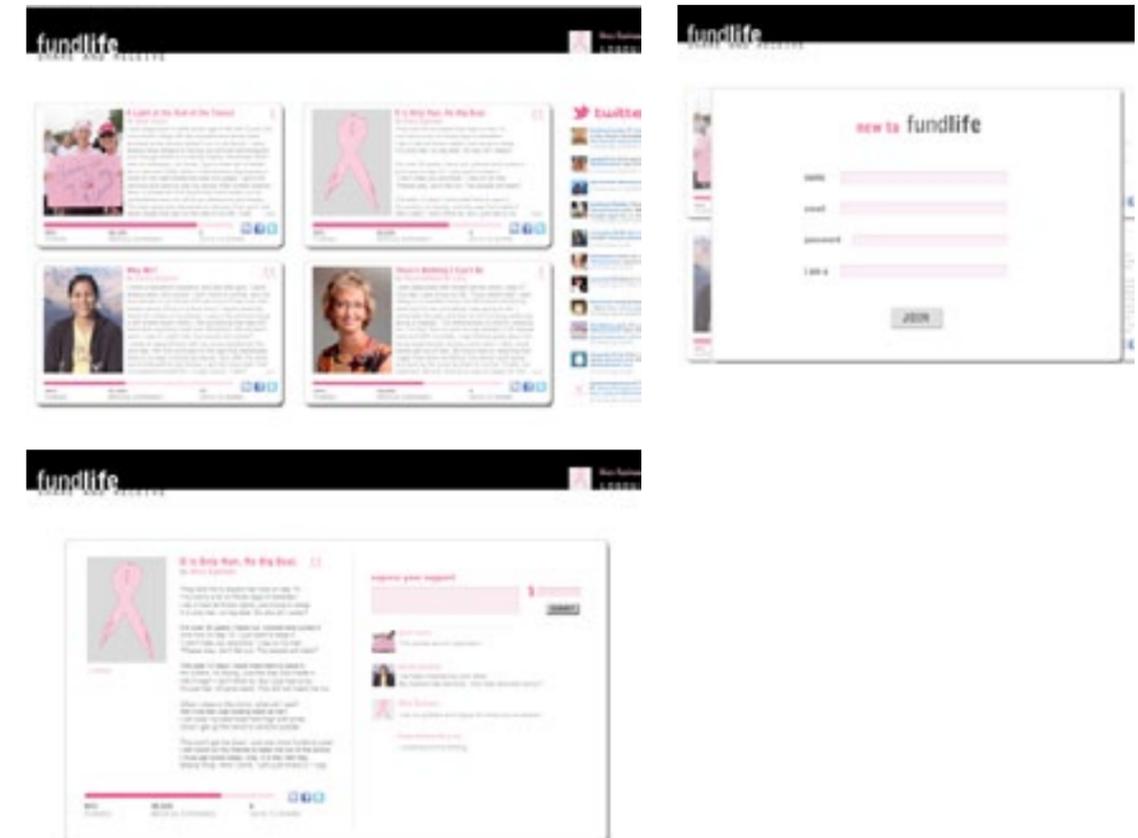
MFA CANDIDATE

Shin Han

CATEGORY

Web

VENUE

Gallery
Symposium

FUNDLIFE

I am exploring an interaction that will effectively deliver the power of storytelling to support the breast cancer community in a digital platform. Audiences include survivors and co-survivors of breast cancer, as well as breast cancer supporting individuals and organizations. The online community, called FundLife, supports patients emotionally and financially through sharing stories and microphilanthropy. There is ‘healing’ through ‘sharing.’

The emotional ramifications of coping with breast cancer have been first explored in the mid-1980s, while the medical treatments have been developed for over a century. Comparatively recent, I believe there are opportunities to flourish utilizing recent systems. A dynamic interaction in the digital platform could trigger a more active and closer breast cancer community. Further, the interaction model could be transitioned into other communities, where essentially the core is ‘to help people’.

Dimensions: 4’ x 4’

MFA CANDIDATE

Xian Zhang

CATEGORY

Web
Software

VENUE

Gallery
Symposium

QUESTORY STUDENT

Questory improves on web bookmark services. It is a browser add-on designed to change the way we browse the internet. With it you can actively select, edit and link Internet resources. You end up with an interactive narrative built from your quests and annotations. It lets users re-order their searches non-chronologically. It gives users rich annotation tools that allow comments directly within the web page content and re-link comments to the search results.

In the days of hard copies and books, the artifacts of the reader's thinking process were written notes and scribbles. Questory exploits the internet's instantly available resources while returning to the user the power to edit, annotate, and re-form what he sees into a coherent story.

Dimension: 3.5' H x 2' W x 2' L

MFA CANDIDATE

Shula Ponet

CATEGORY

Web
Installation

VENUE

Gallery
Symposium

HEAR ME

Hear Me is a website that uses humor to offer teenagers and pre-teens (age 11-14) who are both victims and witnesses of bullying the tools to communicate how they feel. The site consists of three main components: a series of humorous cards (both digital and analog), which can be sent to other teens through the site; animations that use fruits and vegetables as characters to explore different bullying scenarios and outcomes; and finally, a forum where teens can talk anonymously about their own experiences with bullying. The goal of Hear Me is to empower kids and teenagers to feel more comfortable expressing themselves and confident enough to stand up for themselves and others.

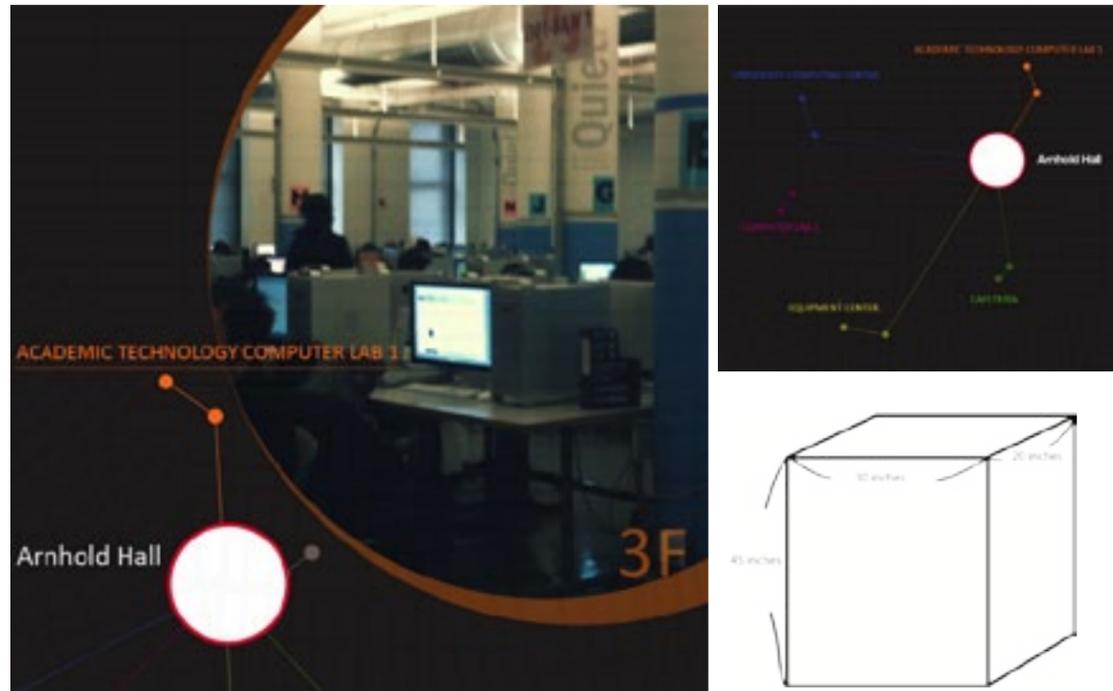
I envision Hear Me being displayed on a table, approximately 4 feet long by 2 feet wide, where viewers can easily browse the website on a laptop, as well as explore the handmade cards that have been produced. In addition to the laptop and cards, the space will be decorated with expressive artwork, which has been produced by the kids with whom I will be working.

Dimensions: 4' x 2'

MFA CANDIDATE
Se Hee Choe

CATEGORY
Web

VENUE
Gallery
Symposium



V-TOUR PARSONS

My project is a virtual campus tour for Parsons the New School for Design. This is for potential/prospective students who are planning to study at Parsons. There are a lot of people who want to visit the campus before making their decision. However, not everyone can attend a campus tour especially students who live overseas or far away from the school. I started to make this project based on my experience with this inconvenience.

It is a web-based project, because it is easy to access for users despite the time or place. Mixing real footage/images and simply illustrating the visualization with floor plans, it will deliver a virtual campus tour for potential students while they are still in their home. As much as possible, I will try to visualize the information to help people understand right away rather than showing a lot of textual information of the locations or information. It will provide not only useful information but also a fun experience with interactive visuals in more casual way.

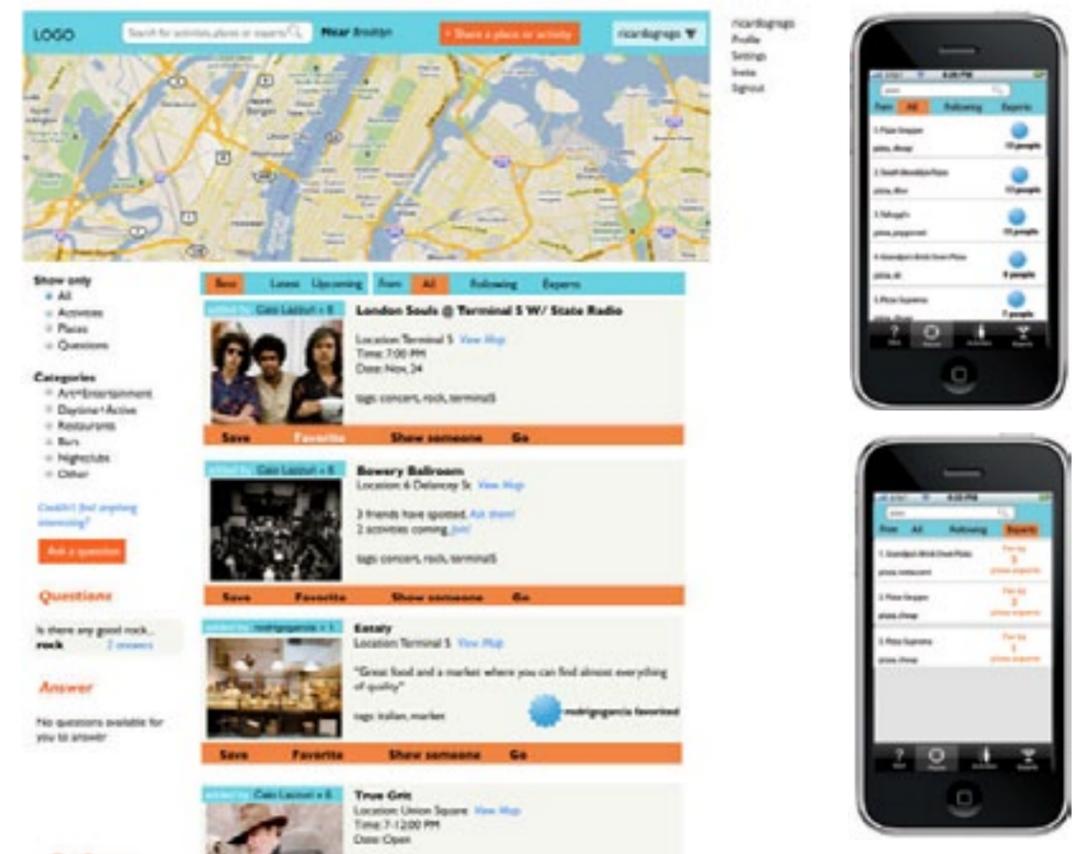
People would get a sense of the space even though they do not visit the school by themselves and they will get the feeling of the place by controlling the interactive project on the Internet.

Dimensions: 4' x 4'

MFA CANDIDATE
Ricardo Grego

CATEGORY
Web

VENUE
Gallery
Symposium



FRIENDSOURCE

We now frequently trust in reviews and recommendations systems that use complex algorithms to analyze huge amounts of data and return the "best" results are based on metrics such as page views, stars, like buttons, date and other criteria that are frequently not clear for us. These systems were not created respecting and understanding the way we normally exchange information and get recommendations and respecting individual experiences and knowledge from individuals.

Modeled after offline users behaviors, FriendSource is a social recommendation engine powered by our friends that facilitate the exchange of recommendations leveraging the power of our social networks. The project implementation will be a website and mobile application that will allow users to:

Ask recommendations of friends restaurants, bars and other places based on their location and activities, visualize the favorite places of their friends, and search through past recommendations made by their friends, based on topics or locations.

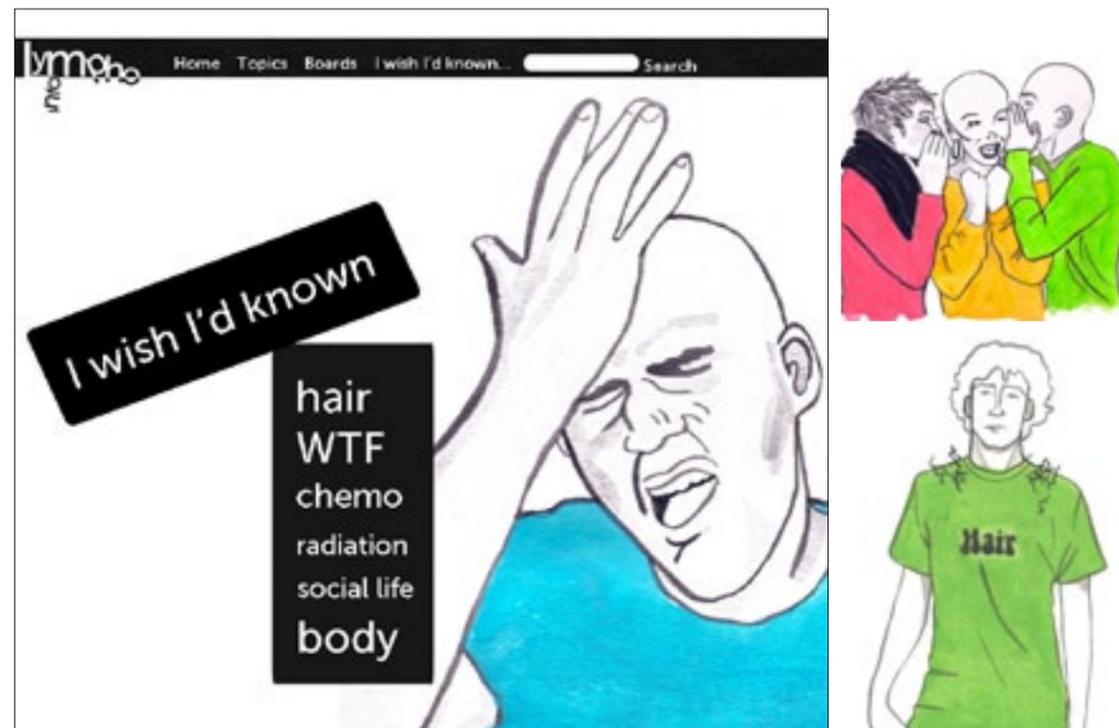
To showcase the project the ideal scenario is to have a television which will be looping the user scenario and branding video, and one balcony where an iPhone and a laptop where visitors would be able to register and test the project.

Dimensions: 3' x 3'

MFA CANDIDATE
Halli Gomberg

CATEGORY
Web

VENUE
Gallery
Symposium



LYMPHOINFO.ORG

Surviving pediatric Hodgkin's disease was one of the driving forces that led me to study Design and Technology. My thesis is an effort to give back to this much-ignored community.

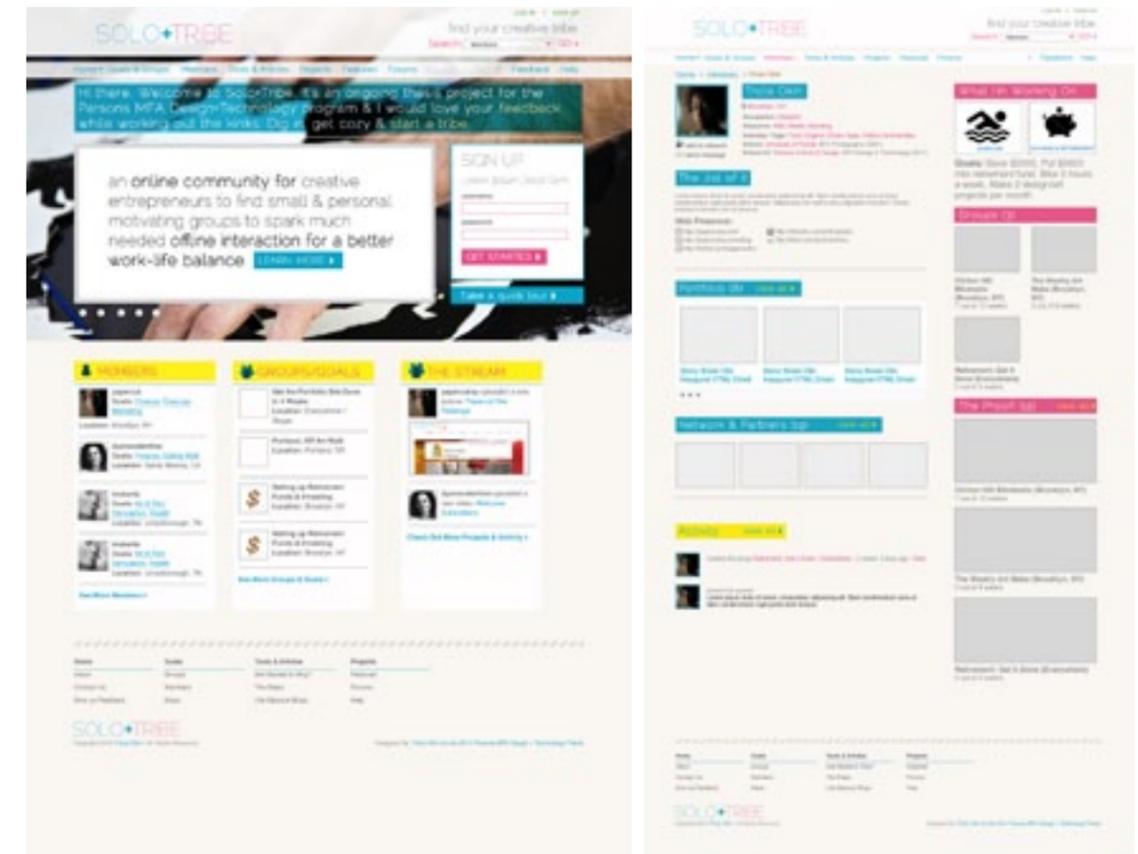
LymphoInfo.org is a website for teenage Hodgkin's Lymphoma patients (ages 14-16). It aims to be informative not distracting and share medical information in a way teenagers can understand. The site will also be a social forum where patients can talk with each other and ask survivors. Most importantly LymphoInfo.org treats teens like teens—not just patients.

Dimensions: 3' x 3'

MFA CANDIDATE
Tricia Okin

CATEGORY
Web

VENUE
Gallery
Symposium



SOLO + TRIBE

Solo+Tribe is an online community for solo creative entrepreneurs and small motivating groups to spark much needed offline interaction for a better work-life balance. On the site, people can select groups according to personal goals they are trying to accomplish and then create local gatherings to do so. Personal or business goals that users decide to tackle can range from increasing exercise to attending one art event per week to sharpening skills.

Community members determine their goals or projects by playing a game I created called Life Balance Bingo. By playing Life Balance Bingo, they discover what facets of life they are doing well (ex: leisure reading, exercising, etc.) versus habits they need to improve (ex: retirement savings).

Self-employed entrepreneurs, specifically designers, tend to treat our clients better than ourselves mostly because there's a deadline and another person to whom we have to answer. As a group, we don't make enough time for ourselves to improve skills, network, and create the art we want.

The overall purpose is to find like-minded professionals in your local area with complementary talents and goals to help one another reduce working in the independent contractor vacuum via healthy interaction.

Dimensions: 3' x 3'

MFA CANDIDATE

Garrett Tillman

CATEGORY

Web
Social Media
Health
Mobile

VENUE

Gallery
Symposium

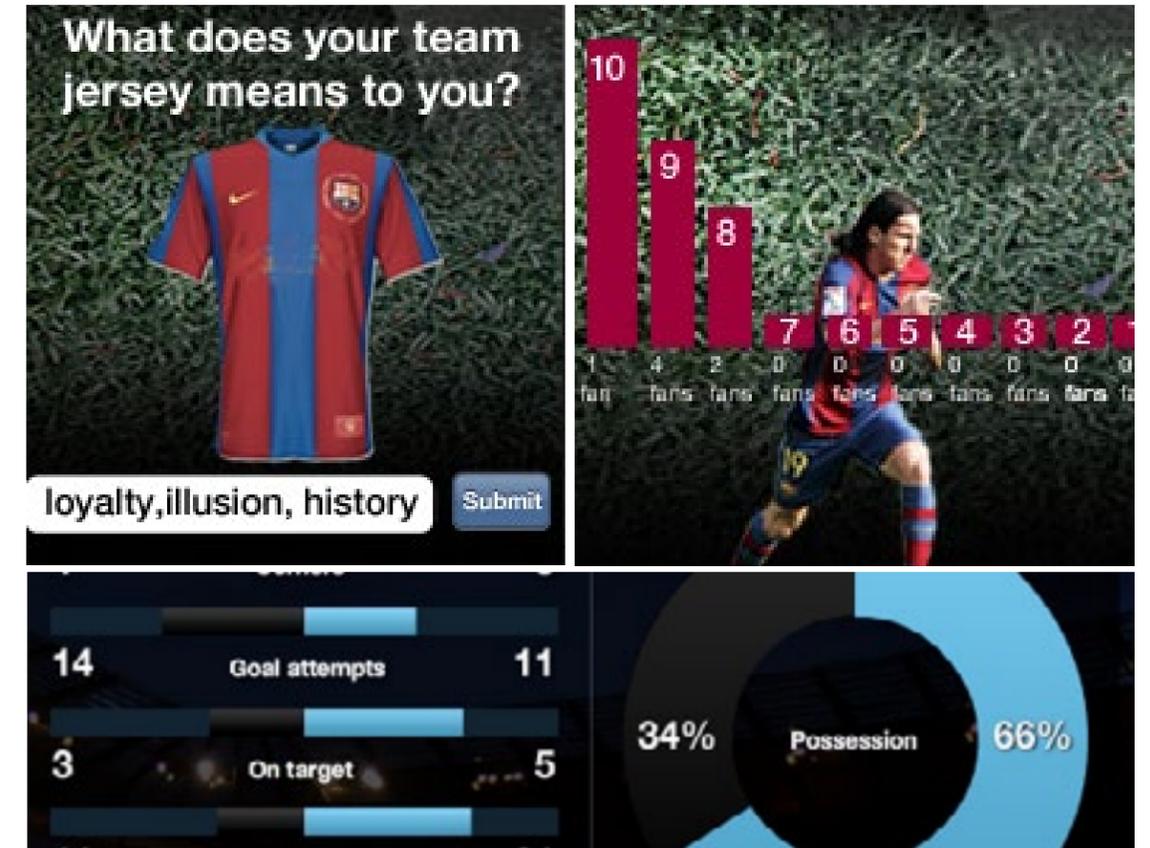
MFA CANDIDATE

Alex Castro

CATEGORY

Web

VENUE

Gallery
Symposium

WHAT HEALTHY IS

Defining our health can be as difficult as maintaining it. Is it nutrition? Exercise? Mental agility? Is it some combination or accumulation of the three? Each answer brings more questions, more qualifications and another layer of problems. Culturally, our health has never been a more important topic. Obesity, mental illness and drug perscription rates are soaring - all because we lack a personalized cultural foundation for our health.

My project aims to help socialize our endeavor to be healthy through technological means. We can transform our health using the mobile, social and online tools that are readily at our disposal by communicating health and wellness opportunities to interested users. The completed project should empower its users to reach out to others, form or maintain communities, and achieve their goals of becoming healthy and whole people.

Dimensions: 3' x 3'

VERSUS

Versus is an inmmersive website that encourages competition, motivation, and social interations among the adult amateur soccer player community. It is a platform that aims to provide players with a space where they can get informed and engaged about their local league.

The form is an immersive website with various interactive features. The "personal-tracker" features tracks a player's weekly match performance by displaying detailed statistics (passes completed, balls stolen, assists, and goals.) The player is able to compare his performance not only with those of his teammates but also with the rest of the league tournament. The purpose of this feature is to encourage competition among all players. Another feature is the "team performance meter". This widget has a slider interface that asks teammates for ways to improve the team's performance for the next match. Teammates are allowed to choose from different variables: We need to defend better, We need to attack better, We need to train, We need to be committed. The goal of this feature is to motivate participants to improve their performance and to build team unity. The photo gallery feature displays about one hundred images(taken by me) of the latest match. Here both players and spectators can leave comments. The goal is to allow them to start conversations and "socialize". Also, a twitter feed enables players with yet another tool to connect with one another and to keep themselves updated in real time about league-related activities.

SOFTWARE

15 Projects
53' x 51'



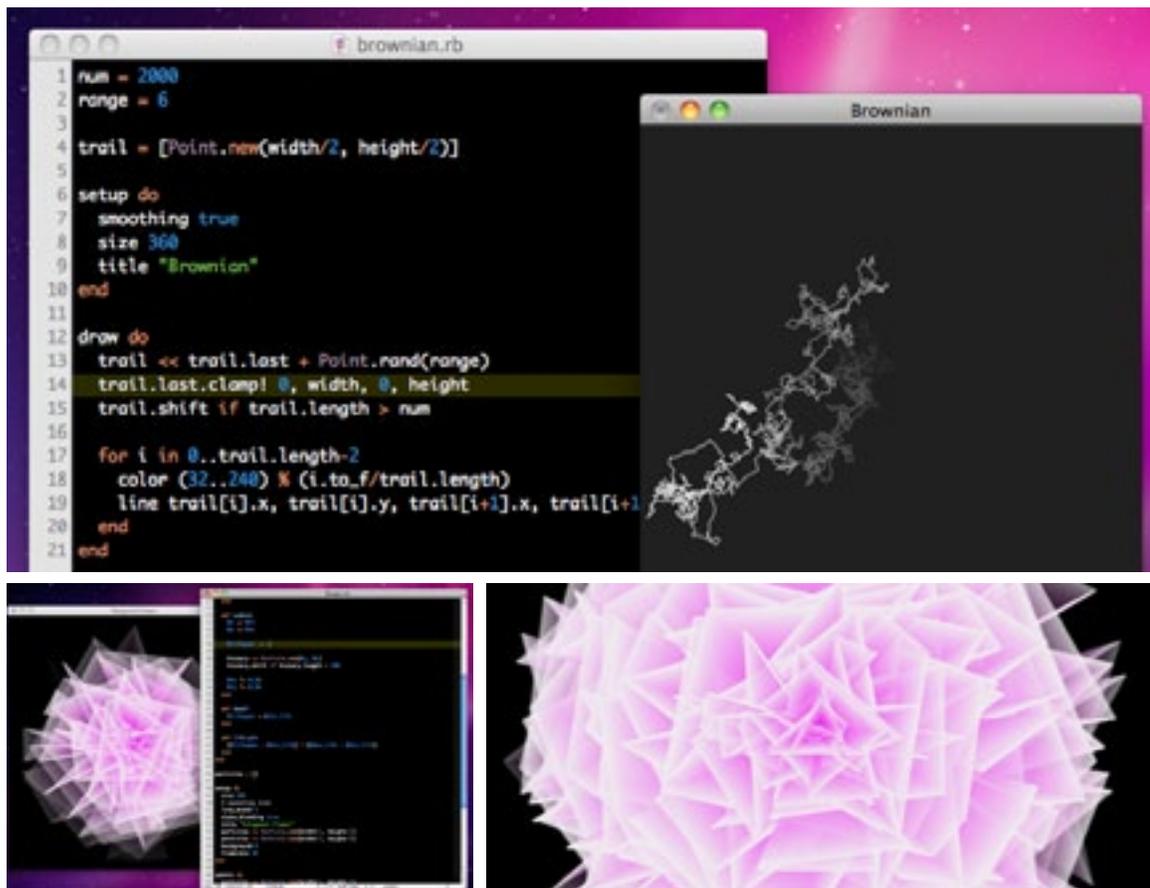
MFA CANDIDATE

Ramsey Nasser

CATEGORY

Software

VENUE

Gallery
Symposium

ZAJAL

Zajal is a creative coding language designed to address the frustrations of existing tools, while going to great lengths to facilitate the work and creativity of the programmer. It stands out in its rejection of the arcane, hyper-technical idioms that bog down other languages and its approach to language design as a human factors exercise.

Zajal is live coded, meaning that the contents of the sketch are updated the moment the code itself is saved. Its syntax is the result of dozens of iterations and rigorous testing with professional designers to ensure that it is as streamlined as possible for the purposes of creative coding. Zajal also has a library manager built in to make both installing code from others and sharing your own code extremely easy.

Through a combination of major features and small conveniences that add up, Zajal aims to be a coding language people can enjoy writing in. Tolerant, flexible and powerful, it is designed from scratch to allow you to focus on your own vision rather than wrestle with figuring out what the machine wants to hear.

The highly interactive language will make for a unique installation, where audio/visual sketches will be running on screens above workstations loaded with their code. Gallery goers will be invited to play with the code, change it, break it, improve it and affect the whole installation as a result. It aims to emphasize the approachability of Zajal to code-interested people, while providing a visual show to everyone else.

Dimensions: 3' x 3'

MFA CANDIDATE

Karen R. Everett

CATEGORY

Software
Hardware
Wearable

VENUE

Gallery
Symposium

INTERACTIVE HEALTHCARE DESIGNED FOR YOU.

VENTRICALL

Software:

- View your blood pressure clearly over time, within the context of your day.
- You have the support of friends, family, physician and other patients like you.
- A daily reminder to check in on your health saves time and money long-term.

Personal healthcare maintenance can be interactive, empowering, economical and sustainable. Becoming aware of how your personal activities correlate with your health provides great incentives to make beneficial lifestyle choices. Each time you monitor your blood pressure, it is visualized as a point system. By collecting health points when your blood pressure is normal (green), you can receive rewards, once many points are accumulated. The best way to accumulate points is to eat healthy and exercise. You receive 4 or 5 questions throughout the day following a blood pressure reading, essentially you are "training" the system in regards to your eating habits, mood, activities, etc. If you provide a wealth of information, then the health tips you will receive will become more personalized.

Hardware: Your blood pressure is captured via bracelet and transferred through Bluetooth connection to an audio jack sensor peripheral, HiJack, on your mobile phone // HiJack system for augmenting mobile phones with sensor peripherals // Hijacking power and bandwidth from the mobile phone's audio interface. Creating a cubic-inch peripheral sensor ecosystem for the mobile phone.

The HiJack platform enables a new class of small and cheap phone-centric sensor peripherals that support plug-and-play operation.

Dimensions: 3'x3' Gallery Space for a kiosk, consisting of a Monitor and Display.

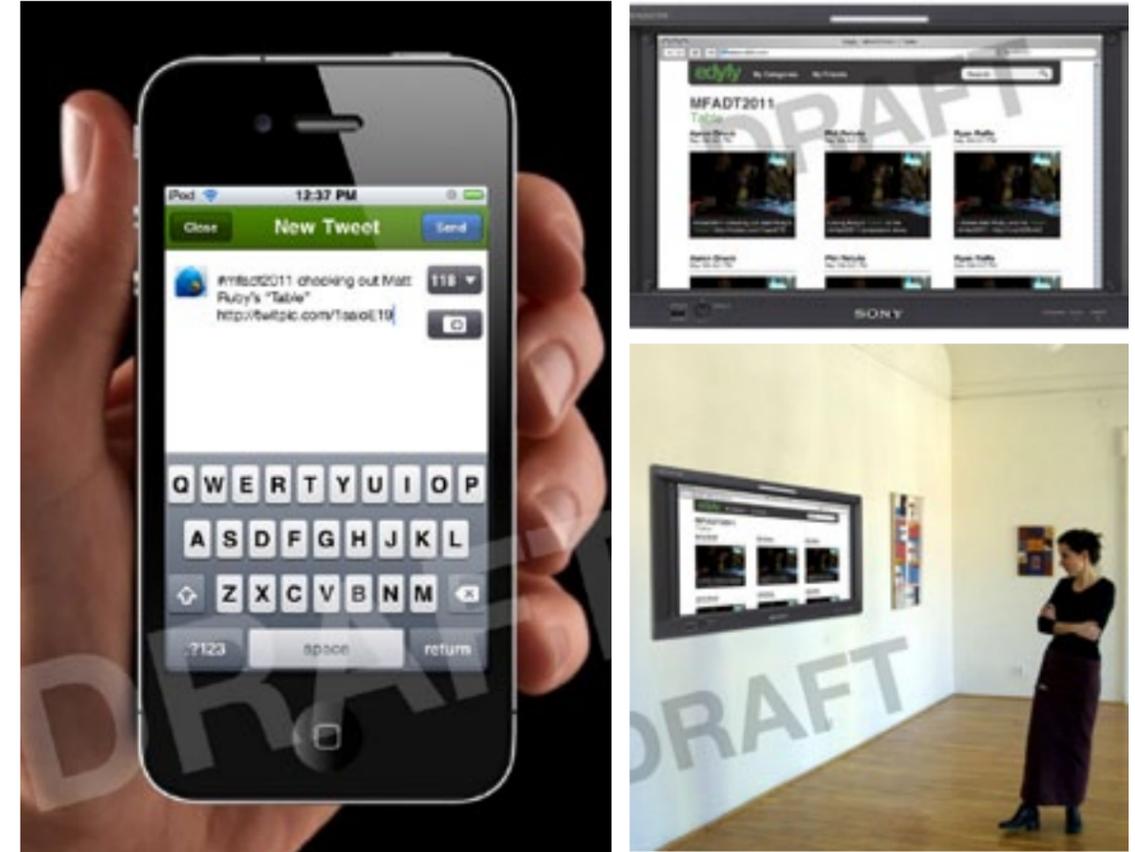
MFA CANDIDATE

Aaron Druck + Chris wCalmeyn

CATEGORY

Web
Software

VENUE

Gallery
Symposium

SMART SHORT MESSAGE LANGUAGE:

SmartSML

Short messages from SMS, Twitter, Facebook, and other social media platforms are difficult for computers to parse. As a result, the information within the messages is often misused, or left unused. SmartSML is a new grammatical standard designed to make these messages more machine-readable without comprising human-readability. Writing in the SmartSML standard closely resembles writing in one's natural language. It simply requires minor syntactical considerations to make the messages easier for computers to read.

Adoption of SmartSML will make short messages easier to filter and archive intelligently. It will also empower developers to create tools that cut through the noise and jabber on social networks. This will make what were once fleeting messages more lasting, informative, relevant, and useful to both social media users and developers.

While SmartSML is a platform-independent standard, for symposium, we will present web and mobile applications that demonstrate its benefits. Ideally we will be able to project visuals of our project onto a wall (demo videos, live web page demonstrations) or a large flat screen TV. This would require a monitor or television, and a computer. Additionally, we would require a small amount of floor space to set up view stations to demonstrate the applications on mobile devices (smart phones, tablets).

Dimensions: 6'W x 6'D x 6'-10'H

MFA CANDIDATE	CATEGORY	VENUE
Graeme Richardson	Software	Gallery Symposium



VDI VERSATILE DRIVING INTERFACE

Combining mobile technology and mobile interface design with automotive technology can improve the driver experience, while reducing the current state of driver to mobile device dysfunction. Mobile device technology, especially smart phones, have seen vast improvements over the past six years. The ability to connect to and interact with other electronic devices is one of their most noted and increasingly used feature. Meanwhile nearly 80% of all innovations in automotive technology are related to electronic functions. Clearly an opportunity exists for mobile platforms to connect to and interact with the automobile.

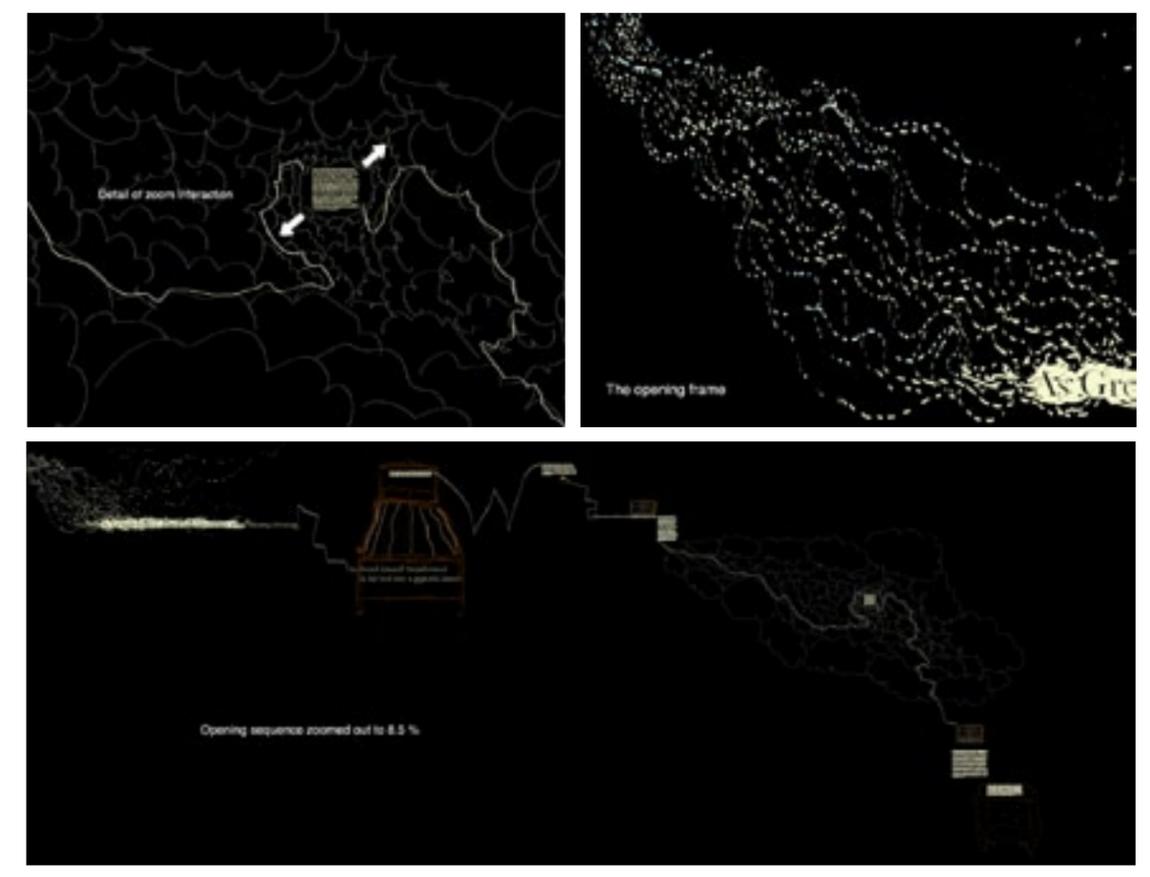
The increase in computing power and popularity of cell phones has also opened up the space to allow the reintroduction of tablet computers such as Apple's iPad; and as larger versions of the smart phone platform, the larger screen real estate allows additional user interface design solutions. By creating an application and user interface specifically designed to help drivers interact with these products, we will be able to increase safety.

The VDI project will consist of physical connections to the car allowing the tablet to interface directly with discreet functions; such as windows, mirrors, trunk, doors, gas lid., etc. Additionally, the tablet will receive information from the vehicles diagnostic port, which allows access to a wealth of real time vehicle information ranging from gas mileage to engine diagnostics. Used in the right context, this information can be beneficial to the driver.

Currently, there is no single mobile/automotive application on the market using this mix of tablet, car, physical and software connections. VDI is a concept that will explore those possible connections and attempt to provide a better driving experience and improve driver safety.

Dimensions: 3' x 3'

MFA CANDIDATE	CATEGORY	VENUE
Joel Golombeck	Software Video	Gallery Symposium



THE METAMORPHOSIS—FOR IPAD

My project takes digital tablets, such as the iPad, as a medium that breaks a rift between the nostalgia of paper fiction and the ever-present allure of multimedia screens. Tablets occupy a space that is somewhere in between a laptop and a book. Tablets, like books, are hand held. Their interface is tactile, and bypasses the need for mouse or keyboard as a middleman. However, there are no pages. At least there doesn't need to be. Instead, the iPad presents an infinite canvas, ripe for a breadth of multimedia, gestural interactions. The "book" can now become a unique story object.

Franz Kafka's, "The Metamorphosis," provides an ideal foundation on which to build these concepts. It is an iconic work of literature, a work with content heavily dependent on the space and atmosphere, and a work that is close to my soul. Through sincere consideration of the rich symbols, imagery and abstract allegory of Kafka's work, I am designing a unique, graphically-driven user experience that illustrates the story and leverages the properties of the tablet to add meaningful metaphoric content to the metamorphosis resident in the story – updating his work, and the reading experience in general, for an audience reading more and more on screens.

Dimensions: 40" x 50"

MFA CANDIDATE

Chien-Ta (Genda) Lin

CATEGORY

Software

VENUE

Gallery
Symposium

BABBLE

Babble is a peer-production platform for language learner based on Q&A form. The core concept is sharing, you basically learn as a consumer and teach as a producer in the network. People are encouraged to participate and contribute by game mechanics like gains credits, badgets and ranking. Game layers aims to expand the scale of social network and activate users. Two other features are: mobile and audio-supported. To make sure people can contribute their cognitive surplus, mobile device is a best access. Instead of conventional learning experience, people can broadcast their questions and sharing knowledge on the go through the unique, casual learning experience. Pronounce is crucial for any language learner, and Babble provide the audio recording function that you can learn more effectively. Above all, learning by your quest and contextual questions, you can also realize current usage, idioms, accurate pronunciation from native speaker, and maintain your enthusiasm through game-play experience, are the best value by using Babble.

Dimensions: 3' x 3'

MFA CANDIDATE

Makenzie Rasmussen

CATEGORY

Software

VENUE

Gallery
Symposium

MAKIN' MOVES

Makin' Moves is an iPhone application that manages personal goals and to-do lists. The application features an option to sync your iCal tasks, store and remind you of goals and bucket list items, and host a vision gallery of images. This easy-to-use application motivates you to complete items through its connectivity with social networks.

Rather than focusing on the long-term, we are often caught working on minuscule tasks that do not help us reach our life vision. Makin' Moves is a flexible interface that will break down your large bucket list items into attainable goals and to-do list items. For example, Joe has a bucket list item to start his own business. While this goal might seem large, Makin' Moves breaks it down into yearly steps and daily to-do list items (i.e. "find investors" or "set up meeting with marketing team"). When Joe completes an item, Makin' Moves sends a tweet so he can share this experience with his friends. With the help of Makin' Moves, Joe manages his life goals wherever he may be; whether on the subway or at a ski resort. Makin' Moves is available for download at the iTunes App Store May 2011.

Dimensions: 3' x 3'

MFA CANDIDATE
Taeheon Park

CATEGORY
Software

VENUE
Gallery
Symposium



CRAZY ROOSEVELT ISLAND

Crazy Roosevelt Island is an interactive, mobile application based on the local features of Roosevelt Island. The project is inspired by my interest in urban interactive technologies. Historically, Roosevelt Island has been described as a horrible and weird place. But recently, Roosevelt Island has been extensively renovated and attracts visits from New Yorkers.

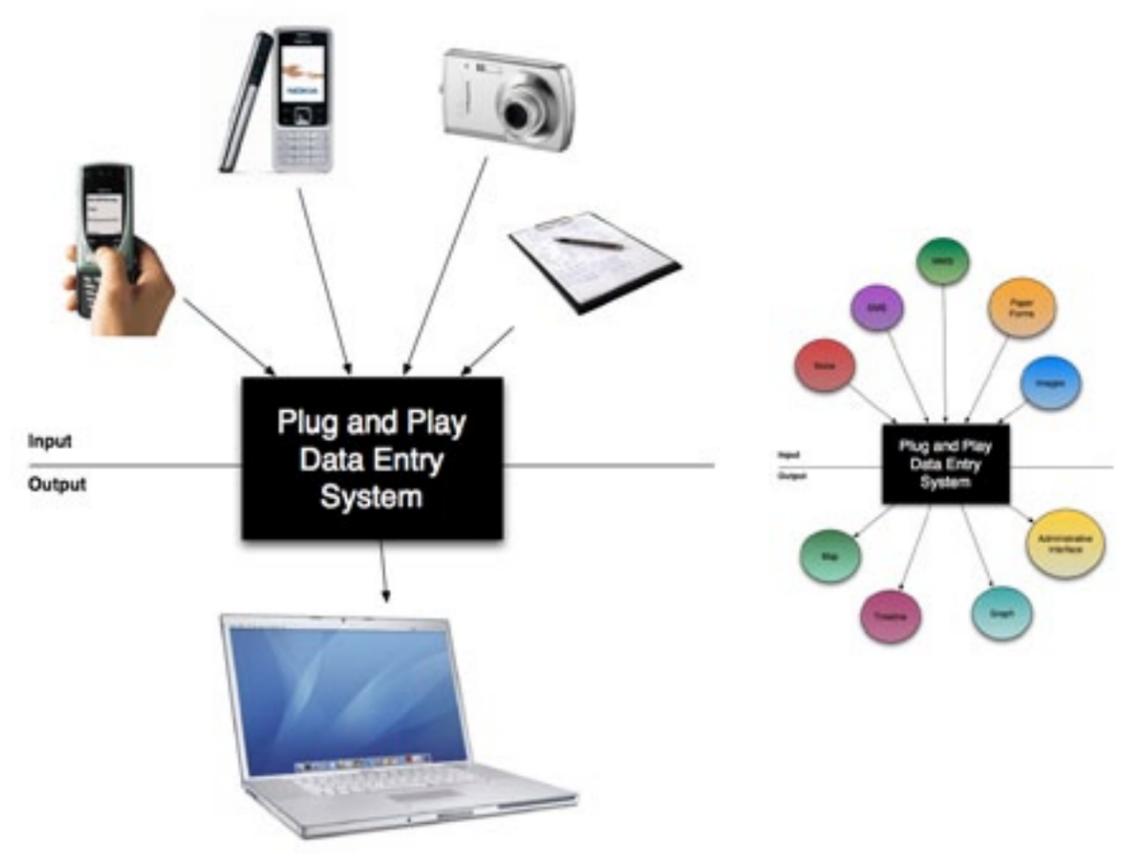
My thesis seeks to change this perception with an interactive virtual tour on a mobile device (iPad) that bring more visitors to Roosevelt Island. A web page is also going to advertise the mobile application. Not only visitors, but also residents are going to take advantage of my project. Overall my target audience is people who want to know more about Roosevelt Island.

Dimensions 18" x 15" x 4"

MFA CANDIDATE
Andrea Bradshaw

CATEGORY
Software

VENUE
Gallery
Symposium



COLLECTIVE ASSESSMENT

Collective Assessment is an information management system designed to complement the disaster-assessment process with crowd-sourced information.

Following natural disasters, relief organizations need accurate information about the situation at the site of the disaster in order to mobilize enough food, supplies, and volunteers to make begin the recovery process. This assessment of need is usually performed by the organizations themselves, failing to take advantage of the knowledge and spirit of the local, affected communities.

Collective Assessment provides local communities with an interface for participating in the assessment process by providing information and local knowledge through voice mail messages, text messages, images uploaded to Flickr, and handwritten notes/forms. This information is aggregated and made accessible for different applications, including maps, timelines, and task management interfaces.

Collective Assessment will integrate current technologies into one unified, simple system. The initial proof of concept prototypes for data collection have been completed, and the rest of the semester will be spent tying them together and making an interface for interacting with the data.

Dimensions/Installation: One table/desk with room for Computer, Paper, Phone. Will need access to power supply.

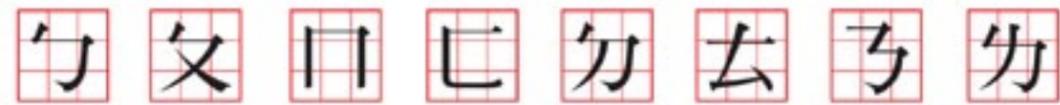
MFA CANDIDATE

Yu-Hsiang Chung

CATEGORY

Software
Installation
Web

VENUE

Gallery
Symposium

TYPEFACES FOR TAIWAN

Inspired by the history of Taiwan and the stories of my family, my thesis project is to design new typefaces for the Chinese alphabet Bopomofo. The Chinese alphabet is the official phonetic system for transcribing all the Chinese languages in Taiwan. Consisting of thirty-seven letters and four tone marks, it can transcribe all possible sounds in Mandarin, as well as transcribing Taiwanese and the other Chinese dialects. This system is widely used both as an educational tool and the computer input method for Chinese in Taiwan. Interestingly, there is only one typeface for the Chinese alphabet in wide circulation. Unlike the wide variety of Western display and text typefaces, in Taiwan there is only this one font with its solitary mood and personality. That one font is by its nature limited in its ability to represent the varied content that it is used to express.

My project is to design a new display and text typefaces for the Chinese alphabet so that there can be a wider variety of options for expression available to graphic designers and other design professionals who work with type. I also want to tell my family's stories with these new fonts and inspire other Taiwanese designers to design more Chinese alphabet typefaces. Finally I also want to use my fonts to promote the Taiwanese language and introduce the Chinese alphabet to a worldwide audience.

Dimensions: Space for a Chinese alphabet keyboard—5" x 17"; A collateral poster of the final typefaces—35" x 25"

MFA CANDIDATE

Ta En (Ann Marie) Kuo

CATEGORY

Software
Mobile Application

VENUE

Gallery
Symposium

RECOVERY GURU

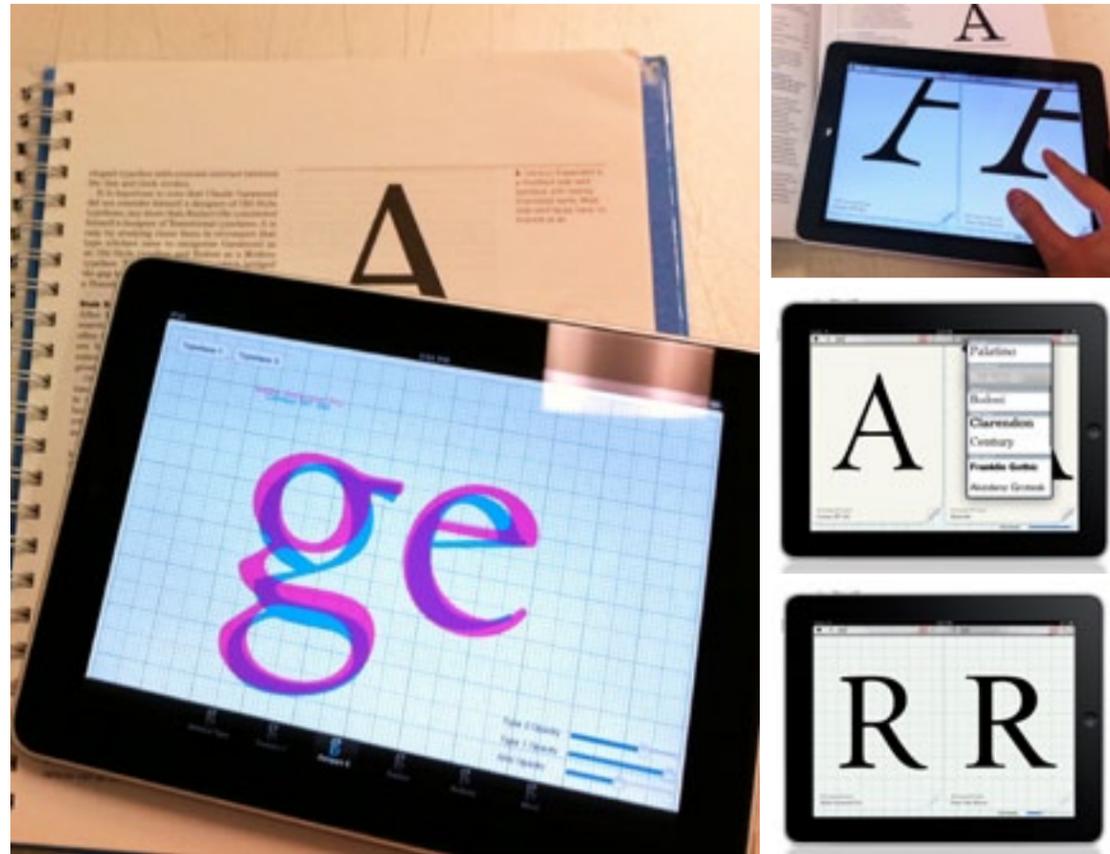
Recovery Guru is a mobile application aim to promote resilience and positive outlook to support people who are broken-hearted at the end of a relationship. Transform a close friend into a mobile application when you need them the most. Adopted from everyone's break up experience, also strategies used in emotional literacy and cognitive behavior therapy, this thesis project is using a designed questionnaire set to help users identify, express and understand the cause of their emotional distress after a break up in order to help them move on their life.

Dimensions: 3' x 3'

MFA CANDIDATE
Dong Yoon Park

CATEGORY
Software

VENUE
Gallery
Symposium



NEW WAYS OF LEARNING, REFERENCES, & TEACHING TYPEFACES TYPE INSIGHT

Type Insight is an iPad application which introduces new ways of studying, referencing and teaching typefaces. The project was inspired from my love for typography and mobile platform and based on my own experience in typography classes having difficulty in understanding the form of diverse typefaces.

The students in the beginning typography classes are supposed to memorize and understand the form of historically important typefaces such as Garamond, Baskerville, Bodoni, Century and Helvetica. But as a beginner, it is difficult to see the differences. Especially in traditional media such as paper textbook in limited small sizes, it is difficult to compare or to find the relationships.

Type Insight leverages technological evolutions in tablet devices such as the touch interface and high resolution display to visualize and manipulate typeface.

Features: gesture-based specimen with clear vector graphics in unlimited size; sample text/paragraph; parallel/overlay comparison; terminology; relationship-base typeface explorer; external screen/projector display for teaching purpose.

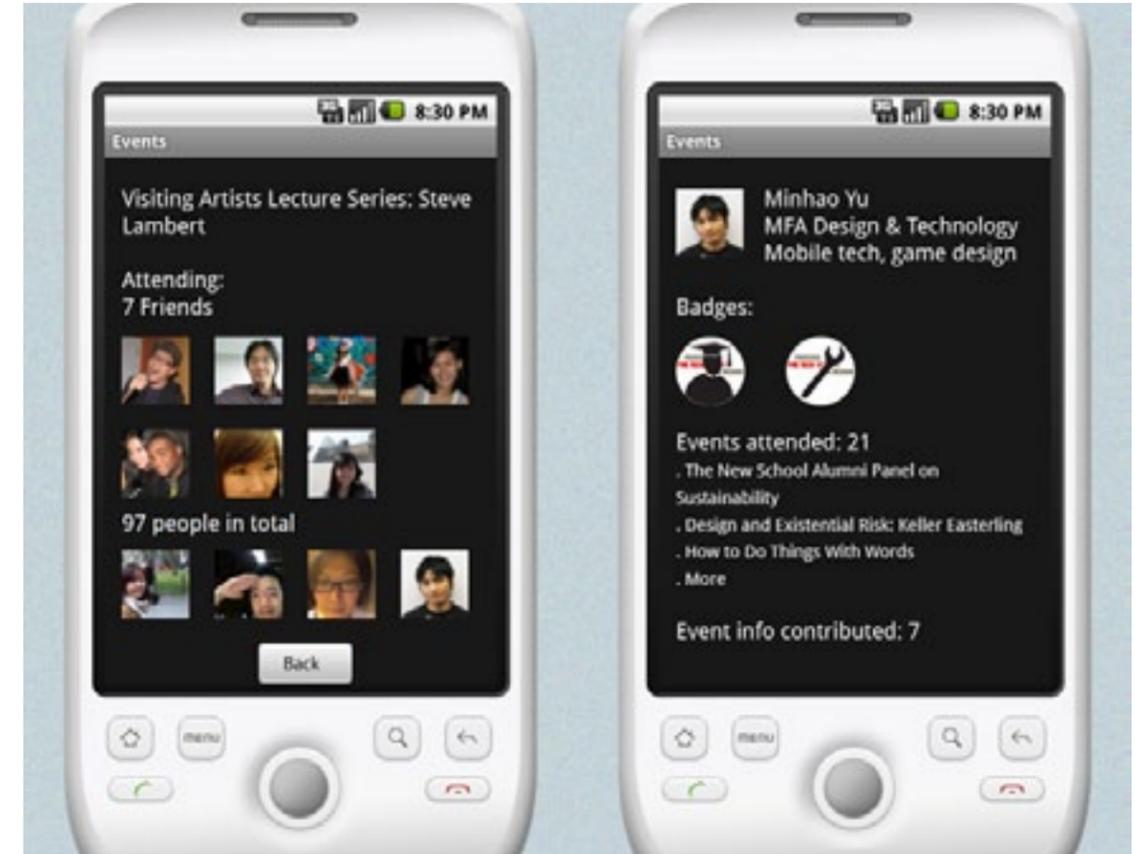
With Type Insight, student can easily experiment and see the detail shapes of historical typefaces. Consequently, they can have more deeper understanding of types which is the virtue of a good designer.

Dimensions: iPad - 1024x768px; Possible gallery installation : An iPad and typography book laying on a small desk. (A student desk from classroom)

MFA CANDIDATE
Minhao Yu

CATEGORY
Software
Web

VENUE
Gallery
Symposium



PARSONS SYNC

Parsons provides a large number of exciting academic events. However, it still depends on outdated methodologies to broadcast those events - sticking posters on the wall, sending group emails, posting on school's event calendar page, etc. These hit or miss methodologies make Parsons students often miss valuable school events that would otherwise benefit them.

Parsons Sync is a tool built across the Internet and the mobile platform to make academic event information more accessible to Parsons students. Featured functions of Parsons Sync include:

- * Record and analyze a student's academic interests
- * Build personal interest profile for the student
- * With the interest profile, use a comprehensive filtering algorithm to select the academic events that are most interesting to the student
- * Display the selected event information directly on the student's preferred mobile device

Parsons Sync is also a social networking platform for the Parsons community. It allows students to explore who in their social community are attending an academic event, and to learn about other students' academic interests. By actively using Parsons Sync, students will have an enhanced method to reach out to potential collaborators and friends at Parsons.

MFA CANDIDATE	CATEGORY	VENUE
Richard Kurt Bieg	Software	Gallery Symposium

GIMM.ME

Gimm.me combines all the APIs into one simple to use API. Currently, when a developer wants to access a site's API and use the data from it, they must find the documentation, understand how it works, then learn the parameters they need to get the data they want. Gimm.me allows developers the ability to request information from a site's API without ever learning it. It pulls from the idea that the internet is a database, and that within that database, all the information stored in it are data types. For instance, a photo on Facebook is the same type as a photo on Twitter. Creating a universal data structure and developing interpreters for each API means that you can ask Gimme.me for a facebook photo or a twitter photo by typing a simple http request:

- http://gimm.me/facebook/photo/Kurt_Bieg
- http://gimm.me/twitter/photo/Kurt_Bieg

Dimensions: 4 x 4 installation. I intend to have mobile apps that use gimm.me to show how it can be used to develop interesting API mashups, along with a unique web interface that lets people search for people and their social interactions.

MFA CANDIDATE	CATEGORY	VENUE
Rosalie Garlow	Software Health	Gallery Symposium



MOBILE TRAINING TUTORIALS

The psychology of learning workout techniques often times stunts user's desire to learn, harbored by fear or embarrassment. Mobile Training Tutorials seeks to break this trend, by educating users on workout techniques. Users can engaged with their iphone, privately reference a chosen technique, and execute the action. Tutorials comprise of step-by-step breakdowns, through live action, motionography, and interactive design. An alternative to the gym, users can conveniently use Mobile Training Tutorials outdoors, or in the comfort of their own living room. It is motivationally challenging, accommodates a variety of skill levels, assists in preventing physical plateaus and provides circuit training. Final presentation requires a 10'x7' space for a Plexiglas turf enclosure, where viewers can interact with and put into practice the mobile tutorials.

Dimensions: 10' x 7'

PERFORMANCE

2 Projects
27' x 21'



MFA CANDIDATE
Isadora Dantas

CATEGORY
Video
Performance
Installation

VENUE
Gallery
Symposium
Installation



IS A WONDERFUL WORLD

Is A Wonderful World is a series of urban interventions created in order to bring joy and offer an escape from our daily routines in big cities. By making people smile through a kind gesture, I expect them to associate this good feeling to doing something good and gradually change the way we see and experience our routine in a positive way. The process is cyclical: on the website people vote and discuss about what interventions they would like to see next. Once one is selected, I execute it and post the result, as well as the tutorial, on the website. For my final product, I will have a website containing videos of all the interventions, a tutorial for each one of them and a place where people can share and discuss their own experiences.

Dimensions/Installation: I imagined to spread around the exhibition specific objects used on my projects and attach a QR code to them, so the guest would be directed to watch a video of the intervention created with this object. Parallel to that, there would be a computer displaying the website and I will decorate it with the thesis theme. For this computer I wouldn't need more than 15 sq. ft, and for the other objects, 1 sq. ft each, 10 objects maximum. They don't need to be close to each other, on the contrary.

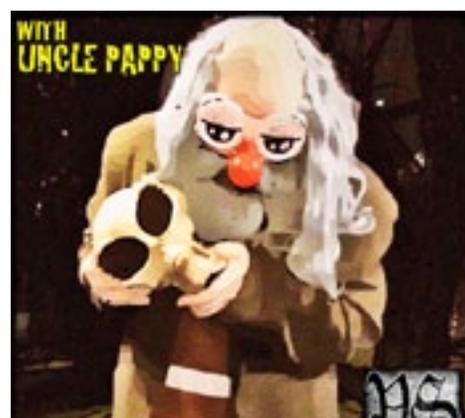
MFA CANDIDATE

Brian A. Bernhard

CATEGORY

Performance
Games, Web,
Video

VENUE

Gallery
Symposium

A USER GENERATED DRAMATIC WEB EVENT: THE VIRAL SOCKPUPPETS

The Viral Sockpuppets is a user-generated interactive role-playing game that combines narrative film making, video blogging, L.A.R.P.ing, and viral marketing in order to develop a new way of generating ideas and developing story. The narrative video content generated by the Viral Sockpuppets will be represented at the Parsons MFADT 2011 Thesis Symposium by the combination of an interview-based documentary that explains the successes/failures of the project and a live improvisational storytelling performance featuring members of the Viral Sockpuppets cast. The documentary will require a theatrical screening room, however the performance will require a slightly different space. A small stage about five feet squared and one foot tall would be the ideal presentation platform. The performance will feature members of the Viral Sockpuppets cast interacting and playing with the audience, shooting episodes of their video series, and improvising stories for the gallery patrons.

Dimensions/Display: The small stage space will be needed to build different set pieces and environments for each character to play in. The effectiveness of the performance will be highly location-specific; an open area near the front doors of the 2 West 13th Street building would be preferred. A visibly social/ highly trafficked area in the gallery space will be the only way to achieve the intimate playful connections the performers will need in order to communicate their stories.

GAMES

6 Projects
48' x 50'



MFA CANDIDATE
Young Eun Min

CATEGORY
Games

VENUE
Gallery
Symposium



YUT PLAY

Yut Play is a digital version on a mobile platform of a Korean traditional game, Yut-no-ri. The purpose of Yut Play mobile game is to make traditional culture inherit and revitalized because those games have been forgotten to people, and they don't learn and pass on tradition anymore. To make up for the points, mobile platform will be the way people can enjoy the traditional games in different ways as living in the digital era because player will play this game when he has any chance. By shifting from an original game to a new game, the rules of play will be changed and added for persistency of keeping playing the game.

In Yut Play, there are two modes to play, classic version and challenge one depends on player's choice. As keeping tradition, player plays with the original way in classic versions. In challenge version, on the other hand, player customizes the features of the game, such as special missions on the game board, which this traditional game doesn't have. The customizable function will make player keep playing the game.

Dimensions: 3' x 3'

MFA CANDIDATE

Joseph Laquinte

CATEGORY

Games

VENUE

Gallery
Symposium

SIGNAL

Signal is a 2D non-combat survival game that focuses on the importance of communication. Staged in space, you play as an astronaut armed only with the ability to send out a radio signal. As the player moves through levels, they must use this signal to solve puzzles and accomplish the goal of finding their way back home. Signal is a game about communication. While communication can mean many things, the game's design is based on the idea of communication in a very broad sense. In its most stripped down form, Signal is about the act of sending and receiving. In our non-combat system, we strip the player of all abilities except for movement, the ability to transmit a radio signal, and the ability to turn that radio off. The player cannot directly harm any entity. Because the player's primary action is sending a signal to the world around them, the focus of the game becomes very different from a game where the player is given a weapon. While the latter focuses on the action the player performs (shooting, fighting, etc), the gameplay in Signal quickly becomes focused on the feedback you receive from the world.

Dimensions: 15' x 15' area for gaming kiosks.

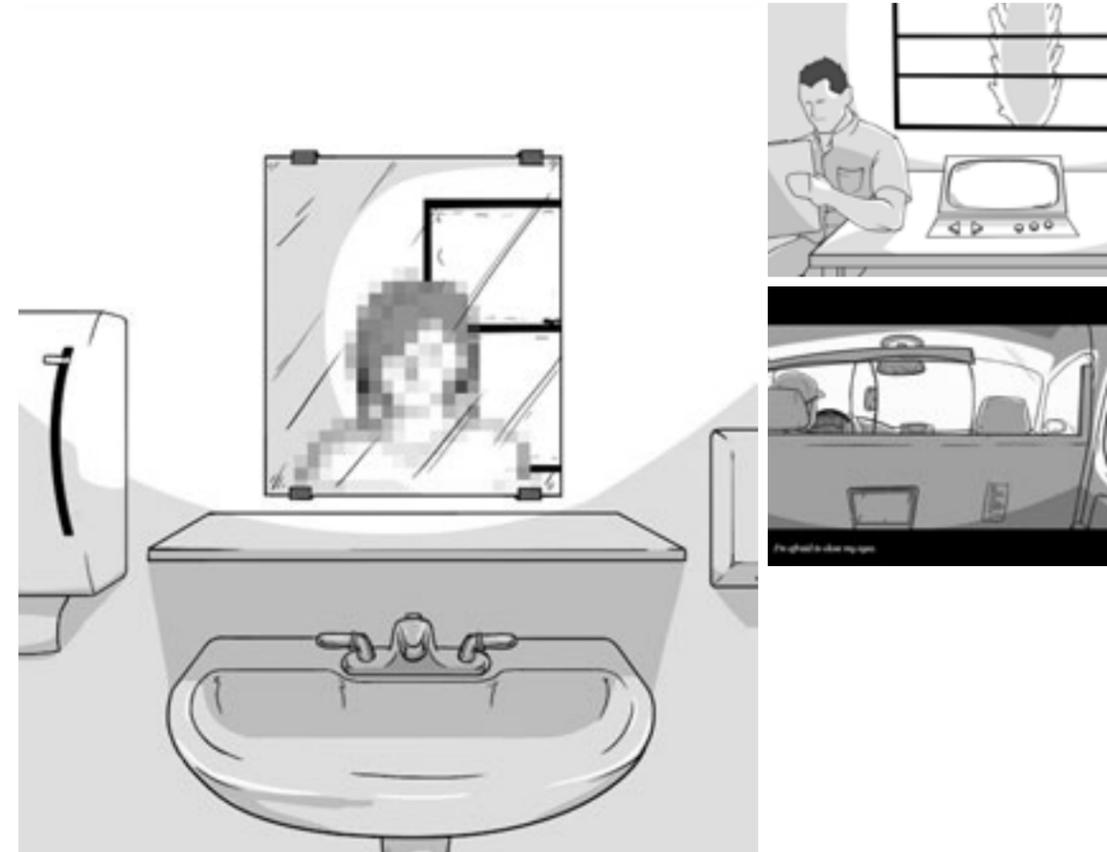
MFA CANDIDATE

Jess Haskins & Astra Wijaya

CATEGORY

Games

VENUE

Gallery
Symposium

LETHE

Inspired by a recent Oxford study on Tetris and post-traumatic stress disorder, Lethe is a narrative Flash game set at the Lethe Institute, a medical clinic where patients undergo "play intervention" to block memories of traumatic events.

The story is revealed in reverse chronological order as players inhabit the mind of Rebecca Weiss, a patient reflecting on her time at Lethe. Moving backward from Rebecca's discharge from the clinic to the traumatic event that brought her there, players must use visual memory and logical deduction to reconstruct events, all while playing the memory-disrupting visuospatial games that comprise Lethe's standard course of treatment.

Lethe is a web game that will be playable online. In the gallery setting, Lethe will be presented at a game console desk staged to resemble a Lethe Institute treatment room, with the creators present in the role of nurses "administering" the game to visitors. Website: <http://letheinstitute.com>

Dimensions/Display Requirements: The display will require a rectangular table at least 4'x1.5', two folding chairs, and a PC terminal with monitor, keyboard, mouse, and headphones. We will also install a freestanding divider wall with a one-way mirror. The ideal location would be a corner with a window, with a total gallery area of at least 5'x7'.

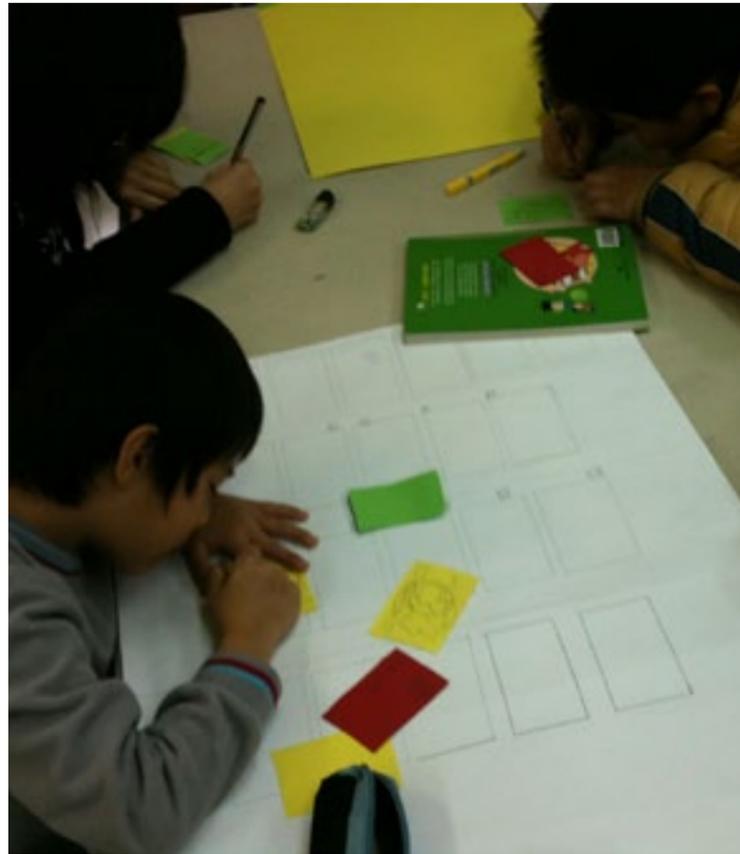
MFA CANDIDATE

Cheng-Chi Chang

CATEGORY

Games

VENUE

Gallery
Symposium

CRITICAL LEARNING

A regular classroom in China has around 60 students to every one teacher. There is no opportunity for interaction or small group discussion for students. Also, the traditional Chinese teaching methodology is to ask students to memorize as much as they can. The result under this kind of teaching style is that students will know a lot of rote knowledge but without knowing how to apply what they have learned. Thus, using critical and creative thinking skills to enhance their self-efficacy is vital for the Dandelion School teachers to convey to their students.

Dandelion Middle School students face critical issues such as little to no family support or low economic status. When they matriculate and scatter to attend regular Chinese high schools is very difficult for them to participate in classes. "Often they withdraw from school permanently."

"Critical Learning" is game frameworks, which will provide these students an opportunity to learn sharing information, learn how to cooperate more effectively and develop communication skills with their peers. A secondary intention of Critical Learning will help the children who pass in and out of the school to use critical thinking skills and creativity thinking skills wisely to enhance their self-efficacy.

Dimensions: 4' x 4'

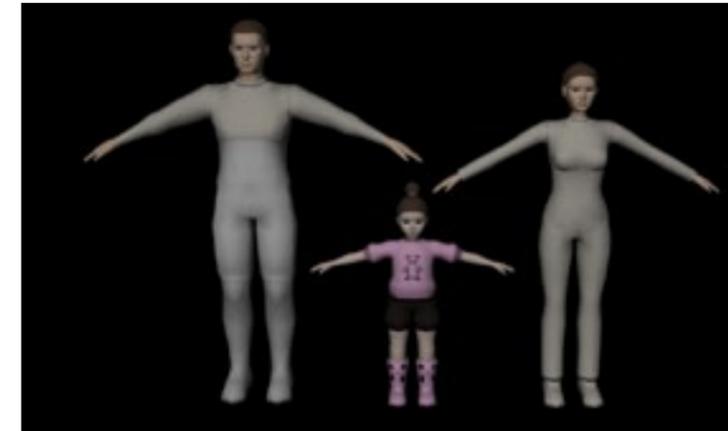
MFA CANDIDATE

Eric Chung, Joungyoun Lee, Margaret Moser

CATEGORY

Games
Installation
Software

VENUE

Gallery
Symposium

BARDO

Bardo combines the linear model of classical tragic narrative with the interactivity of video games. A story in the form of Oedipus Rex or Antigone requires a strong sense of causality and dramatic necessity, but game systems are inherently unpredictable – in order to be games at all, they must respond to user input. How can a linear and unmoving thing fit neatly within something that requires change? By incorporating unique gameplay mechanics and innovative dynamic storytelling techniques, Bardo will bring these two seemingly opposed forces together.

Taking place in outer space, the player crashes a small vessel into a derelict space station. The player will need to manage a limited supply of oxygen where hypoxia has strangely beneficial effects to maneuvering through the broken spaceship. At points in time, the player will pass out and delve into the subconscious of the protagonist and remember that the spacecraft was their childhood home. Where is everyone? Why are you alive? What happened on the ship? The player will decide how much responsibility the protagonist has over events many years ago, a story and game about the absolution of guilt.

Dimensions: 3' x 3'

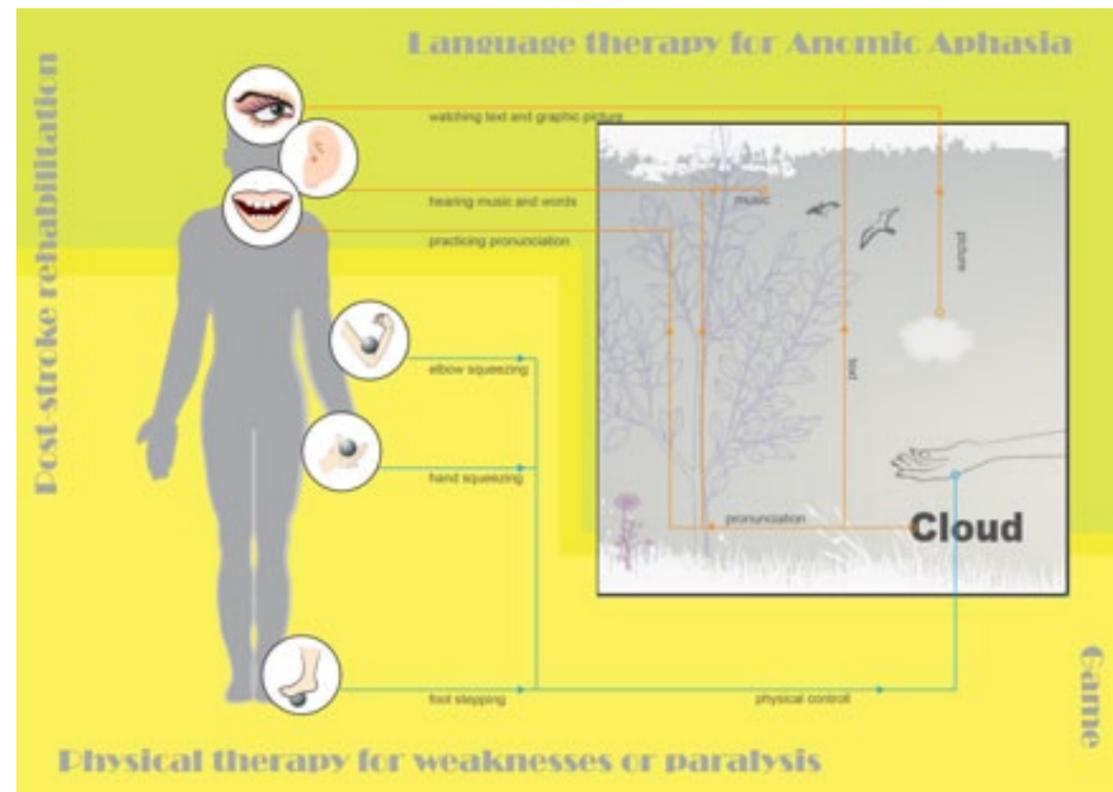
MFA CANDIDATE

Lan Xi

CATEGORY

Games

VENUE

Gallery
Symposium

MUSICLIFE

MusicLife is a digital game to help in the rehabilitation for stroke survivors. In this game, players will do exercises for both physical training and language learning. The physical training focuses on weaknesses or paralysis, while the language game focuses on healing the word-finding difficulties associated with Anomic Aphasia.

With the user tests of patients and therapists from Washington Square Institute, I have discovered that the game provides a positive experience that makes it easier for patients to rehabilitate with less frustration in the post-stroke period.

In the game, words are displayed on the screen as images fall from the top, in rhythm with the background music. The player operates a physical controller with either their hand or foot, applying pressure when the image that matches the text at the bottom of the screen fall to the hand. The player receives positive reinforcement via object on the screen that adds with each correct push of the controller.

Dimensions: 15"x15"x15" laptop screen

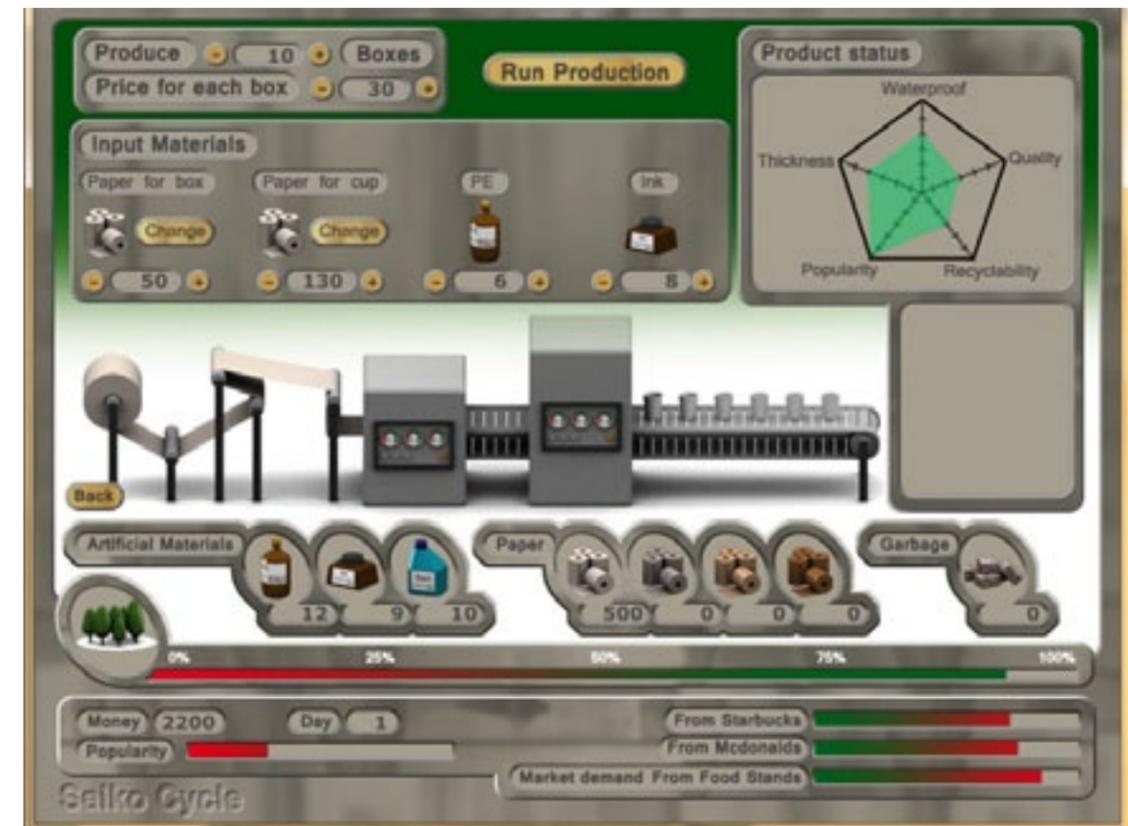
MFA CANDIDATE

Yu Chen (James) Hung

CATEGORY

Games
Video

VENUE

Gallery
Symposium

SAIKO CYCLE

Everyone knows recycling. However, what we do today about recycling is not real recycling. Faced with the global warming, do we really need renewable energy? In an ecosphere, the living beings live in a complete cycle. Human beings can also live as this cycle, if we understand the true meaning of recycle—wastes equal to resources.

Saiko Cycle is a game that demonstrate players the difference between recycling and downcycling. If we mix many materials together to make a product, this product will be really hard to be recycled. Thus, this product can only be downcycled, meaning the quality of material will go down. Nowadays, our production system is a linear system. That is, the amount of materials we put into this system will merely become waste. However, if consumers support recyclable products, we are able to turn this system to a cycle, and harness limited resources as they are limitless.

WEARABLE

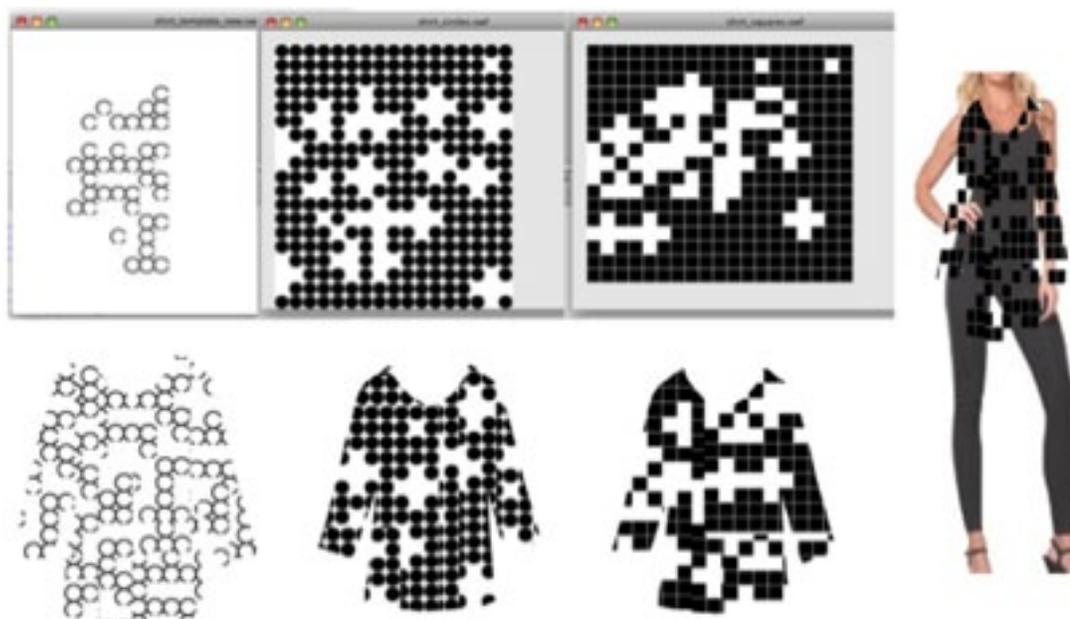
1 Project
3' x 3'



MFA CANDIDATE
Spencer Black

CATEGORY
Wearable

VENUE
Screening
Symposium



TRANSFORMATIVE FASHION FOR CUSTOMIZED EXPRESSION

IO SONO

"Io Sono: Transformative Fashion for Customized Expression," is a fashion project that utilizes technology to produce customizable garments, devoted to satisfying varying interests, needs, and contexts for their wearers. A digital application allows users to transform a specific garment design to their liking, while still constrained to set parameters. The combined input from the user and the digital program results in garments of unique and unconventional design. The construction of the garments is determined by a study of the ways technology and iterative process can enhance not only a fashion designer's, but any person's understanding of the ways two-dimensional design translates to a three-dimensional function. The garments will ultimately be the result of a technology-based design strategy for constructing fabric that combines efforts of professional designers and consumers. Io Sono is targeted towards artistic women who value avant-grade, innovative fashion, and personal creation.

Dimensions: 3' x 3'

HARDWARE

3 Projects
26.5' x 21'



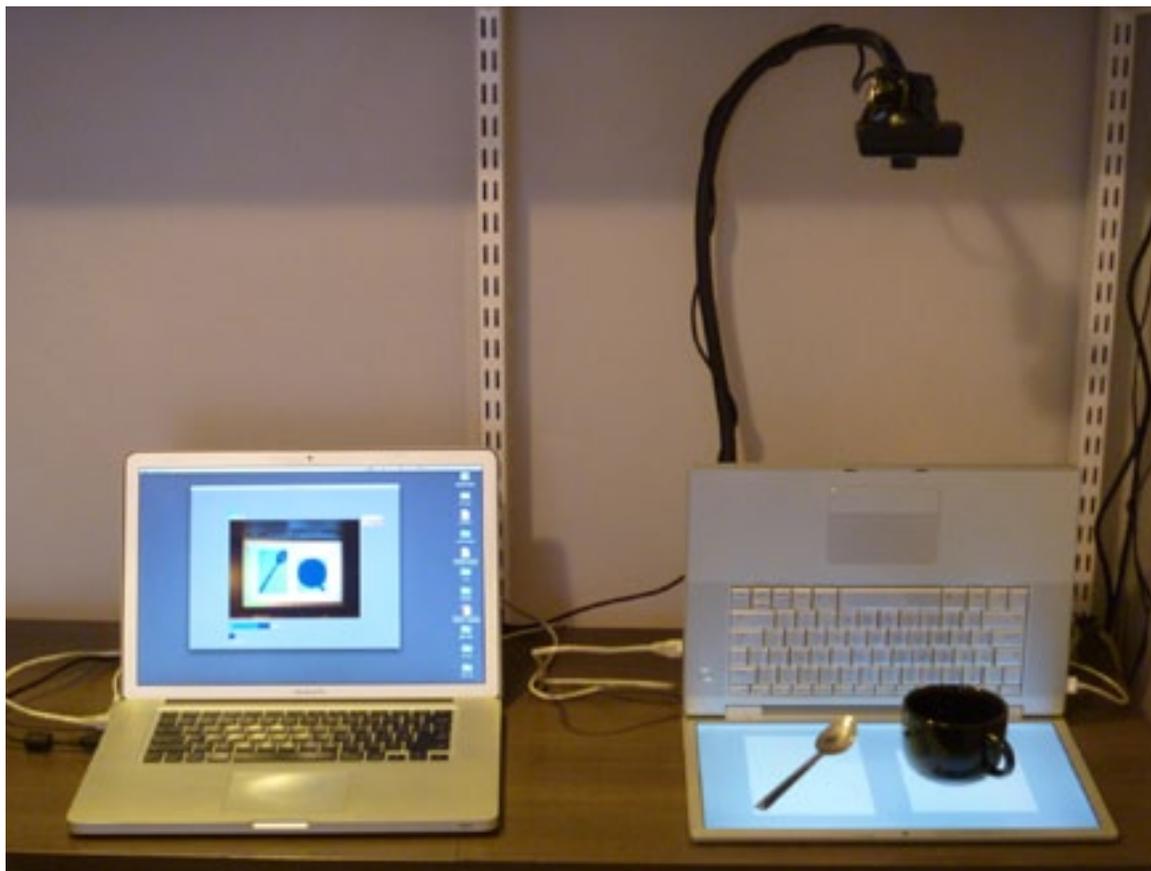
MFA CANDIDATE

Kelly Nichols

CATEGORY

Hardware
Software
Health

VENUE

Gallery
Symposium

DESIGNING FOR COGNITIVE TECHNOLOGY

We are currently experiencing a global demographic shift towards older average human populations. The National Institute on Aging estimates that by 2050 over 15% of the global population will be aged 65 and older. Attendant to advanced age are multiple common health issues, such as dementia, which cause cognitive impairments or reduced cognitive functioning. Cognitive impairments impact memory, attention, and concentration in a manner that seriously threatens individuals' ability to live independently.

In technologically advanced countries, this demographic shift is converging with the technological and commercial ability to deliver on the decades old promises of smart home and pervasive computing technologies. At a small number of institutions, research is being conducted into the intersection of pervasive technologies and assistive technologies for cognitive support (cognitive technologies). In particular, these groups look to assist with promoting aging in place and elderly lifestyle independence.

My thesis is concerned with the role of interface design in these systems. I will be collaborating with the Intelligent Assistive Technology and Systems Lab at the University of Toronto in order to investigate how their projects and research methodology could benefit from more considered interface design. I will specifically be looking at how interface design can be conducted for their prompting systems technologies that support individuals with dementia by prompting them through the steps of various everyday tasks (e.g. hand washing). The form of my project will be a software and hardware platform that facilitates the research and evaluation of interfaces for embedded prompting systems.

Dimensions/Display Requirements: 6' x 3' table top; Space contiguous with wall for mounted display and speakers; Electricity for 2 computers with monitors & projection table.

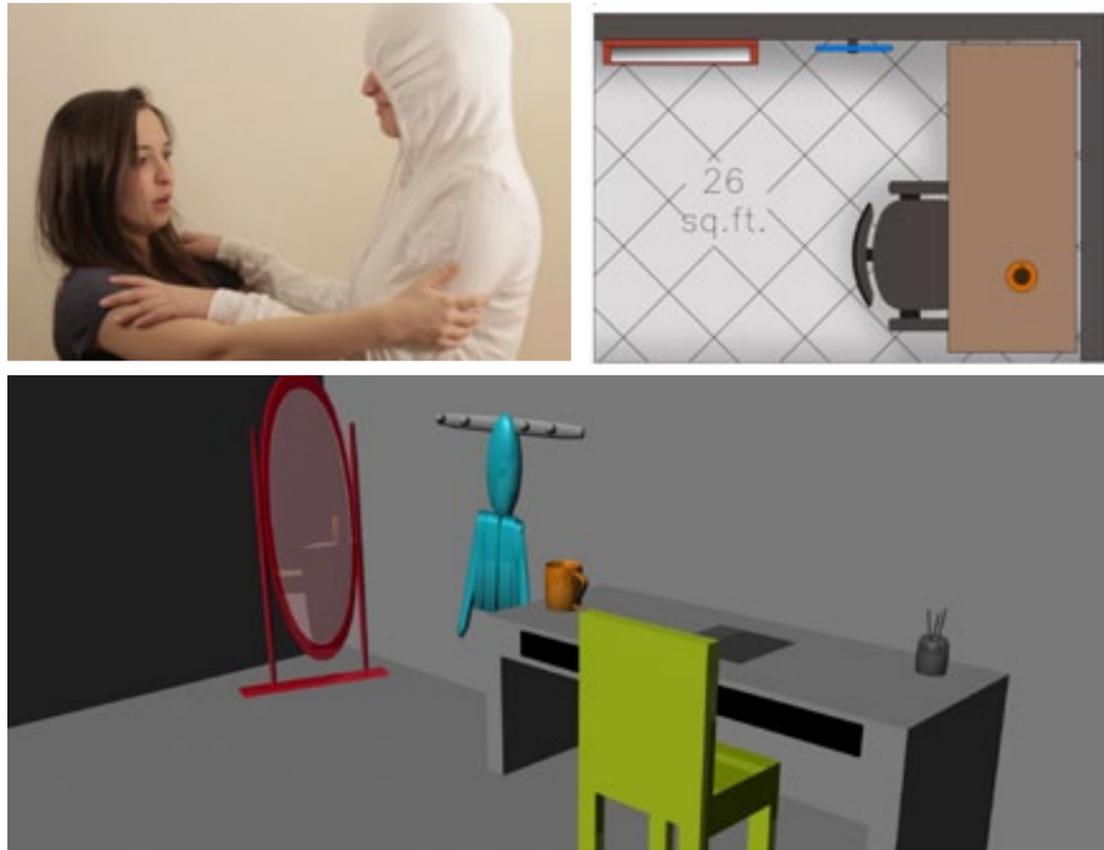
MFA CANDIDATE

Katie Koepfinger + Burcum Turkmen

CATEGORY

Hardware

VENUE

Gallery
Symposium

E-MOTIONAL OBJECTS

E-motional Objects are a line of futuristic everyday products that simulate emotion. Emotions allow us to transform our intelligence into appropriate action, to consider circumstances and relationships with others.

This collection of products was developed around the concept of ubiquitous computing. They are experiments developed in an effort to transform common everyday objects into potential interfaces for computing. As computers begin to move away from the screen-based interface and embedded computers become cheaper and more pervasive, designers must work to develop meaningful functionality and relationships for users and their objects.

Technology increases our awareness about our surroundings and ourselves, which affords us a sense of satisfaction and reassuring comfort. In any sort of relationship, this dependence fosters a symbiotic bond. Rather than interacting with machines through a series of commands, can we develop more natural and instinctive methods of communication through emotion and leveraging of current digital communication methods?

The products will be exhibited as part of a futuristic environment in order to orient the user within the scenario in which these products would exist. The space will provide a comprehensive look into how the future of computing may transform the home and, ultimately, our lives.

Dimensions: 6.5' x 4'

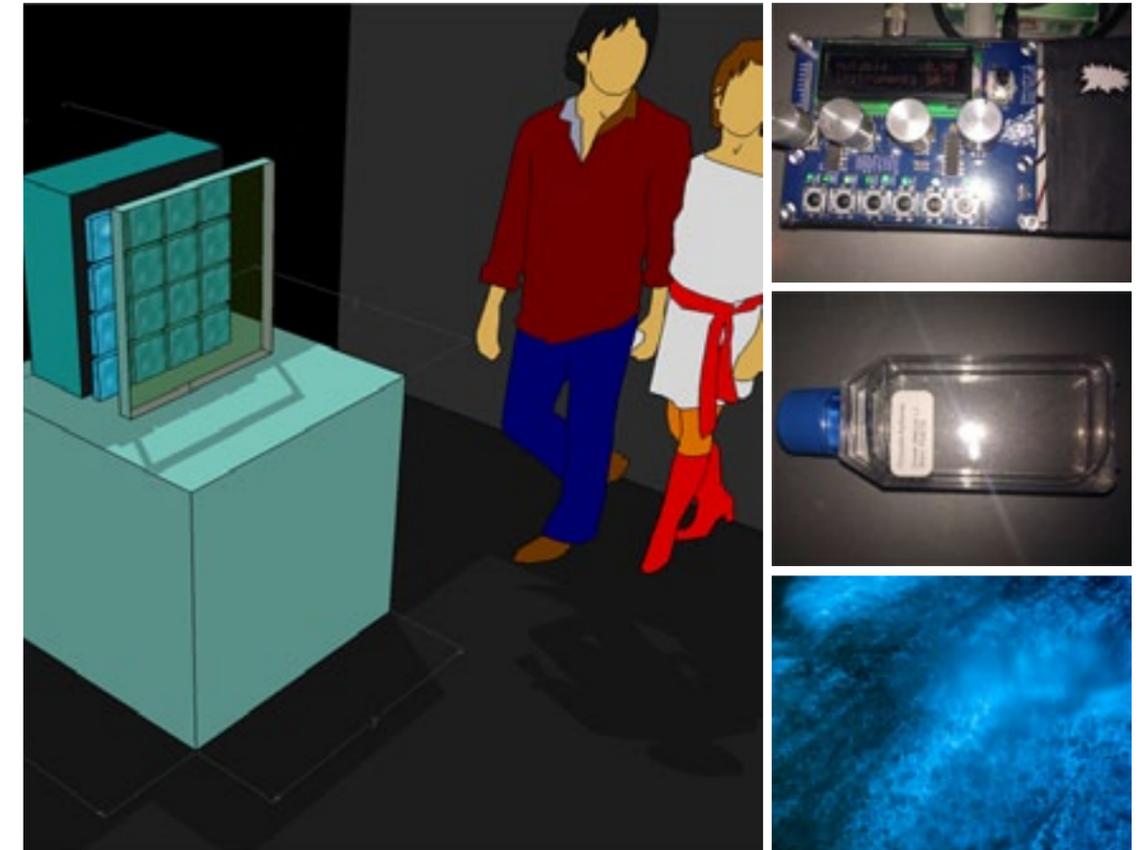
MFA CANDIDATE

Brett Burton

CATEGORY

Hardware
Installation
Software

VENUE

Gallery
Symposium

ALGAE SYNTHESIZER

My thesis project is a music synthesizer that incorporates living material to produce musically useful, aesthetically interesting imperfections, modulations, and fluctuations. It seeks to extend the musician/instrument symbiotic relationship to deeper levels. It explores the possible significance or meaningfulness of anthropomorphizing the tools an artist uses to create. The instrument is designed to be enjoyed by both casual users and professional musicians alike.

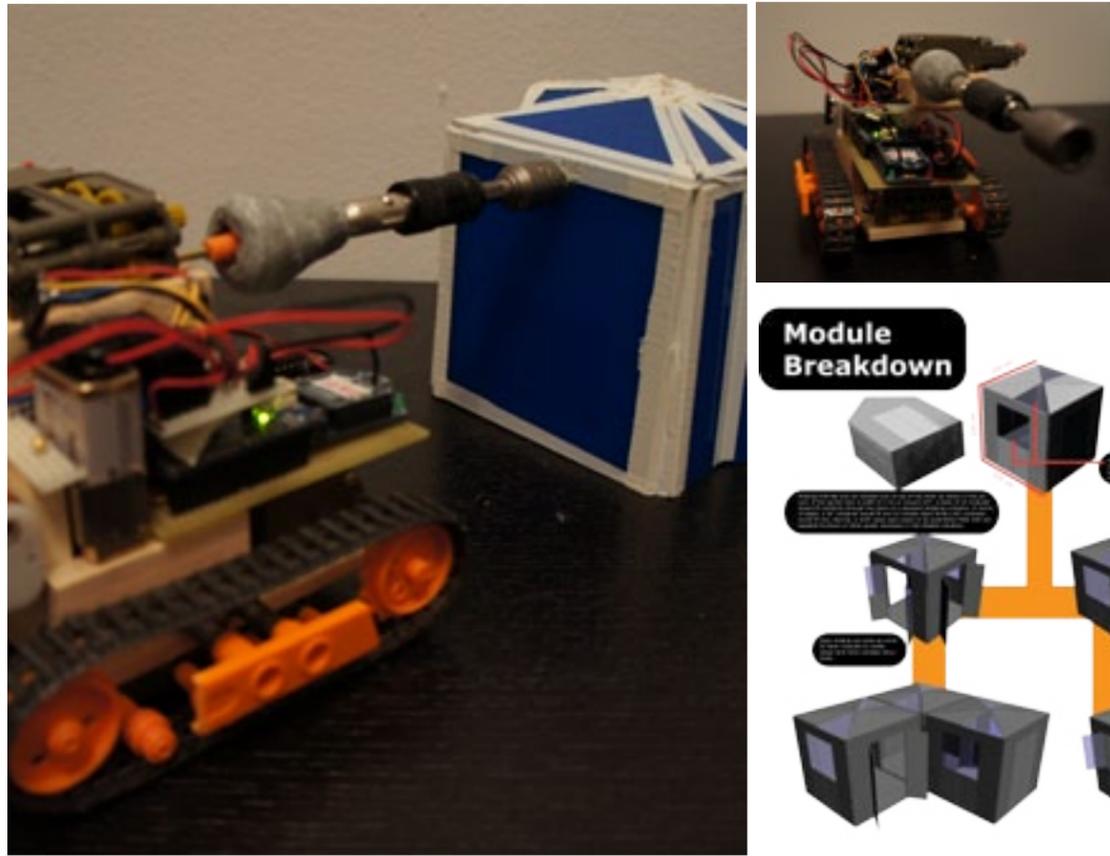
My project is envisioned as a music instrument with touch screen interface, enclosures of bioluminescent algae and an audio system with speakers. It will require a base and an area for the hardware. The project is light sensitive and will need to be enclosed in a dark room or curtained off area to control for ambient light.

Dimensions: Physical dimension of the interface and hardware should fit on a base that is 3' x 3'. Total Height of the project including base should be approximately 5'. Requires at least a 5' x 5' curtained off area to allow space for the project itself and one user.

MFA CANDIDATE
Manuel Rueda Iragorri

CATEGORY
Hardware
Software

VENUE
Gallery
Symposium



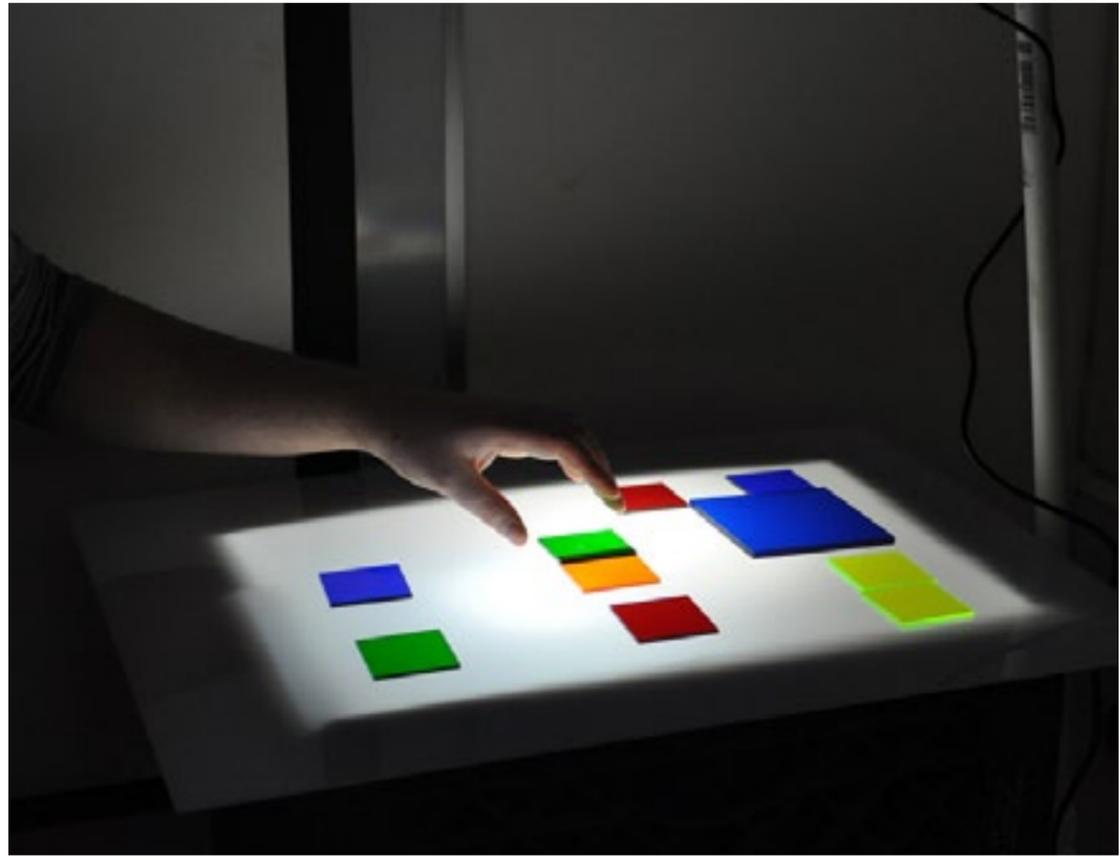
SELF-ASSEMBLING EMERGENCY HOUSING

The objective of this project is to create a full scale, self-assembling emergency housing solution to provide semi-permanent living spaces for natural disaster victims. Or, as the project dictates right now, a pre-fabricated, pre-assembled, collapsing and expanding, solid panel, modular structure that can be easily transported in shipping containers and quickly deployed either by an untrained person or a self-driven robot.
Dimensions: 8' x 8' (estimated)

MFA CANDIDATE
Ryan Raffa

CATEGORY
Hardware
Software

VENUE
Gallery
Symposium



RHYTHMSYNTHESIS

New musical interfaces are necessary to further explore the complexities of rhythm. RhythmSynthesis proposes a new instrument for composition and performance to continue such exploration. Originating as an investigation into the relationships between rhythm and technology, RhythmSynthesis applies color, shape, and sound to demonstrate how our understanding of visual music, computation, and tangible, audio-visual interactions can be applied as considerations in musical expression.

This thesis proposes a new term, rhythm synthesis, which is a field of study and practice which applies combinations of sensory inputs and outputs to represent, explain, and develop forms of interaction. There is a long history of inquiry into rhythm and the connections between the visual, sound, and computation, and this on-going investigation constitutes rhythm synthesis.

- The goals of RhythmSynthesis are:
- reveal alternative models and interactions with rhythm composition using color, shape, and sound
 - illustrate how physical and representative objects can translate, transmit, and be encoded with sound
 - design an instrument that allows for experimentation, rewards for disciplined rehearsal, and is a vehicle for musical expression
- www.ryanraffa.com/parsons/thesis
Dimensions: 3' x 3', Tech requirements: Laptop, power supply for computer and lighting.

