SPECIAL TOPICS IN INTERACTIVE PERFORMANCE AND TECHNOLOGY

Week1_Introduction

Spring 2013

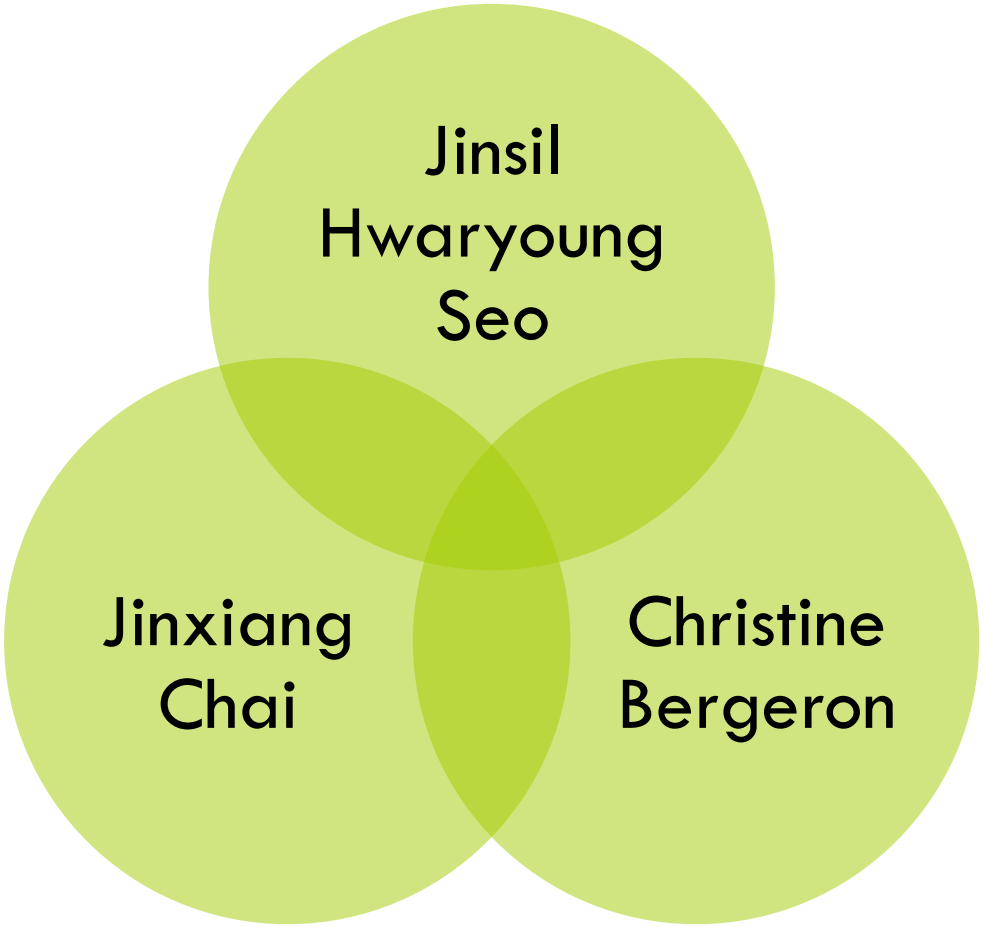
Schedule

- Lecture/Seminar: Monday (3 pm – 5pm)
  - ARCC 207
- Studio Lab: Wednesday (3 pm – 5pm)
  - ETB 2005 (READ 263, HRBB505)

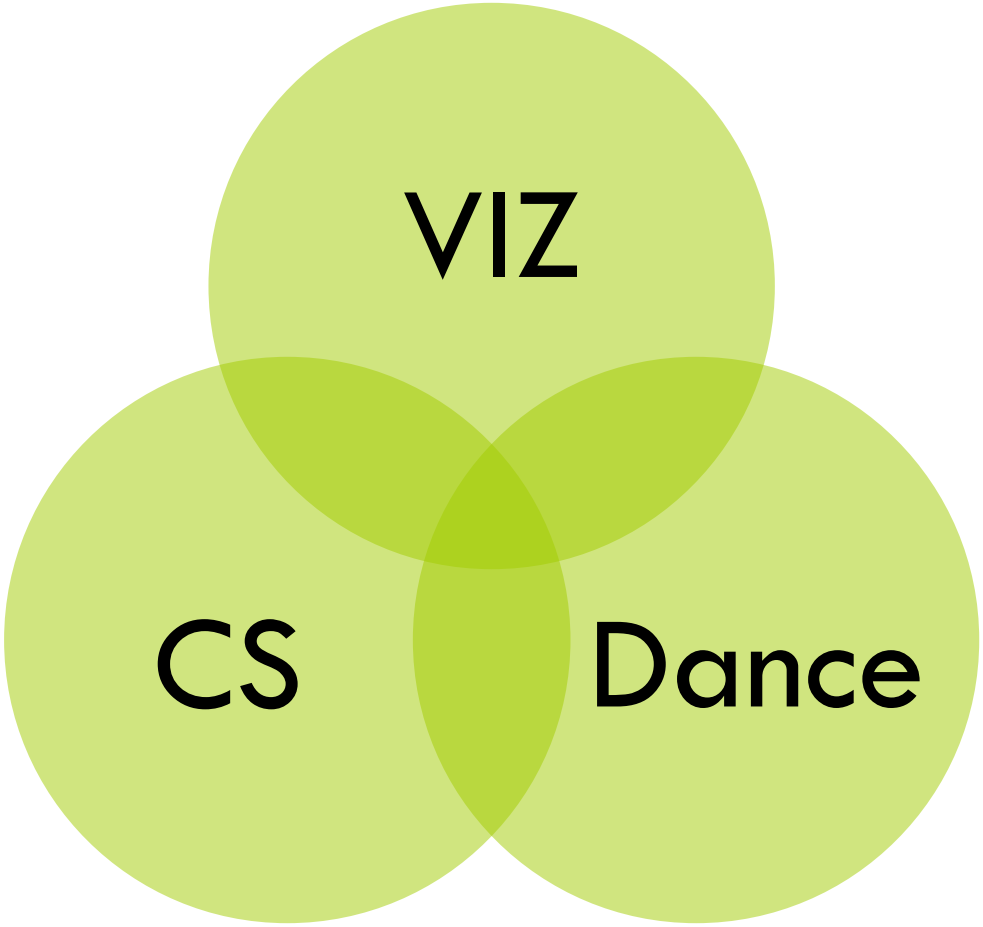
Collaboration_TOP Grant

- This special offering is an implementation of an TOP grant entitled "***Interactive Art and Technology Initiative***" awarded to Jinsil Hwaryoung Seo, Jinxiang Chai, Christine Bergeron, Philip Galanter, and Carisa Armstrong for the Summer 2012 – Spring 2014 calendar year.

Collaboration_Faculty



Collaboration_Departments



Jinsil Hwaryoung Seo

- Interactive Artist, Designer, Researcher
- Academic Background
  - PhD (Interactive Arts and Technology)
  - MFA (Computer Art)
  - MA (Media Art)
  - BA (Information Science)

Jinsil Hwaryoung Seo

- Art Practice/Research

EXPLORATION OF IMMERSION

interactive immersive environments

EXPLORATION OF TOUCH

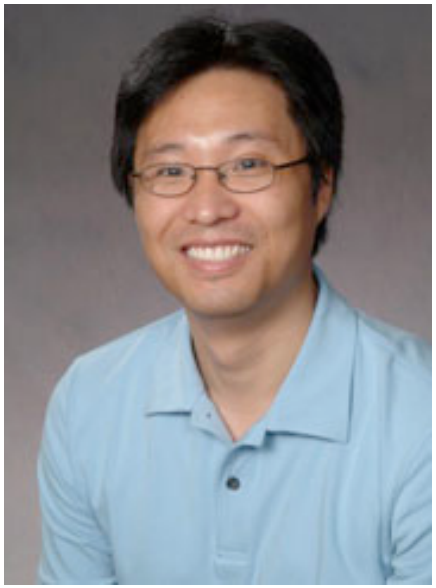
Organic/flexible/wearable interface

Jinsil Hwaryoung Seo

- http://www.embodiedimmersion.com/
- http://www.bodyinterface.com/

- Office: ARCC 418B
- hwaryoung@tamu.edu

Jinxiang Chai



Department of Computer Science and Engineering

Motion Capture and Analysis

Office: 527D H.R. Bright

Mocap Lab: 505 H.R. Bright

http://faculty.cs.tamu.edu/jchai/
jchai@cs.tamu.edu

Christine Bergeron

Department of Health and Kinesiology
Director of Dance

Office: 264 READ

http://tamudance.tamu.edu/Christine_Bergeron.html
cbergeron@hlkn.tamu.edu

Class Assistant

- Peizhau Zhang
- Computer Science
- newstzpz@gmail.com
- stzpz@neo.tamu.edu

Max Specialist

- Morgan Jenks
- Visualization
- mjenks@viz.tamu.edu

Typographic Entanglement

http://jonathanaitken.ca/?portfolio=typographic-entanglement

Course Description

- Practice-based course
- Investigates interactive performance as an emerging art-form.
- Explores interactive art and technology practice that integrates the creative and imaginative possibilities of interactive art with its application to new technology research.
- Fosters innovation and the creation of new knowledge in the engagement of the body with emerging technologies.

Course Objectives

- Create a collaborative interactive performance project by integrating performance and technological skills that support interactive aesthetics
- Demonstrate an increased conceptual and kinesthetic awareness of mediated environments and the ways they affect movement and performance
- Understand emerging technologies
- Collaboratively plan, design and present ideas and prototypes

Body Navigation

Dancing House

Team formation

- Dance
- 1-2

- CS
- 1-2

- VIZ
- 1-2

Weekly Schedule

Syllabus

Grading Scheme

- Sketches (2): 10% each
- Final Show 40%
- Final Documents (Documentation Video, Essay): 10%
- Class Participation 5%
- Readings and discussion 10%
- Research + Documentation (Blog): 15%
- TOTAL: 100%

Course Webpage

- http://www.embodiedimmersion.com/?p=957

Resources

- Studios
  - ETB 2005
  - Motion Capture Lab (HRBB505)
  - Dance Studio (READ 263)
  - Visualization Studio (LangfordC 400A)
- Hardware
  - Mac-mini
  - Kinect Camera
  - Projector

A little bit about you ?

- Name
- Department
- Background
  - Academic
  - Artistic
  - Technical
- Expectation (any special requests)?

Assignment

- Wednesday (Jan. 16)
  - Set-up your blog, say who you are and include a pic
  - Email your blog address to Peizhau (newstzpz@gmail.com) by 6pm tomorrow
  - Post a dance(related) performance that you have seen in person (Due: 1pm Wednesday)
  - If no experience, research.

Wednesday

- We will meet at the Dance Studio (READ 263)

Learn each other's field

PERFORMANCE