



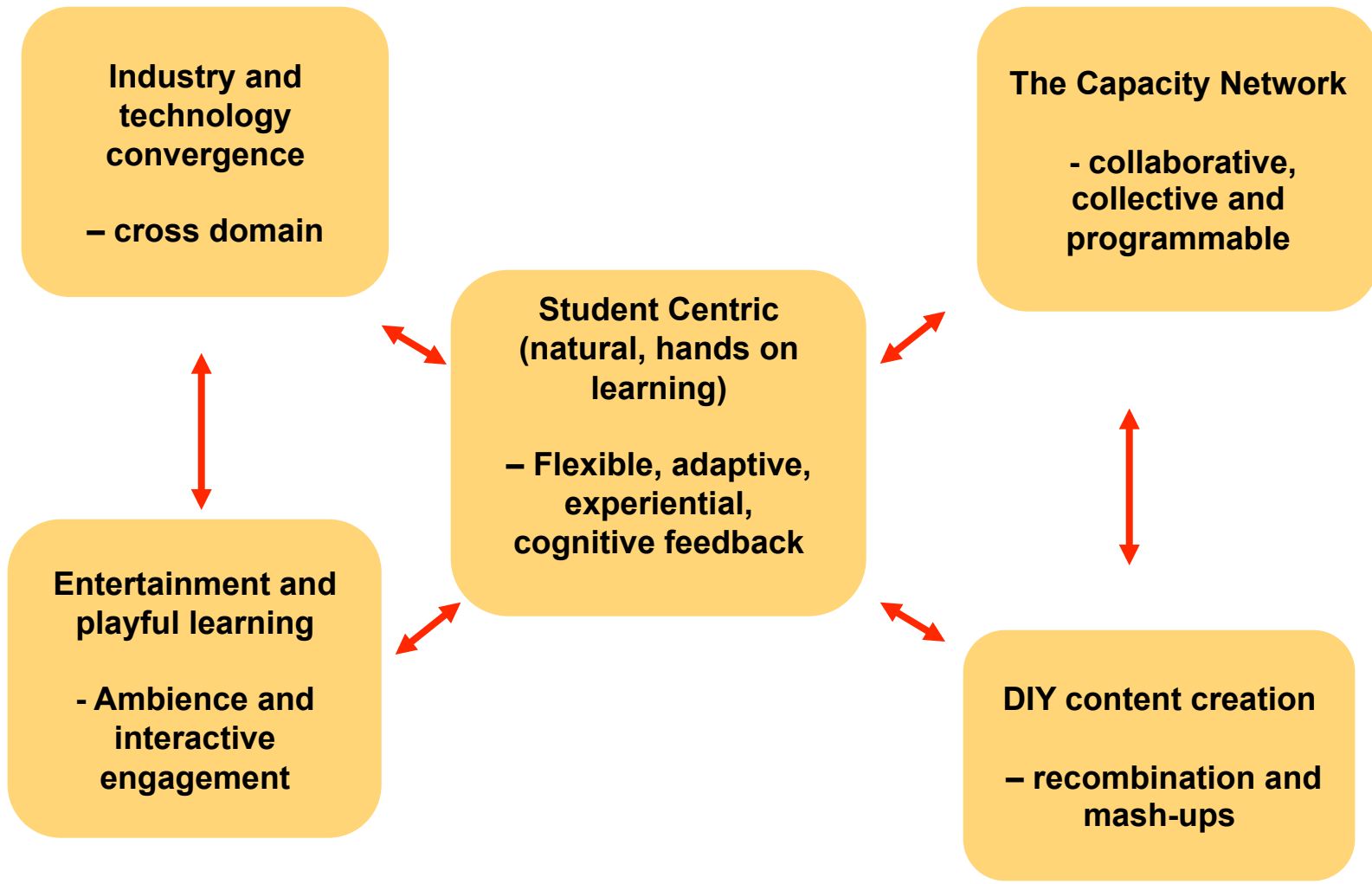
Learning from Entertainment

PREPARED FOR



April 2010

How can we augment the learning process?



Delivering context and relevance

Context-based experiences

Pervasive media-rich learning - new technologies and devices

Collectively generated and managed knowledge

Do-it yourself culture / Access culture

Multi-participant immersive environments with augmented engagement

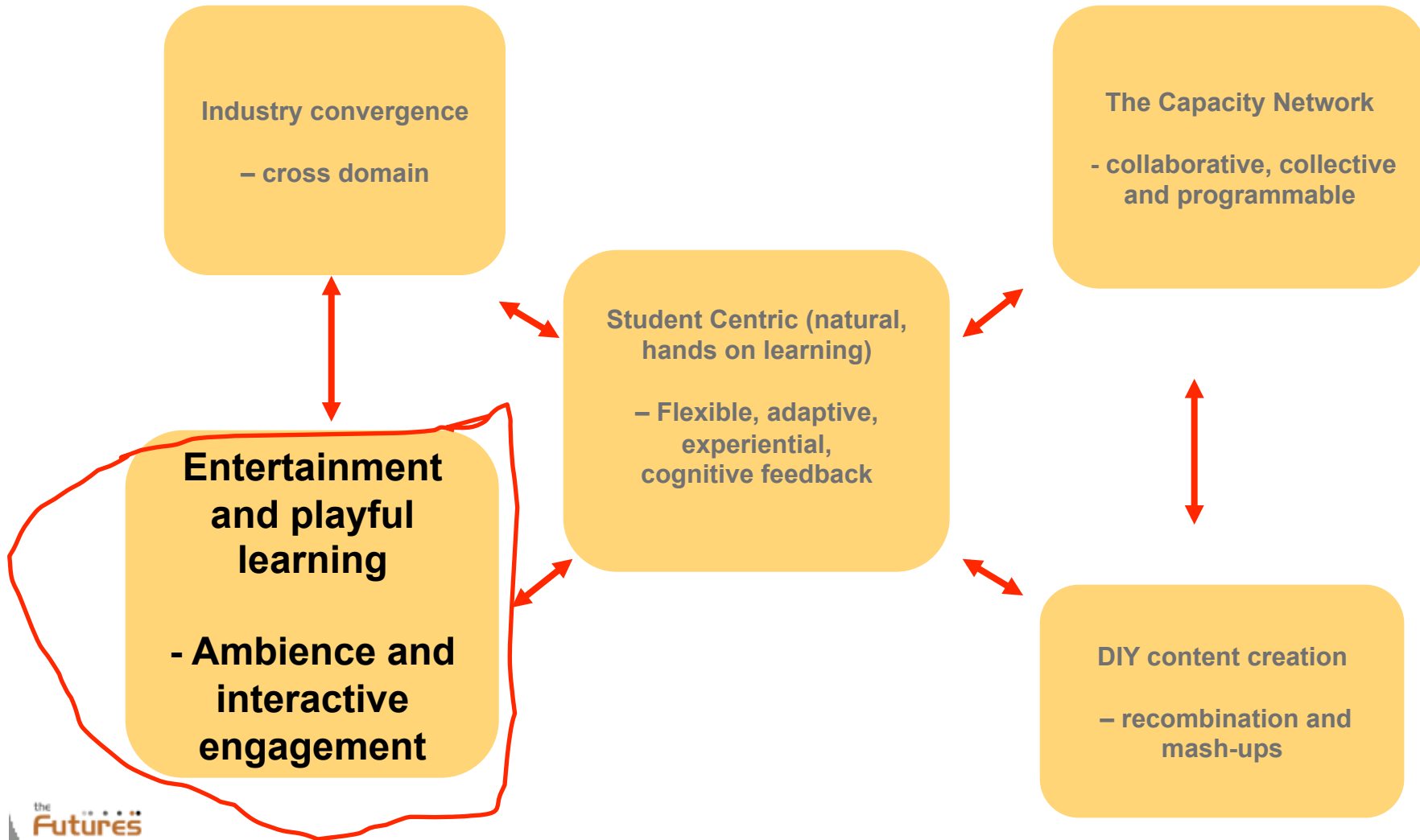
Transformed institutions

Unbundled learning - timeshifting, placeshifting

New professions / lifestyles



Learning from Entertainment



Learning from Entertainment



“Entertainment
and artists help
us understand and
even define the
spirit of an
era.”

Howard Gardner

Creating the Sense Event

An intense, interactive experience through augmented ambience, multi-sensory engagement and immersive technologies.

Delivering Sensation!

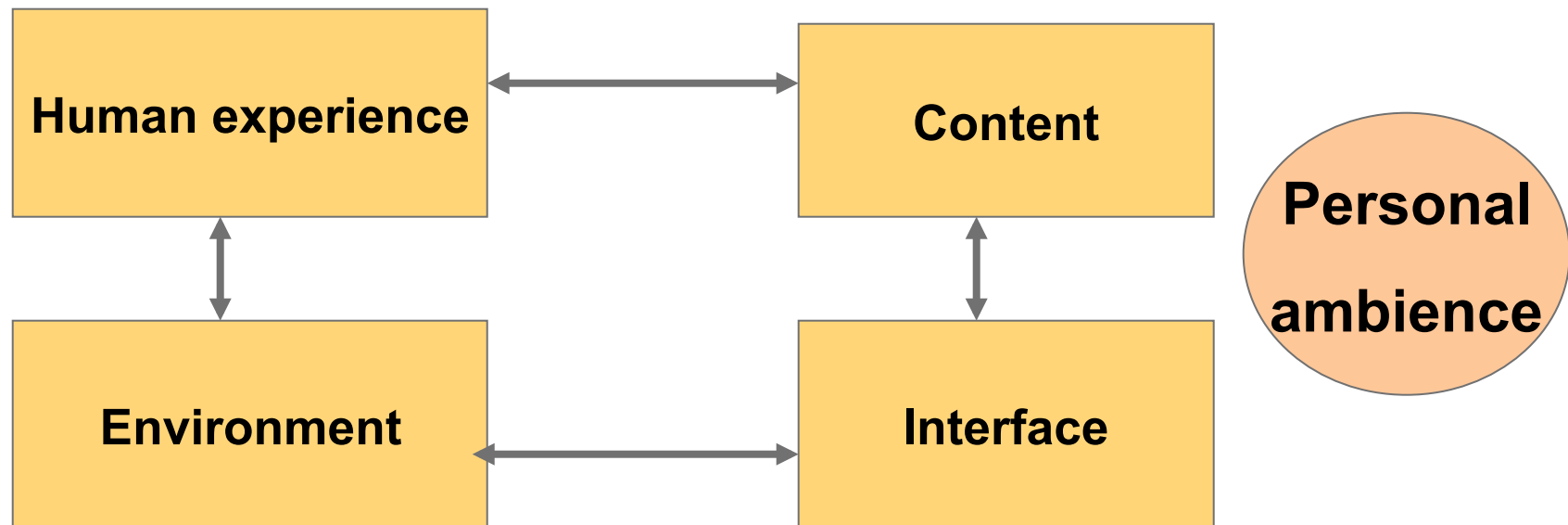


Building sensation into experiences



Understanding the importance of ambience

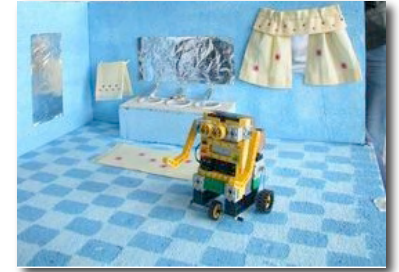
- ⇒ The ambient experience augments a sensory experience
- ⇒ Ambience comes from the interconnection of multiple forces. It is the sense of encounter.



It's child's play!

Zora

- A Virtual City to Explore Identity and Values



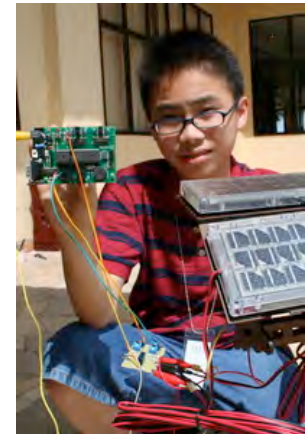
Roboballet

- Combining dance and technology



The GoGO Board

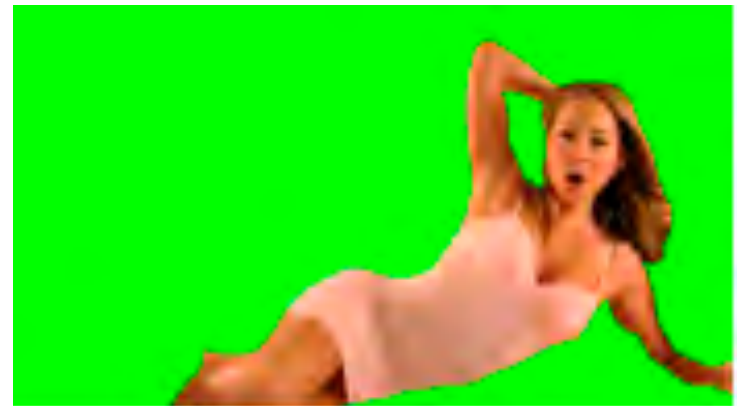
- Constructing robots and interfaces



The adult playground

Mariah Carey's "Touch my body"

- Change the background
- Adapt the narrative
- Remix the song
- All on YouTube



Creating the adult sensation

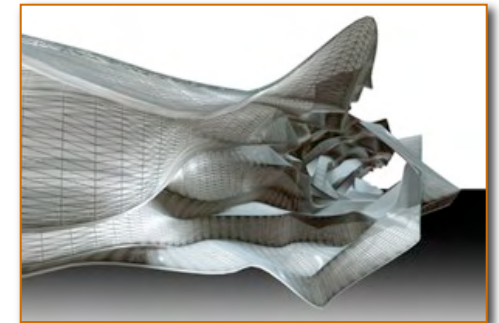


“Listen to the rhythm in between the beats. That is where we find the experience.”

- DJ Spooky

Making sense of it all

- Transform one sense or data source into another
- Visual music with sensors and gestures
-
- Text to image, sound to visual



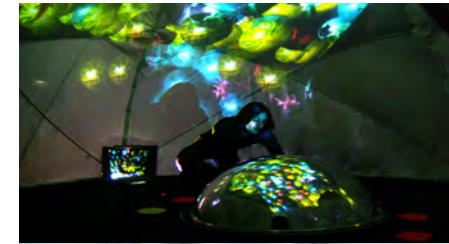
The Sixth Sense

The Theatre of the Senses -
Audience participation in a labyrinth of
performances

Socially aware systems, ambient
and interaction – causal mapping
past and present

Programmed atmospheres and
aesthetic visual effects

Responsive video



Sensing Spaces

Interactive reconfigurable spaces

Sensor clusters and networks

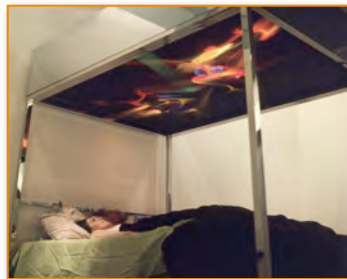
Use of robotic and AI stimulation and simulation – upskilling

Wearable computing to create synchronicity

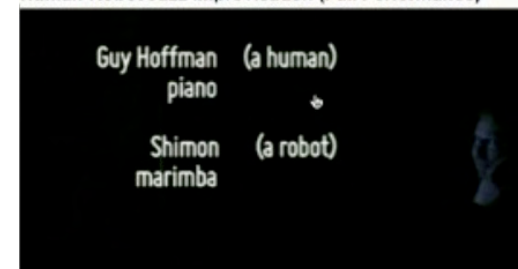
Narrative-changing sensors using student feedback

Use of avatars as interactive interfaces

Reframing the visual



Human-Robot Jazz Improvisation (Full Performance)

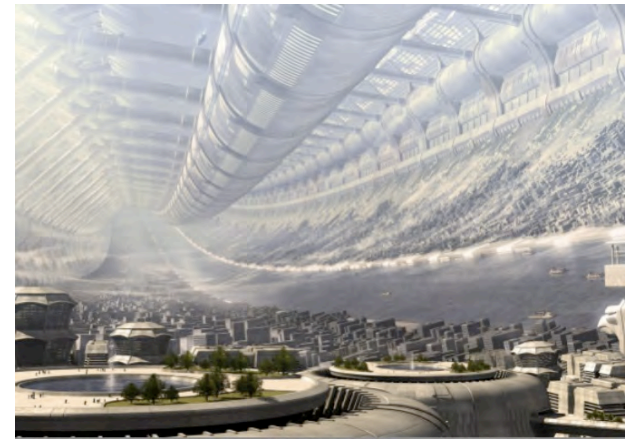


Fusing real and virtual

Real life design concerns and expertise to and from
the virtual world

Audio-visual scenarios on the fly

Fluid interfaces and holograms

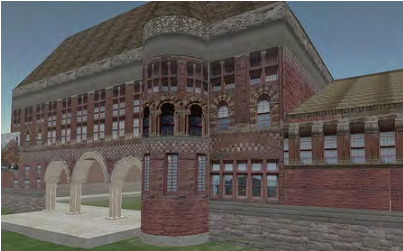


Learning in virtual worlds

The Virtual Classroom Project



Skoolaborate



Personalizing knowledge

Melbourne 2051 at Victoria University

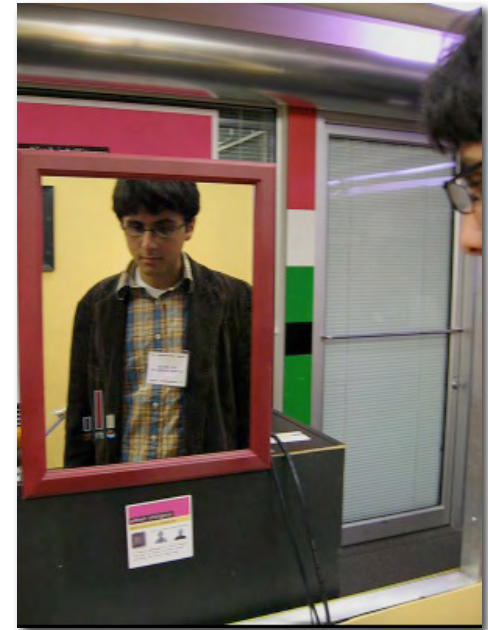


Enhanced cognition

Human dynamics and emotion modeling

Performances from human dynamics and physical modeling

Intelligent open system that self learns



Into the future

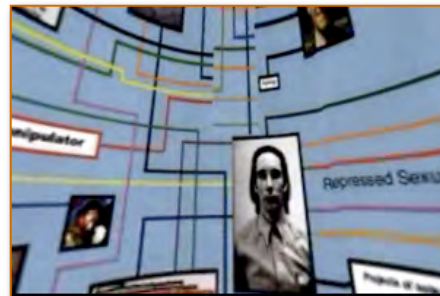
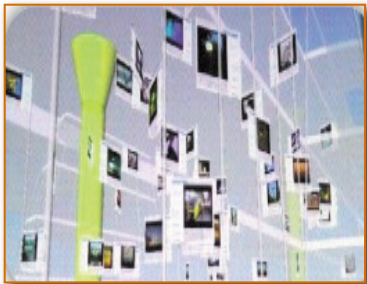
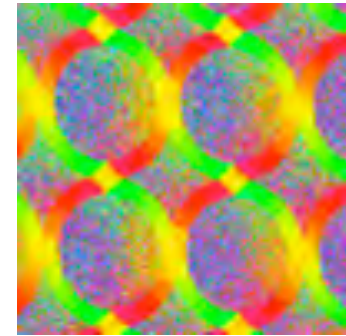
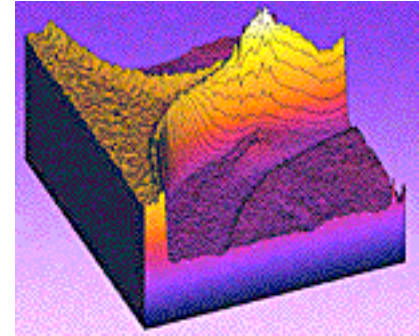
Experimental Geography

Eco, Nano and bio

CCTV

3D interactive visualization

Telepresence



Learning from Entertainment



"For a number of years I've wanted to become an experience designer rather than just a musician..."

- Peter Gabriel

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