

MEDIACIÓN SEVERA

CIRCUITOS/ANEMONAL

EMBODIED REALITIES LAB

Taller de interfaces de Realidad Mixta para remediación cultural
Impartido por Julian Staddon

Inicia: Martes 08.08.2017
Termina: Viernes, 16.08.2017
19:00 - 21:30 hrs

CUARTEL CREATIVO,
Calle Zaragoza 224, entrada por Reforma
Guadalajara, Jal 44100, México
Entrada Libre / Cupo Limitado

BIOGRAPHY

Julian Staddon is a UK based Australian artist/designer/curator/researcher/educator. He is Subject Leader in Innovative Media Practice at University of the Arts London and Senior Lecturer at Salzburg University of Applied Science, along with being Director of The Mixed and Augmented Reality Research Organisation and Chair Mentor/Steering Committee member for the International Symposium on Mixed and Augmented Reality. Previously, Staddon founded and directed Dorkbot Perth and given lectures across 5 continents.

Originally studying Marine Biology, then Fine Arts and a Master of Electronic Art, Staddon's current PhD research focuses on how art can better our understandings of identity, augmentation, post-biological identity, the relationship between embodied data and data bodies and the Anthropocene. Staddon has published and exhibited this research on numerous occasions, working with many world leading organisations, including Ars Electronica, ISEA, NASA, Symantech, BMW, IEEE, ARToolkit, The Bosnian National Archive, Residenz Galerie Salzburg, Wikitude, Intel, Hewlett Packard, Red Bull, Arduino, Lumen, Pachube, BNMI, KTM, Fukuoka City Museum, The Royal Science Institute Australia, TU Munich, TU Graz, HITLabNZ, The BNMI, Media Art Histories, NOMAD Australia, The House of Vans, The Tate, and most recently Gucci and Stella McCartney through The Centre for Sustainable Fashion.

Academically, Staddon focuses his teaching in several areas that traverse art, interaction and interface design, game studies, next generation interfaces, creative coding and physical computing, mixed reality and other innovative media, all under a paradigm of Anthropocenic Design, a field he established to address current issues in both education and wider contexts.

ACADEMIC QUALIFICATIONS

- 2015-Present PhD Candidate, Brighton University
- 2008 Master of Electronic Art, Curtin University of Technology
- 2005 Bachelor of Arts, Curtin University of Technology
- 2001 Bachelor of Science, Murdoch University

CURRENT ROLES

- Subject Leader in Innovative Media Practice (UAL LCF)
- Senior Lecturer, Interface & Interaction Design, FH Salzburg
- Founder/Director, marart.org
- Steering Committee Member, IEEE International Symposium on Mixed and Augmented Reality
- Doctoral Researcher, University of Brighton



FIELDS OF INTEREST

- Media Art/Research/Curation/Writing
- Anthropocenic Design Research/Educator
- Digital Remediation for Cultural Heritage Research/Education
- Innovative Fashion Media Research/Education
- Design Thinking in Practice Research/Education
- Gamification Research/Education
- Mixed Reality Art Pioneering/Research/Practice/Theory etc.
- Novel Music Interfaces (Eco/Bio Data Driven)

INDUSTRY COLLABORATIONS

2017-Present LCF Centre for Sustainable Fashion
2017-Present Tate Exchange
2016-Present V2 Institute for Unstable Media Lab
2013-Present WIKITUDE
2017 GUCCI (Kering Award)
2017 Stella McCartney (Kering Award)
2017 Trelleborg Museum
2017 Brighton Digital Festival
2017 Brighton Fringe
2017 House of Vans
2015-2017 Haus der Natur Salzburg
2016 Residenz Galerie Salzburg
2016 Intel
2016 Boos Moog
2016 Symantec
2016 Play_Canvas
2014/2016 Residenz Galerie Salzburg
2014-2016 MIAM MIAM
2015 anolab
2015 Three.JS
2015 Stadtwerk Lehen

2015 KTM
2015 Fukuoka City Museum
2015 Haus der Natur Salzburg
2014 Red Bull Media House
2014 ZIBERT+FRIENDS
2014 BMW/Schnitzer Racing
2012 Qualcomm
2011 Pachube
2005-2011 ARToolkit
2010 Phidgets
2010 BNMI
2010 IBM/Second Life
2008-2010 Linden Lab
2009 NVIDIA
2008 Fogscreen
2008 Nokia
2008 NASA/Horizon Perth
2008 ARToolkit
2007-2009 Emagin
2007 HITLab New Zealand
2005 Sun Microsystems

MUSEUM COLLABORATIONS

- Western Australian Museum (2007)
- Federation Square, Melbourne Australia (2009)
- Ars Electronica (2008, 2010)
- NABI Center, Seoul, Korea
- Royal Institute of Australia Adelaide, Australia (2013)
- Residenzgalerie Salzburg, Austria (2013, 2015, 2016)
- Fukuoka City Museum, Japan (2015)
- Haus der Natur Salzburg, Austria (2014, 2015, 2016, 2017)
- National Museum of Bosnia and Herzegovina (2016)
- Archiv Bosne i Hercegovine
- Trelleborgens Vikingamuseum, Skåne, Sweden (2016, 2017)
- Museo DOLOM.IT, Cortina d'Ampezzo, Italy (2017)

GRANTS AND AWARDS

- 2016 Erhard Busek Prize for Cultural Exchange (€3250)
- 2015 Erasmus Teaching Grant (Salzburg/Halmstad) (€1200)
- 2015 Erasmus Teaching Grant (Salzburg/Australia) (€7200)
- 2015 Erhard Busek Prize for Cultural Exchange (€7500)
- 2015 IEEE VGTC Arts Funding Grant (€22000)
- 2014 ISMAR Exhibition Grant (€ 26 500)
- 2013 RIAUS Art-Science Commission (AUD\$11000)
- 2012 Perth/Beijing Science and Art Travel Funding (AUD\$3500)
- 2011 Australia Council NBN Geek in Residence Grant (\$47500)
- 2011 PIAF Dialogues with Landscape Second Life Commission (\$2000)
- 2011 Curtin Post Graduate Conference Support Award (\$2600)
- 2010 DCA ArtFlight Grant (\$4000)
- 2010 Recipient BNMI Liminal Screens Co-production Grant (\$2300)
- 2009 Australian Post Graduate Award (\$45000)
- 2008 Curtin Research Scholarship (\$60 000)
- 2008 ARTSWA Artflight Grant (\$5000)
- 2007 ANAT Emerging Artist's Mentorship Grant (\$10000)

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EMBODIED REALITIES LAB INTRODUCTION

This workshop series is designed to encourage bridging identified gaps between theory/practice and thinking/making, through introducing models and methods with a focus on critical design thinking, open design methods and transdisciplinary collaboration, that situate outside of regular student learning pathways.

Through an iterative and adaptive approach, these workshops will embed current emergent trends in digital technologies with a range of study programs, underbased on three core nodes: Theory-Method-Practice.

EMBODIED REALITIES LAB INTRODUCTION

Through the introduction of a range of practice-based research models, contemporary theoretical discourses (from philosophy, media and design theory) and relevant, appropriate technologies, students (individuals or groups) will initiate projects that will be embedded in their chosen study pathways, but with a focus on digitally mediated, human centred design and user experience.



EMBODIED REALITIES LAB INTRODUCTION

As part of this learning process, certain approaches would be used to produce concepts and outcomes that are both innovative and valuable to participants and have the potential to be further developed and evolved into larger future projects and collaborations



9/8/2017

RANDOM CARDS/OBLIQUE STRATEGIES: A UNIVERSAL IDEATION METHOD FOR INTEGRATING NEW TECHNOLOGIES

This lab will look specifically at developing a design ideation process, that will enable students to develop concepts for product-service-systems that will integrate new technologies and media into new and existing content delivery formats



EMBODIED REALITIES

LAB SCHEDULE

8th August: 19.00-21.00

Intro to lab, workshops and my projects+Q&A

9th August: 19.00-21.00

Random Cards/Oblique Strategies: A Universal Ideation Method for Integrating New Technologies

10th August: 19.00-21.00

Rapid Prototyping for Embodied Realities Projects

11th August: 19.00-21.00

Mixed Reality Interfaces for Remediating Cultural Heritage

14th August 12.00-18.00

Mixed Reality Interfaces for Remediating Cultural Heritage in Practice

14th August 19.00-21.00

Mixed Reality Interfaces for Remediating Cultural Heritage Continued

15th August 19.00-21.00

Hacking Fashion: Wearables, Embodiment and Data Body Creation

16th August 19.00-21.00

Designing Wearables for Consumer Needs: A Practical Approach

9/8/2017

RANDOM CARDS/OBLIQUE STRATEGIES: A UNIVERSAL IDEATION METHOD FOR INTEGRATING NEW TECHNOLOGIES OVERVIEW

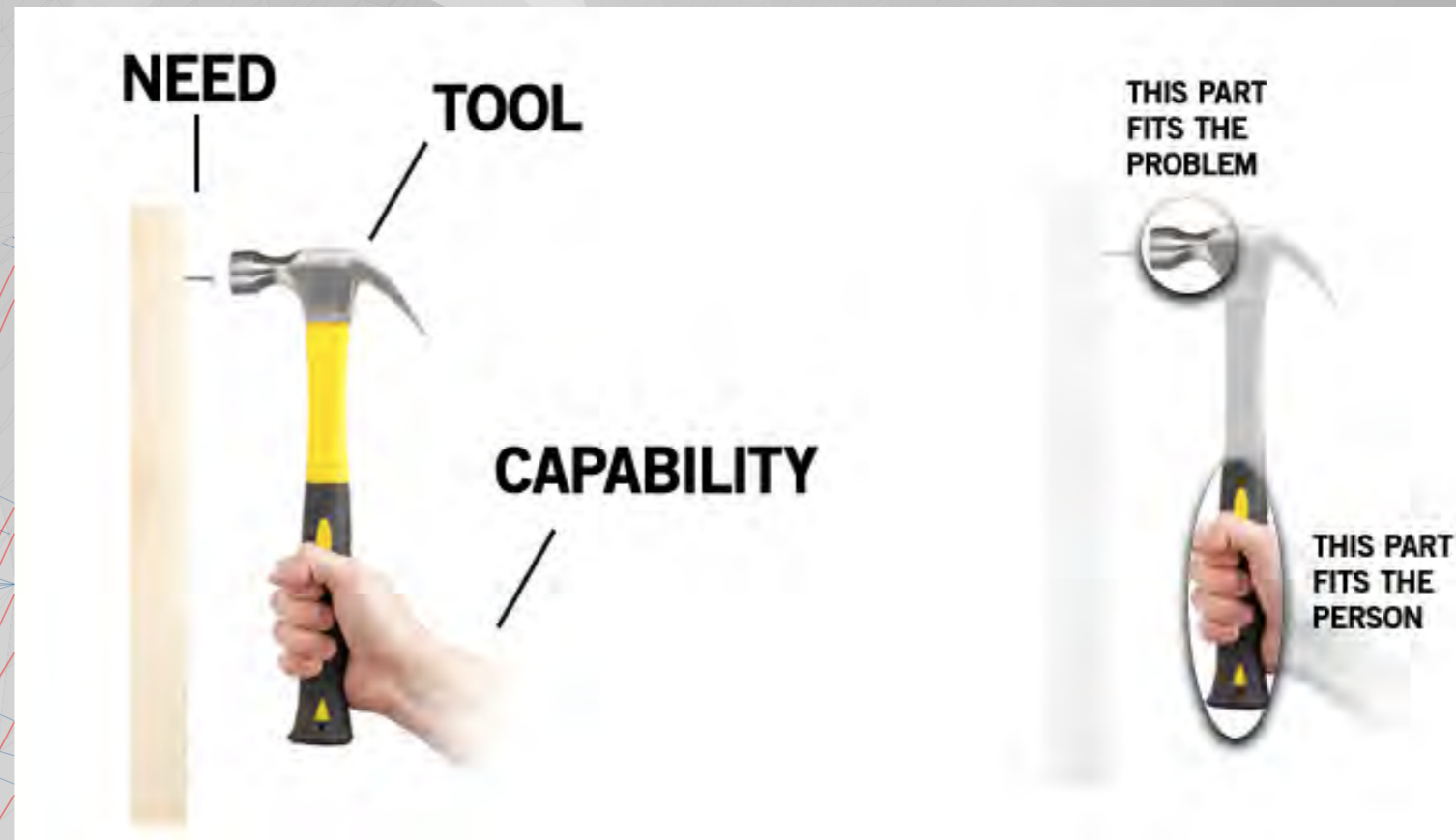
- Intro to design theory
- Intro to Critical design and its history
- Intro to Speculative design and its history
- Intro to Open design and its history
- Intro to The Design Cycle
- Intro to Design Ideation Processes and Models
- Introduction to Random Cards/Oblique Strategies (RCOS) Method



10 / 8 / 2017

RAPID PROTOTYPING FOR EMBODIED REALITIES PROJECTS

- 1. Prototyping Methods and User Centred Approaches**
- 2. Creating a Design Brief**
- 3. Deciding on a Prototyping Approach**
- 4. Ideation Methods**
- 5. Prototype Development**
- 6. Preparing Prototypes for Presentation**

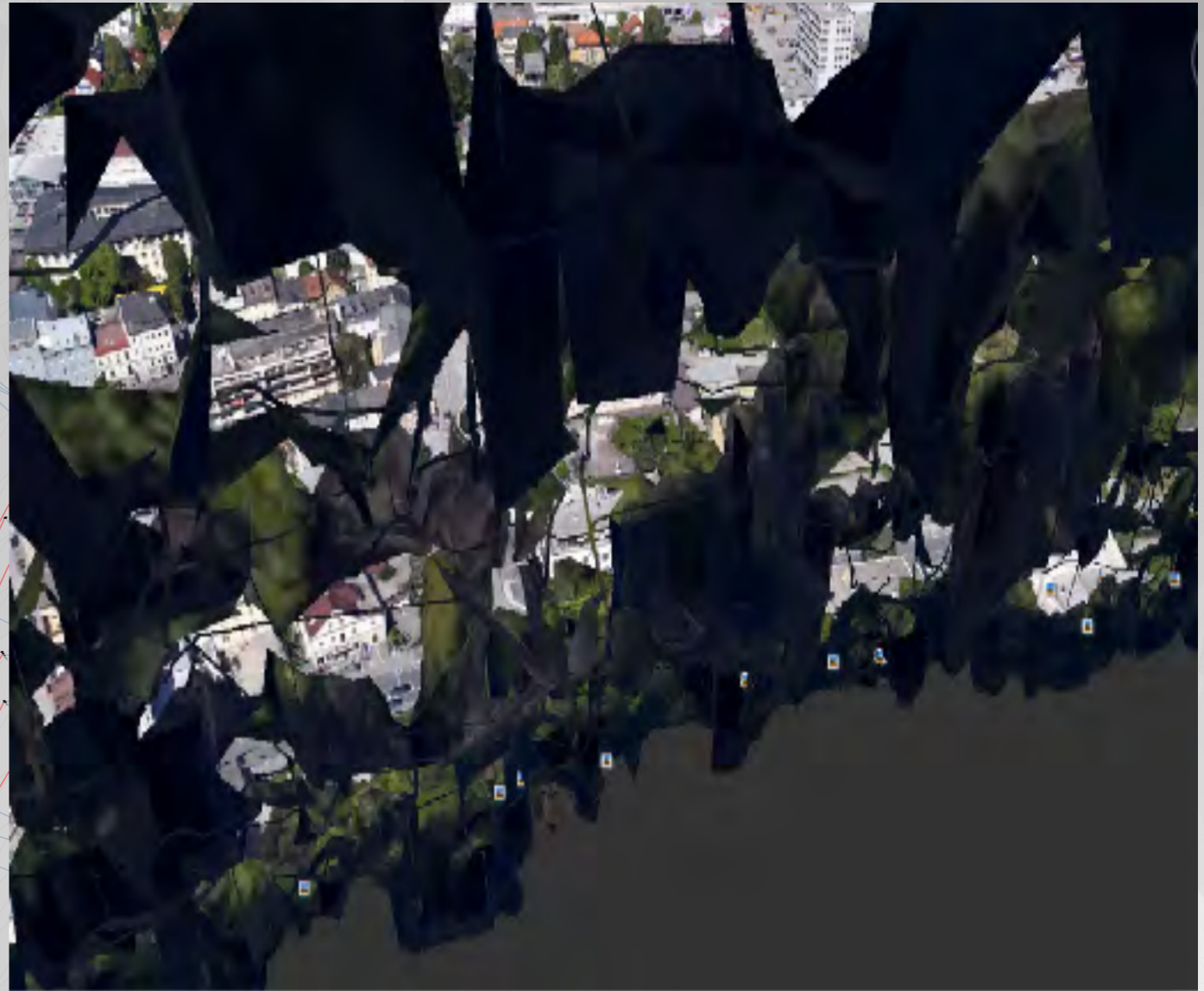


11/8/2017

MIXED REALITY INTERFACES FOR REMEDIATING CULTURAL HERITAGE

This workshop will introduce the field of mixed reality from a humanities perspective, in contrast to current computer science and media interpretations of the field.

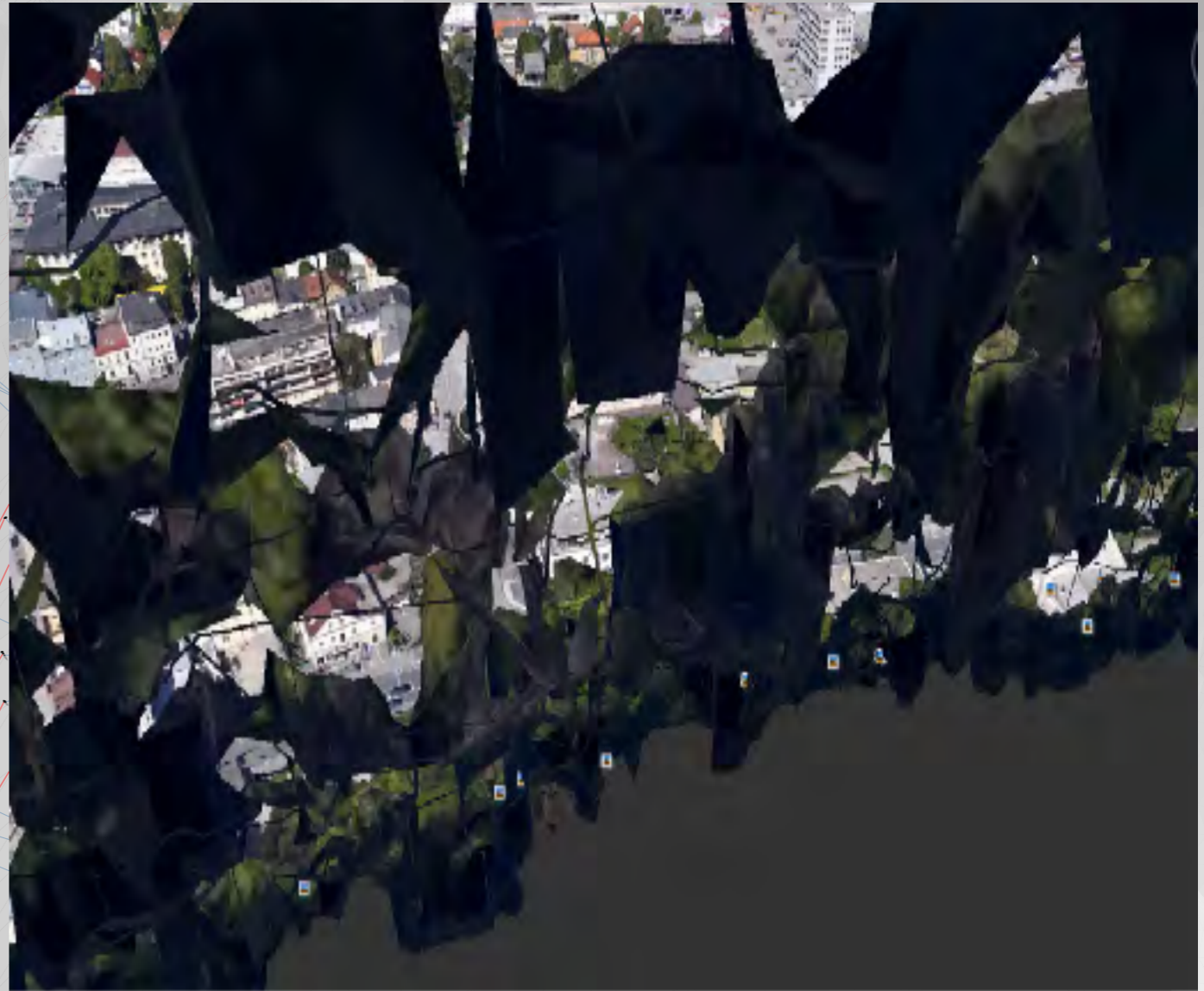
Starting with an overview of historical understandings of reality within philosophical discourse, it will then shift to a contemporary inquiry into post-digital, post-internet and post-biological interface approaches particularly as a remediation method for cultural heritage design and public engagement.



11/8/2017

MIXED REALITY INTERFACES FOR REMEDIANATING CULTURAL HERITAGE

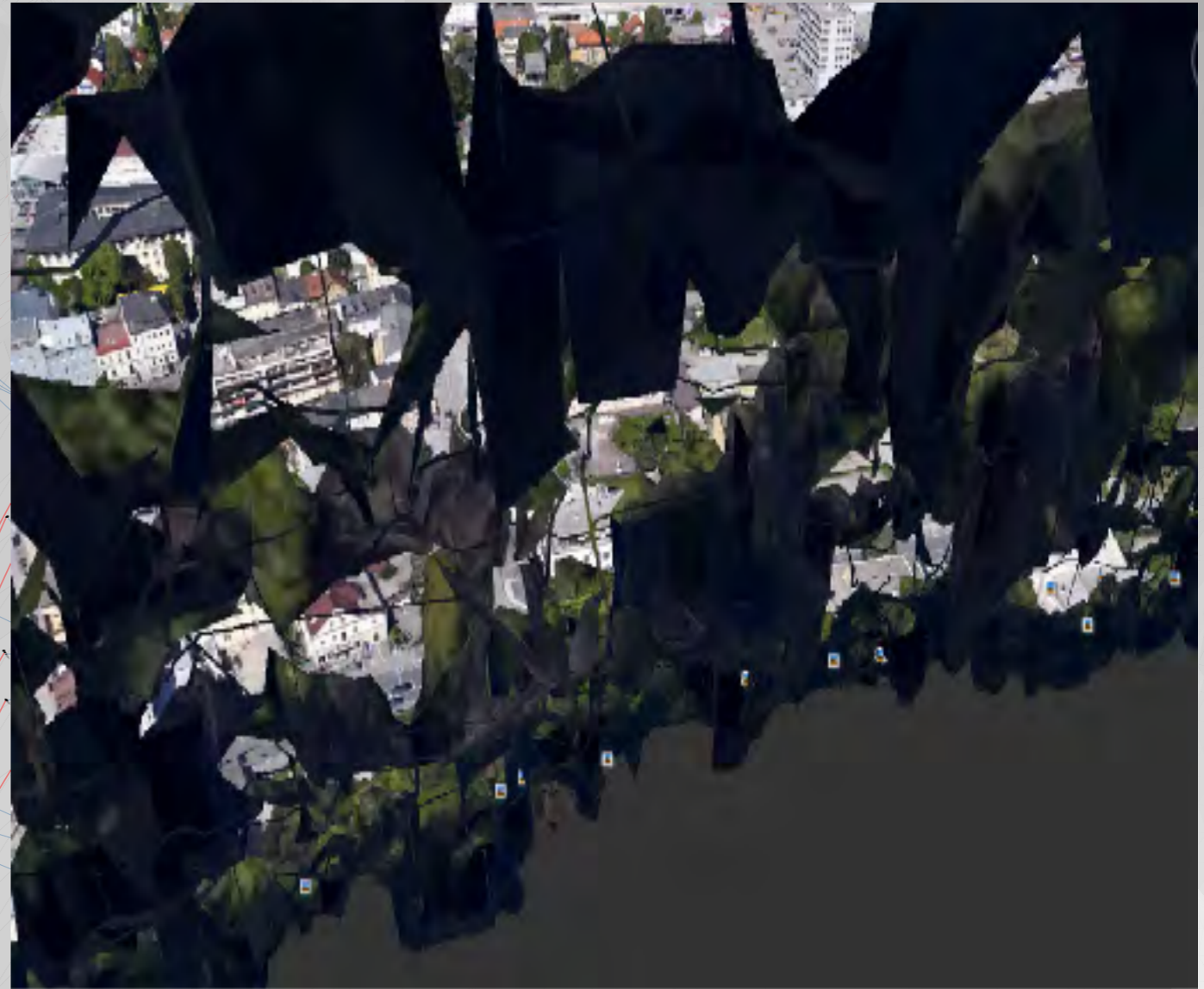
This workshop is a departure from most current introductory mixed reality workshops, as it does not focus on tech unicorns/fads, rather on building solid critical understandings of technologies, media and state of the art methods in the field, in order develop thinking and production methods and considerations that produce meaningful outcomes and go beyond token industry gimmicks



11/8/2017

MIXED REALITY INTERFACES FOR REMEDIATING CULTURAL HERITAGE

- 1. Intro to Mixed Reality, Immersion and Embodiment**
- 2. Beyond the Reality Continuum: Non-Didactic Approaches to Reality**
- 3. Networking Reality**
- 4. The User: Interfacing Mixed Reality**
- 5. Beyond the Obvious: Innovation Beyond the Technology**
- 6. Negotiating User Experience in New Media**
- 7. Immersion and Simulation in Fashion Media**
- 8. Identity, Subjectivity and Meaning in Mixed Reality**
- 9. Embedding Mixed Reality Design into Cultural Heritage Projects**
- 10. Case Studies from Previous Projects and Workshops and Discussion**



14/8/2017 DAY WORKSHOP (DETAILS TO BE CONFIRMED) MIXED REALITY INTERFACES FOR REMEDIATING CULTURAL HERITAGE IN PRACTICE

This full day workshop will continue the ideas and methods introduced on the Friday 11/8 workshop, citing specific examples of cultural heritage sites in Guadalajara. This will provide an opportunity to work directly on a local project concept, with the goal being to complete a design concept and prototype that can be compiled in a proposal format for application to future funding.



14/8/2017 DAY WORKSHOP (DETAILS TO BE CONFIRMED) MIXED REALITY INTERFACES FOR REMEDIATING CULTURAL HERITAGE IN PRACTICE

- Full Group Visit To *** Either cultural site (archaeological site, old museum etc.)***
- Full Group Conceptual Brainstorming and Random Cards Ideation
- Defining Projects and Establishing Transdisciplinary Project Groups
- Developing a Project Brief
- Project Group Breakout Session to Finalise Project Concepts a Individual Roles
- Prototyping Methods for Mixed Reality and User Centred Approaches
- Groups Revise Project Concepts and Decide a Prototyping Approach
- Mentored Design and Development in Project Groups
- Prototype Development



14 / 8 / 2017 EVENING (19.00–21.00) MIXED REALITY INTERFACES FOR REMEDIATING CULTURAL HERITAGE CONTINUED: IDEA PITCHES AND USER CENTRED DEVELOPMENT

- Project Group Pitches and Wizard of Oz/Paper Prototype User Testing
- User Centred Design and Development
- Continued Prototype Development
- Presentation of Prototypes and Feedback
- Discussion About Documentation Options and Further Development



15 / 8 / 2017

HACKING FASHION: WEARABLES, EMBODIMENT & DATA BODY CREATION

This workshop will introduce innovative fashion technologies, along with a range of conceptual, technical and practical methods for implementing them.

Beginning with a theoretical overview of embodiment, wearable computing, data body creation and post-biological aesthetics, this workshop aims to engage participants in a deep critical discourse regarding what fashion technologies mean for designers, the industry and the consumer

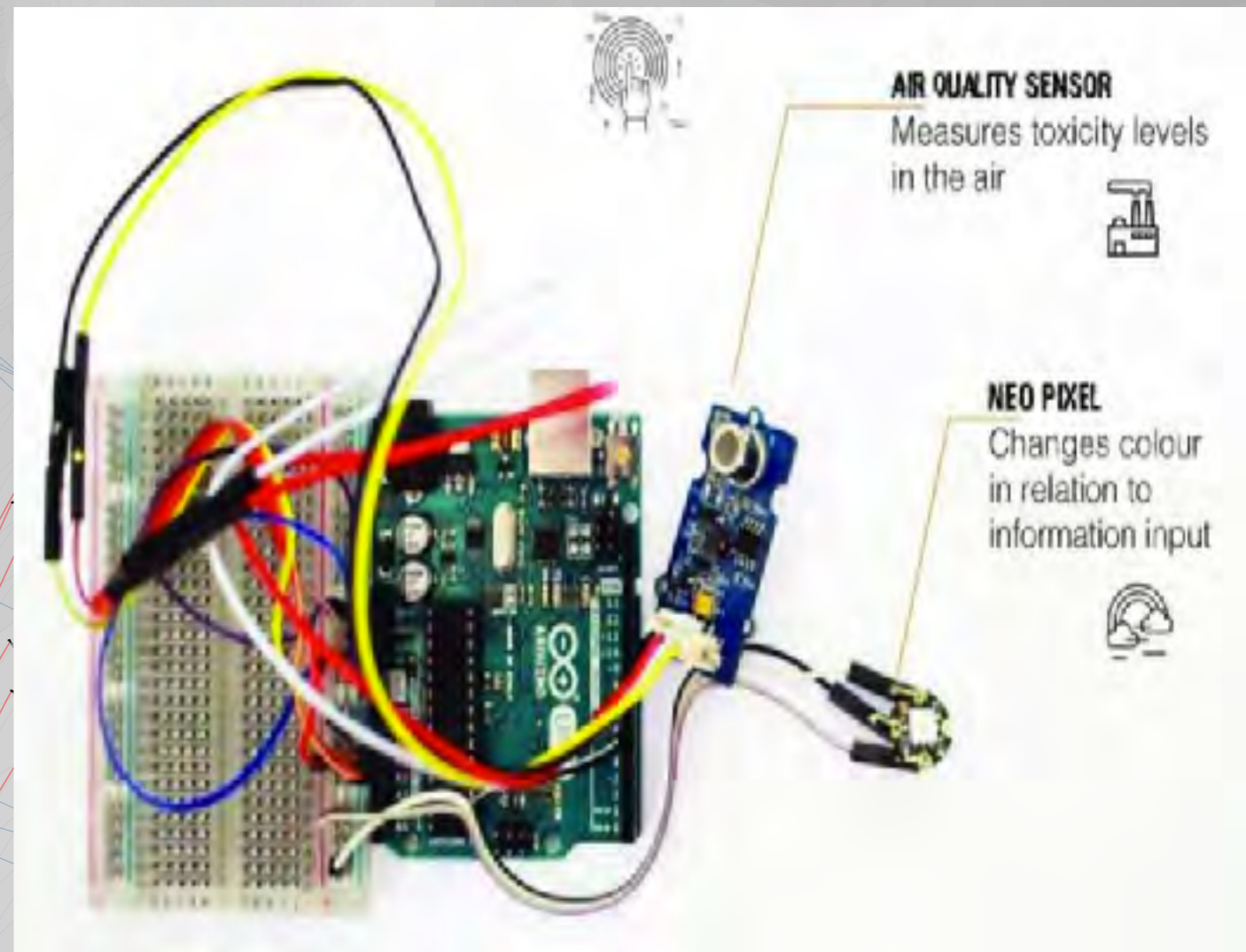


15 / 8 / 2017

HACKING FASHION: WEARABLES, EMBODIMENT & DATA BODY CREATION

Following an overview of current trends, technologies and projects examples, participants will be introduced to the specific technologies driving this field, along with several demonstrations of how to use them.

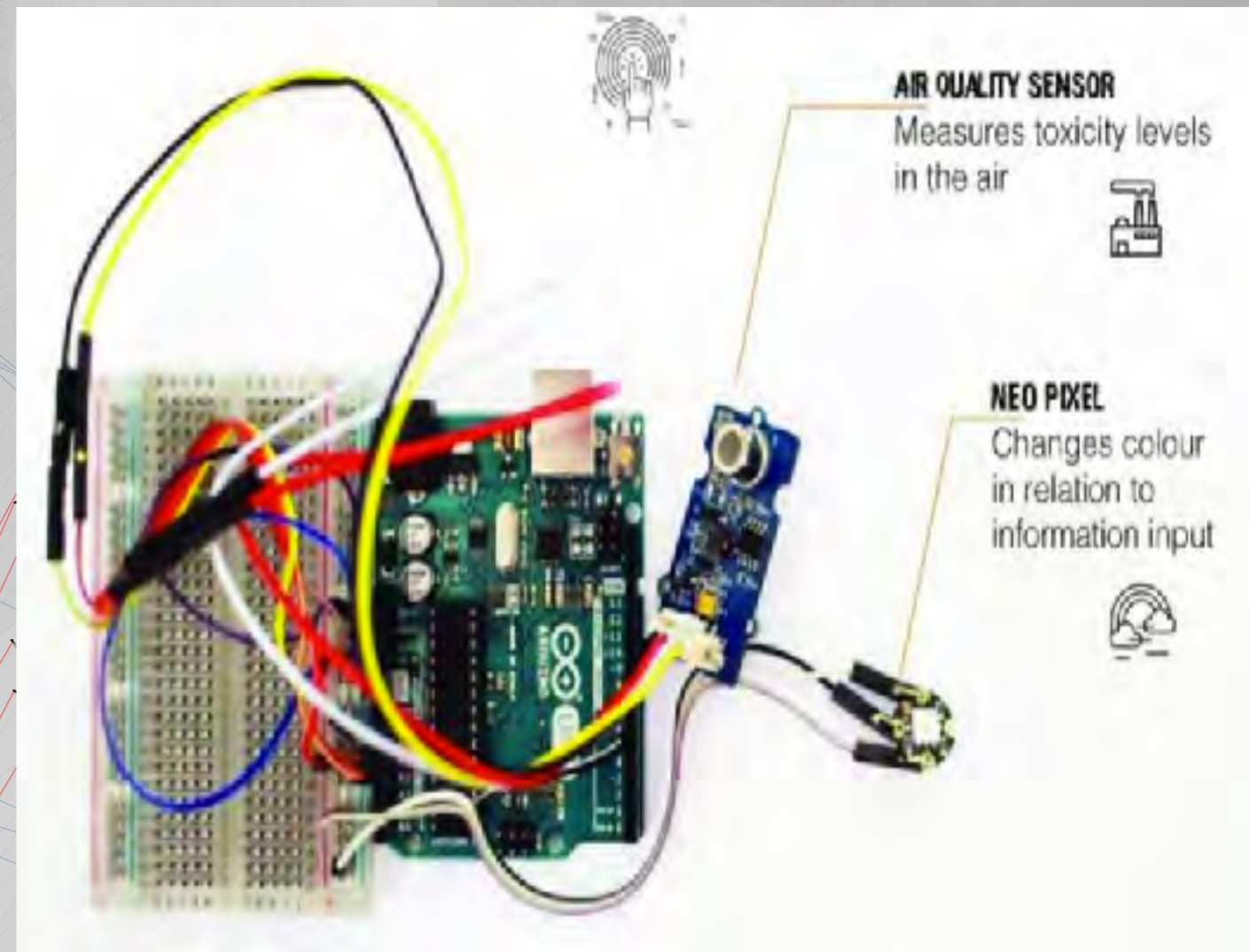
Focussing on sensor driven wearables, a range of user design problems will be proposed. Solutions will then be developed, through several group projects that will use rapid prototyping methods to produce outcomes that are practical, in terms of functionality, usability, economic viability and user focus.



15 / 8 / 2017

HACKING FASHION: WEARABLES, EMBODIMENT & DATA BODY CREATION

1. Introduction to Wearables and Embodiment
2. An Overview of Data Body Creation and Distribution
3. Post-biological Identity Aesthetics
4. Interactive Materials and Interfacing Embodiment
5. Introduction to Wearable Technologies (hardware and software)
6. Networking Wearables: Big Data, Biodata, Life Logging etc.
7. Examples from the Field
8. Demonstration of Available Technologies for the Day and Play Session



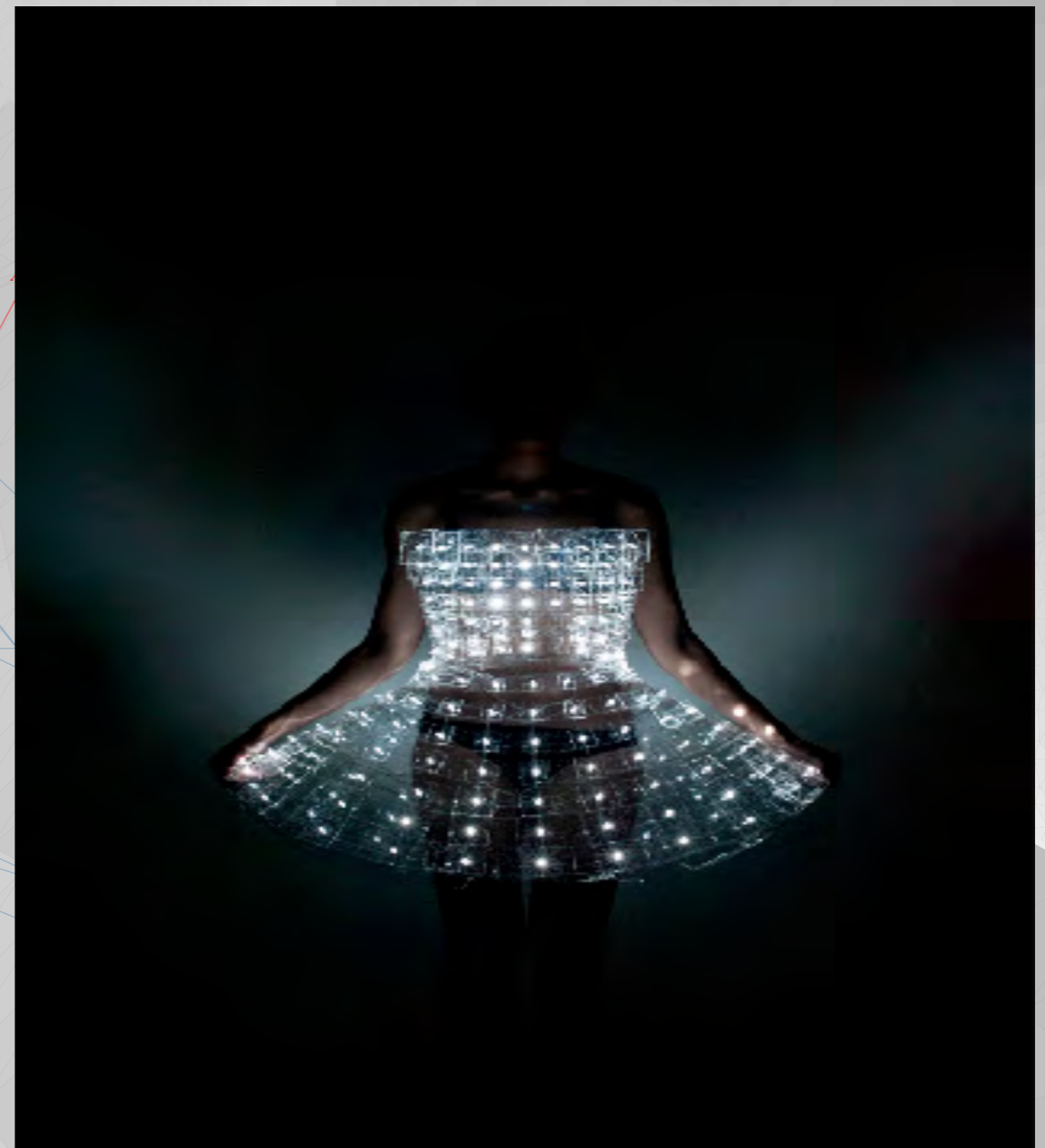
16 / 8 / 2017

DESIGNING WEARABLES FOR CONSUMER NEEDS: A PRACTICAL APPROACH

This session will put the previous session into practice through defining a future need or current problem and designing a wearable solution for it.

Working in groups, participants will conceptualise options for technologies, user groups and delivery methods in order to develop a solution based on this and then build a prototype, using the technology that is available on the day.

At the end of the session, participants will have a project concept and a working proof to support the viability of their idea.



BONUS LIVE WEATHER DATA CODED AUDIOVISUAL PERFORMANCE



PROJECTS

JULIAN



STADON

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STATEMENT

The essence of my work resides more in exposing the rules, the protocols that lie hidden in technology and that dictate our use of it. I do not see this as direct criticism. It is more like performing a strange, mischievous social role, exposing the norms of the systems of technical constructs that programmers, users, everybody seems to obey.

By turning everything around, by twisting the plot slightly, that set of rules and norms is breached.



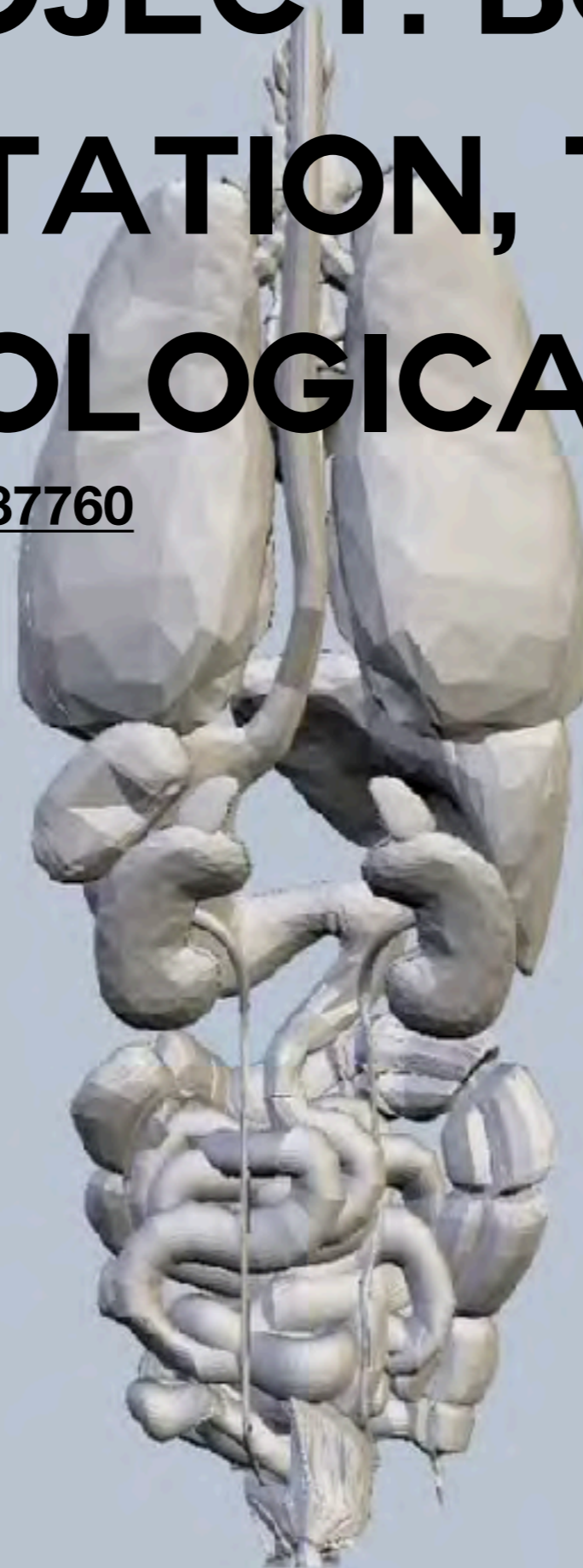
STATEMENT

As we become more technologically embedded and ubiquitous technology grows closer to the body, it is therefore increasingly linked to art, fashion and how we represent data relating to individual identities, so it is important to reflect this evolution appropriately and cohesively.

It is about weaving society into the fabric of digital media in ways that disrupt our cultural heritage, without obfuscating it, in order to build better futures.

PHD PROJECT: BODY DATA AUGMENTATION, TRADE AND POST-BIOLOGICAL IDENTITY

<https://vimeo.com/226887760>

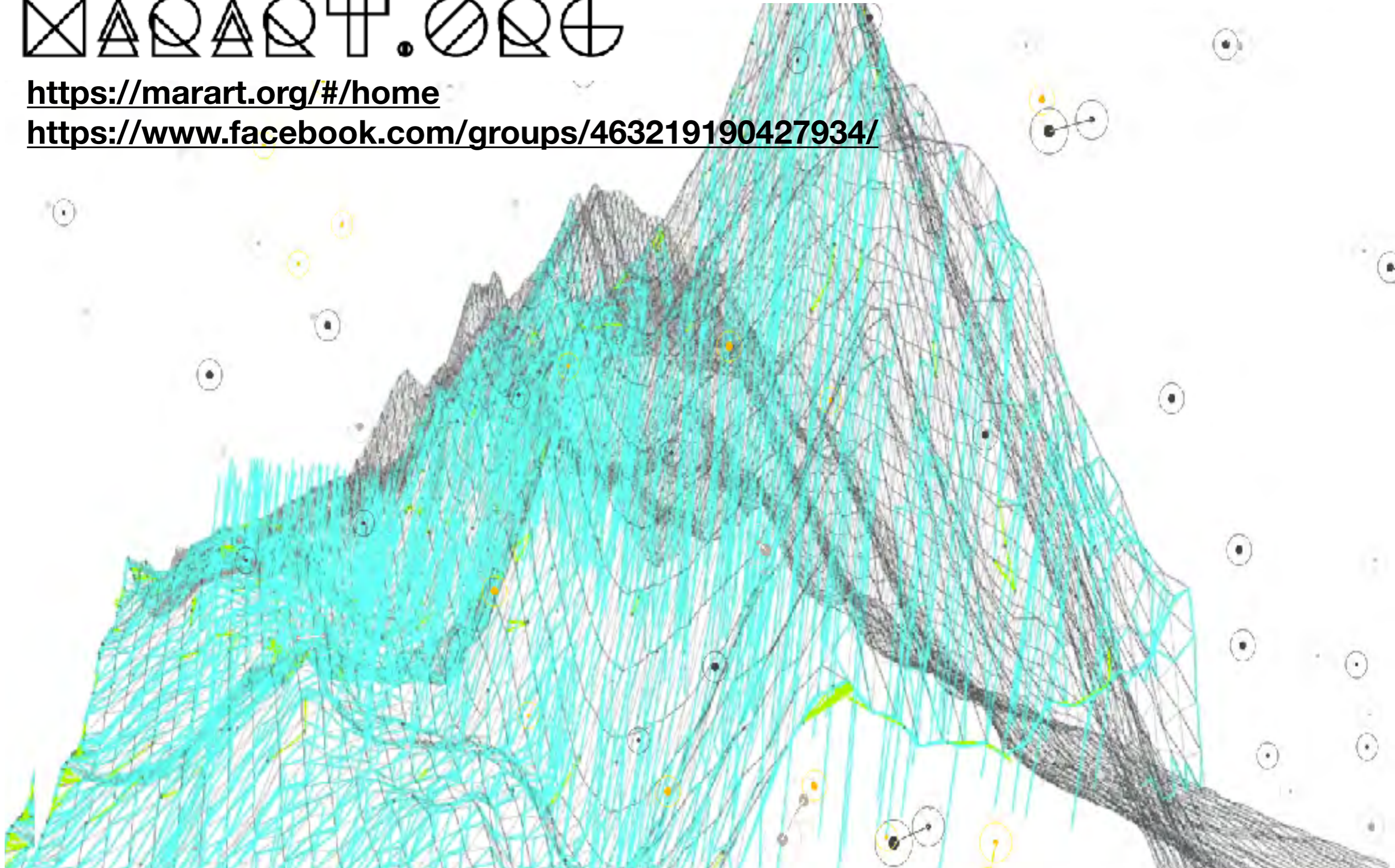


ORGANISATION / DIRECTION



<https://marart.org/#/home>

<https://www.facebook.com/groups/463219190427934/>



CURATION

<https://marart.org/#/home>

FURTHERFIELD



Beyond the Interface

Opens Wednesday 10 September 2014, 19-22h



Image 'Grey Matter' by Jennifer Chan, 2013

ARTISTS

Erica Spour, Jennifer Chan, Branger_Briz, Julian Oliver, Mez Breeze, Healy Building, Pierre Proske, Genetic Man, Zach Blas

CURATED BY

Marc Garrett and Julian Staddon

EXHIBITION DATES

Wed 10 Sep 2014, 19-22h
Thu 11 Sep 2014, 10-17h
Fri 12 Sep 2014, 10-16h

LOCATION

Weisser Saal
Faculty for Architecture, Level 5



ISMAR 2015 Exhibition

DATA BODY AS ARTIFACT

Curated by Julian Staddon

DATA BODY AS PERFORMANCE

September 29th 7pm-10pm
Fukuoka City Museum

APNDA (www.weathercomposition.org)

Chris Henschke (IHC Sound Bug)

TBC

ALGORAVE

September 30th 7pm-10pm
October 2nd 7pm - 10pm
Fukuoka International Congress Center

Smel in Stereo (algorave)

Ranick Bell (algorave)

Swan Panda (Live Unity Synth)

Janech (Live Breaks)

MAIN EXHIBITION

September 29th - October 4th
Fukuoka City Museum
Fukuoka, Japan
Open 9.30am - 5.30 pm

Desat Fajridera Andriuz

Marios Athanasio

Loelie Dillon

Branger_Briz & Brannon Dorsey

Heather Dewey Hagborg

Anna Dumitru & Alex May

Chris Henschke

Rachel Lozano Hammer

Shannon Novak

Julian Oliver

Christa Sommerer & Laurent Mignonneau

Julian Staddon

Stelarc

Adam Zaretsky & Jonathan Minard



Image: David Amig, Tamed: Hierarchy of Guitars Spawns with Data Set Culture

DECENTRALISING CULTURAL HERITAGE

<https://vimeo.com/192316377>

<http://busek-prize.marart.org/category/blog/>

A silver MacBook Pro laptop is open on a desk. The screen displays the logo for YIMA, which consists of the word "YIMA" in a serif font, underlined, with the tagline "When history matters" in a smaller sans-serif font below it. The background of the screen is a light, textured blue. The laptop is in the foreground, and the background is a blurred office or library setting with a desk, a chair, and some papers.

YIMA
When history matters

DESIGNING FUTURE SCENARIOS FOR MUSEUMS AND CULTURAL INSTITUTIONS

<http://www.museodolom.it/home/portfolio/thesproutworkshop/>



museo
dolom.it

ISOIPSE
REMIKOTE - KITA HOTEL - TIGOTTNERA

THE SPROUT WORKSHOP

MOUNTAIN EDITION
5-9 JUNE 2017
RIFUGIO LAGAZUOI
CORTINA D'AMPEZZO, ITALY

THE EXPERIENCE INCLUDES

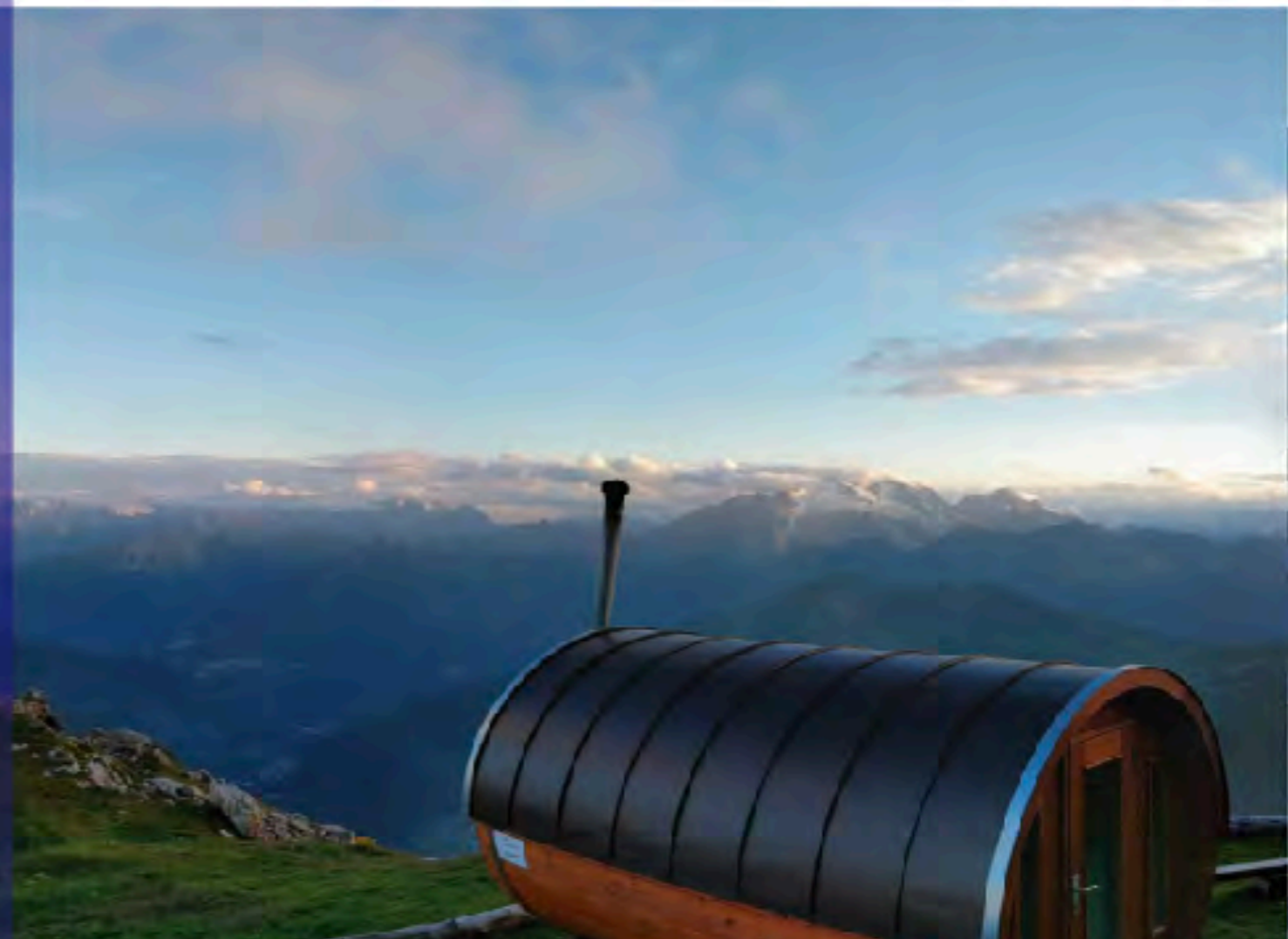
THE SPROUT TRAINING (25h) + HIKING TOURS
+ CULTURAL ACTIVITIES + ACCOMODATION + FOOD
+ TRANSFER CORTINA/SHELTER

PRICES ALL INCLUSIVE:

IN DORMITORY: € 980
IN DOUBLE/TRIPLE ROOM: € 1.350

* PARTICIPANTS ARE REQUESTED TO CHECK IN
SLINDAY 4TH AND CHECK OUT SATURDAY 10TH

INFORMATION & BOOKING: INFO@MUSEODOLOM.IT



AUGMENTED AVATARS

<https://vimeo.com/150419080>



INDOOR MIXED REALITY

<https://vimeo.com/150432626>



SPATIAL SOUND AUGMENTATION FOR ECOSYSTEM ARCHIVAL AND SIMULATION

<http://www.perditaphillips.com/cusp/>



INDOOR MIXED REALITY

<https://vimeo.com/144373811>

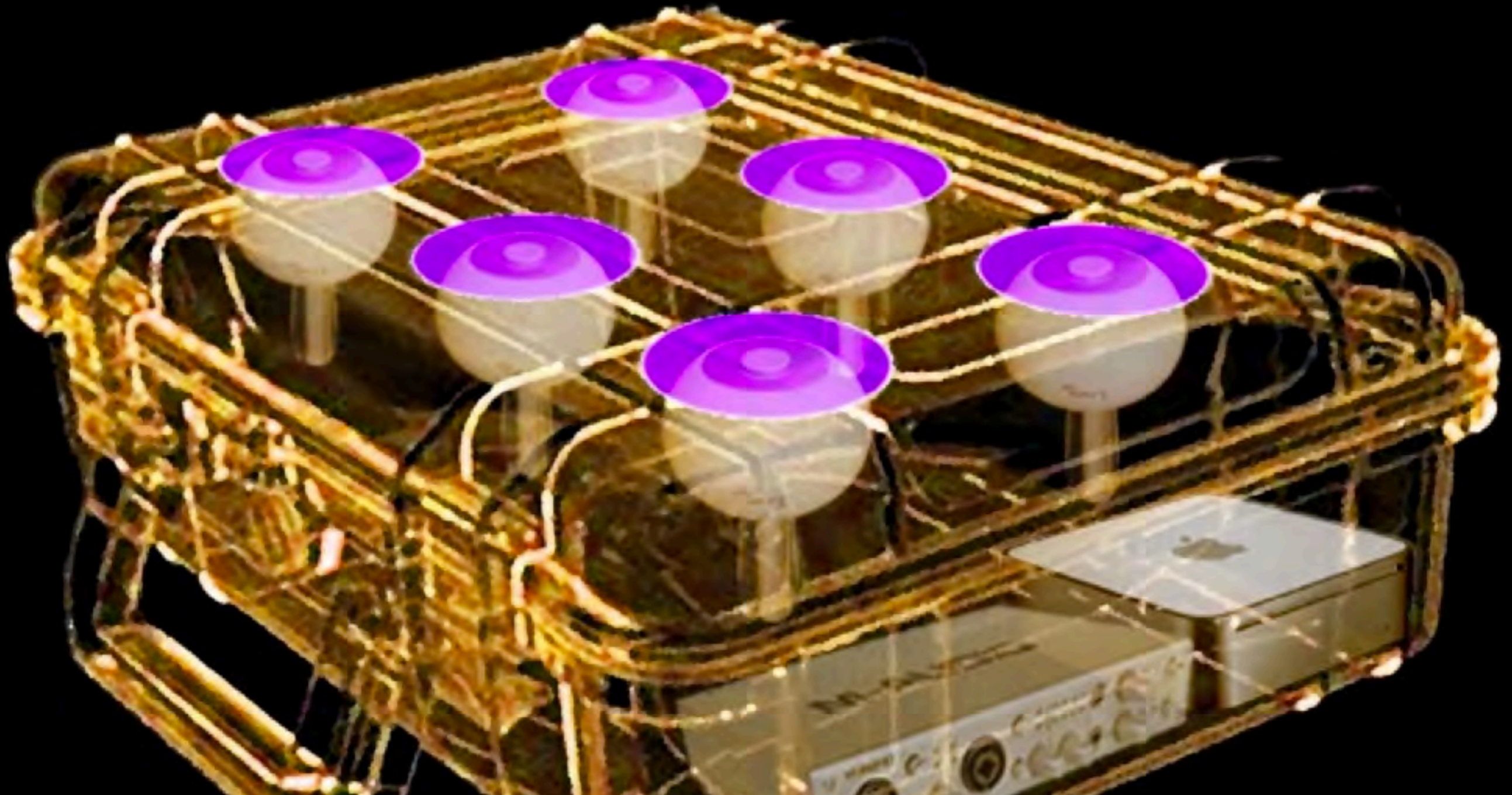


OUTDOOR MIXED REALITY



LIVE CODED WEATHER DATA FOR AUDIOVISUAL PERFORMANCE

<https://vimeo.com/144358206>



LIVE CODED WEATHER DATA FOR AUDIOVISUAL PERFORMANCE

<https://vimeo.com/226887033>



WEATHER MEDIATED MMO VIRTUAL WORLDS

<https://vimeo.com/150431372>

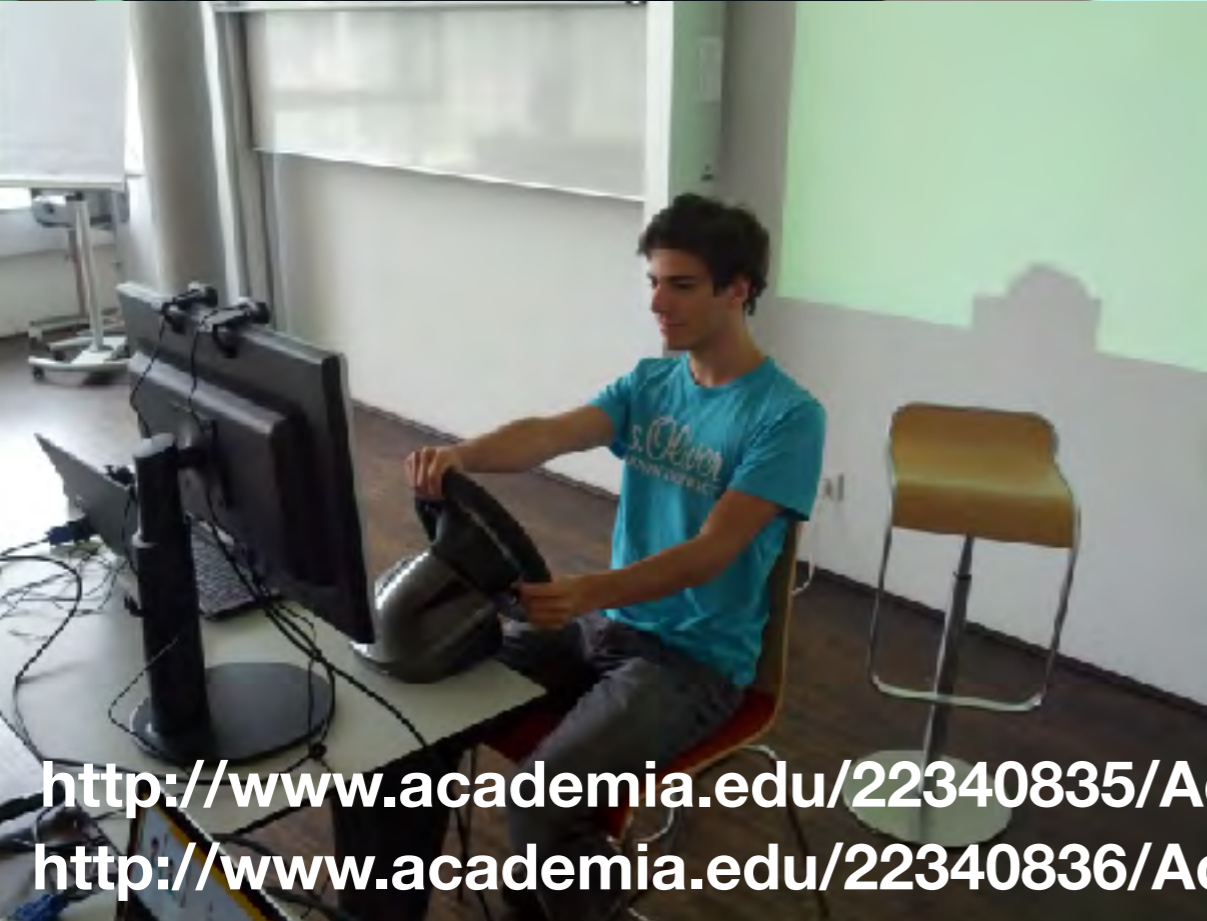


LIVE CODED WEATHER DATA FOR AUDIOVISUAL PERFORMANCE

<https://vimeo.com/150434562>



AUTOMOTIVE INTERFACES



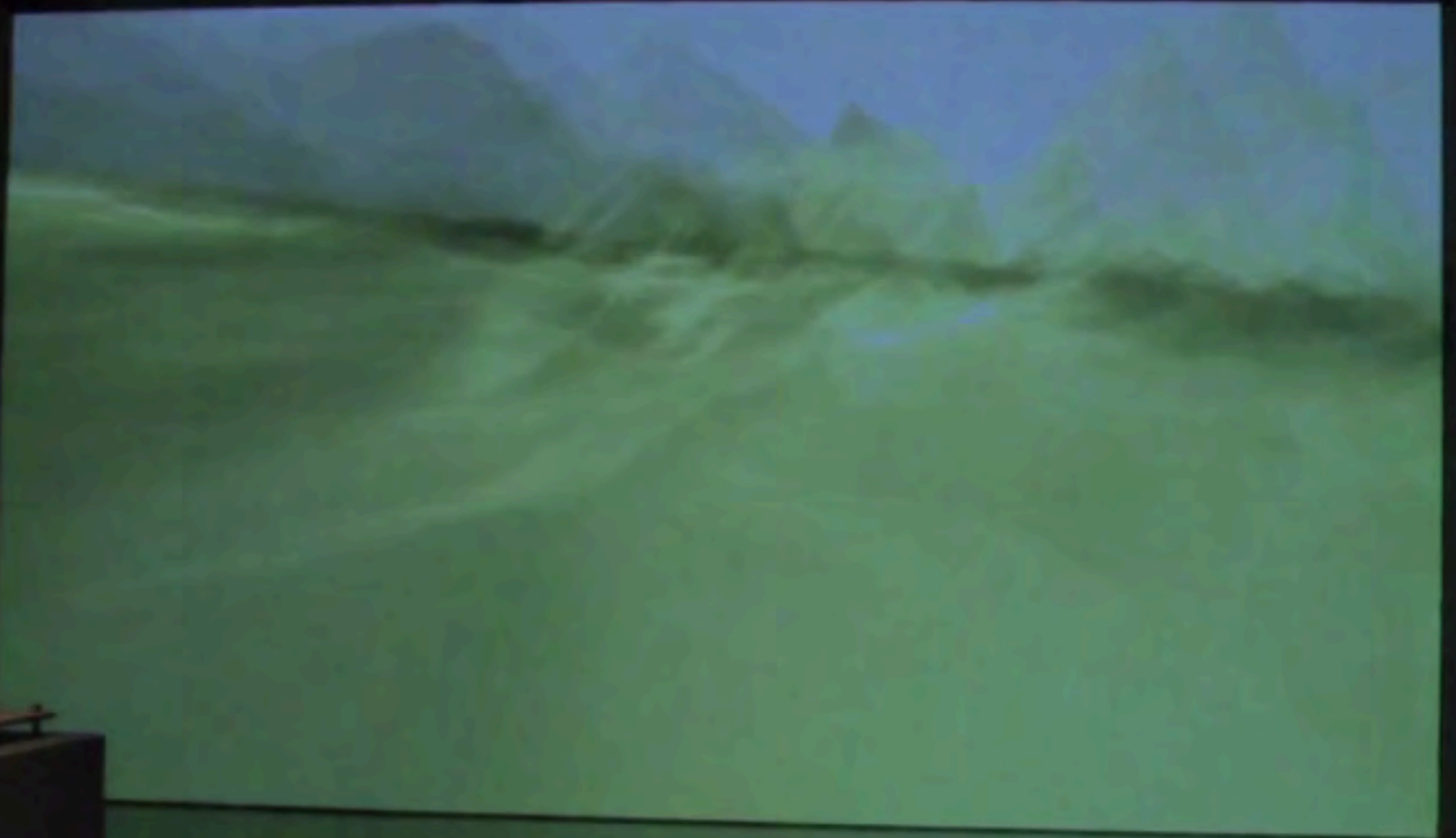
http://www.academia.edu/22340835/Advanced_traffic_light_interface

http://www.academia.edu/22340836/Adaptive_digital_sunshade

BREATH SENSING INTERFACES

NANO-MICROSCOPY AND 3D IMMERSIVE ENVIRONMENTS

<https://vimeo.com/9314544>



SERIOUS GAMES FOR GENETICS EDUCATION

<https://play.google.com/store/apps/details?id=com.FHS.Origin>

ORIGIN

ORIGIN

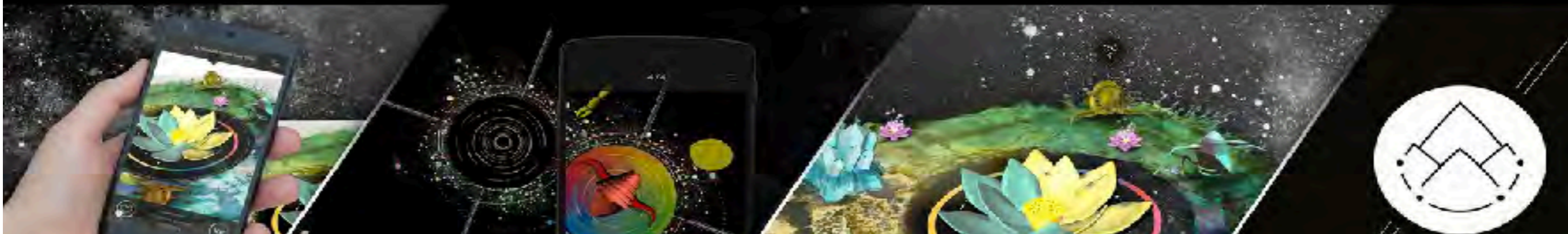
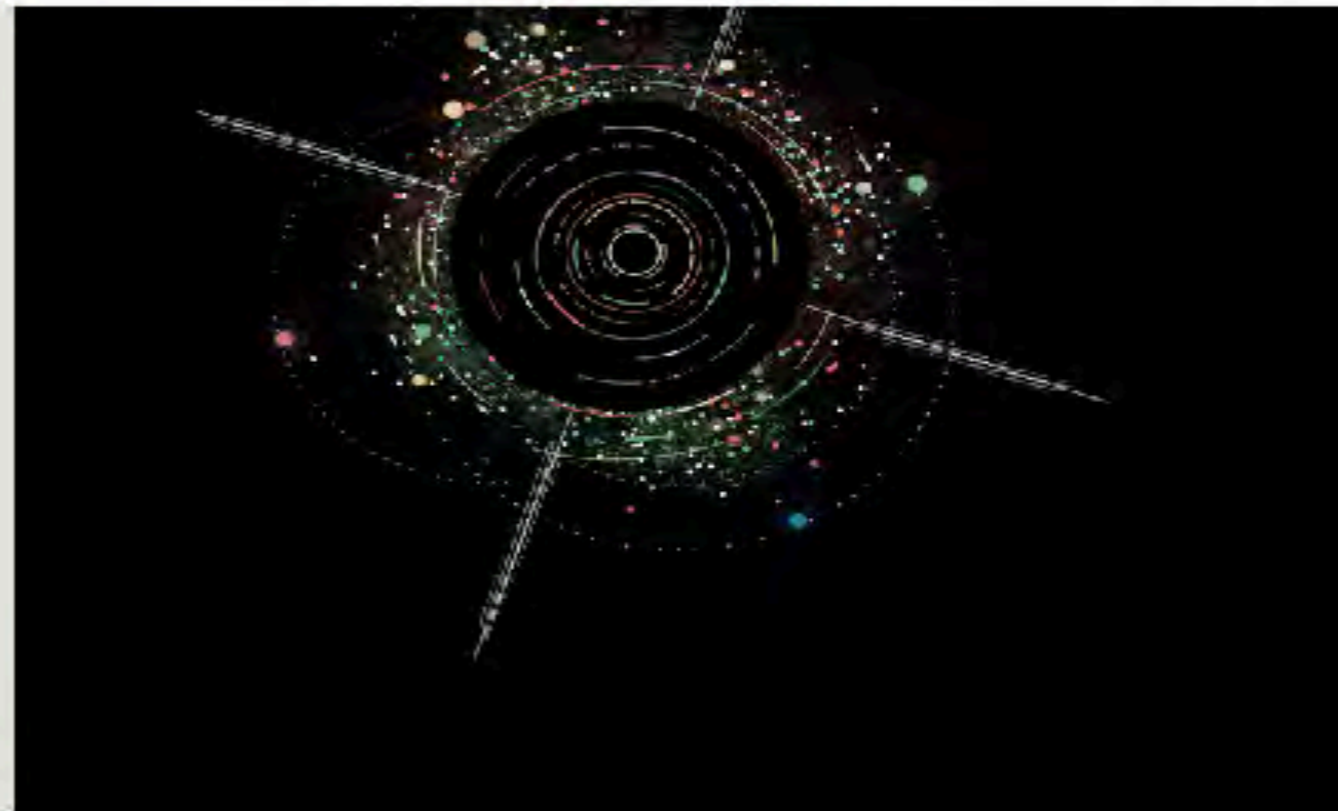
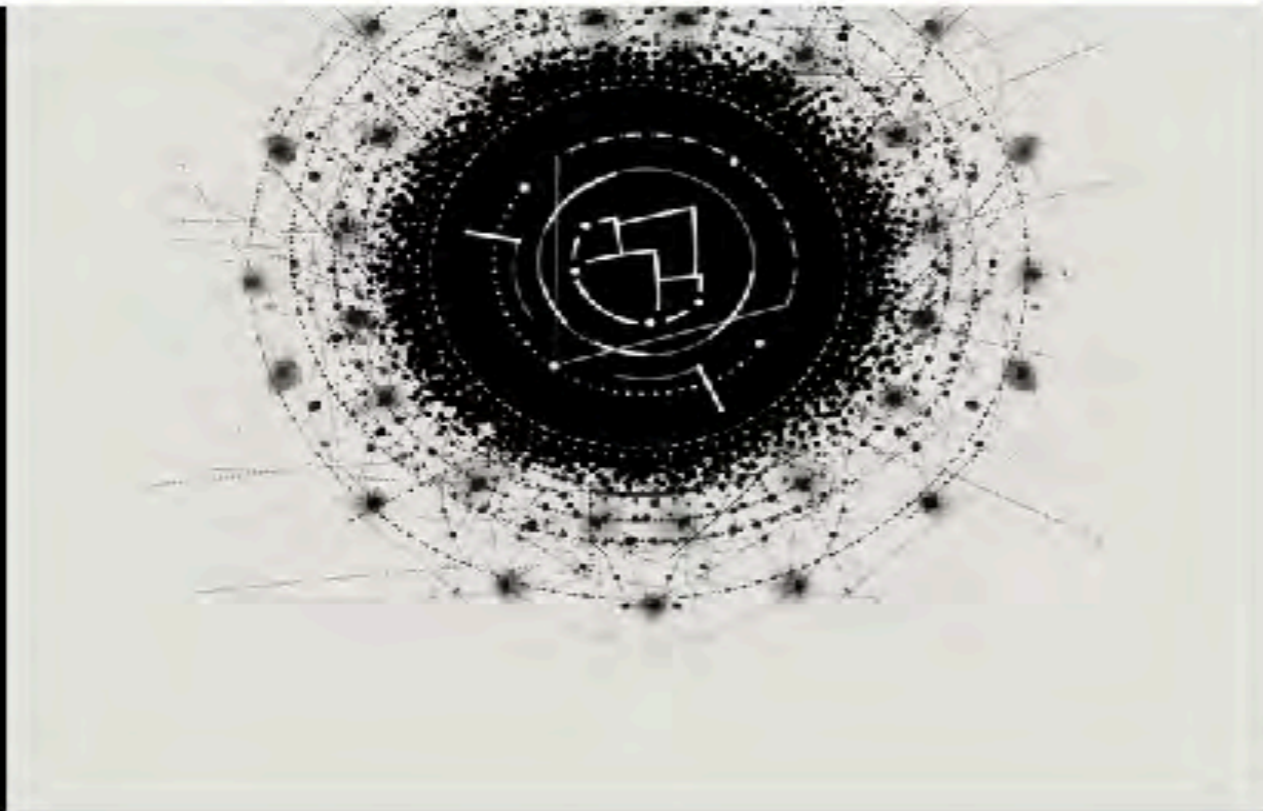
NEEDS

PLAY

TRY IT

ABOUT

PR



SERIOUS GAMES FOR SUSTAINABILITY EDUCATION

<http://www.nivagame.com/>



SERIOUS GAMES FOR SUSTAINABILITY EDUCATION


DROPZONE

SAVE THE PLANET



REAL TIME OPEN DATA ANALYSIS DATABASING AND VISUALISATION

<https://vidatio.com/#usp>



IN NUR **DREI SCHRITTEN** ZU DEINEM VIDATIO!

- Daten hochladen.
- Vidatio wird automatisch erstellt.
- Vidatio verwenden.

GET STARTED



AUTOMATISIERT

Vidatio empfiehlt Dir die am besten geeignete



2 KLICKS

Erstelle ansprechende Visualisierungen mit nur



OPEN DATA

Vidatio ist eine Sammelstelle für frei

INTERFACE RESEARCH FOR VIRTUAL MUSEUM EXPERIENCES

<https://screechingnerdflowers.tumblr.com/>

<https://sinnbefreit.tumblr.com/>

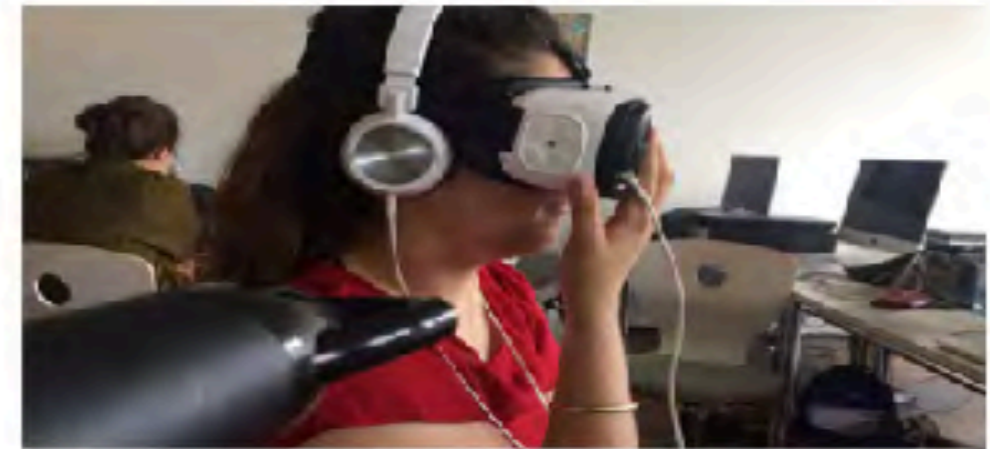
<https://just-breathe-interface-design2.tumblr.com/>

<https://krihannaurus.tumblr.com/>

<https://mythosexperience.tumblr.com/>

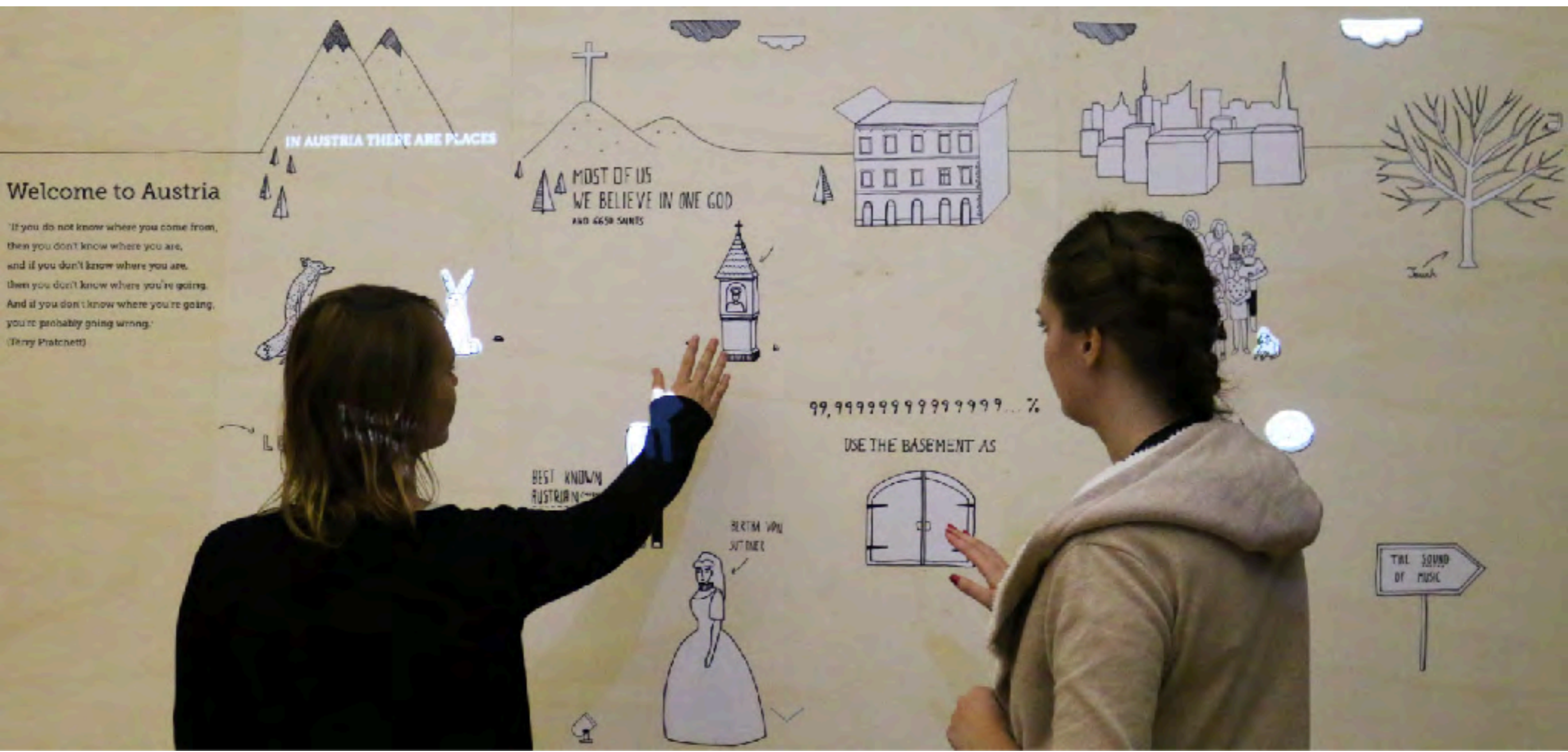
<https://affen-bande.tumblr.com/>

<http://depthmapproject.tumblr.com/>

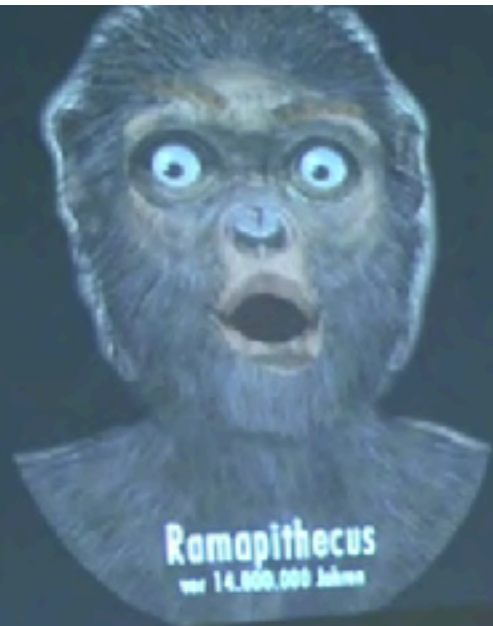


INTERACTIVE WALLS FOR ENHANCE MUSEUM EXPERIENCES

<https://vimeo.com/173384140>



FACE TRACKING FOR ENHANCED ENGAGEMENT WITH EVOLUTION



<https://vimeo.com/221823680>



AUGMENTING SMART CITIES & CITIZENS FOR CULTURAL DEVELOPMENT

<https://www.youtube.com/watch?v=9a5KQIV0cwk>

https://issuu.com/mediacube/docs/we_ar_lehen_individualprojects



PROJECTION MAPPING AND GESTURAL INTERFACES FOR REMEDIATING MUSEUM COLLECTIONS

<https://vimeo.com/218996335>



TELEMATIC INTERACTION FOR REMEDIANING MUSEUM COLLECTIONS

https://www.facebook.com/pg/ANTONausstellung/videos/?ref=page_internal



ANTHROPOCENIC DESIGN FOR NATURAL HISTORY MUSEUMS

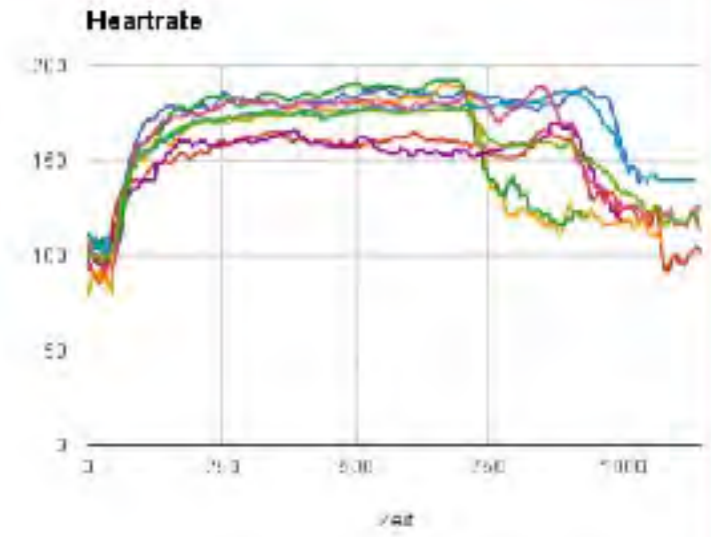


GESTURAL INTERACTION FOR REMEDIATING MUSEUM COLLECTIONS

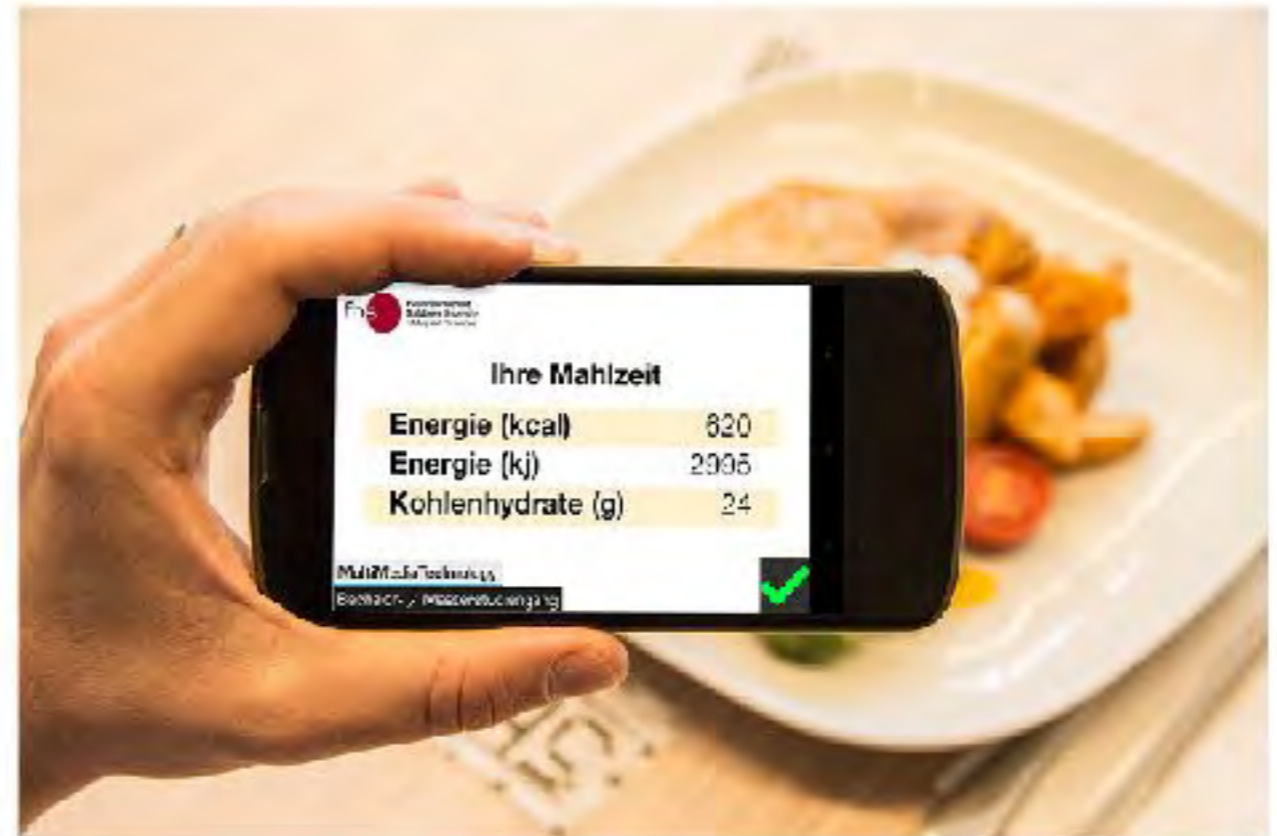
https://www.facebook.com/pg/ANTONausstellung/videos/?ref=page_internal



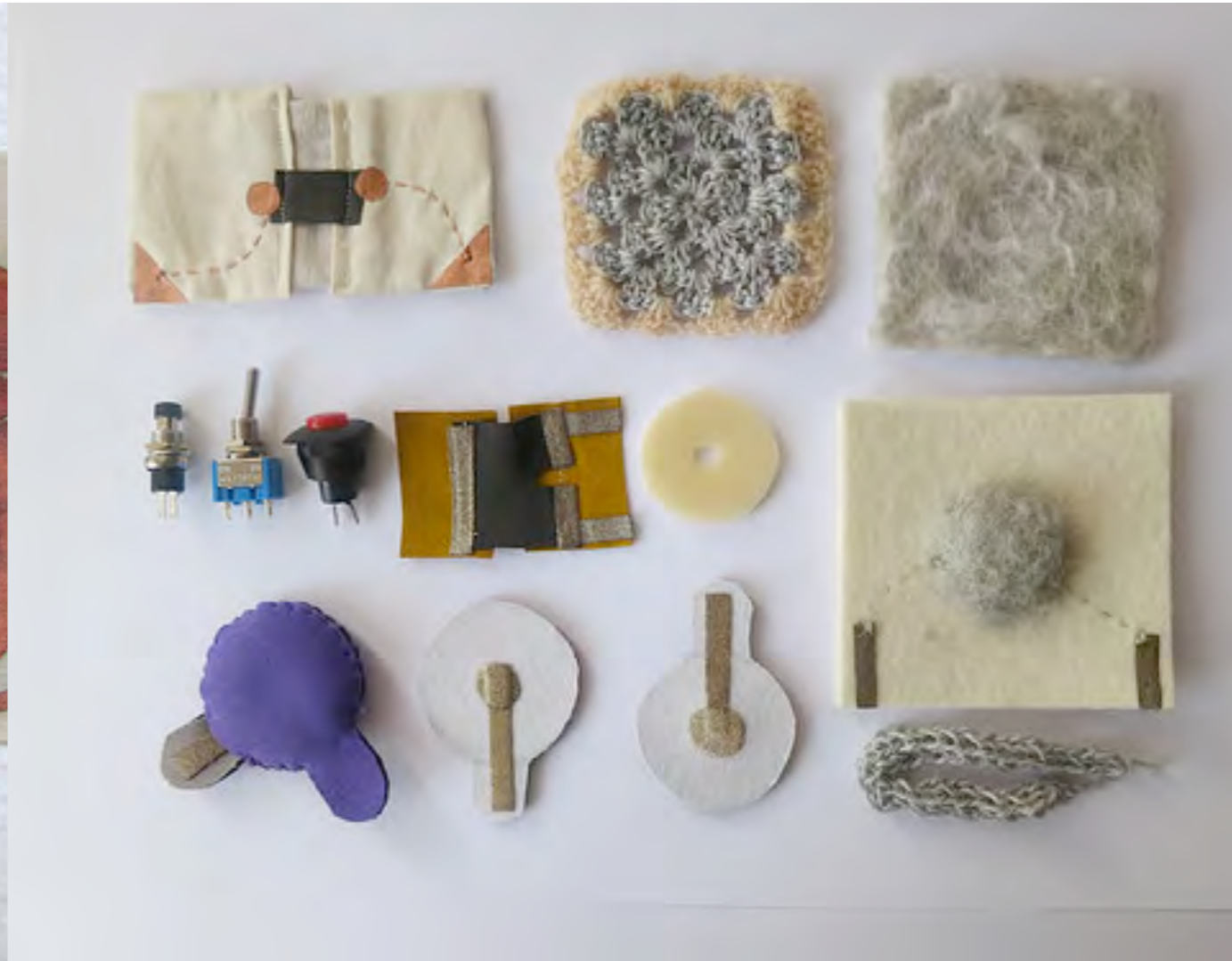
NEXT-GEN FITNESS DEVICES



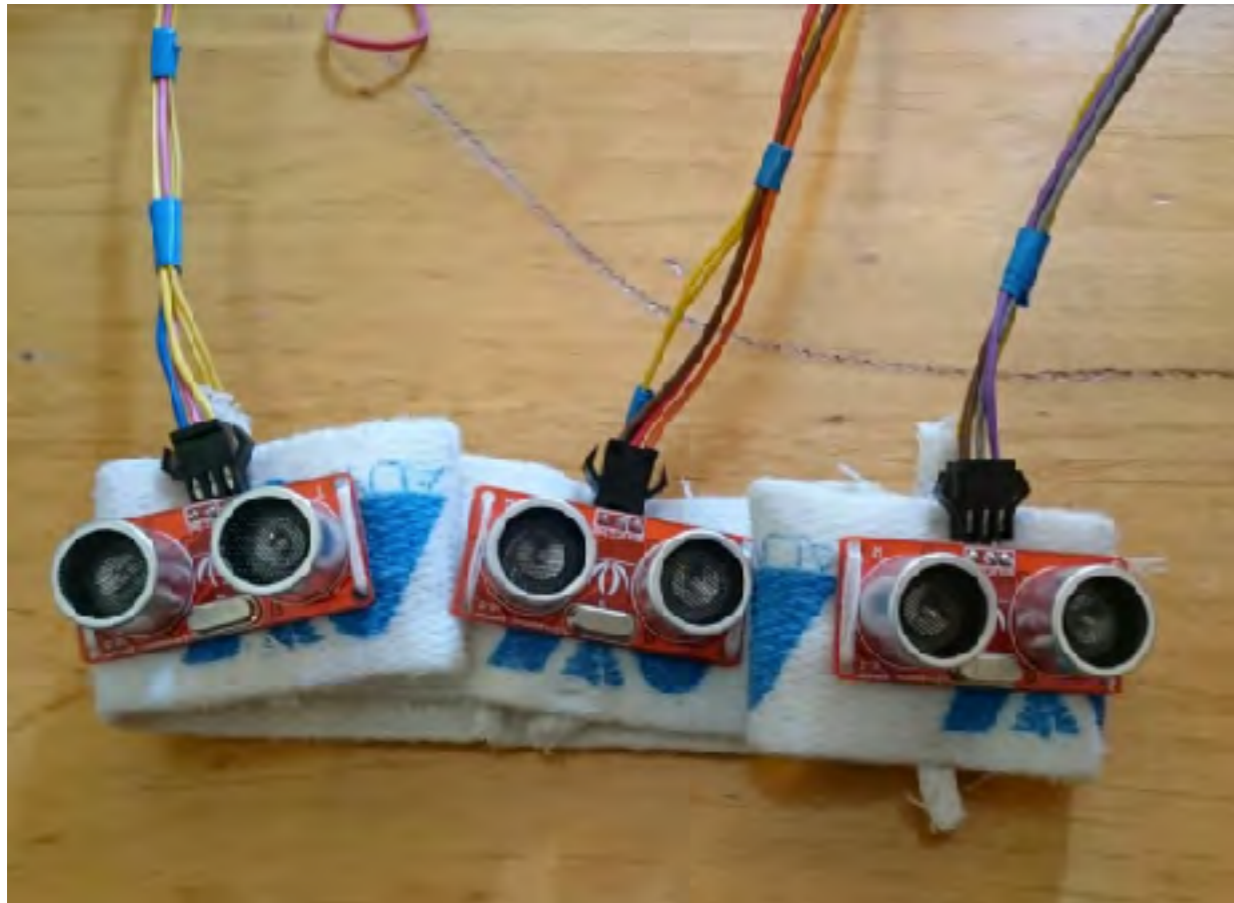
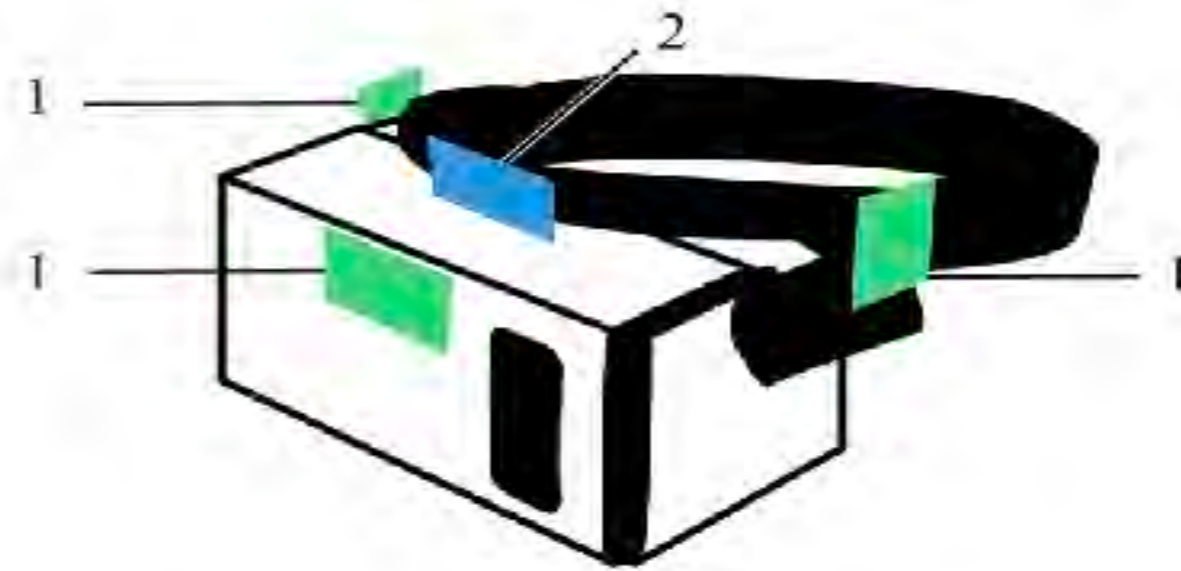
MOBILE AR FOR NUTRITION



SMART TEXTILES



WEARABLE NAVIGATION FOR THE VISUALLY IMPAIRED



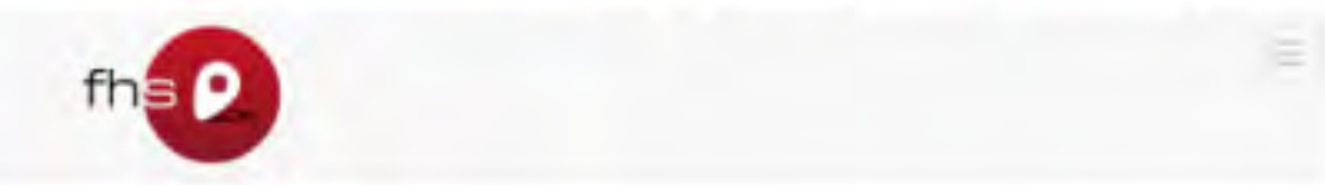
LOCATIONAL AUGMENTED REALITY FOR ROOM SCHEDULING



fhs 

FHS Room Tracking

Datum	Start	Ende	Veranstaltung	LV-Nummer	LBA
11.06.2014	10:00	11:30	MMAB4-Interfacedesign 2 IL/11.1 B		Julian Stöckl
11.06.2014	11:45	13:15	MMAB4-Interfacedesign 2 IL/11.2 A		Julian Stöckl



FHS Room Tracking

Room: 314

Datum	Start	Ende	Veranstaltung	LV-Nummer	LBA
23.06.2014	10:00	11:30	MMAB4-Interfacedesign 2 IL/13.1 A ABGABE/KLAUSUR		Julian Stöckl
23.06.2014	11:45	13:15	MMAB4-Interfacedesign 2 IL/13.2 B ABGABE/KLAUSUR		Julian Stöckl
23.06.2014	13:30	15:00	MMAB4-Film Postproduktion IL/06.1 ABGABE/KLAUSUR		Christoph Feiel
23.06.2014	15:15	16:45	MMAB4-Film Postproduktion IL/06.2 ABGABE/KLAUSUR		Christoph Feiel



OPEN DESIGN METHODS FOR ACCELERATING DIGITAL LITERACY



WEARABLE AR AND GESTURAL CONTROLLERS

<https://www.wikitudo.com/wikitudo-powering-local-minds-and-imaginations/>



CREATIVE CODING EDUCATION

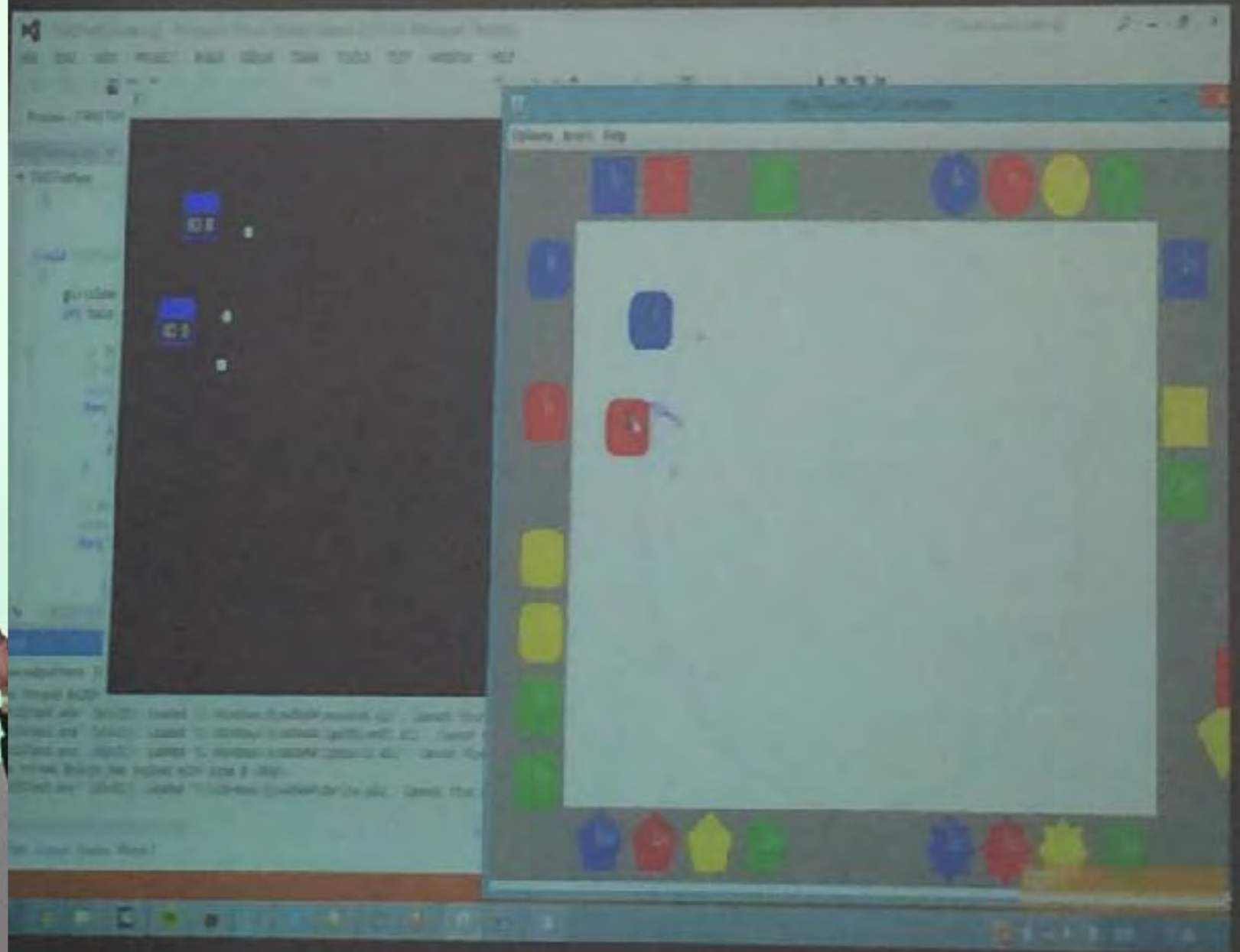
Cinder code

```
#include "TudoClient.h"
#include "TudoCursor.h"
#include "TudoMessage.h"

TudoClient tudo;
void TudoApp::setup()
{
    tudo.connect( 3333 );
}

if( tudo.isConnected() ) {

    // Draw a center dot in all the cursors, to test the ability
    // of tudo.getCursors() to get all cursors in one vector.
    vector<Tudo::Cursor> cursors = tudo.getCursors();
    for( vector<Tudo::Cursor>::iterator cursor = cursors.begin();
        cursor != cursors.end(); ++cursor )
        glColor( Color::white );
        glDrawSolidCircle( cursor->getPos() *
            width(getWindowSize()), 5.0f );
}
```



EYE TRACKING FOR REMEDIATING MUSEUM EXHIBITIONS

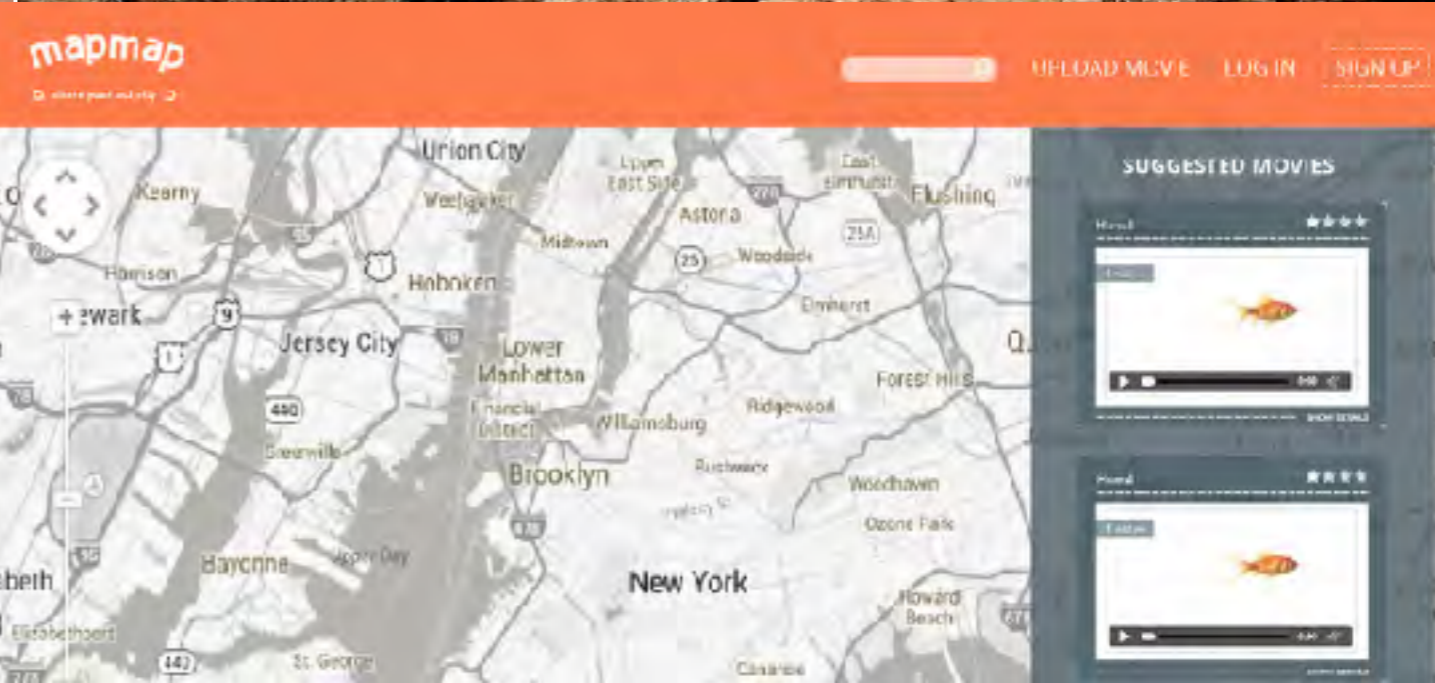
<https://vimeo.com/221433433>



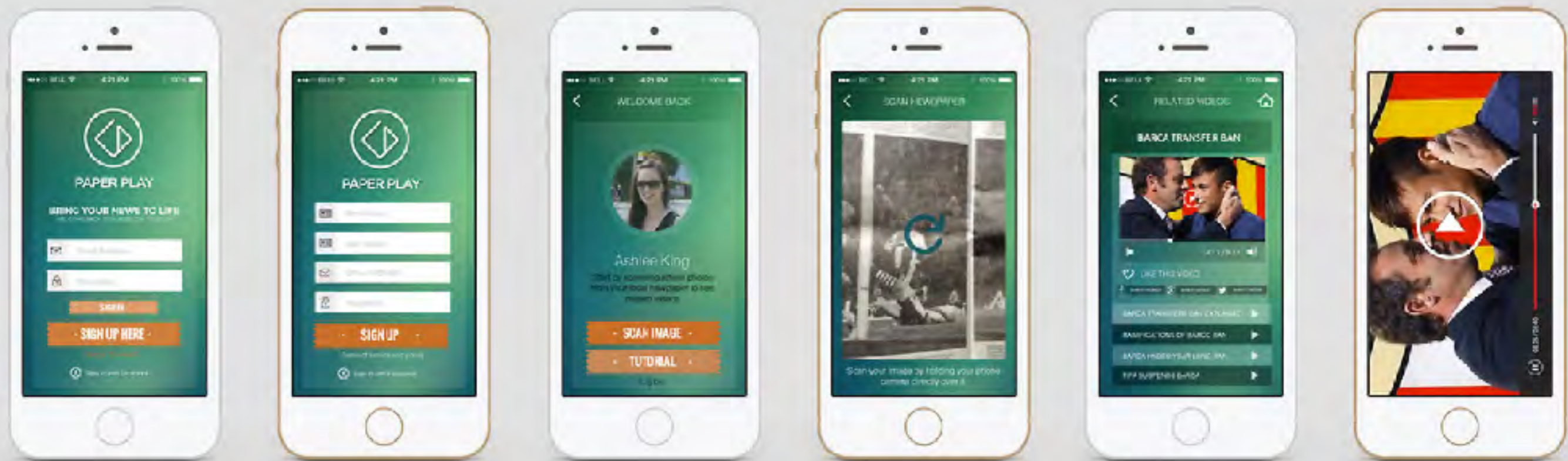
AUGMENTED REALITY FOR NATURE BASED ART GALLERIES



GEOLOCATIVE LIFE LOGGING FOR GOOGLE GLASSES



AUGMENTED REALITY FOR PRINT JOURNALISM



OUTDOOR MIXED REALITY INFORMATION DISPLAYS

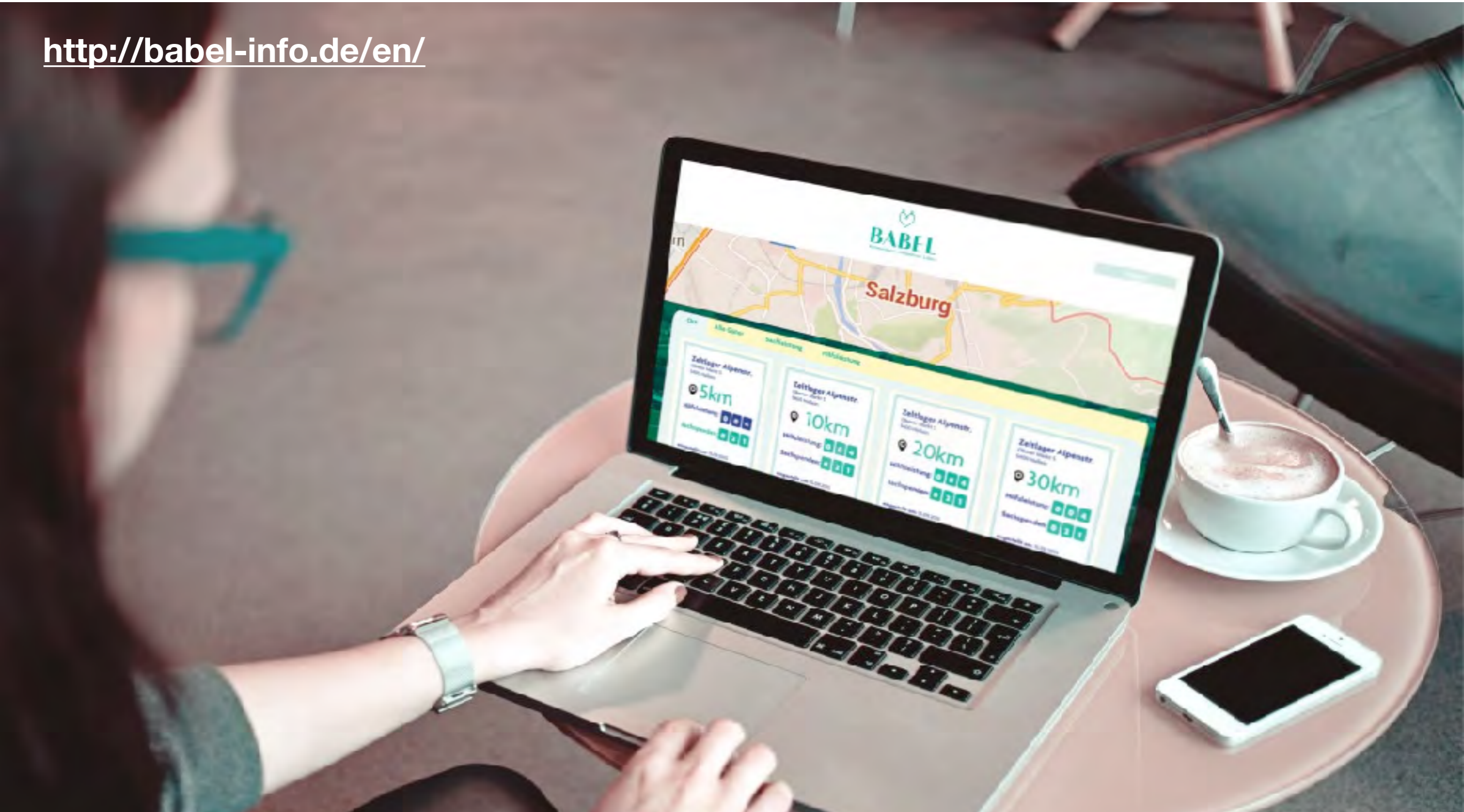


AR FASHION MEDIA



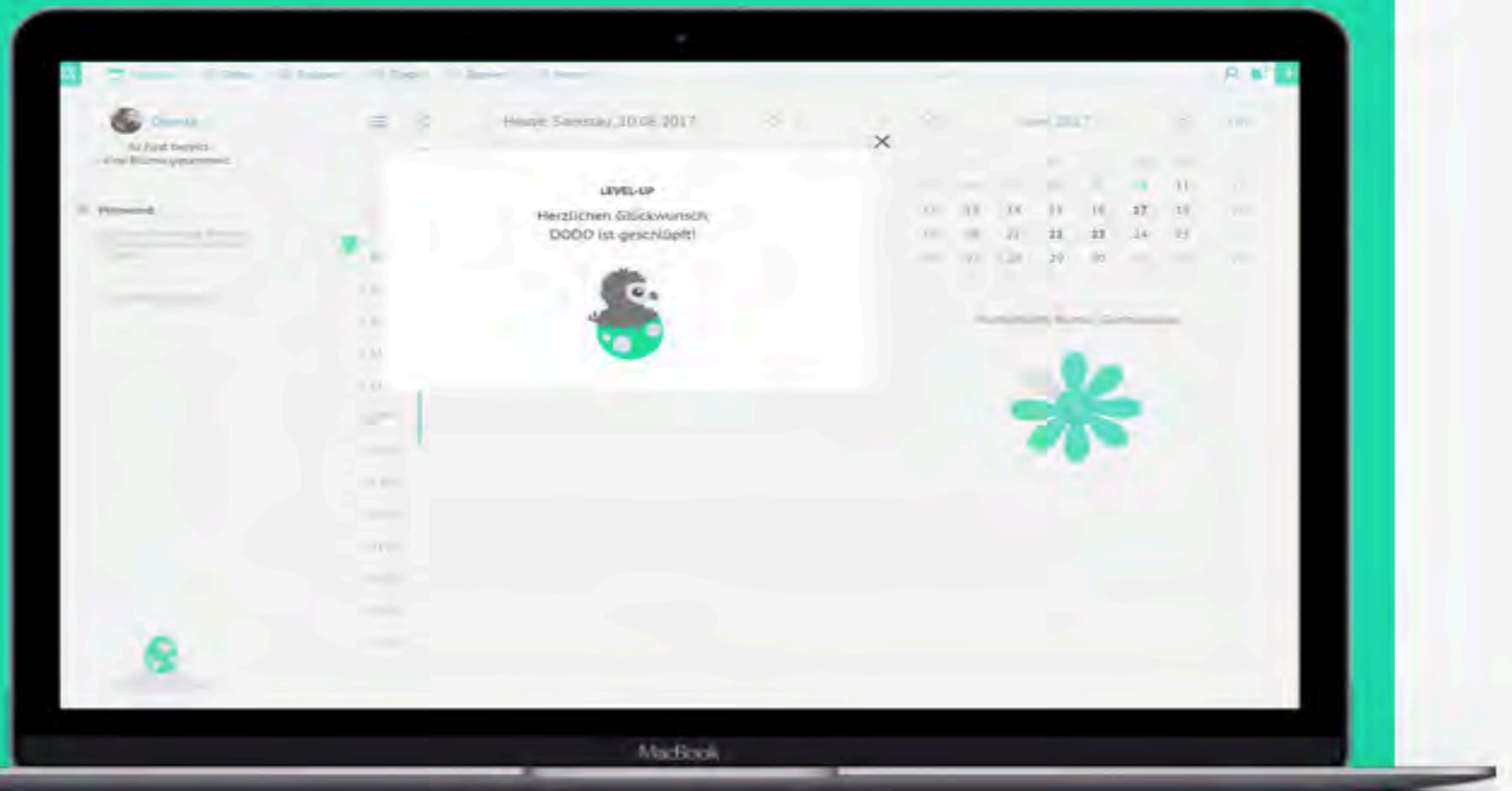
MOBILE SOLUTIONS FOR REFUGEES

<http://babel-info.de/en/>



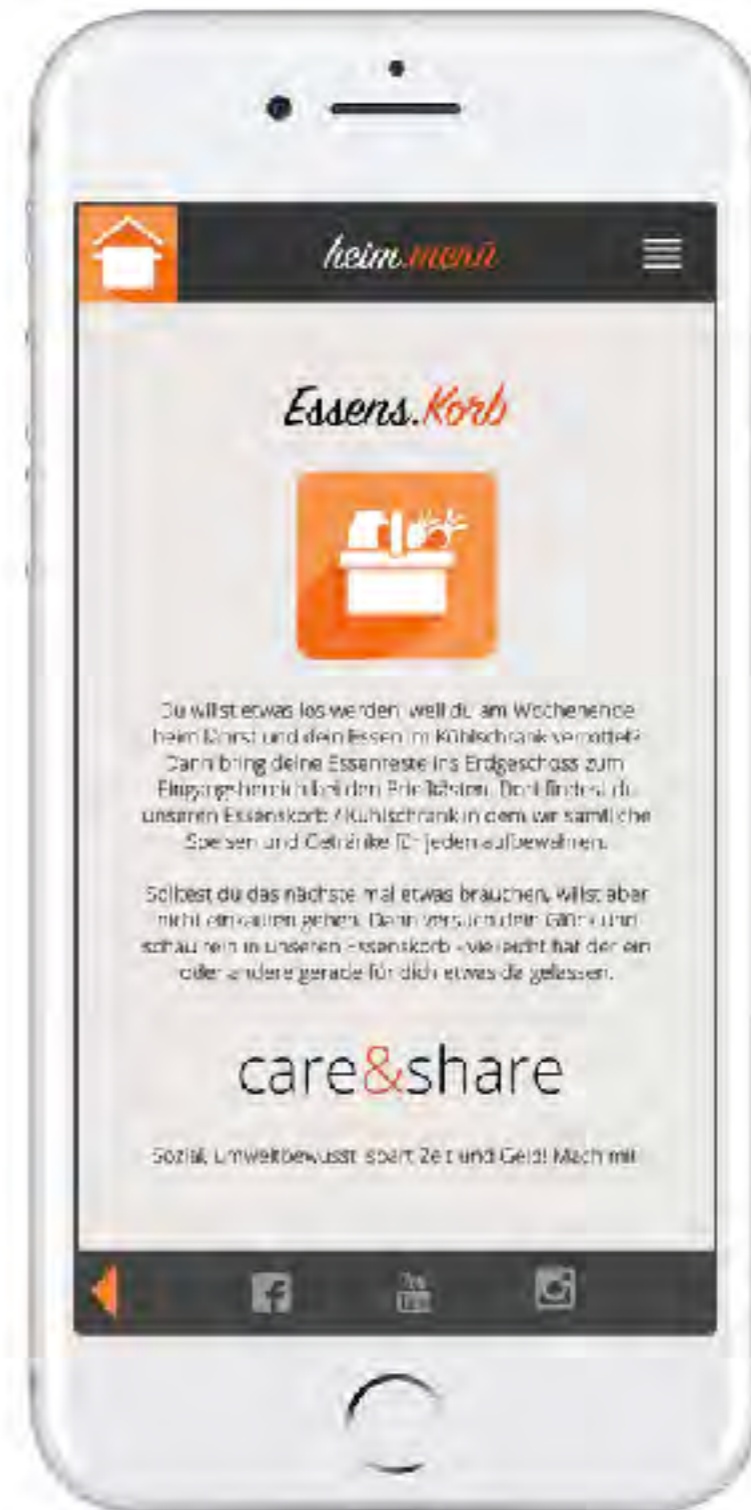
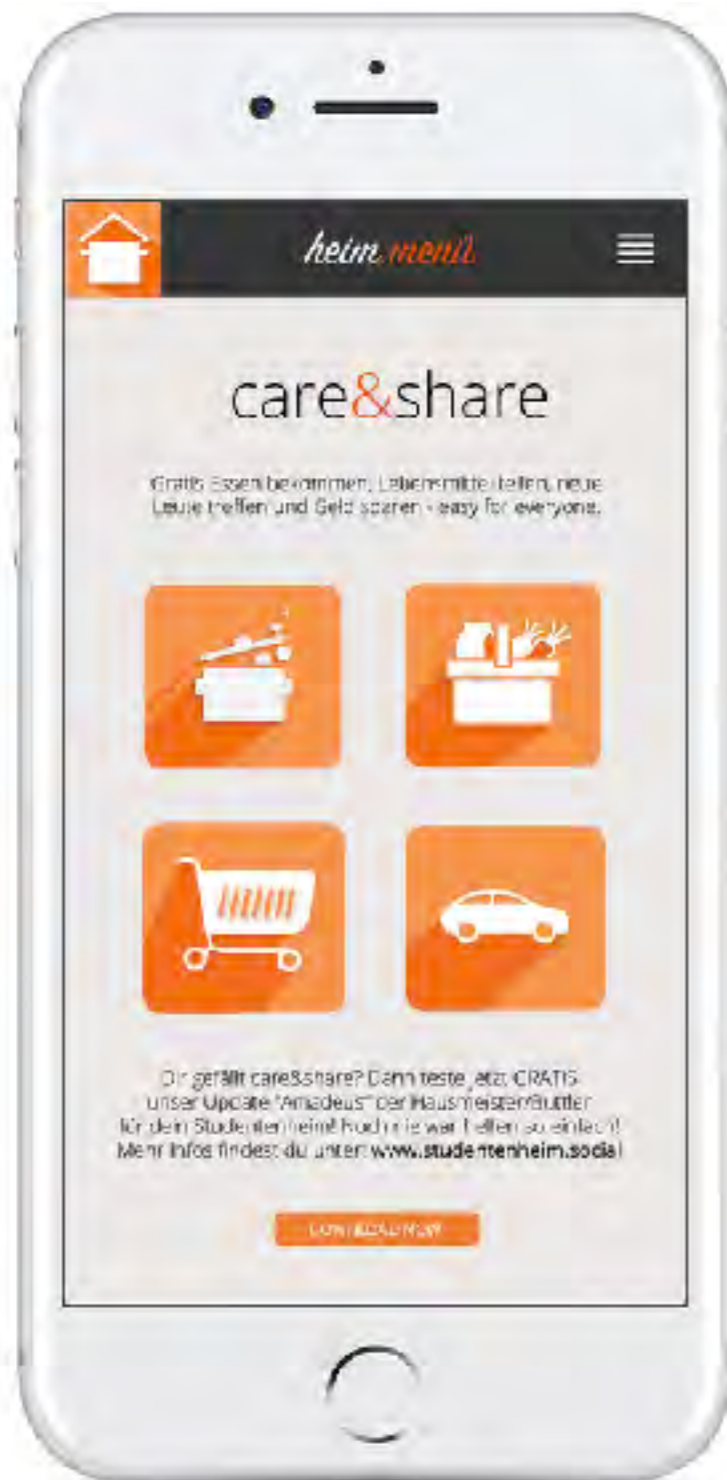
STUDENT FOCUSSED, INSTITUTIONALLY SYNCHRONISED ORGANISATIONAL APPLICATIONS

<https://dodo.rocks/>



FOOD SHARING APPLICATIONS

<https://marvelapp.com/1ea83cf/screen/22934268>



AUGMENTED/INTERACTIVE READING

<http://www.interactivereading.de/>



THANK YOU :)

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<http://julianstadon.tumblr.com/>

marart.org

<https://vimeo.com/julianstadon>

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