UPCOMING EVENTS

VIRTUAL BROAD ART MUSEUM: ZAHA HADID

John Fillwalk and IDIA were commissioned by Michael Rush, Director of the new Broad Art Museum at MSU- designed by Zaha Hadid - to create a comprehensive virtual art museum program – the first of its kind.

IDIA @ CHILDREN'S MUSEUM

The IDIA is installing an interactive exhibition at the Muncie Children's Museum exploring the five senses. Designed by students in our Immersive Learning Seminar, it includes explorations using custom electronics and software.

VIRTUAL LEARNING: ON DEMAND

The IDIA is currently building a multifunction virtual campus in Unity3D that can accommodate large or small group interactions – just-in time and on-demand delivery of media, communications and collaborative virtual experiences.

This semester the IDIA has been in development on several major initiatives including the submission of a request with BSUMA to the IMLS National Leadership Program for support of an exhibition to reconnect ancient Roman sculpture from Hadrian's Villa with virtualized original contexts; the IDIA has been commissioned to design a virtual presence for the new Broad Museum of Art, designed by architect Zaha Hadid; IDIA invited author and new media art curator Christiane Paul from the Whitney Museum of Modern Art for a campus lecture; we launched our new virtual and mobile Flickr interface; IDIA Seminar students launched their Collection Portal / MS Surface Project at the BSUMA; and we were invited to participate in Intel's ScienceSim virtual development community.

IDIA PRESENTS CHRISTIANE PAUL

Christiane Paul, Whitney Museum of Modern Art New Media Art Curator and author gave a lecture at Ball State University on March 24th. Dr. Paul explored the challenges that new media art presents to institutions and the art market. She also discussed how museum exhibitions – both new media and traditional – respond to technological culture, as well as the historical roots of the complex relationship between new media and the mainstream art world.

Christiane Paul, is the Director of the Media Studies Graduate Programs and Associate Professor of Media Studies at The New School in NY, she is also the Adjunct Curator of New Media Arts at the Whitney Museum of American Art. She has written extensively on new media arts and lectured internationally on art and technology. An expanded new edition of her book Digital Art, as well as her edited anthology New Media in the White Cube and Beyond – Curatorial Models for Digital Art, was published in 2008. At the Whitney Museum, she is responsible for artport, the museum's online portal to Internet art and has curated the shows Profiling, Data Dynamics, as well as the net art selection for the 2002 Whitney Biennial. Dr. Paul has previously taught in the MFA computer arts department at the School of Visual Arts in New York; the Digital+Media Department of the Rhode Island School of Design; and the Center of New Media at the University of California Berkeley.

Christiane Paul

http://idialab.org/news_events/145

Virtual Worlds/Social Media Mashup: Flickr Gettr v4

VIRTUAL WORLDS/SOCIAL MEDIA MASHUP: FLICKR GETTR

IDIA Lab's Flickr Gettr connects the social image repository of Flickr to virtual worlds and mobile devices through an interactive 3D and media experience - immersing the viewer in a dimensional cloud of user searched imagery. Flickr Gettr positions virtual worlds as a portal to investigate media in the information metaverse. Virtual worlds have the potential to position the Internet as a three-dimensional information and communication platform where live data can flow in and out to visualize, contextualize, communicate, and to inspire. Flickr Gettr has been selected as a Linden Lab editor's picks http://secondlife.com/destination/flickr-gettr and John Fillwalk hosted a preview tour to Linden Labs CEO, Rod Humble — formerly at Electronic Arts. The work has garnered much attention for BSU's IDIA as a prototype for the connected potential of virtual worlds - including this video reportage: http://www.youtube.com/watch?v=fddePmckUE4
more info here: http://idialab.org/projects/45

BSU MUSEUM OF ART / MS SURFACE COLLECTION PORTAL

The BSU Museum of Art Collection Portal and Blue Mars Historic Simulation — both yearlong IDIA Immersion Seminar projects - launched this semester at the Ball State University Museum of Art. The BSU Museum of Art Collection Portal was developed by students in IDIA's Immersion Seminar in collaboration with BSU faculty and IDIA's external industry research fellows. The intensive applied research project was developed in partnership with the BSUMA and sponsored by the Provost's Immersive Learning Initiative.

The interdisciplinary team from art, computer science, architecture and music has developed an innovative, touch-based application to navigate the collection. The portal bridges the Microsoft Surface interface with the Museum's collection database - the Digital Images Delivered Online (DIDO). DIDO is hosted on the Digital Media Repository through

BSU Museum of Art Collection Portal

Bracken Library. The Surface affords Museum visitors an interactive platform to individually or collaboratively make virtual connections between works of art both on display and in reserve - accessing information and media across the collection. Special thanks to IDIA Research Fellow Jeff Berg from IBM Interactive!

http://bit.ly/IDIA_Surface and http://bit.ly/fNl8ns

VIRTUAL MIDDLETOWN IN BLUE MARS

IDIA , in collaboration with the Center for Middletown Studies and University Libraries is creating a virtual living museum using the Middletown Studies research. The Virtual Middletown Project in Blue Mars, funded by the Emerging Media Initiative, is live simulation of the early twentieth-century Ball Glass Factory. The virtual living museum concept is modeled after historical simulations such as Colonial Williamsburg - virtually incorporating Non-Player Characters and interactivity in a live 3D environment. The Middletown Project brings to life classic sociological studies that established the community as a barometer of social trends in the United States. In the years since, scholars in a variety of fields have returned to Muncie to follow up on the Lynds' work, making this small city among the most studied communities in the nation.

This virtual simulation will position Ball State University collaborative research and design efforts in the next generation, high fidelity world of Blue Mars - prototyping our innovation in virtual learning methodologies.
http://idialab.org/projects/44

Interior of the Blue Mars Simulation of the Ball Glass Factory 1920s

IMLS NATIONAL LEADERSHIP PROGRAM – VIRTUAL HADRIAN'S VILLA

The IDIA and the BSUMA, submitted a request to the IMLS National Leadership Program in partnership with the World Heritage Laboratory at the University of Virginia, for support of an exhibition to reconnect ancient Roman sculpture from Hadrian's Villa with their virtualized original settings. If successful, the exhibit would take place at the BSUMA in collaboration with the British Museum and the Vatican Museum - connecting the world's best scholars on the villa in a dynamic physical and virtual international exhibition.

NEW VIRTUAL HUD SYSTEM AND LIVE GREETER BOTS IN BLUE MARS

The IDIA released a new information and navigation system in the virtual world of Blue Mars. This heads-up-display system allows visitors to conveniently investigate and travel the large-scale virtual environment of IDIA's historical simulations in Blue Mars. Also new in this release is the introduction of an automated greeter bot avatar system which engages visitors in scripted conversations to learn about the simulations. http://bluemars.com and http://bit.ly/c0oYgv

BSU's IDIA INVITED TO JOIN INTEL'S SCIENCESIM VIRTUAL WORLD

IDIA was invited to participate in Intel's ScienceSim, a virtual world for the high performance computing community involved in shaping the 3D Internet. IDIA will contribute its design and research efforts in virtual worlds, mash-ups and hybrid reality within this creative and scientific consortium. Intel's ScienceSim is maintained in collaboration with IEEE and ACM SuperComputing conference committees. Info: http://bit.ly/IDIA_ScienceSim and press release: http://bit.ly/IDIA_SciSim.

RIMMEA NATIONAL SCIENCE FOUNDATION BSU EVENT

BSU's College of Architecture and Planning hosted a two-day NSF workshop researching materials and manufacturing for extreme affordability. Partners included the American Society of Mechanical Engineers (ASME), and the Institute of Electrical and Electronics Engineers (IEEE). The IDIA was invited to install its Flickr Gettr virtual/mobile mashup in the BSUMA and its Twitter Cloud to augment the efforts of the work groups. http://bit.ly/hJ5buJ

FORM FROM THOUGHT SYMPOSIUM: ART/SCIENCE

John Fillwalk was invited to speak at the Inaugural Form From Thought Symposium at Michigan State University on March 31st. The symposium launched their new Electronic Art and Intermedia program that emphasizes Art/Science collaborations http://bit.ly/gz5dDJ. Fillwalk participated on a panel discussion and NYC radio show with Whitney Curator Christiane Paul, artist Ken Feingold and others. Hosted by Broad Art Museum Director Michael Rush.

BSU-HOSTED OPEN SOURCE VIRTUAL GRID

IDIA has initiated a joint project with the Office of Information Technology to establish the first instance of a Ball State University self-hosted virtual grid – a system of interconnected virtual simulators running on the open source OpenSimulator.org and OSgrid.org initiatives. This would provide the framework for a cost-effective, secure and configurable virtual learning platform enabling on-demand teaching and learning solutions.

3D VIRTUAL WORLDS IN A WEB BROWSER

The IDIA is working with new technologies that will allow for the embedding of virtual worlds directly into a web browser – greatly extending the reach of 3D immersive environments. In the case of Google's Chrome, the virtual worlds can be explored directly - without requiring a plugin! Using Unity 3D and Reaction Grid's Jibe middleware, the IDIA is building a series of virtual worlds for both desktop and mobile delivery.

CASE STUDY FOR VIRTUAL TRAINING FOR BSU NURSING STUDENTS

BSU Nursing and IDIA partnered on authoring a case study on the efficacy of employing virtual simulation in the practice of nursing. The study outlined the extraordinary favorables in employing virtual simulation methods with BSU Nursing students in practice interviews via role-playing - using avatars with predefined health histories. Co-authored with Kay Hodson-Carlton, Linda Sweigart, Brandon Campbell and John Fillwalk.

COMPUTATIONAL AESTHETICS CONFERENCE

John Fillwalk was invited to serve as reviewer for the 2011 Computational Aesthetics International Symposium on Computational Aesthetics in Graphics, Visualization and Imaging - taking place August 2011 in Vancouver, Canada. The conference bridges the analytic and synthetic by integrating aspects of computer science, philosophy, psychology, and the fine arts. http://bit.ly/iKKp0w

TWEETS

- IDIA was invited to partner in a grant to the National Park Service in a proposal submitted by Arkansas State University to produce a virtual simulation of the Rohwer Japanese-American Relocation Camp Virtual Heritage Project.
- Submitted proposal for interactive haptic installation for Waterman's 2012 New Media Exhibitions project to coincide with the Olympics in London in 2012.
- Demonstrated laser-scanning techniques for representatives from Saint Gobain – they are interested in exploring 3D laser scanning into glass production workflow.

- Interviewed for article in BSU Alumni Magazine on our Avatar Reality/Blue Mars partnership http://bit.ly/gmaJ9l
- NEH proposal with Arkansas State University - IDIA would develop a virtual simulation of the Lakeside Plantation – historical virtual simulation.
- IDIA BSU Shafer Tower Model approved by Google Earth.
- Workshop by Maura Jasper, Art and IDIA Faculty Fellow in Electronic Art and Intermedia.
- Two-part Intermedia Art and Dance Workshop by Victoria Bradbury, Art and IDIA Faculty Fellow.

About IDIA

THE INSTITUTE FOR DIGITAL INTERMEDIA ARTS at Ball State University is an interdisciplinary virtual design studio exploring the intersections between art, science and technology. Collaborative projects investigate virtual reality, interactive environments, hybrid design, simulation and human computer interface. The IDIA wass founded as part of the Digital Exchange - a digital media initiative at BSU funded by Eli Lilly Endowment, Inc. Artists, designers, scholars, scientists and students engage with international partners through this project-based experiential learning center - investigating the forefront of discourse in emergent media design.

IDIALAB

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