

IDIA

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BALL STATE UNIVERSITY

INSTITUTE FOR DIGITAL INTERMEDIA ARTS

INFORMATION TECHNOLOGY / HYBRID DESIGN TECHNOLOGIES

2017.1 UPDATE

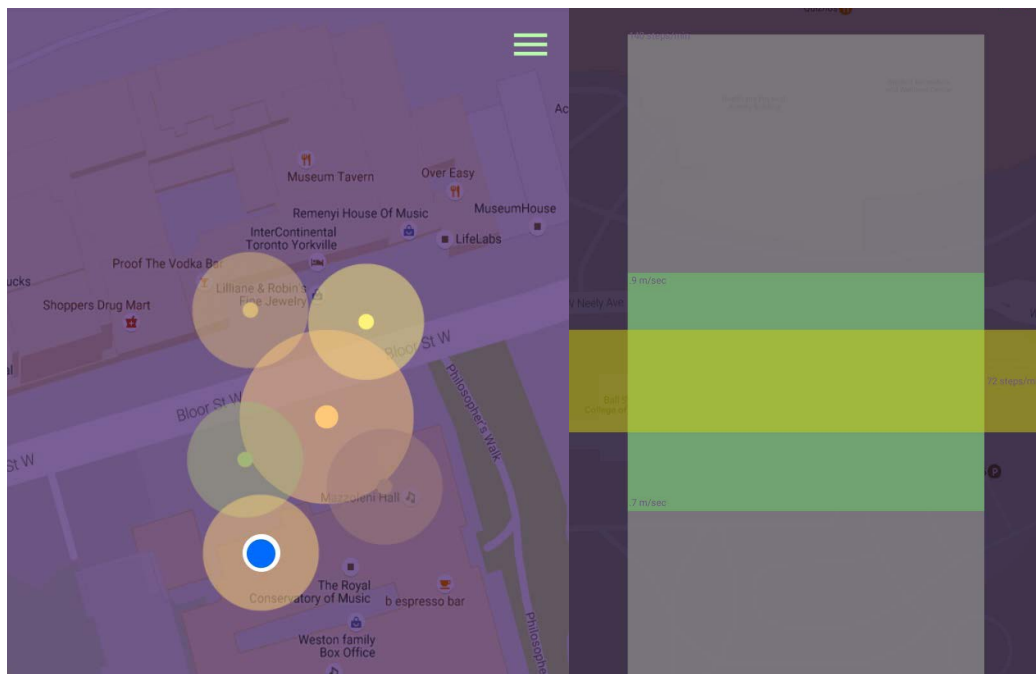
UPCOMING

French television's Planète channel will be showcasing the innovation in virtual reality of BSU's IDIA Lab in an upcoming episode of their series "Dream the Future" which will air in 2017. Watch our Facebook page for details!

We are designing three digital exhibits to be delivered this year for the William Cody Center of the West in Cody, WY which will include augmented and virtual reality - in consultation with Jeremy Johnston, BBCW and Doug Seefeldt, BSU.

IDIA Lab is producing an immersive virtual simulator for the national diabetics training for the Academy of Nutrition and Dietetics. <http://www.eatright.org>

BSU's IDIA Lab designs innovation in the arts, sciences, humanities and technology – engaging students, staff, scholars and clients in 3D, virtual reality and mobile applications. This newsletter includes updates on current projects including the Toronto Festival of Lights, the launch of the Digital Scholarship Lab, a commission for the Houston Planetarium, and a Roman excavation!



NUIT BLANCHE: TORONTO

A virtual social installation by John Fillwalk and Jody Naderi

This work, designed specifically for Nuit Blanche Toronto activates a locative field in which participants engage in dynamic social experiences. Individual users of the app – available on both Apple AppStore and Android Google-Play – interact with a dynamic feedback network, allowing them to find each other on a city map. Once in a group, users' devices are automatically synced with screen light, LED flash and music. Participants can view other groups identified on a live map by specific colors – forming a dynamic chorus of collaborative synchronous light and sound. The frequencies of fireflies and their colors are employed in this social media work.

There is also a contemplative walk component to the piece that will be offered as a standalone experience on the AppStore and Google Play.

<http://www.idialab.org/firefly/>

DIGITAL SCHOLARSHIP LAB

DIGITAL SCHOLARSHIP LAB

Ball State University's Digital Scholarship Lab is the new campus hub for developing, executing and sustaining innovative research that employs digital tools, evidence, and methods. It enables BSU faculty and their partners to employ emerging technologies to answer established questions and pose new ones.

The DSL provides faculty with support to

- Explore and develop project ideas in consultation with appropriate experts.
- Produce and showcase substantial scholarly products with potential to earn meaningful external funding.
- Satisfy evolving funding agency requirements for infrastructural resources to generate and sustain digital work.

The Lab also offers fellowships that supply faculty with the resources necessary to develop the initial stages of a larger project and position them to seek further funding.

DIGITAL SCHOLARSHIP

Often interdisciplinary and necessarily collaborative, digital scholarship involves the use of digital evidence and tools to advance knowledge. It encompasses research that employs new technologies to address established questions and to pose new ones. It also involves new forms of scholarly communication, particularly through the dissemination and preservation of research for academic and public audiences in digital form.

MISSION

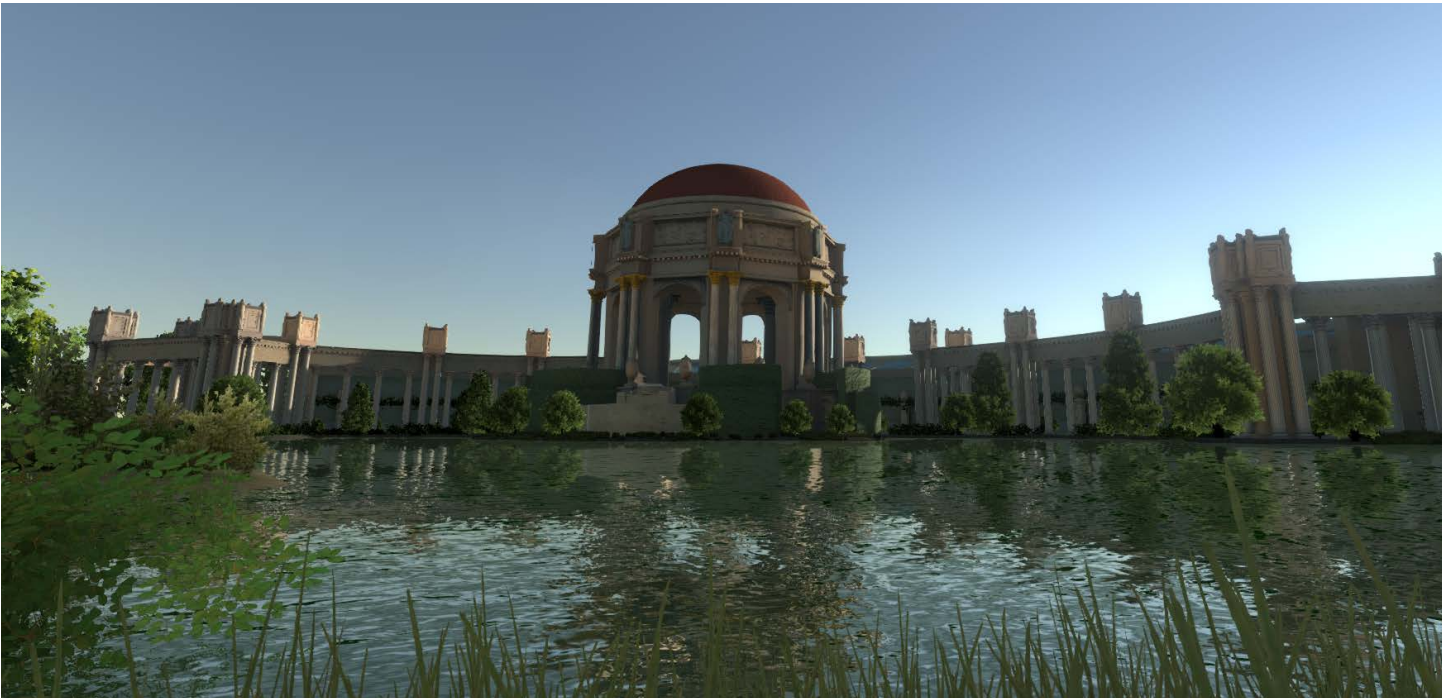
The mission of the Digital Scholarship Lab is to assist Ball State faculty and staff in conceiving, developing, and sustaining digitally based research projects and creative endeavors. It provides a single point of entry for accessing the expertise and resources necessary to generate significant scholarship with the potential to earn external funding.

FELLOWSHIPS

The Digital Scholarship Lab offers Fellowships that provide Ball State faculty with the resources necessary to undertake the initial stages of a significant digital project. Much like the University's Advance internal grants program, it is designed to encourage the pursuit of external funding. Fellows receive up to \$15,000 in internal funding, as well as dedicated workspace in the DSL's home in the Schwartz complex in Bracken Library, to support promising scholarly projects. Proposals that derive from previously completed work or that demonstrate a proven record on the subject at hand are especially welcome.

In partnership with Information Technology and Academic Affairs, BSU's IDIA Lab is a founding member of the DSL and maintains an active role in vision, design and technology.

<http://www.bsudsl.org/>



VIRTUAL IMMERSIVE HISTORY

IDIA in partnership with the Innovation Hangar in San Francisco and Linden Lab's Sansar has created an immersive 3D simulation of a large portion of the 1915 World's Fair in San Francisco. This virtual world can be experienced using Facebook's Oculus Rift or the HTC Vive Head Mounted Displays.

Panama-Pacific International Exposition Simulation

IDIA simulation of the 1915 San Francisco Panama-Pacific Exposition (PPIE) The project allows for visitors to travel to the past to immersively tour a recreation of a lost historic site. IDIA 3D laser-scanned two sculptures by artist Adolph Weinman from the collection of BSU's David Owsley Museum of Art which were originally installed on top tall columns in the PPIE Court of the Universe.

Located in the iconic Palace of Fine Arts, Innovation Hangar celebrates the innovative spirit that defines the Bay Area. Open to the public, the 120,000-square-foot social innovation space is designed to be an epicenter of learning and exploration. Innovation Hangar features exhibits, workshops, community events, educational programming for students, and open workspaces for entrepreneurs and inventors.

<http://ihangar.org>

Sansar (closed beta), from Linden Labs, the creators of Second Life, is a new platform for creating social VR experiences. Sansar is slated for public release in early 2017, and will democratize VR as a creative medium - making it easy for people to create, share, and monetize their own social VR experiences. It supports head mounted displays such as Oculus Rift and HTC Vive and has state of the art graphics.

<http://bit.ly/2pCooqK>

TWEETS

- We recently celebrated the official launch of the new Fulldome Media Production Lab. The lab is a collaborative production studio between the Charles W. Brown Planetarium and IDIA Lab.
- BSU IDIA Lab has been exhibiting staff, student and client digital projects at Madjax for First Thursdays. Please look for us there in upcoming events!
<https://www.facebook.com/FirstThursdayMuncie/>



HOUSTON PLANETARIUM

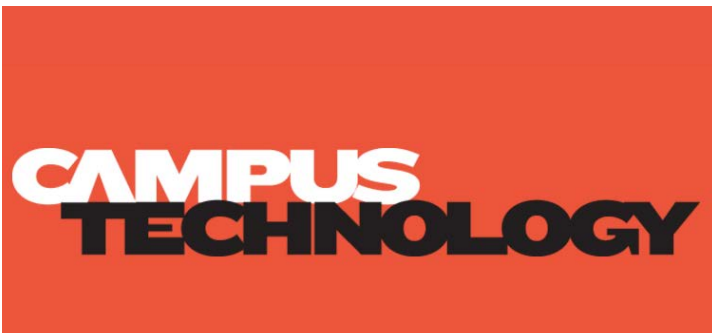


HALLOWEEN: CELESTIAL ORIGINS

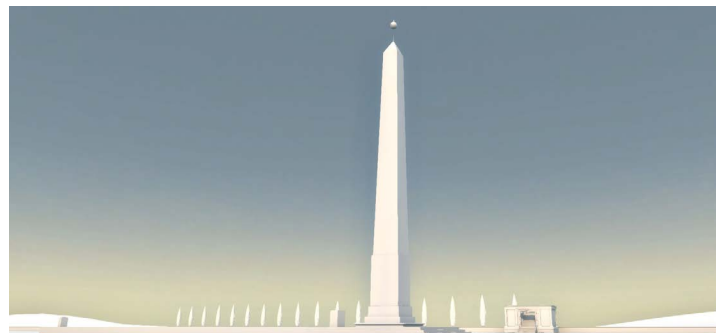
IDIA Lab was commissioned to design content for a planetarium show for the Houston Museum of Natural Science by Evans and Sutherland - international developers of digital planetariums and producers of the world's largest library of Fulldome shows. The Houston Planetarium is one of a handful of the highest resolution planetariums in the world. The show is exploring The concept of Time and features the voice of Dr. Who's David Tennant!

Ball State University's Charles W. Brown Planetarium and IDIA Lab have collaborated to produce a new planetarium program, *Halloween: Celestial Origins*. The program explores the historical, cultural and scientific significance surrounding the feast day of Halloween and also examines the planets, constellations and stars that will be present on Halloween evenings. Suitable for ages 10 and older.

<http://tspne.ws/2oQy1YQ>



CAMPUS TECHNOLOGY MAGAZINE



VIRTUAL MERIDIAN AUGUSTI

Ball State University's IDIA Lab has been exploring virtual reality for over 12 years! Campus Technology Magazine talks with Vice President for Information Technology and Interim Dean of CAP, Phil Repp about how visualization has evolved over time through virtual reality and augmented reality tools engaged by IDIA Lab. <http://bit.ly/2poJOMV>

IDIA Lab and the VWH Laboratory at Indiana University, directed by Bernard Frischer are researching ancient Rome's Meridian of Augusti. IDIA Lab traveled to Rome employing Ground Penetrating Radar with BSU's Kevin Nolan - laying the groundwork for a future excavation. Previous findings were presented at the Vatican. <http://bit.ly/1RiFBmS>

ABOUT HDT AND IDIA

Hybrid Design Technologies and the Institute for Digital Intermedia Arts explore of the intersections between art, science and technology. Scholarly, creative and pedagogical projects investigate virtual reality, Human Computer Interface, augmented reality, mobile apps, visualization and 3D simulation. The lab's staff and students develop projects in partnership with international clients in this innovative studio initiative investigating the forefront of emergent media design and learning.