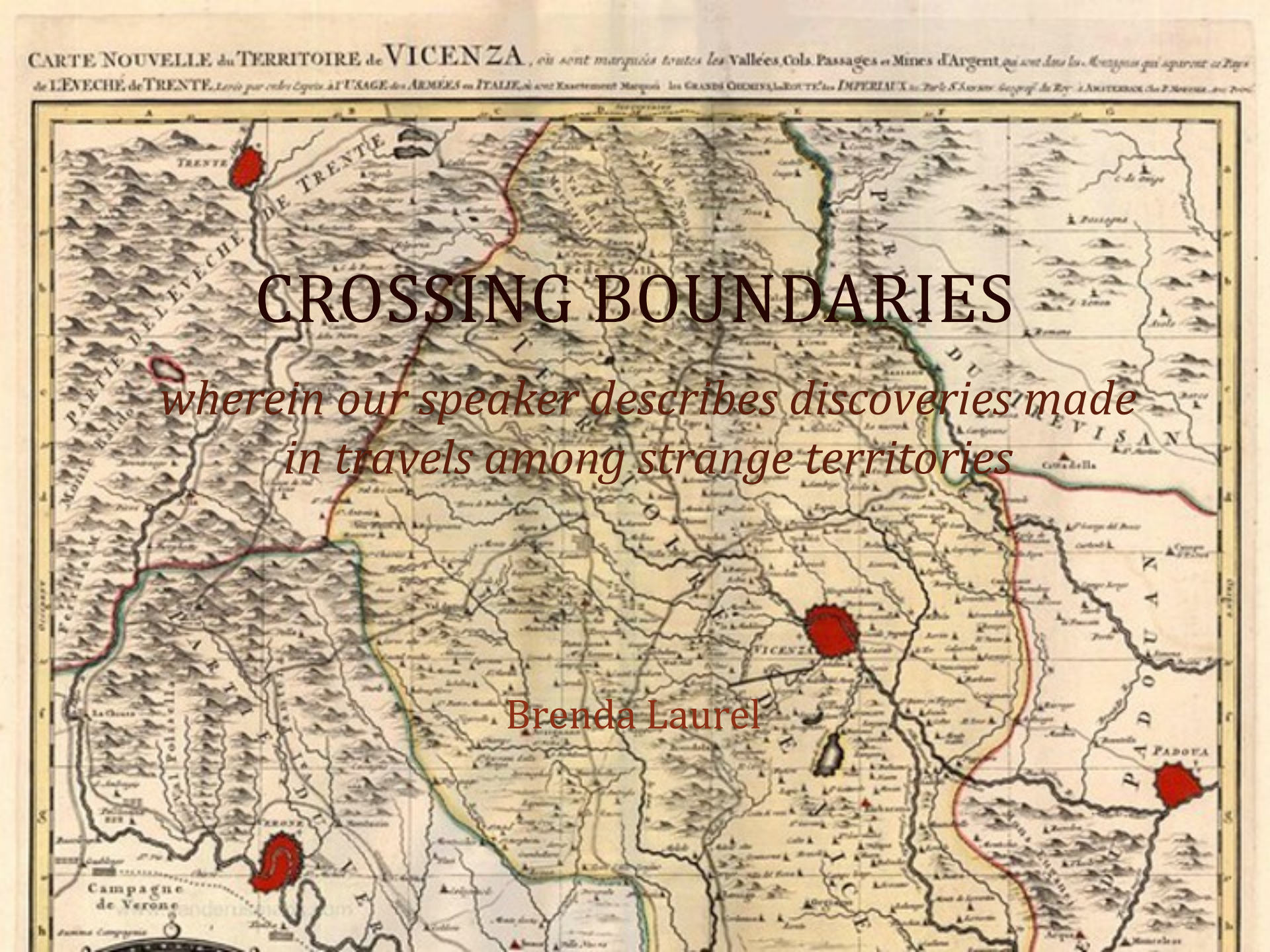


CROSSING BOUNDARIES

wherein our speaker describes discoveries made in travels among strange territories

Brenda Laurel

CARTE NOUVELLE du TERRITOIRE de VICENZA
PARTIE DE L'EVECHE DE TRENTE
PARTIE DU TREVISAN
TRENTE
VICENZA
PADOVA
VERONE
Campagne de Verone
this talk is dedicated to
Professor Donald R. Glancy
circa 1920 ~ 1992
Department of Theatre
The Ohio State University

Destinations

Computers as Theatre

Placeholder Virtual Reality Environment

Purple Moon

Trans-Disciplinary Design Education

Neogaian

Journey to *Computers as Theatre*

Teatro Olimpico, Vicenza, Italy, 1580-1585
architect Andrea Palladio, scenery designer Vincenzo Scamozzi

Journey to *Computers as Theatre*

Taming of the Shrew, Ohio State University, 1975

Journey to *Computers as Theatre*

Directing original interactive script, *Robin Hood,* Ohio State University, 1973

Journey to *Computers as Theatre*

Directing original interactive script, *Robin Hood,* Ohio State University, 1973

Journey to *Computers as Theatre*

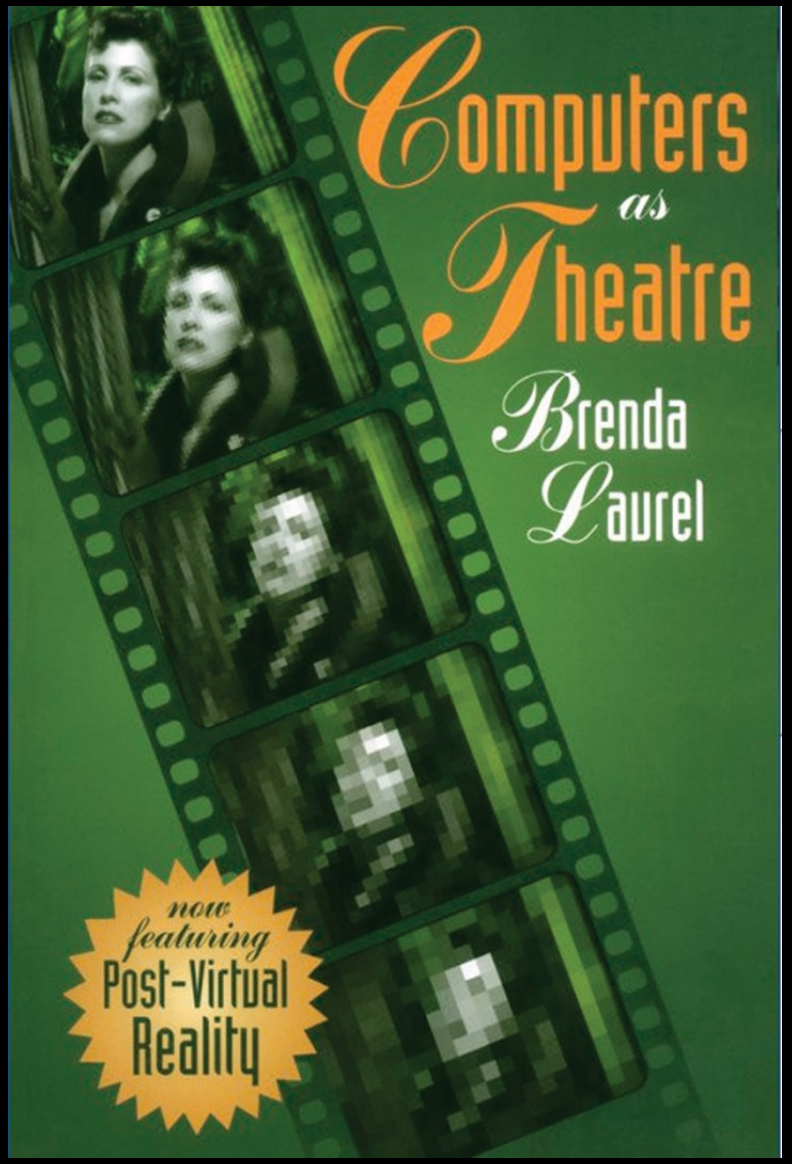
From Mars to Montgomery Ward's

HUMANITIES TERRITORY
Living Theatre
Dionysus in '69
Participatory Theatre
Lanterna Magica
Commedia dell'Arte
Directing
Theatre History
Improv
Medieval Theatre
Acting
Greek Theatre
Aristotle
Critical Theory
Brecht
COMPUTERS AS THEATRE
exploring a chance intersection
Guides
Apple
Little Computer People
Human Interface Group
A.I.
Presence
Atari Labs
Norman
Atari
CyberVision
Interactive Stories
TECHNOLOGY TERRITORY

HUMANITIES TERRITORY
Living Theatre
Dionysus in '69
Participatory Theatre
Lanterna Magica
Commedia dell'Arte
Directing
Theatre History
Improv
Medieval Theatre
Acting
Greek Theatre
Aristotle
Critical Theory
Brecht
COMPUTERS AS THEATRE
exploring through structure & experience
Guides
Apple
Little Computer People
Human Interface Group
A.I.
Presence
Atari Labs
Norman
Atari
CyberVision
Interactive Stories
TECHNOLOGY TERRITORY

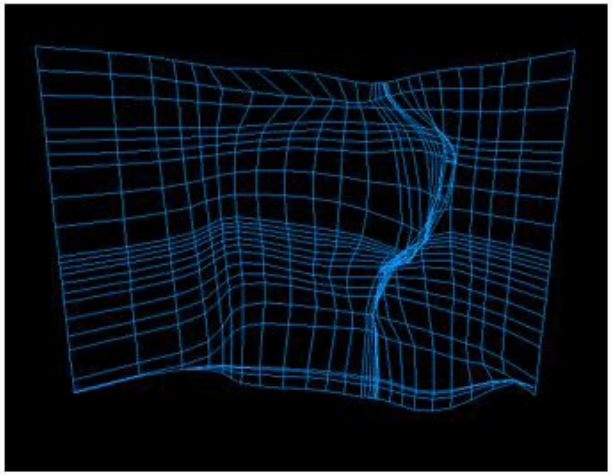
Computers as Theatre

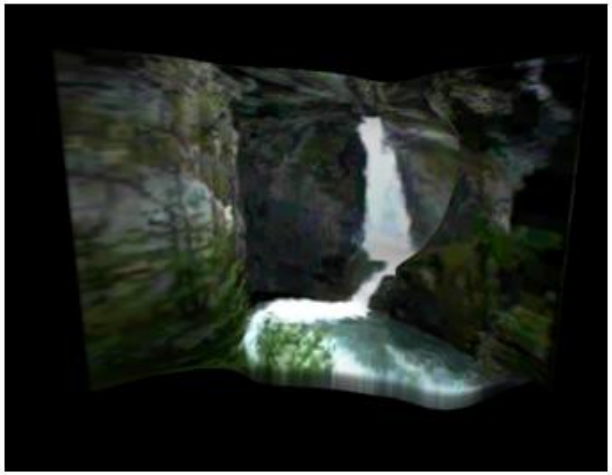
Brenda Laurel

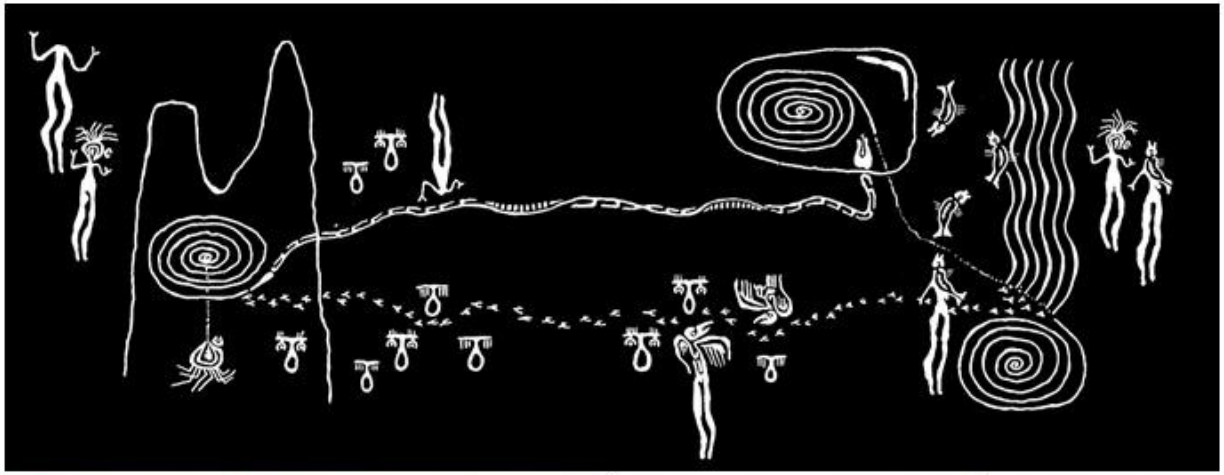


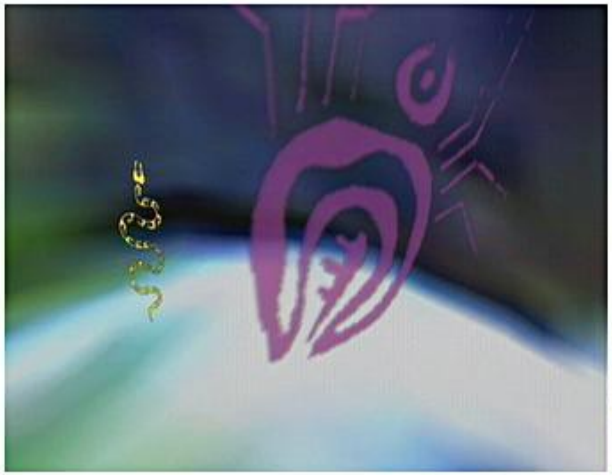
Material Causality
Authorship
Shared
Landscape
Lopez
Strickland
Narrative
HUMANITIES TERRITORY
Architecture
Structure
POV
Space
Design
Design Statement
Process
Collaboration
Senses
Parallax
Proprioception
diving into the dream
PLACEHOLDER VIRTUAL ENVIRONMENT
Interval
Dreaming
Purpose
Training
Tow
Direct Manipulation
Immersion
Virtual Reality
Polygons
Glove
Leary
TECHNOLOGY TERRITORY

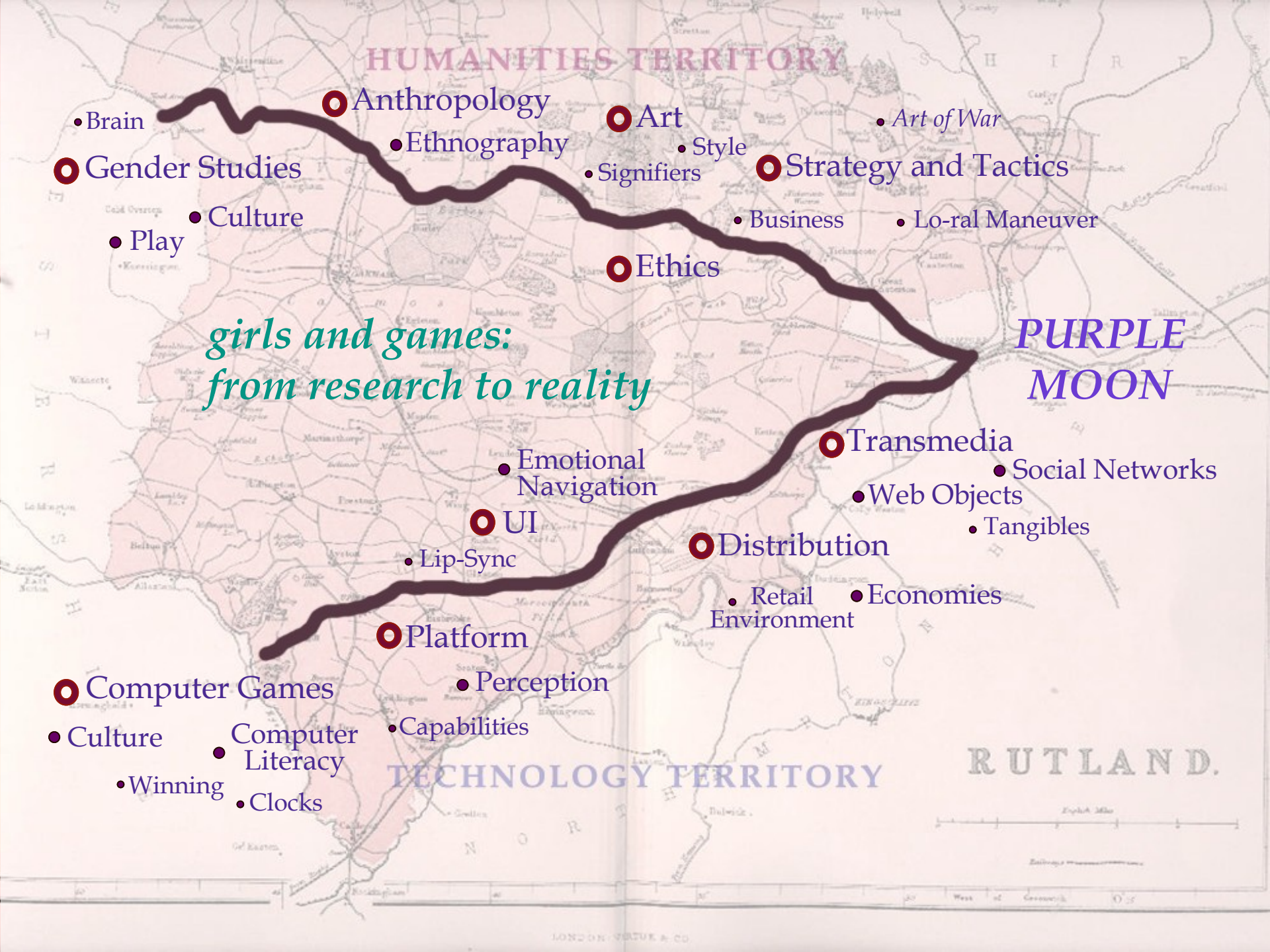
Material Causality
Authorship
Shared
Landscape
Lopez
Strickland
Narrative
HUMANITIES TERRITORY
Architecture
Structure
POV
Space
Design
Design Statement
Process
Collaboration
Senses
Parallax
Proprioception
delving into the dream
the uses of technology
PLACEHOLDER
VIRTUAL
ENVIRONMENT
Interval
Dreaming
Purpose
Training
Tow
Direct Manipulation
Immersion
Polygons
Virtual Reality
Glove
Leary
TECHNOLOGY TERRITORY







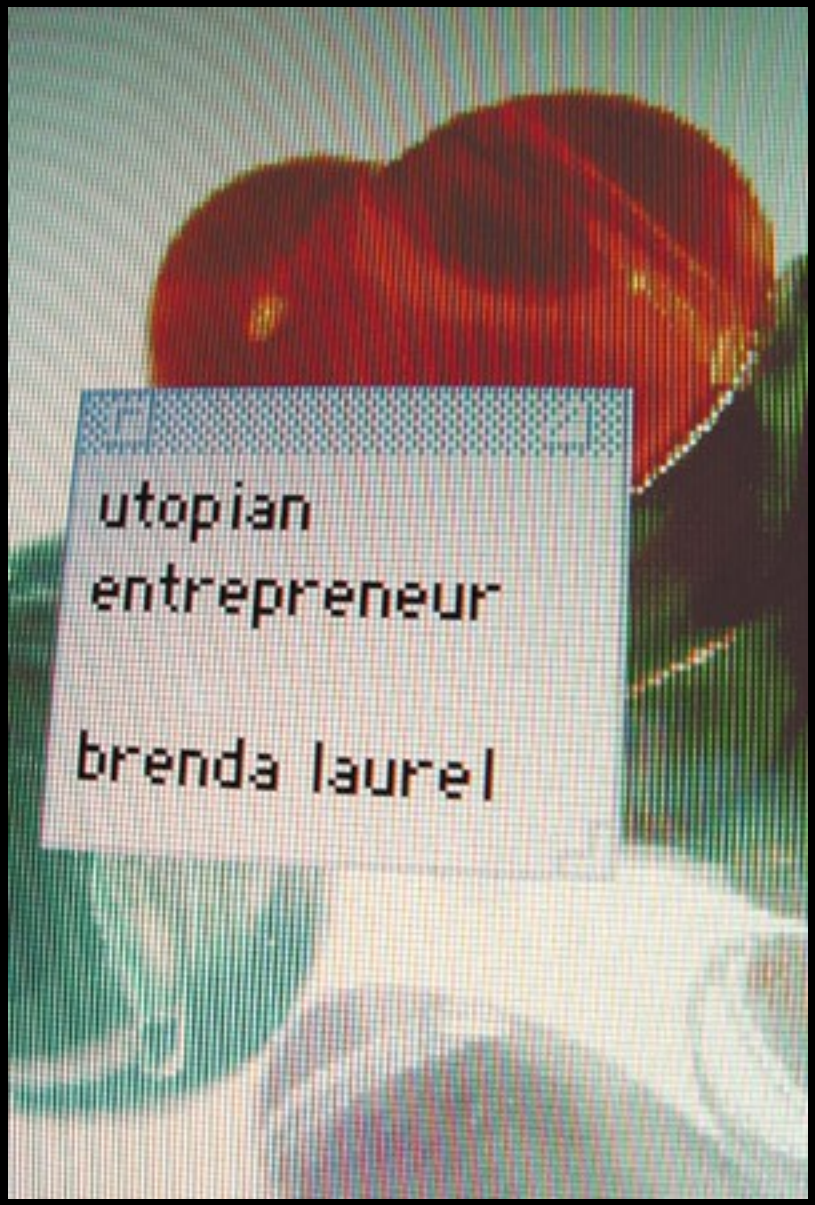



HUMANITIES TERRITORY
Anthropology
Art
Art of War
Brain
Ethnography
Style
Gender Studies
Signifiers
Strategy and Tactics
Culture
Business
Lo-ral Maneuver
Play
Ethics
girls and games:
from research to reality
PURPLE
MOON
Transmedia
Emotional
Navigation
Social Networks
Web Objects
UI
Tangibles
Distribution
Lip-Sync
Retail
Environment
Economies
Platform
Computer Games
Perception
Capabilities
Culture
Computer
Literacy
Winning
Clocks
TECHNOLOGY TERRITORY
RUTLAND.

HUMANITIES TERRITORY
Brain
Anthropology
Art
Art of War
Ethnography
Style
Gender Studies
Signifiers
Strategy and Tactics
Culture
Business
Lo-ral Maneuver
Play
Ethics
CULTURAL INTERVENTION
IS POSSIBLE AT SCALE!
PURPLE MOON
Transmedia
Social Networks
Web Objects
Tangibles
Distribution
Retail Environment
Economies
Platform
Perception
Computer Games
Capabilities
Culture
Computer Literacy
Winning
Clocks
TECHNOLOGY TERRITORY
RUTLAND.

Purple Moon launch at E3, 1997

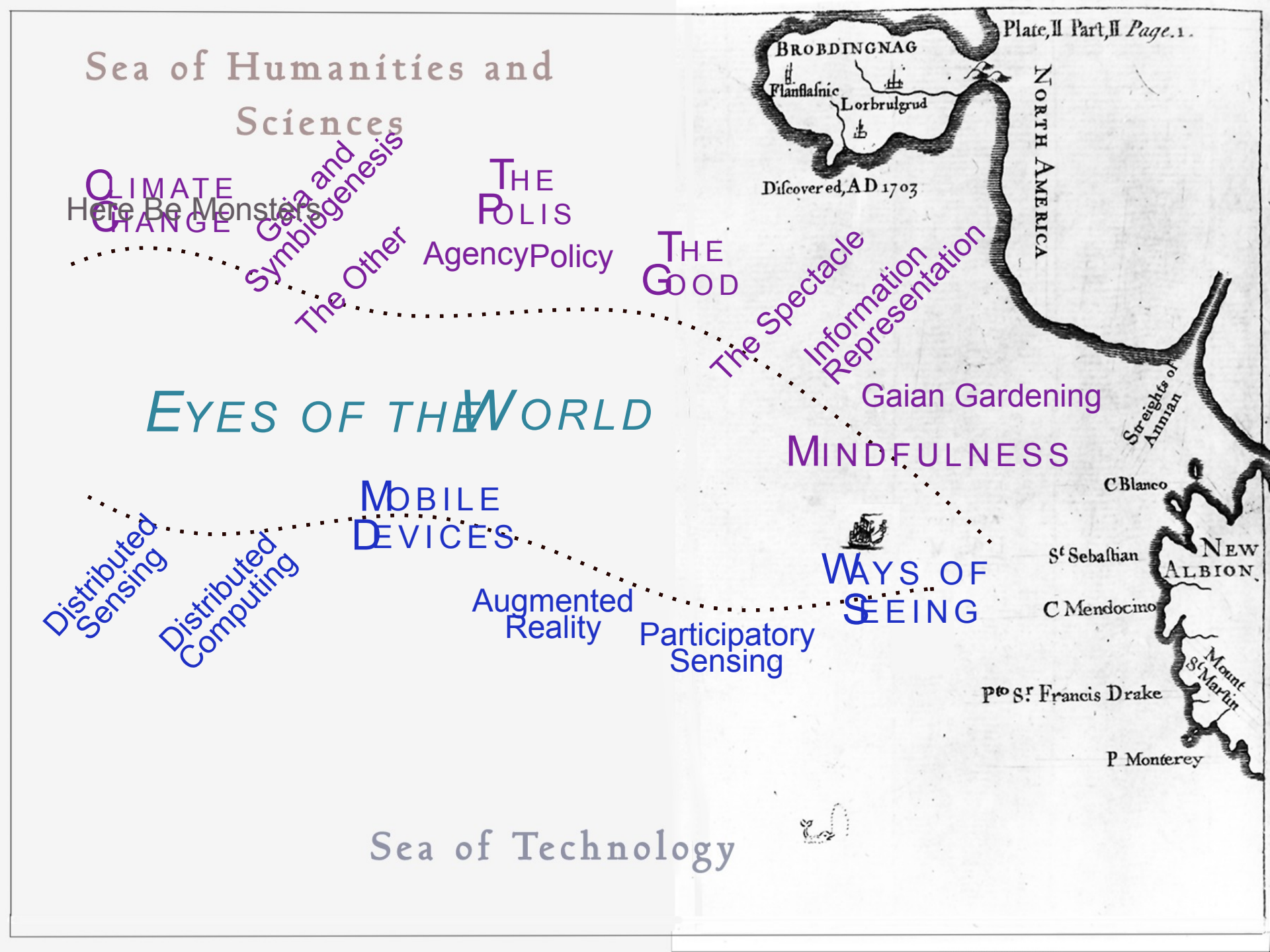
Purple Moon
Rockett's Adventure Maker
Rockett's First Dance
Rockett's New School
Secret Pat
The Starfire
Ages 8-12
Friendship Adventures For Girls

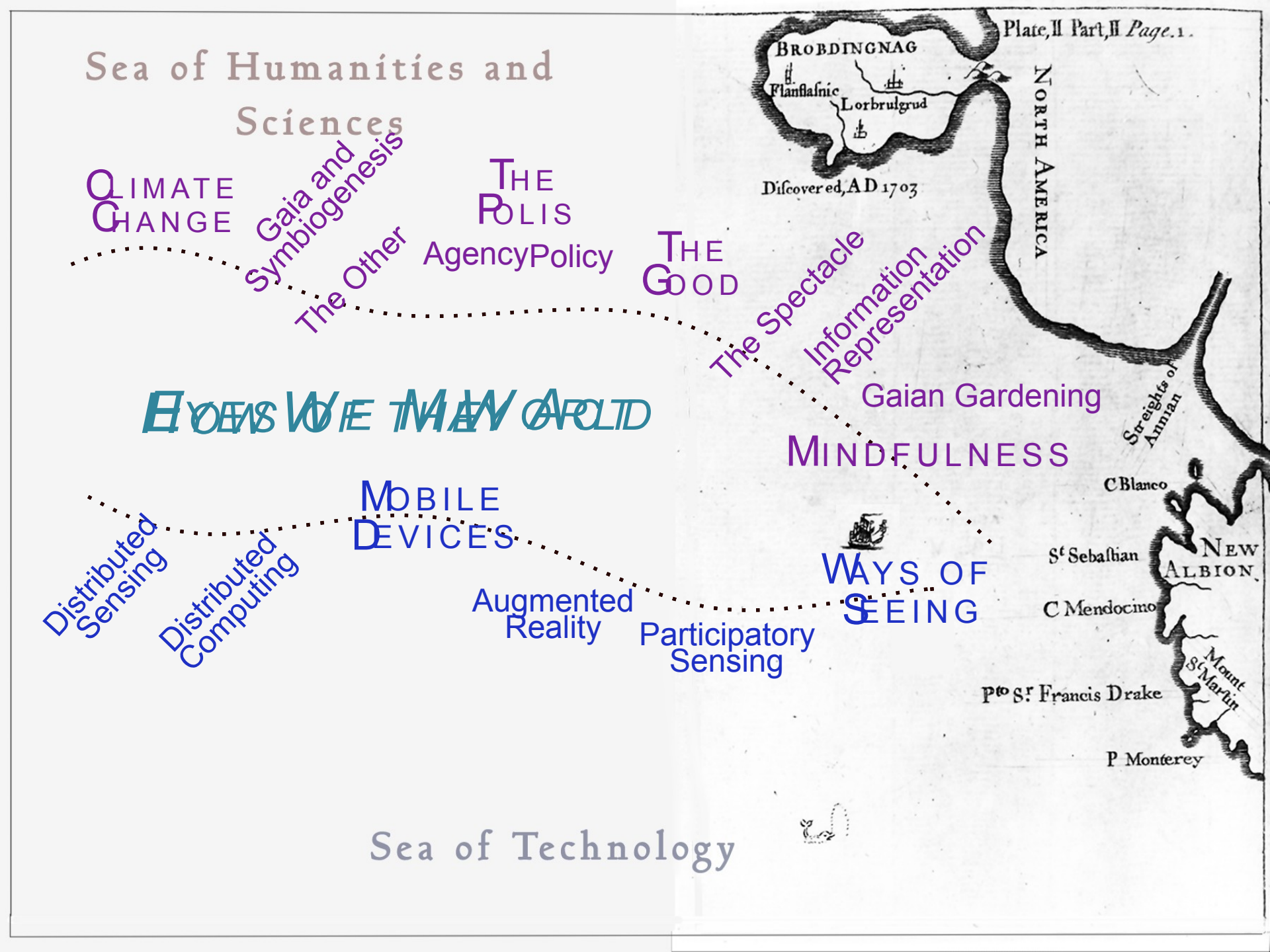

utopian
entrepreneur
brenda laurel

An Interlude in Higher Education

…wherein our Speaker learns that Enlightened Design Goals and Processes for complex systems are teachable and learnable, with successful outcomes for graduates.

a strong Liberal Arts education
commitment to values
end to end design process
design research
strategy and tactics
trans-media systems
economic models
strong execution


Sea of Humanities and Sciences
Here Be Monsters
Climate Change
Gaia and Symbiogenesis
The Other
The Polis
Agency
Policy
The Good
The Spectacle
Information Representation
Gaian Gardening
Eyes of the World
Mindfulness
Mobile Devices
Distributed Sensing
Distributed Computing
Augmented Reality
Participatory Sensing
Ways of Seeing
Sea of Technology
Plate, II Part, II Page. 1.
Brobdingnag
Flanflasnic
Lorbrulgrud
Discovered, A D 1703
North America
Streights of Annian
C Blanco
New Albion
St Sebastian
C Mendocino
Mount St Martin
Pto St Francis Drake
P Monterey


Sea of Humanities and Sciences
Climate Change
Gaia and Symbiogenesis
The Other
The Polis
Agency
Policy
The Good
The Spectacle
Information Representation
Eyes Wide Open
Gaian Gardening
Mindfulness
Mobile Devices
Distributed Sensing
Distributed Computing
Augmented Reality
Participatory Sensing
Ways of Seeing
Sea of Technology
Plate, II Part, II Page. 1.
Brobdingnag
Flanflasnic
Lorbrulgrud
Discovered, AD 1703
North America
Streights of Annian
C Blanco
St Sebastian
New Albion
C Mendocino
Mount St Martin
Pte St. Francis Drake
P Monterey

Albion, California