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10.2.6. Games between New Media & Smart Technology

There are many possible interactions between New Media and Smart Technologies, in particular in the area of art and games.

- mobile GPS-enabled drawing – interactive.usc.edu/members/jbleecker/archives/005679.html
- hybrid toys – www.mediamatic.net/page/47180

A mobile GPS-enabled drawing game was presented in Amsterdam, using www.keyworx.org technology developed by the Waag Amsterdam, to enable visitors of the exhibition to create their material using a mobile phone, by walking in Amsterdam. The route they took was displayed as a drawing on the screen. According to the reports some very refined drawings were made, even in collaboration between visitors, with as a stunning example a realistic rendering of the skyline of Manhattan.

Recently a workshop took place at Mediamatic in Amsterdam, with as a goal to contruct toys combining the physical and the virtual, using (digital) new media technologies. A representative of Creative Technology has visited the workshop to find inspiration for possible student assignments.

10.2.7. Inspiring Video Lectures

There is a wealth of lectures available on video, which express a vision towards the future of New Media and Smart Technologies, usually in combination with a vision pertaining to deeper values of life. Recommended video lectures include:

- last lecture – www.thelastlecture.com
- architecture – fora.tv/2008/04/17/Michelle_Addington_The_Architecture_of_the_Unfamiliar

The **last lecture** is a famous lecture by the computer scientist Randy Pausch, initiator and developer of the wellknown Alice (www.alice.org) virtual reality system, who became an accidental celebrity by this lecture and his role as a spokesman for cancer research funding. In the lecture Randy Pausch presents his childhood dreams, and how the realization of these dreams led to the creation of the Entertainment and Technology Center at Carnegy-Mellon, that in many respects may serve as an example for Creative Technology.

Michelle Addington, physisist and former researcher at NASA, as well as architect and professor in design, addresses the difficulties architects have in incorporating new technologies in design, and how reluctance to do so only leads to familair but not necessarily optimal solutions. In the lecture, entitled **The Architecture of the Unfamiliar**, she illustrates how cooperations between artists and scientists may lead to better solutions, and how proper metaphors may help in bridging the potential communication gap that exists between scientists of various disciplines and artists/designers in multi-disciplinary projects.