

UPCOMING EVENTS

IDIA, AN UPGRADE! INTERNATIONAL NODE

IDIA is launching their Upgrade! Indiana node for Upgrade!, an international, emerging, online, global network of autonomous nodes united by art, technology, and a commitment to bridging cultural divides.

INDIAN INSTITUTE OF TECHNOLOGY, JAN 22-24

IDIA has been invited to the International Annual Science and Technology festival in Mumbai India for an exhibition and performance of their virtual artwork. It is the largest festival of its kind in Asia with over 65,000 attendees.

STUDENT ANIMATED MUSIC VIDEO

Students and staff at IDIA are beginning production of an animated music video for Danny Barnes represented by Red Light Management who handles bands such as Dave Matthews, Phish, O.A.R., and Sum 41.

INSTITUTE FOR DIGITAL INTERMEDIA ARTS

IDIA

LAB.ORG

2009.3 UPDATE



iDMAa 7th ANNUAL CONFERENCE

Leading academics, professionals and artists will gather at Ball State for the International Digital Media and Art Association's 7th annual conference to explore the frontiers of digital media and art in research, industry and higher learning. The conference will include pre-conference workshops, keynote and plenary presentations, panels, a lounge environment for ad hoc discussion, evening events and an insider's look at Ball State's state-of-the-art digital media facilities.



DUTCH DESIGN WEEK

IDIA was invited to Dutch Design Week to create an interactive virtual/physical reality worlds installation at the Philips Research Labs in the Netherlands. There was more than 25,000 attendees for the digital design festival. Traversal was nominated for a special tour of 80 Dutch government, design and industry dignitaries.
<http://tinyurl.com/dutchdesignweek>



IDIA IMMERSION SEMINAR IN MS SURFACE AND iPHONE

The IDIA Immersion Seminar is working on integrating the Microsoft Surface and mobile devices into permanent interactive experience at the BSU Museum of Art. Jesse Allison, John Fillwalk and Paul Gestwicki are leading a team of interdisciplinary students on a two semester experience funded by the Provosts Immersion Initiative. More information will be forthcoming as the semester goes on.



HUMAN-COMPUTER INTERACTION IN THE ARTS

The IDIA sponsored and managed Human-Computer Interaction Lab housed in Music Technology is hosting the MuMET 440 Special Topics course in HCI – custom designed technology in the arts. Students use the lab to develop projects in augmented musical instruments, electronic installation art, analog audio processors, synthesizers, robotics, and wireless sensor systems. The course teaches equal parts basic electronics like power regulators, op amps, etc. and programming techniques for microcontrollers - the TI MSP430 and the Arduino.



Traversal for Eindhoven

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IDIA Immersion Seminar brainstorming session for the MS Surface/iPhone project.



IDIA at Villaggio Fogliano Festival delle Arti 2009

John Fillwalk and Jesse Allison were invited to exhibit in the Villaggio Fogliano Festival delle Arti 2009, a week long festival of contemporary art and music in the cities of Rome and Latina, Italy. They exhibited their Flickr Gettr hybrid reality work which allows avatars to directly interface with the web service of Flickr. The festival runs from the July 25th through the 31st. The gala reception was Monday July 27th in Latina.



SUMMER IMMERSION SEMINAR: 3D ANIMATED FILM

During the summer of 2009 IDIA sponsored 3rd Floor Studios which is a group of almost thirty students from Ball State University from across disciplines who came together to create an independent 3D animated short film "One Night Only". The seminar was mentored under Assistant Professor Andy Beane in the Department of Art and will premiere in the fall. www.thirdfloorfilms.com <http://3rdfloorstudios.wordpress.com/>



IDIA AT SECOND LIFE COLLEGE FAIR 2009

IDIA Director, John Fillwalk presented at the 2009 Second Life College Fair, an international conference and exhibition for educators and organization engaged in virtual worlds. His talk entitled, "Bridging Realities: Approaches to Hybrid World Education" highlight several of IDIA's educational projects engaging virtual worlds including the Blackboard Greenhouse Grant for integrating Blackboard Learn with Second Life in tandem with the Aesthetic Camera Project.



HOMELAND SECURITY SIMULATION

The IDIA is working with the Indiana Department of Homeland Security, the Indianapolis Airport Commission, and BSU experts to develop a Second Life serious game. These modules are intended to acquaint high school students with potential career opportunities through the Department of Homeland Security. By recreating the Indianapolis International Airport within Second Life, students will have the opportunity to explore role of Transportation Security Administration in providing safety and security in the context of the airport.

OTHER NOTABLE EVENTS

- Director, John Fillwalk presents at the Second Life College Fair, U of K
- IDIA presents to UCit Instructional Research Computing
- IDIA presents virtual Bracken Library at the Schwartz Digital Complex
- John Fillwalk presents at University of Applied Sciences Kiel in Germany

RECENT HONORS & AWARDS

- ACUTA Institutional Excellence Award
- IDIA supported PhyXTGears Muncie Robotics Team wins Autodesk Regional Visualization Award
- Las Americas Finalist for 2009 Mira Award

About IDIA

THE INSTITUTE FOR DIGITAL INTERMEDIA ARTS is an hybrid arts studio established as part of the Digital Exchange - the digital media initiative at Ball State University's Center for Media Design funded by Lilly Endowment, Inc. IDIA is an interdisciplinary, collaborative research, design and studio environment that explores intersections between art and technology. Students, faculty and industry partners engage in projects employing technologies such as virtual reality, interaction installation, simulation and human computer interface – connecting to regional, national and international partners through this project-based learning center. The curricular centerpiece of the IDIA is an immersive seminar in hybrid arts that provides an experiential, project-based learning environment - investigating the forefront of discourse in emerging media design.

