

The MOVE Lab

Motion Tracking Virtual Environment Lab



Research into Emergent Technologies & Cognition; Electronic Literature; and Ephemera for Performance, Games, and Installations

Directed by Dr. Dene Grigar (Associate Professor, Digital Technology & Culture Program) the MOVE Lab (Motion Tracking Virtual Environment Lab) is intended for research into emergent technologies and cognition; electronic literature; and ephemera for performance, games and installations.

Projects generating from the MOVE Lab include the *MINDful Play Environment*, a live, interactive learning environment, as well as "Things of Day and Dream," a 3D electronic literary work performed at Clark College in October 2008, and the networked version of *Virtual DJ*, performed over the internet to an audience in

Vancouver, Canada, at the annual BC.net conference.

As a way to prepare students for research in multimedia design, the lab is also used for courses taught in the Digital Technology & Culture Program, like DTC 375 "Language, Texts and Technology;" FA 434 "Time-Based Media;" and DTC 477 "Advanced Multimedia Authoring." Visiting artists to the DTC Program also utilize the lab for their work.

The motion tracking technology driving the MOVE Lab is called the Gesture and Media System, proprietary hardware and software devised by Will Bauer (APR, Inc., Canada) and provided by Dr. Steve Gibson (University of

Victoria, Canada) through a grant from the Canada Foundation for Innovation. Major support for the lab also comes from Washington State University Vancouver.

To see a demonstration of the technology, go to:

http://www.telebody.ws/VirtualDJ/ideo%20gallery/VDJ_WSU/VDJ_WSU_Duet.html

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