Georgia Institute of Technology
Director: Michael Nitsche
686 Cherry Str. NW Atlanta, GA 30332-0165
http://dwig.gatech.edu/

Members: Matthew Drake, Thomas Lodato, Sam Mendenhall, Andrew Quitmeyer, Andrew Roberts, Rebecca Rouse, Ning Song, Vignesh Swaminathan, Anirudh Venkataramanan

Our experiences of physical spaces is interwoven with digital media. Our goal is to improve understanding, expression, and creative use of these new spaces. We look at virtual worlds, video games, mobile networks, and other digital media as places for expression and we work to enrich them through spatial and interactive design.

Contact:
Michael Nitsche  michael.nitsche@lcc.gatech.edu

Kitsune
dmBodied Digital Creativity
Showtime Vending
Next Generation Play
**Kitsune**
Andrew Roberts  
Michael Nitsche (faculty)

Kitsune is a location-based game played using Android smartphones. Played in real life via GPS-aware smartphones in Piedmont Park in Atlanta, Georgia, Kitsune stages players as medieval Japanese villagers beset by an unexpected visit from the mystic and powerful fox spirit, whose sacred jewels, the *hoshi no tama*, have fallen from their celestial seat and lay scattered throughout the world of mortals.  
Info:  
http://dwig.lcc.gatech.edu/projects/kitsune/

**Next Generation Play II**
Matthew Drake/ Sam Mendehall/ Janet Murray (faculty)/ Michael Nitsche (faculty)

How do networked cell phones and locative media change media design and experience? NGP II offers an online media play space where players collect media objects from TV, web, and the physical environment. It is a form of locative social media and allows players to share these media using their Android cell phones. We developed two scenarios for this platform: one for social media, one for IP driven channels.  
Supported by: GT Broadband Institute/ Alcatel-Lucent  
Info:  
http://ngp.lcc.gatech.edu/

**emBodied Digital Creativity**
Paul Clifton/ Andrew Quitmeyer/ Firas Peer/ Ali Mazalek (faculty) / Michael Nitsche (faculty)/ Sanjay Chandrasekharan

We explore the relationship between players’ movements, their virtual puppets, and the use of this connection to widen creativity. This term, we implemented a physical puppet interface and connected it to a special 3D renderer. The set up allows us to test how common coding in the brain connects execution, perception and imagination of movements in virtual worlds.  
Supported by: NSF Creative IT  
Info:  
http://www.synlab.gatech.edu/projects/bdc/

**Showtime Vending**
Matthew Drake, Thomas Lodato, Sam Mendehall, Andrew Quitmeyer, Andrew Roberts, Rebecca Rouse, Ning Song, Vignesh Swaminathan, Anirudh Venkataramanan / Michael Nitsche (faculty)

Perform → Vote → Reward  
This project seeks to convert the region around a vending machine into a performance area for local and internet audiences. Player/performers can receive a free can of coke but they have to perform to earn it. Their performances are broadcasted live to a social media video site where an internet audience can judge it instantly.