Spring 2012

Mark Your Territory (Quittmeyer, Nitsche)
Decisively physical way to “check in” to a virtual location via Android and Arduino
http://dwig.lcc.gatech.edu/projects/Quittmeyer/myt/main.php

Balance (Wu, Nitsche)
Android application to support balanced food shopping
http://dwig.lcc.gatech.edu/projects/wu/

Camera Tracker (Poirier, Nitsche)
Dynamic camera system for 3D platform games that adjusts to players performances
http://dwig.lcc.gatech.edu/projects/poirier/

Embodied Digital Creativity
(with Mazalek, Nitsche, Chandrasekharan, Welsh, Clifton)
Enhancing body memory through digital puppetry
http://www.synlab.gatech.edu/projects/bdc/

Cinema Interface (Kirschner, Riedl, Nitsche)
Camera control for filmmaking in digital environments + content creation for real-time film production
http://dwig.lcc.gatech.edu/projects/kirschner/

Rock All the Things (Grosz, DWIG studio)
Combining crafts and digital media in a project about painting and balance
http://dwig.lcc.gatech.edu/projects/marble/

Mission:
Improve interaction between people with the help of digital media

Approach:
We consider interactions as performances in the virtual as well as the physical space. Our goal is to improve the creative use of these spaces and reclalm them for their inhabitants. To achieve this, we experiment with creative media and digital performance

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