EON Reality, Inc., World Headquarters, Irvine, CA, Dan Lejeskar, Chairman of the Board

http://www.eonreality.com/
UCI GameLab, Robert Nideffer, Director, Walt Scacchi, Research Director, Alex Szeto, Lead Game Programmer and Artist

http://www.ucgamelab.net

**Projects**

Collaboration Infrastructures for GCT
Robert Nideffer and Walt Scacchi
Humanities Research Institute & GCTL
Winter 2006 »

During Winter of 2006 we initiated a radical "re-tooling" of the portal for the Game Culture and Technology Lab. This was done in anticipation of a Spring 2006 residency at the Humanities Research Institute (HRI) entitled "Collaboration Infrastructures for Game Culture and Technology" - made possible by Director David Goldberg and Deputy Director Kevin Franklin. The goal is to critically reflect on our use of the tools as we develop and use them in relation to our creative projects.

The residency is being convened by GCTL director Robert Nideffer, and co-organized along with Walt Scacchi, the GCTL Associate Director of Research.

Ideally what we produce will become a useful resource for the international community interested in reading, writing, viewing, analyzing and producing media relevant to the rapidly expanding field of "Game Studies."
Dino Quest

DinoCam: Live Video from Dino Quest!

CLICK HERE to see Streaming Video from DinoQuest!

Username: guest
Password: guest

*Please use Internet Explorer to view our DinoCam, as other browsers may not display properly.

Get in the Game with this new interactive exhibit at Discovery Science Center

Play Dino Quest Online! Click Here!

After a 65-million-year absence from Earth, DINOSAURS have made a grand entrance into Southern California. Dino Quest, the new interactive exhibit that includes life-size Dinosaurs, an electronic interactive quest and an online dinosaurs game, opened summer 2006 at Discovery Science Center in Santa Ana.

The permanent exhibit is part of Discovery Science Center’s $7.6-million dollar expansion, the largest in the Science Center’s history. By combining an interactive quest and Dinosaurs as life-size models for the heart, digestive system and more, the exhibit provides hands-on education that aligns with the California Science Standards for the K-6 grades. Click here for a map of the Dino Quest Exhibit.

Exhibits are hands-on and interactive — walk inside a giant two-story tall Argentinosaurus, manipulate parts of the dinosaur and learn how body systems work and relate to each other.

http://www.discoverycube.org
EcoRaft Project, UCI Interactive Animation Laboratory, directed by Professor Bill Tomlinson

http://orchid.calit2.uci.edu/EcoRaft

Ecological Intervention

Peer into the rainforests of Costa Rica through the windows of three standing islands. They are lush environments, populated by flowering plants and trees, as well as a multitude of hummingbirds.

As a visitor, you have control over the islands' ecosystems - you can destroy everything on an island at the push of a button, leaving it barren and uninhabited.

Participate in restoration ecology by moving new species to the deforested island. Use the mobile rafts to pick up a seed or bird from one island and deposit it on another.

http://orchid.calit2.uci.edu/EcoRaft
UCI HIPerWall Project, directed by Professor Steve Jenks, assisted by Dr. Sung-Jin Kim

http://hiperwall.calit2.uci.edu/
Grand Text Auto

Noah Wardrip-Fruin / Mary Flanagan
Michael Mateas / Andrew Stern
Nick Montfort / Scott Retberg

October 4-December 15, 2007 (Closed Nov. 22-23)
Opening reception: October 4th 6:30-8:00 p.m.
Symposium October 5th 1:00-5:00 p.m. Studio Art Room 160
Performance October 5th 6:00-9:00 p.m. Winifred Smith Hall
Boxed Music Event December 6th 6:00 - 8:00 p.m.
Family Day November 3rd 11:00 a.m.-3:00 p.m.

Synopsis | Image Gallery | Press Packet (PDF) | Checklist (PDF)

What happens when a popular blog crashes into a gallery exhibition? Jump in as the drivers of Grand Text Auto careen toward new fictional forms and modes of play. Grand Text Auto presents six artists wheelering their way to the forefront of digital games and narrative. The artists include Noah Wardrip-Fruin, Mary Flanagan, Michael Mateas, Andrew Stern, Nick Montfort, and Scott Retberg.

The Symposium on Fri., Oct. 5 will feature the six members of the blog Grand Text Auto, who work as artists and scholars at the cutting edge of computer games and digital literature. The first half of the symposium will include a presentation of the Beall show, the work of the blog, and the future of the field as seen through forthcoming projects from group members. The second half will include discussions among group members and the audience on three topics: what blogging has to offer artists and academics, approaches to crafting experimental games (and other new forms of playable media), and the role of language in digital media.
All technical refinements depress me. The perfection of photography, the big screens, the stereo sound, all of it makes possible a servile reproduction of nature, and that reproduction bores me. The artist’s personality interests me more than the copying of an object.

-- Jean Renoir, 1959

ASCENSION (2003)

ASCENSION is a videsdance combining video animation, dance and music. It considers the possibilities of transcending boundaries through movement, responding to issues of fragmentation, connection and making meaning across space and time. Contemporary dance choreography, captured on video, transforms into luminous video dance animation, accompanied by a soaring electro-acoustic soundscape.

[more]
K2Network, World Headquarters, Irvine, CA, Jeff Hwang, President

http://www.k2network.net