work challenges the conventional interpretation of video signals. Linking red/green/blue color components of a video signal, one can turn on and off the sound that species makes. When the user travels, he or she will have the option to walk, take the car, or take the airplane. While the user waits for the new geographic location to load, animal sounds change between geographic locations.

### Lobby

Traversing through Geographic Space and Animal Sounds | Nancy Cao

This is an interactive website in which the user can “navigate” through 10 geographical regions in the United Space. A picture of the geographic location is displayed on each screen, along with 6-7 picture icons of both common and endangered species that live at that geographic location. By clicking on these icons, one can turn on and off the sound that species makes. When the user travels, he or she will have the option to walk, take the car, or take the airplane. While the user waits for the new geographic location to load, animal sounds change between geographic locations.

What’s on Your Mind? | Christopher Estrada

How did we ever get by without social media? We define ourselves, curate our personalities, and select the cultural capital we consume and present. The world of sharing content has pushed us into a virtual panopticon. As we identify with the reified image we create online, how is the self altered? Does subjectivity remain the same? Participants will encounter a headset and blindfold to frame the social media experience through auditory immersion.

Peltier’s Box | Rochelle Weber

Peltier’s Box employs three Peltier thermoelectric generators (TEGs) to generate light from body heat. When a warm hand is placed on the surface of one of the tan squares, the TEG transforms the temperature differential into a voltage difference that is used to power an LED. The greater the temperature difference applied to the thermoelectric, the brighter the LED will glow.

Hear What You See | Eric Yizhen Wang

This project attempts to excite and coordinate your vision and hearing at the same time. The program will create music based upon what you see. It allows you to appreciate the world in another dimension and to interact with it. Pictures will be taken by the camera next to your eyes then analysed and turned into musical notes. Now hear what you see and be a music composer by looking at your surrounding with curiosity!

Game of Creation | John Naruk

The Game of Life simulates life in an array of cellular automata by selectively killing and creating cells based on life present in the adjacent cells and the age of the cell itself if it is alive. The simulation allows the audience to play the hand of god in the system by bringing cells to life, hence the Game of Creation.

ChaTTer | Katherine Jiang

Internet speak has evolved drastically over the 25 years the web has been around. Nowadays, there are at least 42 ways to type laughter (and each means something completely different). We fill silences with empty ‘lol’s and denote awkwardness with ASCII faces. Somehow, all these symbols have the ability to completely change the meaning of a sentence -- “Let’s go~” looks more excited than “Let’s go.”

This installation and performance examines the subtle nuances of internet speech through audience participation in a chat program and hopes to help users understand the huge meanings behind the abbreviations and faces we use every day.

### Front Lobby Landing

Test Drive the American Dream | Robb Morgan

Though the “American Dream” of prosperity and upward mobility is traditionally associated with success through hard work in industry, it is ultimately built on the military that protects it. This remote-controlled tank, built from standard industrial components, represents the true foundation of our suburban paradise. The juxtaposition of military equipment with a peaceful rural setting forces us to consider the uncomfortably real dependence of the one on the other.

Distortion of Video and Audio Signals | Maxwell Horton

The interpretation of electrical impulses as video and audio signals follows a convention to generate images and sound. This work explores the distortion of video signals, and the interpretation of video signal components as audio signals. By distorting the red/green/blue color balance in a video signal, and by connecting a speaker to the red/green/blue color components of the signal, this work challenges the conventional interpretation of video signals.
**New Media Art**

**E/H/Art 89 Projects**

**Under Stairwell**

LED Ball | Alex Wilson

This kinetic light form is made by spinning a series of light emitting diodes at high speed in a set of two concentric circles. Using pulsing and timing of the lights, various light forms are created.

**Central Hallway**

Tae Je Lee | Arms

The clear replicas of human arms stand in a show stand brilliantly lit with white lights. Each arm contains different objects inside, all while matching each other to the real human arm to the last detail on the exterior. Mechanical parts are visible, seemingly suspended in the arms, in jumbled disarray. Perhaps if someone can put the parts in the correct arrangement, the machine arms will be able to move and grasp things, just like we can. What would be the differences between us and them then.

**Rear Lounge**

Magnetic Eye | Justin Koch

This piece explores the possibility of adding a sense of magnetism to the human body. The work features a belt that is worn by a user featuring a compass sensor; microcontroller; and vibration motors. The belt allows the user to sense the direction of north through a small vibration on their waist, orientated towards north. The project explores how everyday life is altered with a perfect sense of direction.

Ganzdome | Connor DeFanti & Peter Henry

The installation is an immersive environment for experiencing the Ganzfeld effect. The Ganzfeld effect (literally complete field in German), is a sensory deprivation phenomenon caused by exposure to a uniform field of information. While in the Ganzdome, the user will see nothing but uniform, diffuse color on a featureless surface, and hear only uniform noise. This flooding of unstructured information can alter perception during and possibly after the experience. Research on the Ganzfeld effect has discovered that for some, long exposure to a Ganzfeld field can result in auditory and visual hallucinations.

Altered Perceptions | Hannah Dotson

Altered Perceptions is designed to change the wearer’s visual and auditory perceptions through usage of modern technology. The wearer is given the impression of having senses, essentially “eyes and ears” in locations that they normally would not, such as eyes in the back of the head. The auditory effect is created using noise-canceling headphones connected to microphones placed in locations on the body, such as the wrists. Similarly, visual perception is altered using particularly placed webcams feeding video to the Oculus Rift headset.

**East Hallway**

Complementary LEDs | James Macdonald

This piece was inspired by the McCandless method of stage lighting, where complementary colored light is blended to form a wash. It is comprised of two LED strips run by an Arduino controller, displaying the complementary color combinations blue and amber, green and magenta, and red and cyan.