Mirror Worlds, a project funded by the National Science Foundation, researches human interaction by studying behavior and emotion in both the physical and virtual environment. Sensors placed around the Moss Arts Center track people in the physical space and then generate a digital version of those people at those same locations in a virtual building. People will also be able to access the virtual model of the building online and see both online visitors and the tracked representations of real people currently in the physical building. The project hopes to create a shared space, with portals between the physical and virtual, where people can interact with each other and explore the Moss Arts Center.

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Type: Virtual environment, sensors, tracking, smart spaces, Moss Center for the Arts, game engine

Date: 2013 to present