MEDIA COMPUTATION
STUDENT EXHIBITION

Location: STUDIOne, in Collegiate Square, 460 Turner Street
Time: Noon–2:30 PM
Admission: Free, no registration necessary

Art meets computer science for this exhibition featuring work from students in the spring 2013 class Media Computation, which introduced them to the basic ideas of computer science while working with sounds and pictures. Students explored ways to express their creativity and curiosity by writing computer programs using the programming language Python. The class is led by Steve Harrison, associate professor of practice in the College of Engineering’s Department of Computer Science and head of the Institute for Creativity, Arts, and Technology’s IMPLEMENT Studio.

For more information, go to www.icat.vt.edu
“THINK HARD/PLAY HARD” STUDENT EXHIBITION

Location: STUDIOne, in Collegiate Square, 460 Turner Street
Time: Noon–2:30 PM
Admission: Free, no registration necessary

Students from the College of Architecture and Urban Studies’ School of Visual Arts showcase their work from the spring 2013 semester, which includes a variety of digital and interactive media. This exhibition is coordinated by Carol Burch-Brown, professor of studio art in the School of Visual Arts and an Institute for Creativity, Arts, and Technology-affiliated faculty member.

Media Computation Student Exhibition

STUDIOne
Noon–2:30 PM
Art meets computer science for this exhibition featuring work from students in the spring 2013 class Media Computation led by Steve Harrison, associate professor of practice in the College of Engineering’s Department of Computer Science and head of ICAT’s IMPLEMENT Studio.

Video Game Festival

Williamsburg Room, Squires Student Center
3–5:30 PM
The Video Game Festival showcases three new video games created by an interdisciplinary team of art and computer science students in a class led by Yong Cao, assistant professor in the College of Engineering’s Department of Computer Science, and Dane Webster, associate professor in the College of Architecture and Urban Studies’ School of Visual Arts. They co-head ICAT’s IMAGE Studio.

“Learning is Risky” ArtsFusion Lecture

Lavery Hall, Room 335
5–6:30 p.m.
This ArtsFusion Lecture is led by Liesl Baum, head of the institute’s IDEA Studio. This talk and panel discussion for students and educators of all levels is designed to identify the challenges within educational systems and explore new perspectives of learning.

Digital Interactive Sound and Intermedia Studio-Spring 2013 Event

Studio Theatre, Squires Student Center
7:30 PM, technology showcase
8 PM, performance
This evening of multisensory performances and experiences will feature a range of performers, including three guest artists. Part of the Department of Music’s “Digital iD” performance series, this event is co-sponsored by the School of Performing Arts and Cinema, and led by Ivica Ico Bukvic, assistant professor of music in the College of Liberal Arts and Human Sciences and head of the Digital Interactive Sound and Intermedia Studio, as well as ICAT’s IMPACT Studio.

For more information, go to www.icat.vt.edu
VIDEO GAME FESTIVAL

Location: Williamsburg Room, Squires Student Center
Time: 3–5:30 PM
Admission: Free, no registration necessary

The Video Game Festival showcases three new video games created by an interdisciplinary team of art and computer science students. Twelve gaming consoles will be available for anyone interested in playing the games, which serve as a final project for a video game design class led by Yong Cao, assistant professor in the College of Engineering’s Department of Computer Science, and Dane Webster, associate professor in the College of Architecture and Urban Studies’ School of Visual Arts. Cao and Webster are co-heads of the institute’s IMAGE Studio.

For more information, go to www.icat.vt.edu
“LEARNING IS RISKY”
ARTSFUSION LECTURE

Location: Lavery Hall, Room 335
Time: 5-6:30 PM
Admission: Free, no registration necessary

This talk and panel discussion for students and educators of all levels is designed to identify the challenges within educational systems and explore new perspectives of learning. Not a conversation about standards of learning or identifying the wrongs, rather, the purpose is to discuss how to be proactive, which could include taking a few risks to empower both students and teachers. ICAT researchers are designing experiences that allow for creative inquiry, time for design and development, and space for exploration and play across many fields of study. This ArtsFusion Lecture is led by Liesl Baum, head of ICAT’s IDEA Studio.

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“Think Hard/Play Hard” Student Exhibition
STUDIOOne
Noon–2:30 PM
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8 PM, performance
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DIGITAL INTERACTIVE SOUND AND INTERMEDIA STUDIO-SPRING 2013 EVENT

Location: Studio Theatre, Squires Student Center
Time: 7:30 PM, technology showcase; 8 PM, performance
Admission: Free, no registration necessary

This evening of multisensory performances and experiences includes three guest artists: Eric Lyon, composer, computer music researcher, and faculty in the School of Creative Arts at Queen’s University Belfast; Elizabeth Hoffman, associate professor of music at New York University; and Matthew Ostrowski, pioneer in live electronic arts, composer, performer, and installation artist, as well as Virginia Tech’s Linux Laptop Orchestra (L2Ork); Wallace Easter, Virginia Tech associate professor of music; and Digital Interactive Sound and Intermedia Studio faculty and students.

Media Computation Student Exhibition
STUDIOOne
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Art meets computer science for this exhibition featuring work from students in the spring 2013 class Media Computation led by Steve Harrison, associate professor of practice in the College of Engineering’s Department of Computer Science and head of ICAT’s IMPLEMENT Studio.

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