

## Student Work Samples

Stimulating communal interaction with mobile technologies



**Shruti Chandra** – Parsons MFADT 2002

Smilex

“To create a wearable interface that stimulates and simulates human communication by using the visual language of emoticons. Targeted at those in an environment where people are in close proximity.”

# Student Work Samples



**Amy Hung** – Parsons MFADT 2003

TAG

“TAG' is a street activity proposed for the site of Times Square, New York City, where the privatization of public space has minimized personal contribution and interaction. Utilizing a mobile phone's text messaging capability, participants can TAG designated areas, or nodes, by inputting and displaying their inscription through SMS messaging. Players challenge each other's node supremacy by competing in a TXT BATTLE. The final reward in tagging all the nodes is the universal display of the player's TAG.”

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**Vicky Fang** – Parsons MFADT 2003

Batman: the game

“Batman: The Game is a game concept designed for people waiting in line at amusement parks. Making use of the physical environment and its unique temporary community, the game uses SMS technology to provide text riddles to individual players resulting in a physical manifestation as the community captures the criminals at large.”

## Student Work Samples



**Jenks Whittenburg** – Parsons MFADT 2004\_

Celling Out

“I want to give working people a sense of empowerment through artistic creation. Using a cell phone, they will make immediate decisions about strangers while walking to work. One they arrive at work these decisions will be translated into instruction for art projects that will be waiting for them on their computer.”

# Student Work Samples

Exposing bias by hacking an existing technology



**Evan Roth** – Parsons MFADT 2004

All City Council

“I am interested in what affordance consumer grade computing systems have to offer graffiti art within the urban environment. What can be learned from the histories of graffiti culture and cracker culture in the creation of a new form of street art. Using proposed legislation about prosecuting the “identified” sticker artist as a spring board, the project consists of a series of sticker productions created with custom software. Each sticker, or as in the photo above sticker series, renders the actual text of the legislation in the image of one of the city council members backing the legislation. Each sticker series was posted outside the offices of the council members.”

# Student Work Samples



**Federico Urdaneta** – Parsons MFADT 2003

## Submoves

“The submoves movement is basically all about taking the carefully engineered subway structures and having some fun with them. The space inside subway cars seems to be carefully designed to make people want to look at ads, in order to avoid looking at each other. Many have tried to address this issue with "hug your neighbor" aesthetics, - in our opinion - to little or no avail. so fuck trying to fix our inhumanity, fuck ads, and at least move those muscles or make someone feel uncomfortable. There are little restraints to what a move can be. Basically, a move has to make use of the space inside the subway car in a manner it wasn't intended to be used. Take this phrase as you may, be creative, take a picture and upload it.”

# Student Work Samples

New spatial encounters by piggy backing on existing protocols

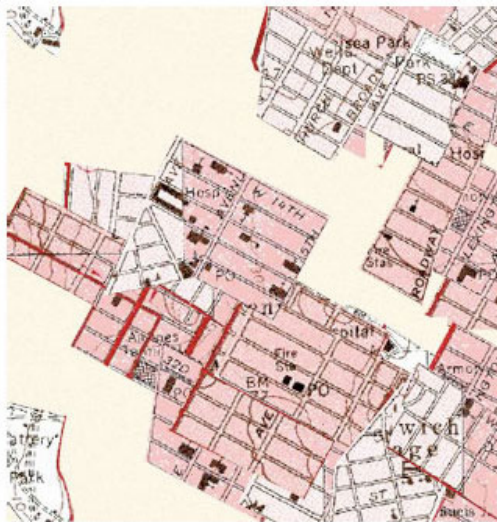


**Justin Molloy** – Columbia GSAPP 2003

Imaginecart

“To investigate the possibilities for advanced communication technologies’ convergence with everyday-real-life enhancements. More specifically, the project intends to examine how a graphical-image generator applied to a situation like a shopping cart, in a mundane quasi-urban-suburban condition like a supermarket, could enhance the supermarket experience for the consumer.”

## Student Work Samples



**Tolga Yildiz** – Parsons MFADT 2003

re:public

“re:public is a study of the relationship between the on-site and on-line presences and artistic uses of the re-emerging importance of locality in modern communication. It augments a certain physical space, in this case a collection of wireless internet access points in Manhattan, New York via designating the location as a performance point with a unique set of inputs for an online application. The piece generates musical results from the wireless internet usage throughout the city. The resultant algorithmically generated music is streamed back to the users. As the users are creating music” collaboratively, they also reconstruct the map of the city as a result of their performance.

# Student Work Samples

Exposing media bias through performance

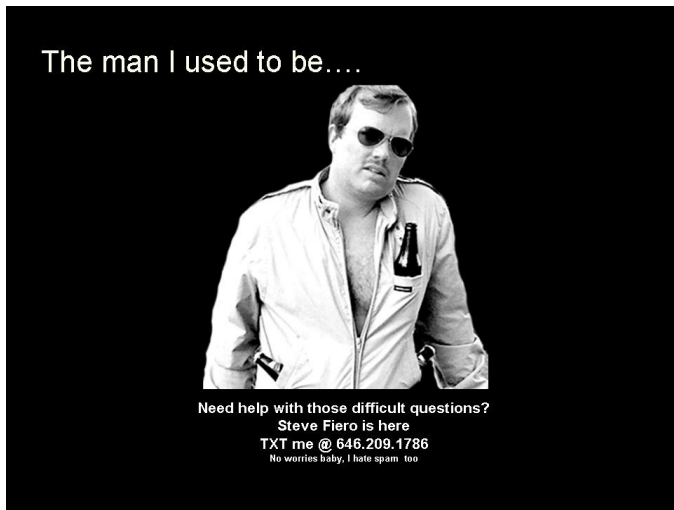


**Jenny Mu** – Parsons MFADT 2005

Sidewalk Installation Series

“I am studying unused public phone booth or other sites in New York City because I want to find out how public facilities are used by their citizens, tourists, and hidden citizens in order to understand if they are there to facilitate or control public spaces.”

## Student Work Samples



**Paul Notzold** – Parsons MFADT 2005

### Textual Healing

“The initial motivation behind this project was to see how new technologies could be used to create an interactive theater experience. I wanted to see if there was a way for an audience to communicate to performers and affect the way that an onstage narrative takes shape and how it could be different every time. Due to time constraints and resources the project took its form through SMS/TXT messaging to see what kind of narrative experience could develop between strangers, or between characters.”