

History of Computer Art

URL: http://iasl.uni-muenchen.de/links/GCA_Indexe.html

Part XI: Pervasive Games

Seminar, 28nd April 2014

Danube University Krems

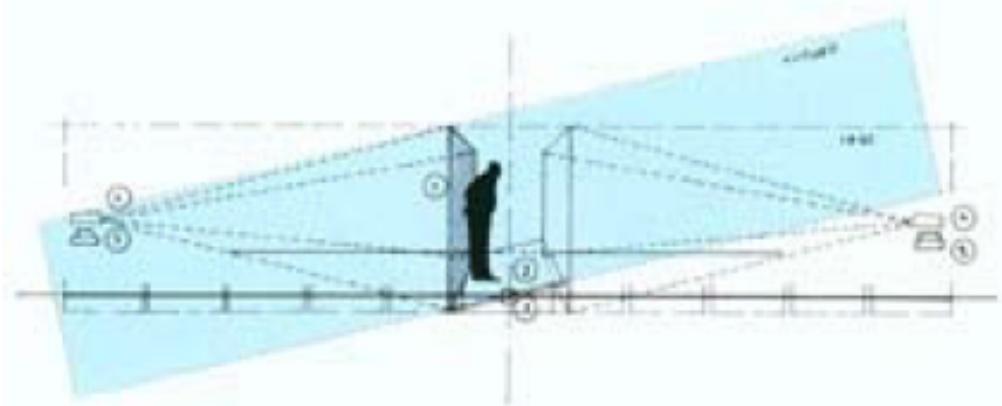
Department for Arts and Image Science

MediaArtHistories: Masters of Art

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Spatialization (I)



Möller, Christian: Space (im)Balance, 1992, pavilion with reactive installation in the interior space, Donaulände, Linz.

Top: vertical plan (Möller: Space 1992, p.158).

Image source: URL: http://90.146.8.18/de/archiv_files/19921/1992_155.pdf

Bottom: The pavilion's interior with one of the two projections and an observer standing on the platform with a modifiable gradient.

Image source: URL: http://www.christian-moeller.com/display.php?project_id=18&play=true

Spatialization (II)



Time's Up: Sonic Pong, 1999, reactive installation.

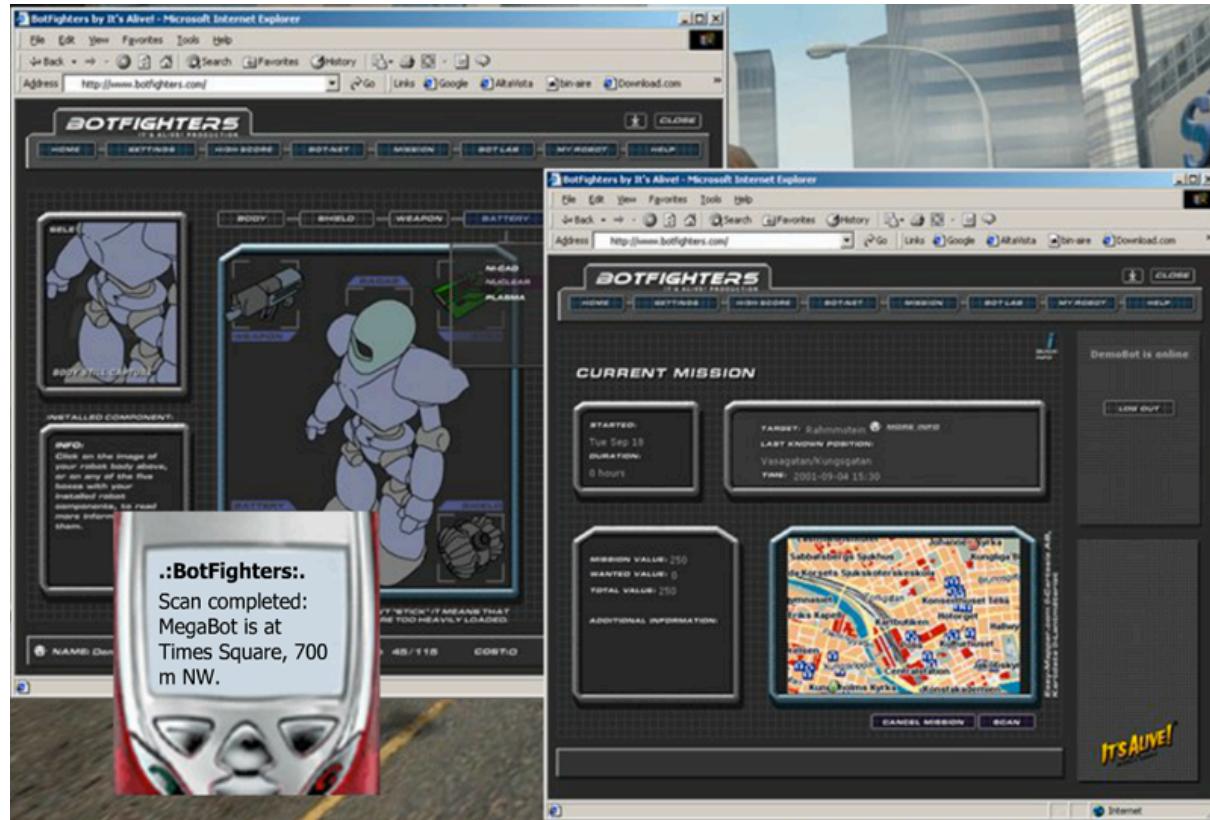
Image source: URL: <https://www.flickr.com/photos/10464117@N05/sets/72157624549801710>

Massively Multiplayer Online Games (MMOG)



Battleground Europe: World War II online, 2001, MMOG. Screenshot from: URL: <https://www.youtube.com/watch?v=RBMDJce91FA>

Pervasive Games (I)



It's Alive: Botfighters 1, since April 2001, pervasive game.

Left: illustrations from the web site and the screen of the mobile telephone.

Image source: URL: <http://streams.metropolia.fi/old/storytelling05/slides/TomSoderlund-StoriesfromtheFrontierofMobileGaming-2005-09-20.ppt>

Right: the screen of the mobile telephone.

Image source: URL: <http://streams.metropolia.fi/old/storytelling05/slides/TomSoderlund-StoriesfromtheFrontierofMobileGaming-2005-09-20.ppt>

Pervasive Games (II)



Waag Society: Frequency 1550, February 2005, pervasive game, pilot test.

Image source: URL: <http://freq1550.waag.org/clips/real-med-map.html>

Pervasive Games (III)



Active Ingredient/Lansdown Centre for Electronic Arts und London Institute for Sport and Exercise, Middlesex University, London/Mixed Reality Laboratory, Nottingham Trent University: 'Ere be Dragons, project, Nottingham, Februar und Dezember 2005/Singapore, November 2005/Berlin, October 2006.

Image source: URL: <http://citeseerx.ist.psu.edu/viewdoc/download;jsessionid=36467EC756CDCE651C87AC6327ED58E7?doi=10.1.1.106.955&rep=rep1&type=pdf>

Pervasive Games (IV)



Hansen, Jonas: Wanderer, September 2005, pervasive game.

Screenshots from URL: <https://vimeo.com/1728692>



Bibliography with informations about the abbreviations used in the captions:

Dreher, Thomas: History of Computer Art. Chap. Bibliography. In: URL: <http://iasl.uni-muenchen.de/links/GCA-IXe.html>