

BENV2423LOWE

DESIGN AND REAL TIME INTERACTIVITY

VIDEOS ON EMUSTORE

THE VIDEOS LINKED FROM THIS PRESENTATION ARE ON THE FACULTIES NETWORK DRIVE AS THEY ARE TOO LARGE TO UPLOAD WITH THESE IMAGES, SEE HERE:

<ftp://emustore.fbe.unsw.edu.au> and navigate to; Resources\samples\benv\benv2423 – Lowe

(your user name is the letter 'u' followed by your student ID and your password is your normal fbe password. If you haven't set that go to the "current students" page on the fbe website and follow the "FBE password services" link).

PURE WAR!

Procedure: 2. Research Pachube to find an interesting real world sensor that you can connect conceptually to the idea of Pure War!

PURE WAR!
PAUL VIRILIO

1997



PURE WAR!

PAUL VIRILIO 1997

**"A MUTATED FORM OF WAR
THAT EXISTS IN A PURE STATE
OF PERMANENT PREPARATION
FOR AND ANTICIPATION OF
ACTUAL WARFARE." CROGAN**



RAND

1950

“INFORMATION PROCESSING”

“DECISION MAKING”

“PROBLEM SOLVING”



CYBERNETICS 1947

SO WHAT LINKS

**SO WHAT LINKS
RESEARCH + TEACHING**

**SO WHAT LINKS
RESEARCH + TEACHING
+ COMPUTER GAMES?**

THE TEST

SIMULATION

TOP
SELLING

8-73

THE NEWEST 2 PLAYER
VIDEO SKILL GAME

PONG

from ATARI CORPORATION
SYZYGY ENGINEERED

The Team That Pioneered Video Technology


FEATURES

- STRIKING Attract Mode
- Ball Serves Automatically
- Realistic Sounds of Ball Bouncing, Striking Paddle
- Simple to Operate Controls
- ALL SOLID STATE TV and Components for Long, Rugged Life
- ONE YEAR COMPUTER WARRANTY
- Proven HIGH PROFITS in Location After Location
- Low Key Cabinet, Suitable for Sophisticated Locations
- 25¢ per play

THIS GAME IS AVAILABLE FROM YOUR LOCAL DISTRIBUTOR

Manufactured by
ATARI, INC.
2962 SCOTT BLVD.
SANTA CLARA, CA.
95050

Maximum Dimensions:
WIDTH - 26"
HEIGHT - 50"
DEPTH - 24"
SHIPPING WEIGHT:
150 Lb.







FLIGHT SIMULATOR



Outside View:
Spot
2.41 Zoom



12-30

12-30

SIMULATION PAUSED - Press P to continue.

WIREFMOD

YES THANKS

A HISTORY OF COMPUTER GAMES

YES THANKS

WWW.GAMESTUDIES.ORG

WWW.3DBUZZ.COM

WWW.METACRITIC.COM

WWW.GAMASUTRA.COM

WWW.CRYMOD.COM

GAME MOD TAXONOMY

WEBSITES

PARADIGM SHIFT

PAUSE INIT DONE statement executed

To resume execution, type go. Other input will terminate the job.
go

Execution resumes after PAUSE.

WELCOME TO ADVENTURE!! WOULD YOU LIKE INSTRUCTIONS?

y

SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND
FORTUNES IN TREASURE AND GOLD, THOUGH IT IS RUMORED
THAT SOME WHO ENTER ARE NEVER SEEN AGAIN. MAGIC IS SAID
TO WORK IN THE CAVE. I WILL BE YOUR EYES AND HANDS. DIRECT
ME WITH COMMANDS OF 1 OR 2 WORDS.

(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)

(IF STUCK TYPE HELP FOR SOME HINTS)

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK
BUILDING . AROUND YOU IS A FOREST. A SMALL
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.



C. WOLFENSTEIN



25. *Neverwinter Nights*
24. *Super Mario Sunshine*
23. *Battle Arena Toshinden*
22. *Starfleet Command Series*
21. *Morrowind*
20. *Impossible Creatures*
19. *Battlecruiser 3000AD*
18. *American McGee's Alice*
17. *The Getaway*
16. *Mortal Kombat*
15. *Dungeon Siege*
14. *Dead or Alive 3*
13. *Battletoads*
12. *Unreal II: The Awakening*
11. *Pools of Radiance: Ruins of Myth Drannor*
10. *Halo*
9. *Donkey Kong Country*
8. *Lara Croft: Tomb Raider: Angel of Darkness*
7. *Final Fantasy VII*
6. *Blinx: The Time Sweeper*
5. *Quake II*
4. *Daikatana*
3. *Enter The Matrix*
2. *Metal Gear Solid 2: Sons of Liberty*
1. *Black & White*

LITTLE BIG PLANET

YES THANKS

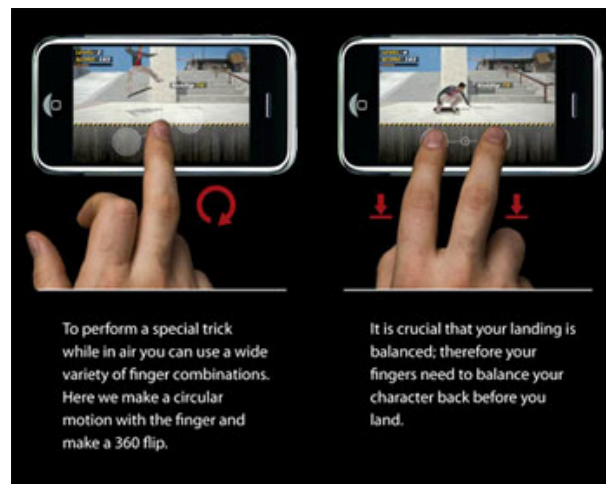
YES THANKS



SPORE

"'Spore' developers were surprised by a user's creation of this skeleton because they didn't think this kind of figure was possible using the creature creator they had made."

<http://news.cnet.com/crave/?keyword=Spore>



HARDWARE



PDP-1

1960



PDP-1

1960





THE NEWEST ² PLAYER
VIDEO SKILL GAME

PONG

from ATARI CORPORATION
SYZYGY ENGINEERED

The Team That Pioneered Video Technology

FEATURES

- STRIKING Attract Mode
- Ball Serves Automatically
- Realistic Sounds of Ball Bouncing, Striking Paddle
- Simple to Operate Controls
- ALL SOLID STATE TV and Components for Long, Rugged Life
- ONE YEAR COMPUTER WARRANTY
- Proven HIGH PROFITS in Location After Location
- Low Key Cabinet, Suitable for Sophisticated Locations
- 25¢ per play

THIS GAME IS AVAILABLE FROM YOUR LOCAL DISTRIBUTOR

Manufactured by
ATARI, INC.
2962 SCOTT BLVD.
SANTA CLARA, CA.
95050

Maximum Dimensions:
WIDTH - 26"
HEIGHT - 50"
DEPTH - 24"
SHIPPING WEIGHT:
150 Lb.





COMMODORE 64

ATARI







Broadcast Yourself™

Search

[Home](#) [Videos](#) [Channels](#)

Low-Cost Multi-touch Whiteboard using the Wiimote



★★★★★ undefined

2,755,818 views

AR DRONE THANKS

POLITICS

"Eddo Stern, a C-level member with Mr. Condon, said the commercial game industry has, like the film industry, focused on escapist entertainment. But now, he said, "what we're trying to do in a sense is create documentary video games."

Julian Oliver, the director of SelectParks, a media lab in Melbourne, Australia, said game-art projects based on virtual re-creations typically deliver their creators' vision of an otherwise inaccessible space. They also can be used to alter people's experience of a public place or a historic moment.

"Normally they're not just straight simulations where you simply play out the events as they were then," Mr. Oliver said. "You can revisit those events and play them differently and explore them from many different camera angles."

With two other artists, he is developing "Escape From Woomera" (www.escapefromwoomera.org), a virtual reconstruction of four Australian immigration-detention centers."

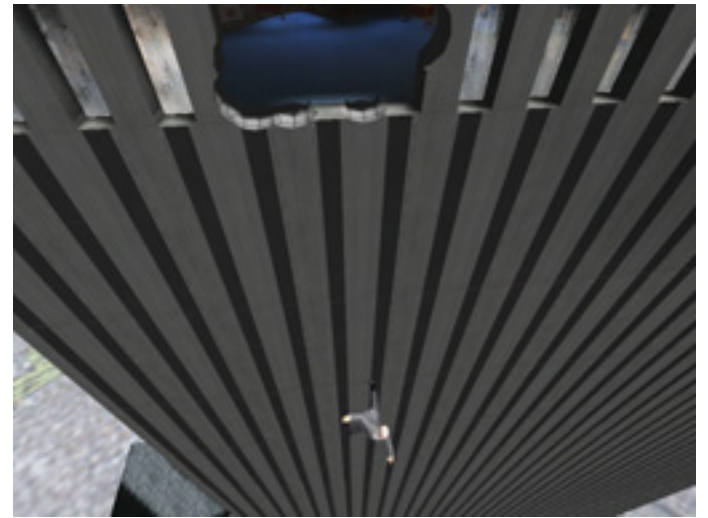
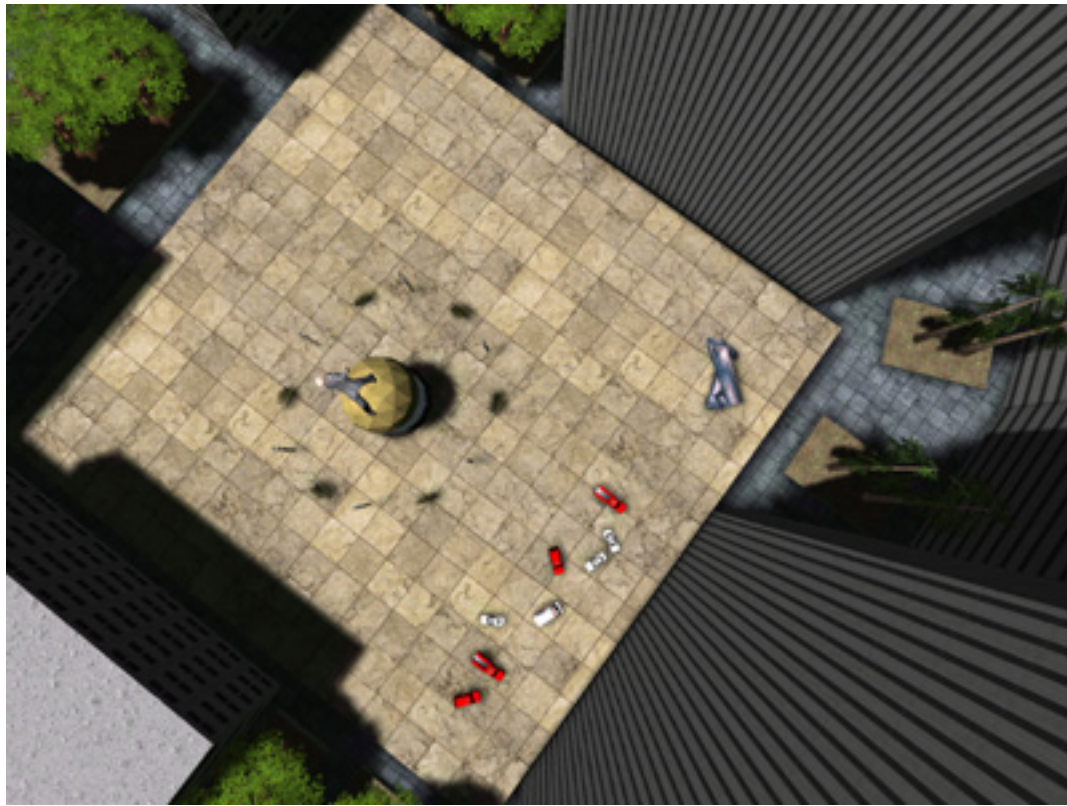
911-SURVIVOR

Online Games Grab Grim Reality, By MATTHEW MIRAPPAUL, Published: September 17, 2003

<http://query.nytimes.com/gst/fullpage.html?res=9802E3D9173AF934A2575AC0A9659C8B63>

<http://www.newgrounds.com/collection/waronterror.html> Osama Games

<http://www.selectparks.net/911survivor/911screenshots.html>



www.escapefromwoomera.org

COLUMBINE

HISTORY YES THANKS

BLURING

**BLURING
SIMULATION AND**

**BLURING
SIMULATION AND
REALITY**

KUMA \ WAR

2004













7 7 2006

COUNTER-STRIKE



SUPERFLEX

COUNTER-STRIKE 2002

(installation view) Govett-Brewster Art Gallery 2003

courtesy the artists



TITANIC?



SHOCK AND AWE



SHOCK AND AWE



SHOCK AND AWE

DEMO

QUESTIONS?