CHRIS WILLEY

IMAGINE THIS
I've accepted your friend request. Now let's chat!

Let's translate here.

我的姓在中文中也很少见

My family name is seldom seen in Chinese

I want to connect with my students. So badly. But English is a problem.

Yes, I have not seen that before.

是的，我的英语很糟糕，不然我就也可以去美国了

Yes, my English is very bad, otherwise I can go to the US too.
IMAGINE THIS
TECHNOLOGY FOR GLOBAL CITIZENS
"Artificial Intelligence will be able to do anything that is "algorithmic" procedural and programmable."

—KEVIN KELLY

“Tendency of technology to do more and more with less and less, until eventually you can do everything with nothing.”

— R. BUCKMINSTER FULLER
ALGORITHMS
QUANTUM
IML DNA

- Convert data into affective information
- Work across disciplines
- Utilize and explore new options
MISSION

The Immersive Media Lab is an interdisciplinary collaborative that conducts research within emerging technologies at the University of Wisconsin - Milwaukee. Our research aligns the spheres of science and the humanities through the lens of creativity. We investigate and promote sustainable options for our shared future.

Riley Mahr, ©2017
IMMERSIVE MEDIA LAB
3RD SPACE
Creativity

- Creativity is the act where something new and valuable is formed
- We use creativity as our common denominator
AUTOTELIC 'FLOW'

• Align passive pleasures with active enjoyment for initial growth

• Nurture and build ‘scaffolding,’ around this trajectory

• Autonomy and approaches to mastery lead to ‘Flow-States’
GROWTH

- Trajectory dictates research
- Situate new tools, concepts, resources, and subject matter experts
- Growth towards a team or project
STRUCTURE

• Interdisciplinary collaborative research structure
• Cultivate a communication channel where research is shared and commented
• Constructive feedback loops are realized
• Leverage ‘social proof,’ and ‘behavior residue’ as creative fuel

Video Credit: Chris Willey, ©2018
• Research documents include 4 parts:
  • intensions
  • procedures
  • inferences
  • prospections

• A record of process, official research documentation, and knowledge base for future researchers

Video Credit: Chris Willey, ©2018
EMERGENT CREATIVITY

- Synthesis, evolution, and innovation powered by creativity
- What emerges are new options
- We explore and utilize these new options, and purposely bend them towards either intrinsically motivated purpose or sponsored projects

Sarah Wright, ©2017
FUTURE LEADERS

• Promote integrity, authenticity, and reliability
• Unparalleled technical facility
• Experienced interdisciplinary collaborators
• Lean into failure and iteration
• Cultivate channels of communication
• Intrinsically motivated life-long learners
Make anonymous comments directly on the hung research notes.

post-its
Round 1: What works
Changed the word conclusions (seemed too final) to inferences... "understanding/conclusions based upon reason/evidence."

words matter.

post your research here. You'll do one for each day you're in the lab. Include second pages with pictures, etc.

The additional pages are in the PDF on their own page, this seemed like the easiest way to keep them together. If you would like separate documentation, let me know.

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Look into web 3D annotations of wolf VR demo

Try to implement AR.js with three.js

Look into ARToolKit JS AR rendered objects

Inferences - what was good:

For some reason I'd thought var was okay to render the augmented object in the environment of triggering the camera is what I was getting. The rendered object looks like what it was supposed to be, attached image, what the original view I see because I was using a virtual view.

I learned about the npm library and it seems like a better alternative to AR.js since it's a mobile library. It might be and I should be able to mix three.js with mobile libraries for AR.

Challenge with AR.js is that it works well for JavaScript Node.js preventing including dependencies in JavaScript, the global scope.
Paint Height

Click to paint height.

Hold shift and click to sample target height.

Brushes
IMMERSION TECHNOLOGY IN GLOBAL INDUSTRY
CONNECTIVITY = SHARING A SPACE. SHARING AN EXPERIENCE.

EMILY SCHEIDER BERENS, UNIVERSITY OF WISCONSIN-MILWAUKEE
VIRTUAL COMMUNITIES

DESIGNING INTERACTIVE DIGITAL ARTS CURRICULUM

1. Download the CoSpaces app on your smartphone or iPad from the App Store (Search for CoSpaces Edu App)

OR: On any laptop (including Chromebooks!), visit https://cospaces.io

2. Enter in your Google or Office 365 Account

3. Sign in to our shared space using the following code: EIDII

QUESTIONS? Contact me at: scheide5@uwm.edu
Follow my Animation Students at: http://mkevisionaries.com
Mami’s House

Stella Mann, Age 12
Milwaukee, WI
A collaborative community is one of the first steps to making technology more accessible.

Co-Spaces offers a number of free, open-source resources for instructors and administrators looking to get started:

- **ON-BOARDING AR/VR CURRICULUM INTO YOUR PROGRAMMING**
  Co-Spaces offers a free full training and certification course here: [https://aquilaeducation.thinkific.com/courses/cospacesedu](https://aquilaeducation.thinkific.com/courses/cospacesedu)

- **KEYBOARD SHORTCUTS-**
THANK YOU