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ArTeNTNU.com

For Experts in Team Students 18.01.2012

Norwegian University of Science and Technology

- www.ntnu.no
- 4200 staff members
- budget 0.5 b Euro
- 20,000 students
- Trondheim 140.000 persons
- 7 faculties HF, SVT, 3 technical ones (IME, NT, IVT), medicine, art and architecture
- IME – 6 departments

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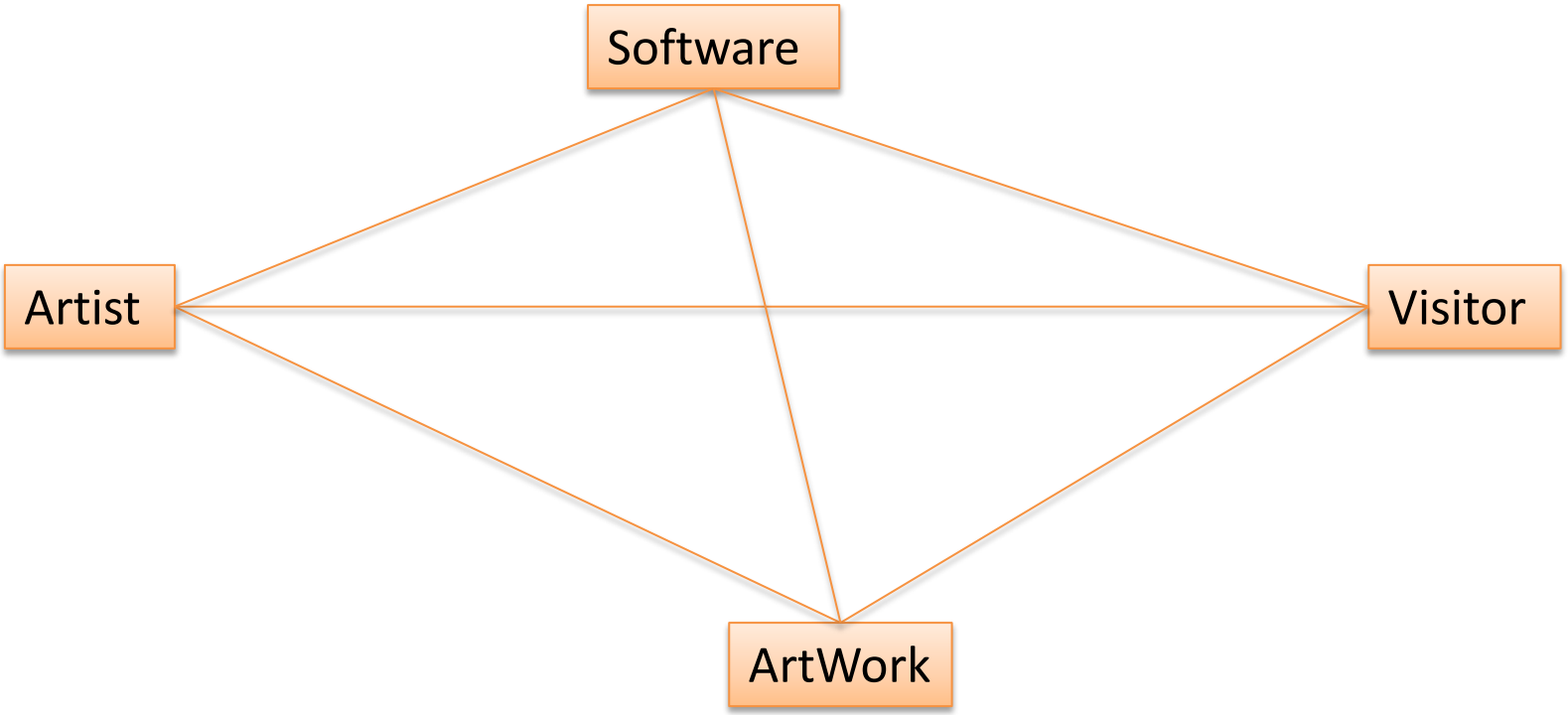
ArTe Vision

ArTe aims at enhancing the state of knowledge at the
interdisciplinary intersection of Information Technology and the arts.
The focus is on creativity, cooperation, and openness of processes and content.

ArTe Resources

- Experts in Team, since 2004.
  - 4th year project course, 2000 students, all departments
  - 120 students and many good contacts
- At NTNU
  - Salah Uddin Ahmed PhD student
  - Anna Trifonova ERCIM Post Doc
  - Jose Danado ERCIM Post Doc
  - Agnieszka Pokrywka PhD student
  - Master students
- Artists like Samir M'kdami
- International and National network

Research – the Concepts



Open source
Software
processing
arduino
interaction
old – new reuse
Max MSP
Touch technology

Objekt – prosjekt and ArTime v2.0
In connection with NTNU's celebration in September 2010

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Artist Samir M'kdami
PhD st. Salah U. Ahmed

The research questions explore the interplay between artwork, technology, artist, and audience

How can *we* improve the development process of software dependent artworks and projects, in terms of software development, maintenance, upgrade and usability of the artwork?

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Education Experts in Team 2008

From an experimental house façade to a room at Gløshaugen

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Research -how important is the type and novelty of technology in a cooperation project between artists and technologists?
- Is the Open Wall a piece of art or is it a tool for artist expression?

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Dissemination Norwegian Research Council – PROREAL 2009-2010
Increase interest in science, focus on recruitment to Computer science

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Project Mubil

- The project MUBIL starts in October 2011 and will run for two years. It is cooperation between the Gunnerus Library at NTNU, the IDI department at NTNU; and the PERCRO laboratory Sant'Anna.
  Project leader: Alexandra Angeletaki
- Contact at IDI/IME thesis supervisor: Letizia Jaccheri

Master thesis

- Prototype of 3D applications for augmented reality and immersive visitor experience in museums. – For Computer Science Students
- This project has the goal to develop a 3D application for the MUBIL project with focus on augmented books.
  The candidate will have to work both practically (with development) and empirically (by evaluating the prototype).

Master thesis (cont.)

- The development platform will be state of the art technology for virtual and augmented reality; the XVR framework, based on a powerful scripting language oriented to VR/AR, allows to develop and manage interactive applications featuring 3D graphics, computer vision, 3D audio, motions sensors, haptic interfaces. Such applications can be deployed on the web or on immersive platform such as Head Mounted Displays, Powerwall, or CAVEs.

Master thesis theoretical

- 3D applications for augmented reality and immersive visitor experience in museums: state of the art and state of the practice. This project has the goal to map out the status of knowledge and practice about the theme 3D applications in museums and archives with focus on augmented books.
  The candidate will have to work both theoretically (with literature) and empirically (by assessing the Norwegian and International museum landscape).

For Experts in Team Students

- Choose a subproblem
- Work interdisciplinary and critically
- Work out of the box
- Evaluate technology
- Give new ideas
- Evaluation

Cooperation interests

- EU projects
- ERCIM post docs
- International masters
- Project students

- Master students!