The Bukas Lab: Exploring Creative Physical Spaces for a Virtual University

2023 January 27

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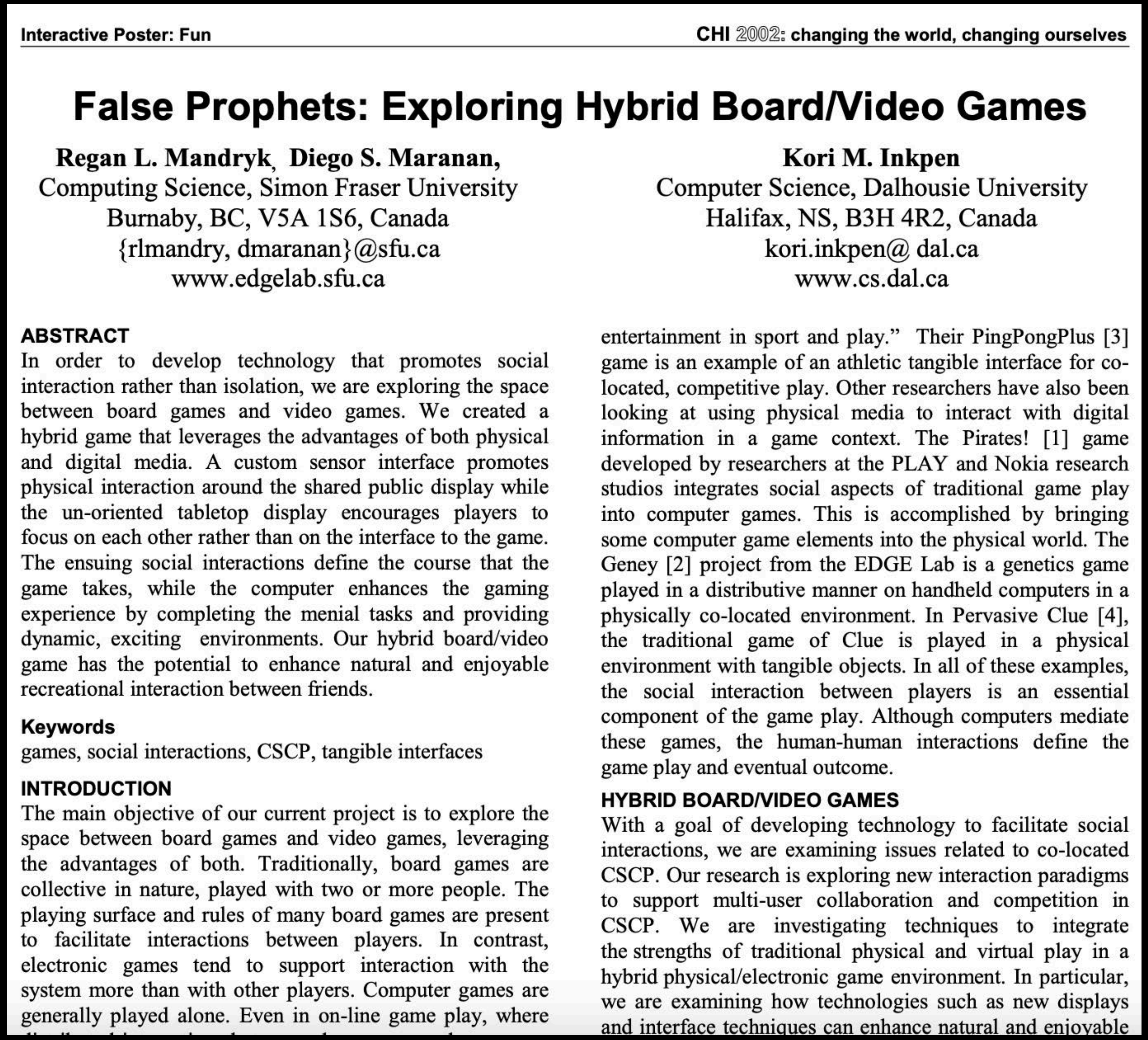

Interactive Poster: Fun — CHI 2002: changing the world, changing ourselves

False Prophets: Exploring Hybrid Board/Video Games

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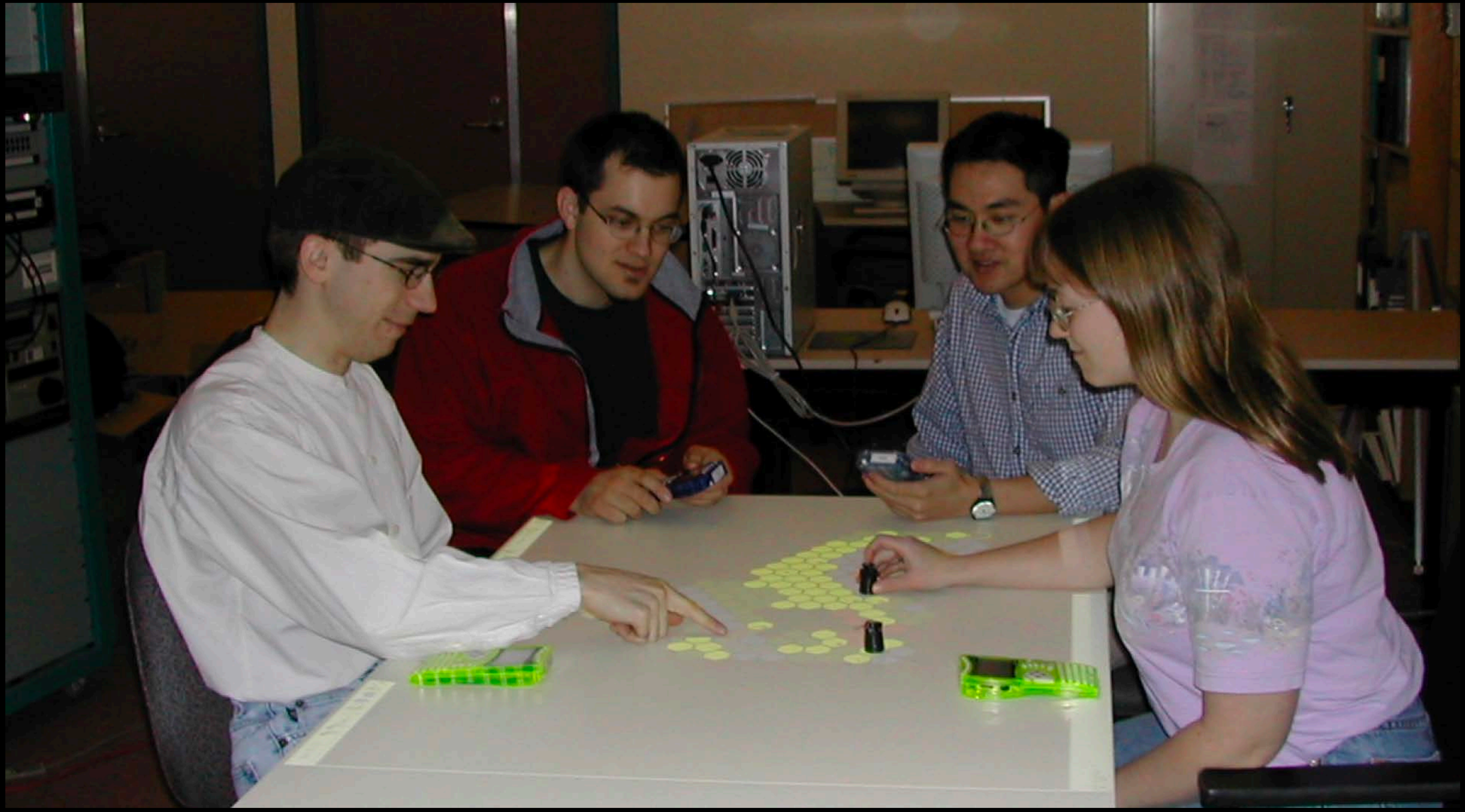
ABSTRACT
In order to develop technology that promotes social interaction rather than isolation, we are exploring the space between board games and video games. We created a hybrid game that leverages the advantages of both physical and digital media. A custom sensor interface promotes physical interaction around the shared public display while the un-oriented tabletop display encourages players to focus on each other rather than on the interface to the game. The ensuing social interactions define the course that the game takes, while the computer enhances the gaming experience by completing the menial tasks and providing dynamic, exciting environments. Our hybrid board/video game has the potential to enhance natural and enjoyable recreational interaction between friends.

Keywords
games, social interactions, CSCP, tangible interfaces

INTRODUCTION
The main objective of our current project is to explore the space between board games and video games, leveraging the advantages of both. Traditionally, board games are collective in nature, played with two or more people. The playing surface and rules of many board games are present to facilitate interactions between players. In contrast, electronic games tend to support interaction with the system more than with other players. Computer games are generally played alone. Even in on-line game play, where

entertainment in sport and play." Their PingPongPlus [3] game is an example of an athletic tangible interface for co-located, competitive play. Other researchers have also been looking at using physical media to interact with digital information in a game context. The Pirates! [1] game developed by researchers at the PLAY and Nokia research studios integrates social aspects of traditional game play into computer games. This is accomplished by bringing some computer game elements into the physical world. The Geney [2] project from the EDGE Lab is a genetics game played in a distributive manner on handheld computers in a physically co-located environment. In Pervasive Clue [4], the traditional game of Clue is played in a physical environment with tangible objects. In all of these examples, the social interaction between players is an essential component of the game play. Although computers mediate these games, the human-human interactions define the game play and eventual outcome.

HYBRID BOARD/VIDEO GAMES
With a goal of developing technology to facilitate social interactions, we are examining issues related to co-located CSCP. Our research is exploring new interaction paradigms to support multi-user collaboration and competition in CSCP. We are investigating techniques to integrate the strengths of traditional physical and virtual play in a hybrid physical/electronic game environment. In particular, we are examining how technologies such as new displays and interface techniques can enhance natural and enjoyable



Mandryk, R. L., Maranan, D. S., & Inkpen, Kori M. (2002). False prophets: Exploring hybrid board/video games. *CHI '02 Extended Abstracts on Human Factors in Computing Systems*, 640–641. https://doi.org/10.1145/506443.506523

Somatic learning

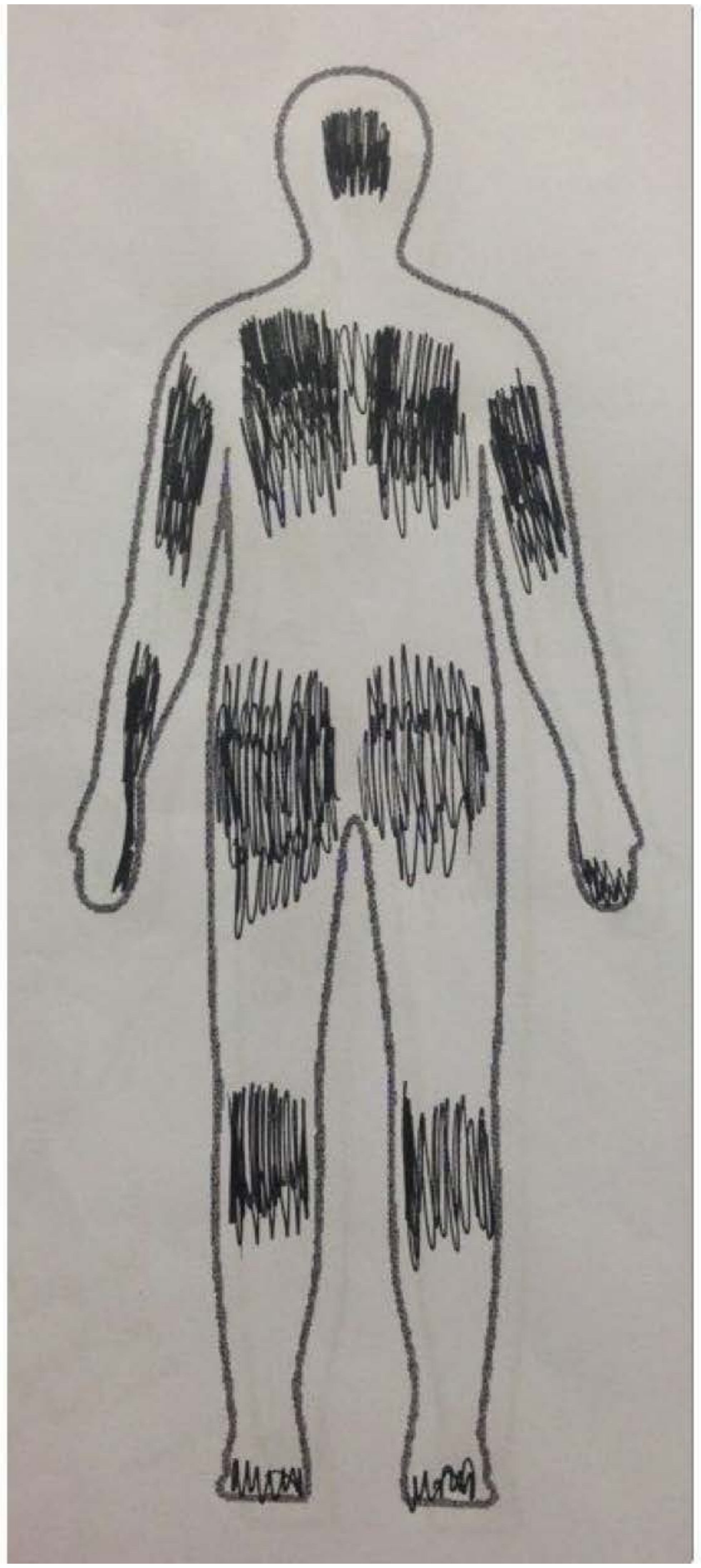
Somatic techniques, e.g., the Feldenkrais Method (Rywerant, 2003; Feldenkrais, 1972)

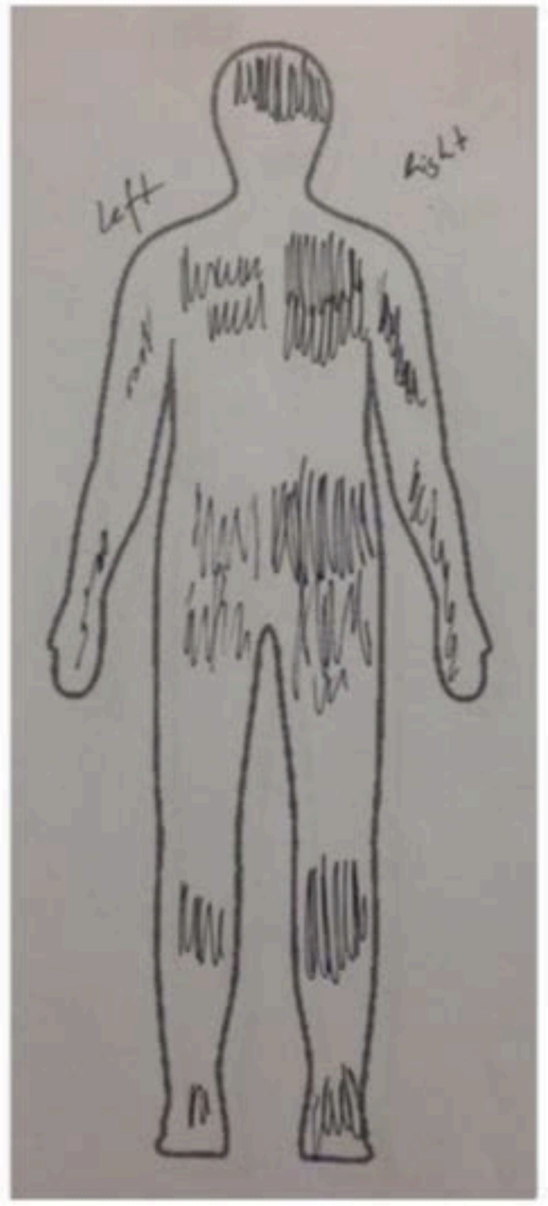
Functional Integration lesson

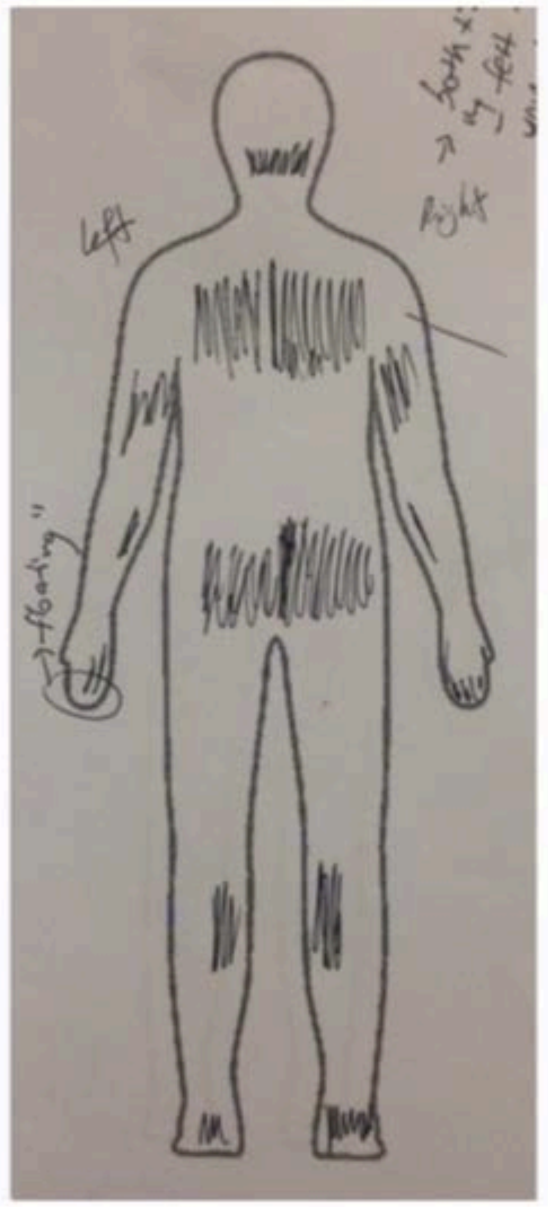
Awareness Through Movement lesson

Maranan, Diego S., Jane Grant, John Matthias, Mike Phillips, and Susan L. Denham. 2020. “Haplós: Vibrotactile Somaesthetic Technology for Body Awareness (Paper).” In Proceedings of the Fourteenth International Conference on Tangible, Embedded, and Embodied Interaction, 539–43. TEI ’20. Sydney NSW, Australia: Association for Computing Machinery. https://doi.org/10.1145/3374920.3374984

Haplós

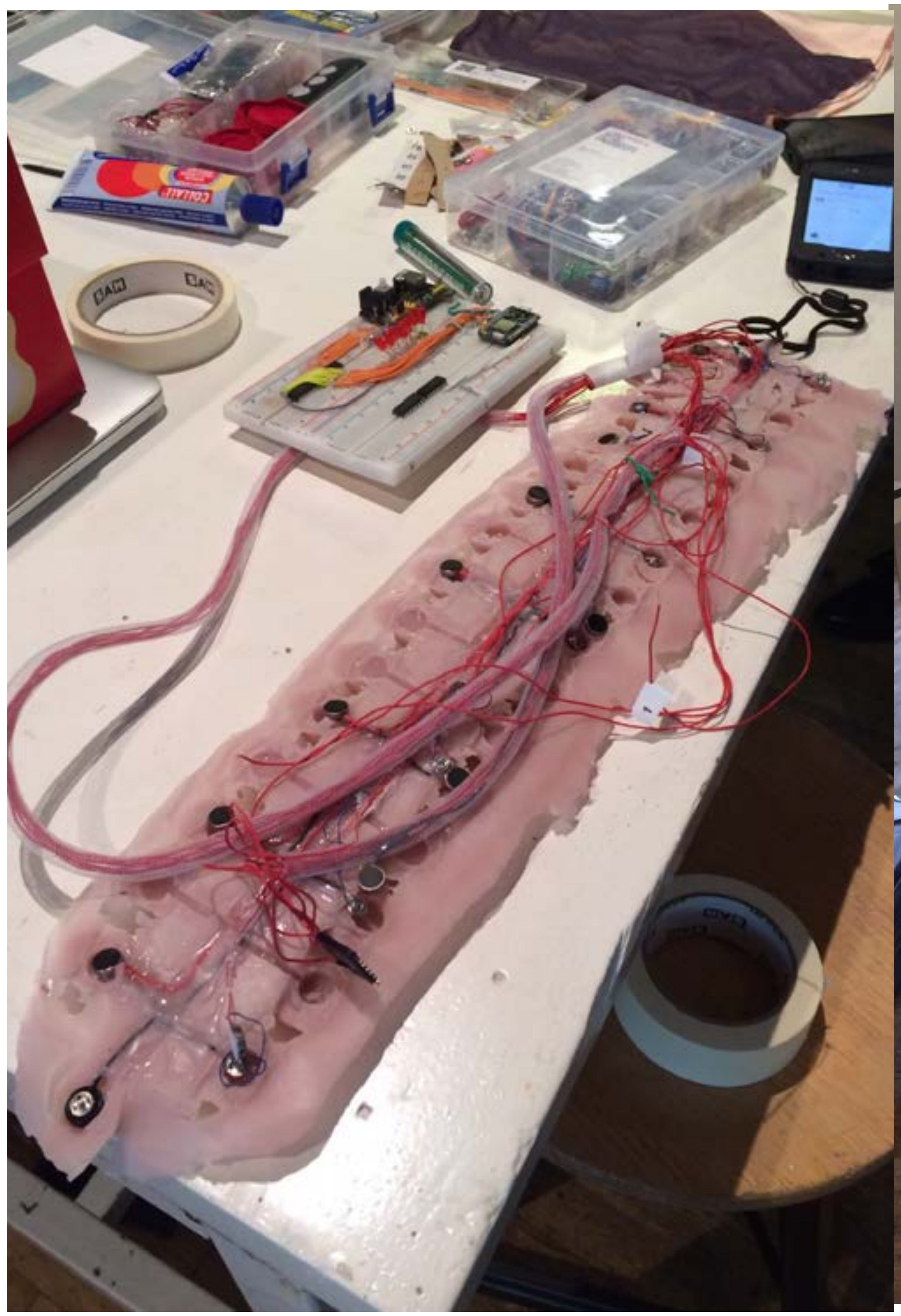
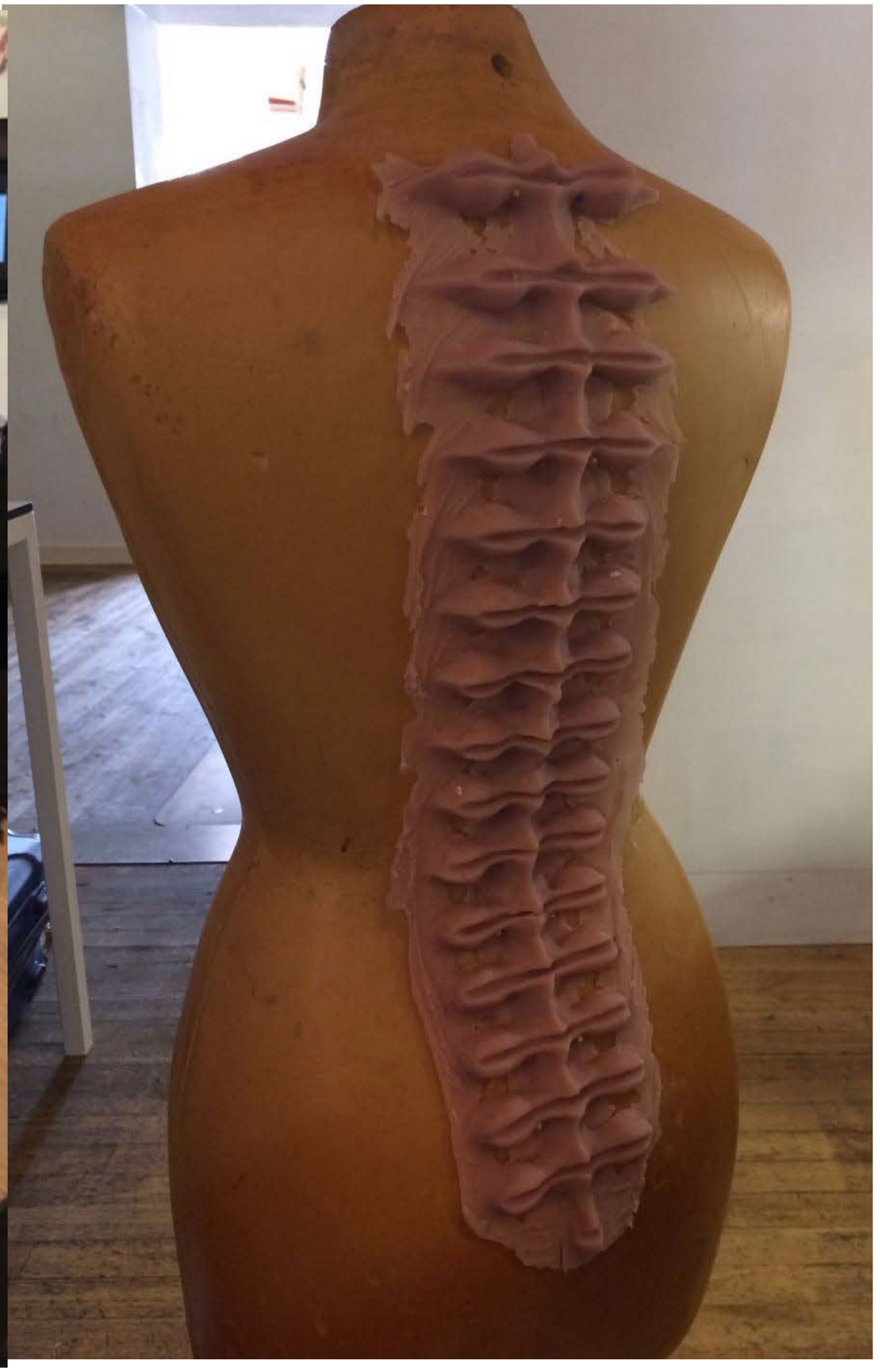






Bisensorial (Hack the Brain 2016, Amsterdam)

Individualised neuroadaptive therapies

Bisensorial (Hack the Brain 2016, Amsterdam)

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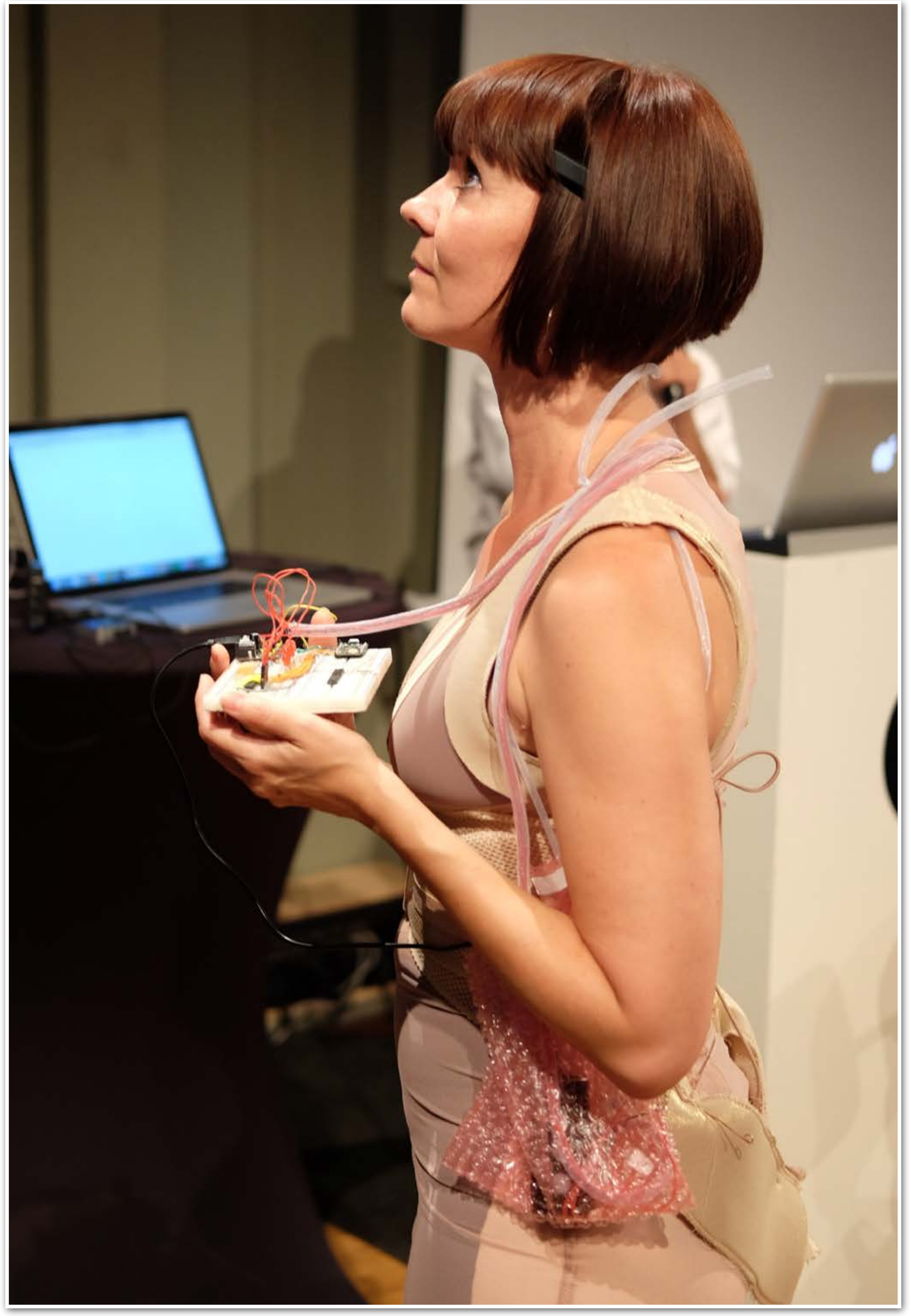
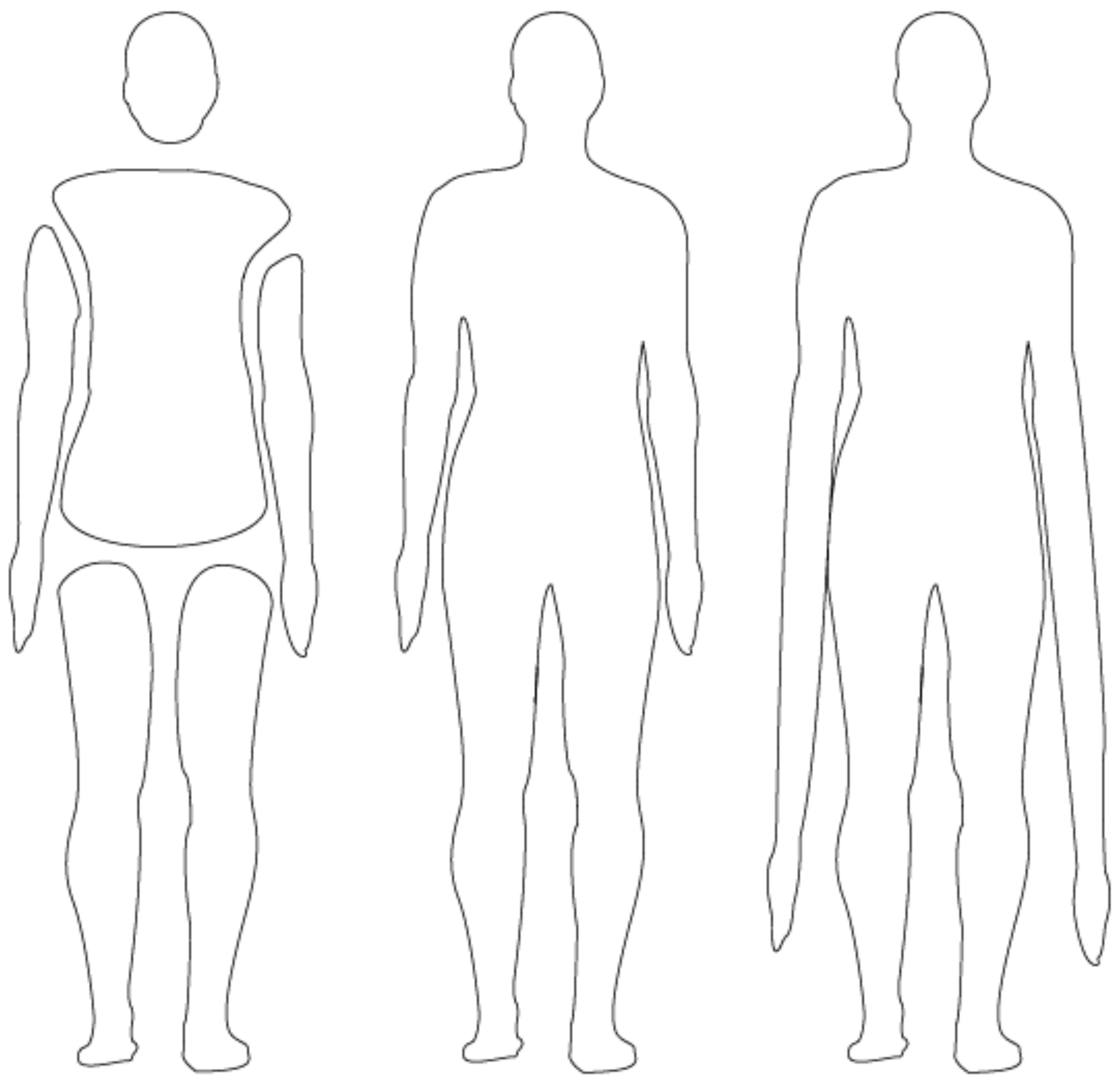


RE/ME (SwissNex San Francisco, 2018)

Reshaping body self-image through touch and sound

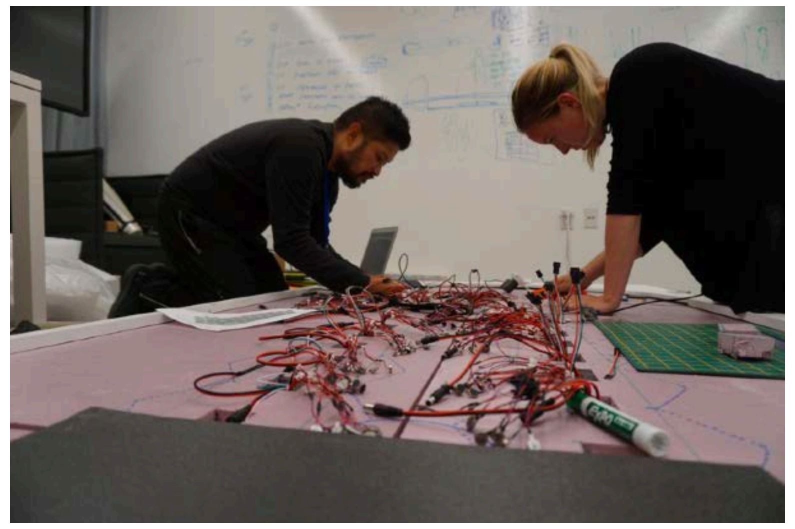


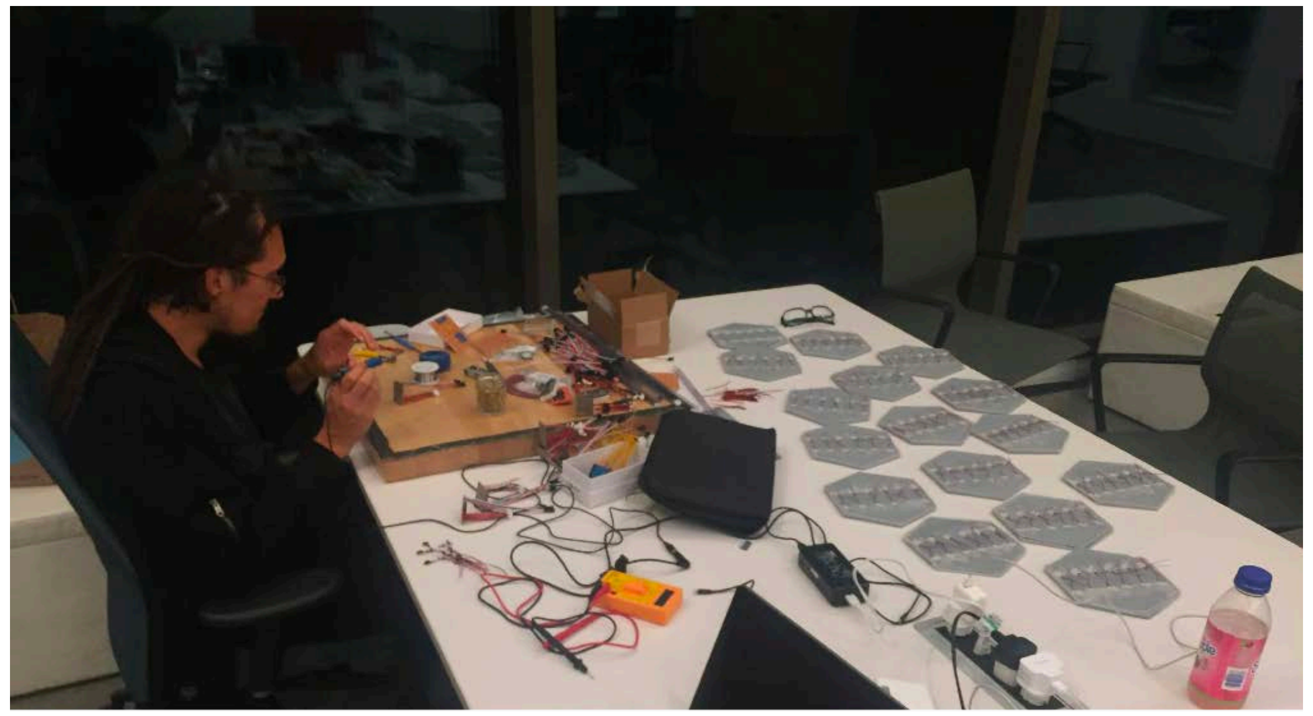
RE/CONNECT : RE/IMAGINE

BODILY WELL-BEING
BODILY CREATIVITY

RE/ME

Reshaping body self-image through touch and sound





RE/ME

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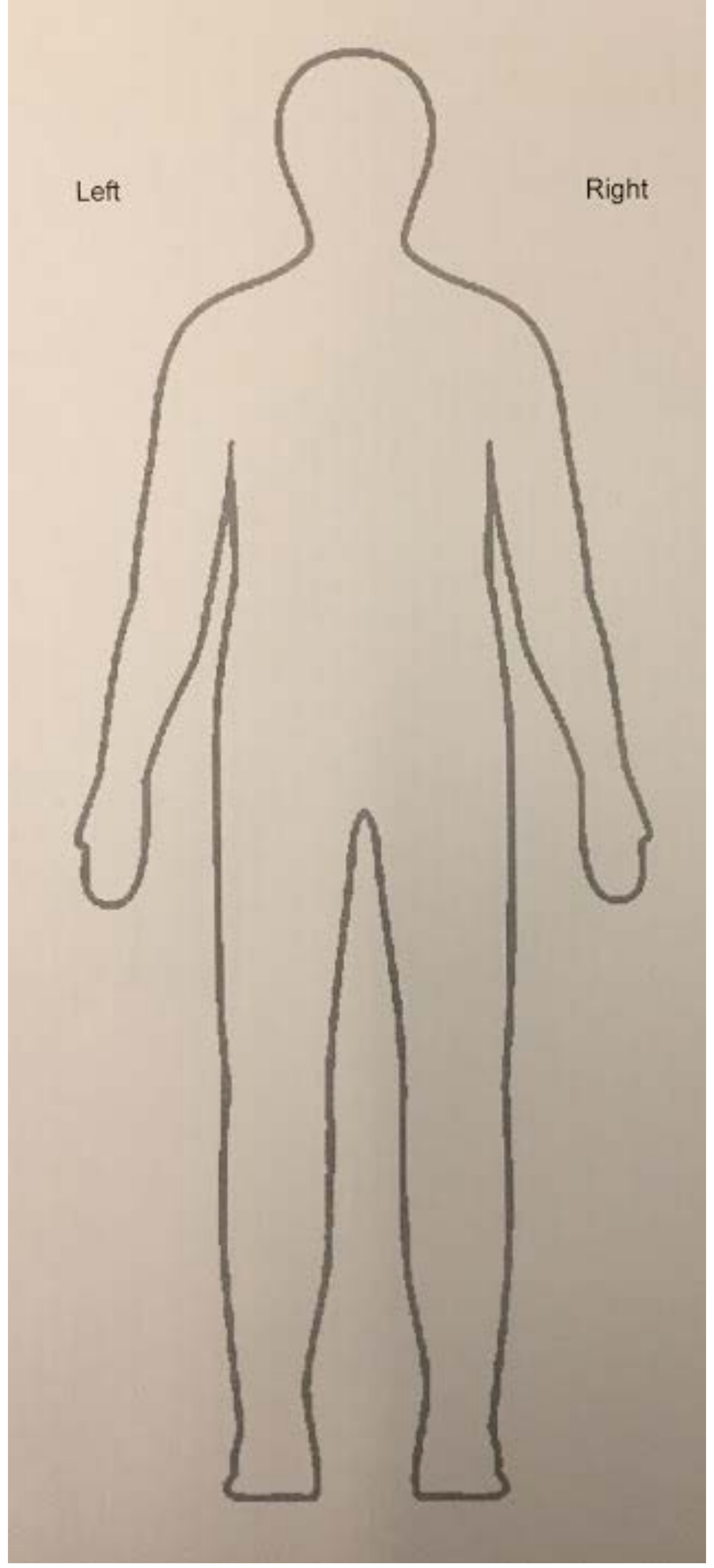
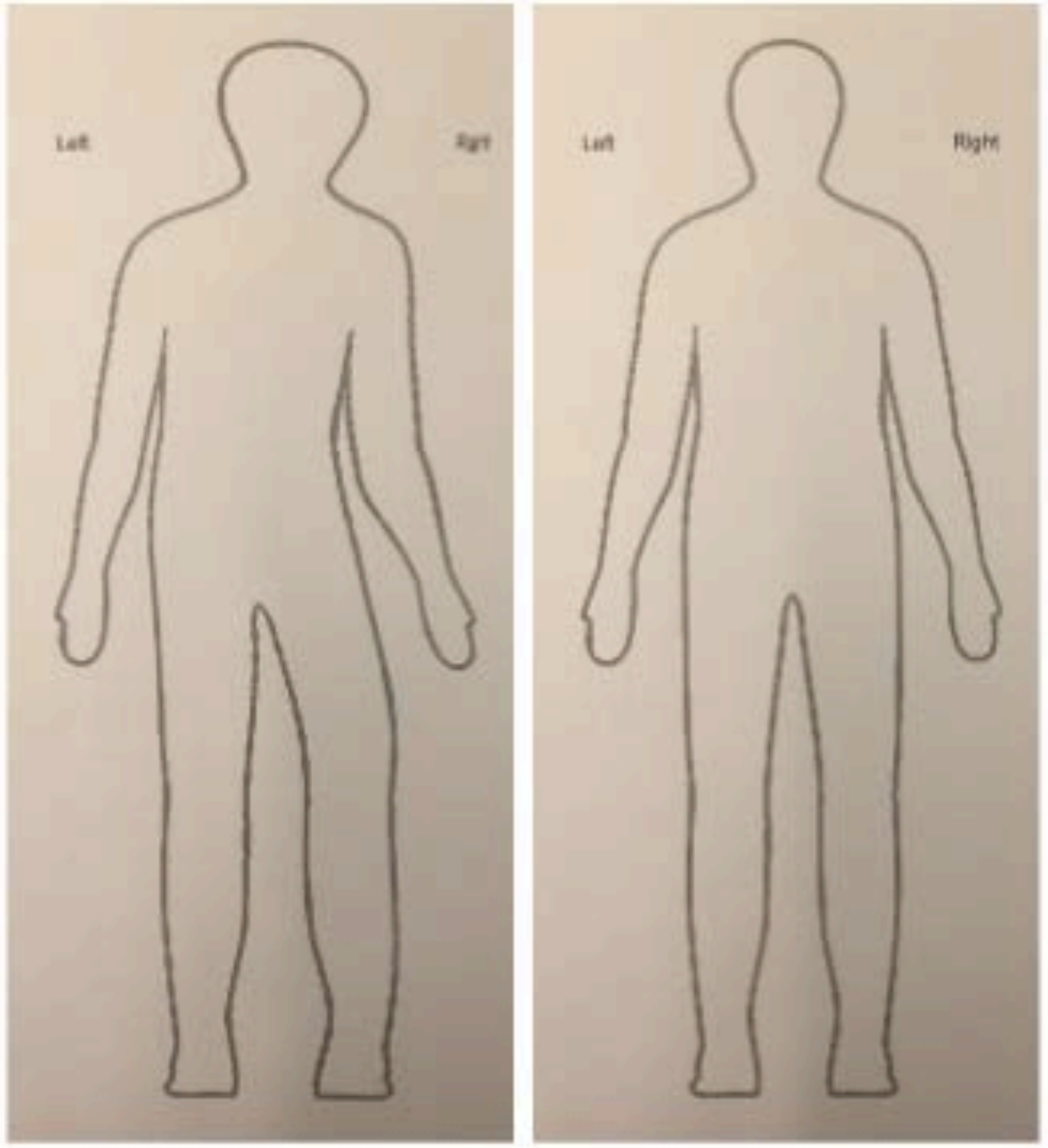
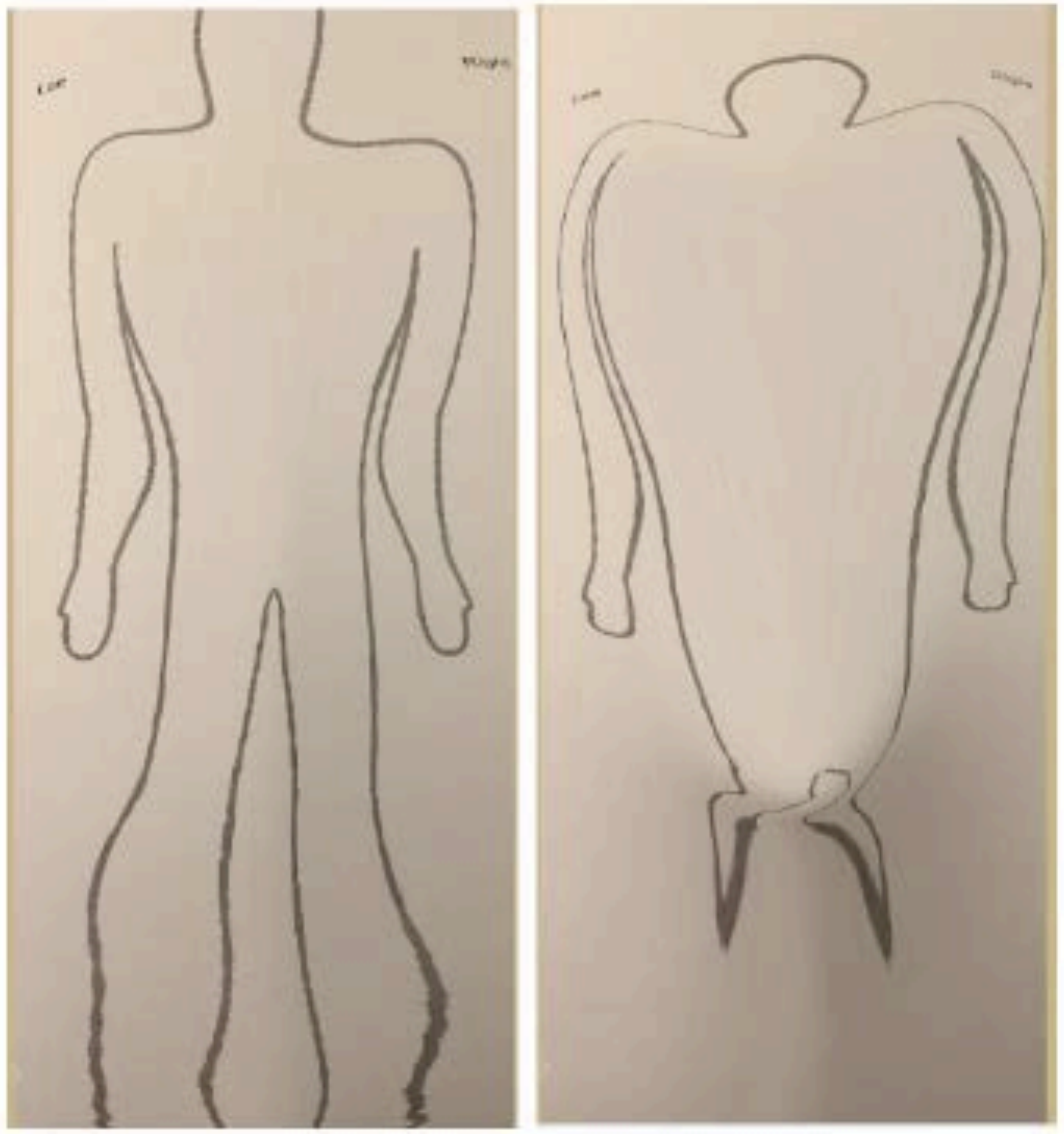
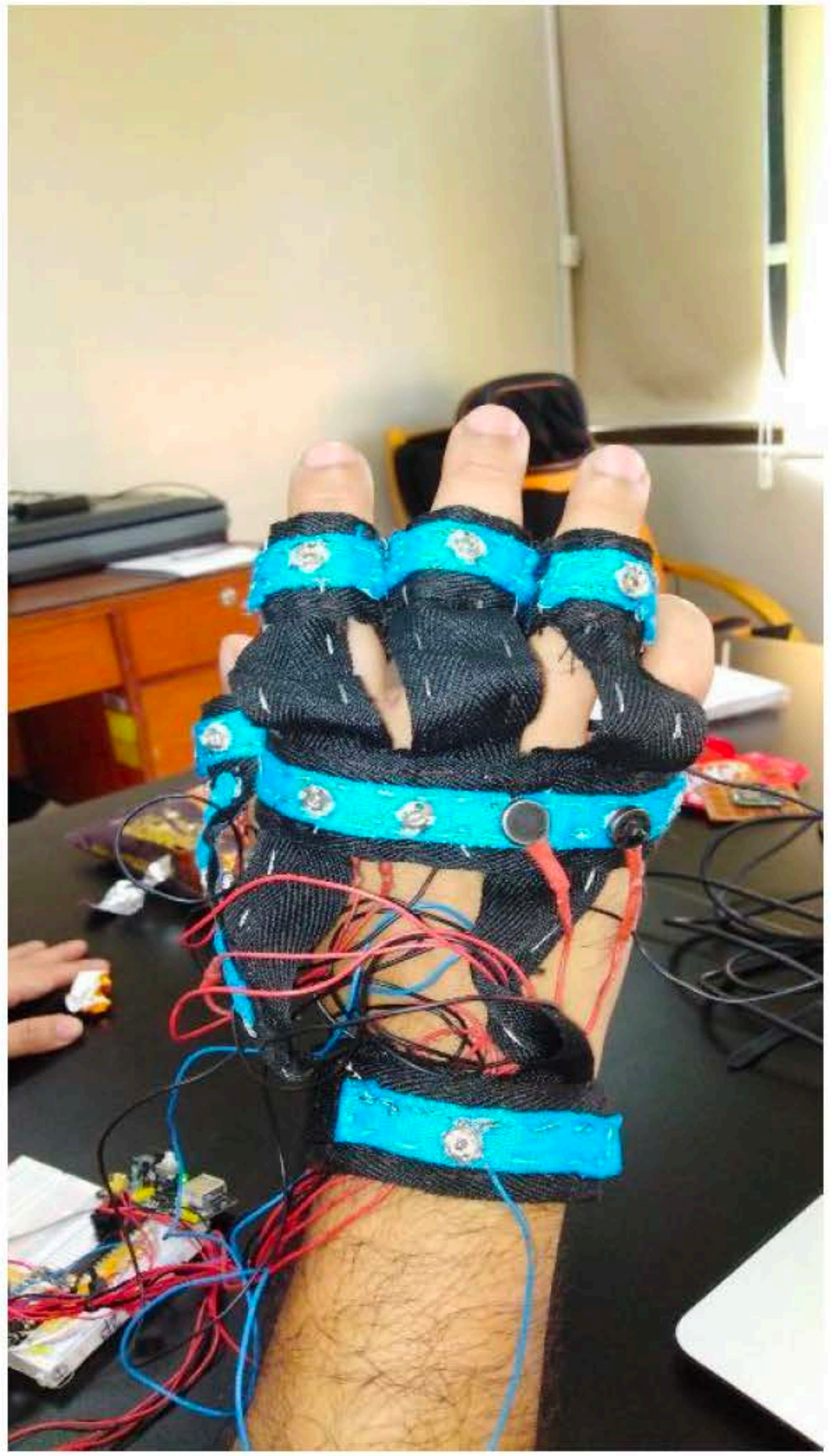


	
Before and after (example 1)	Before and after (example 2)

Dama

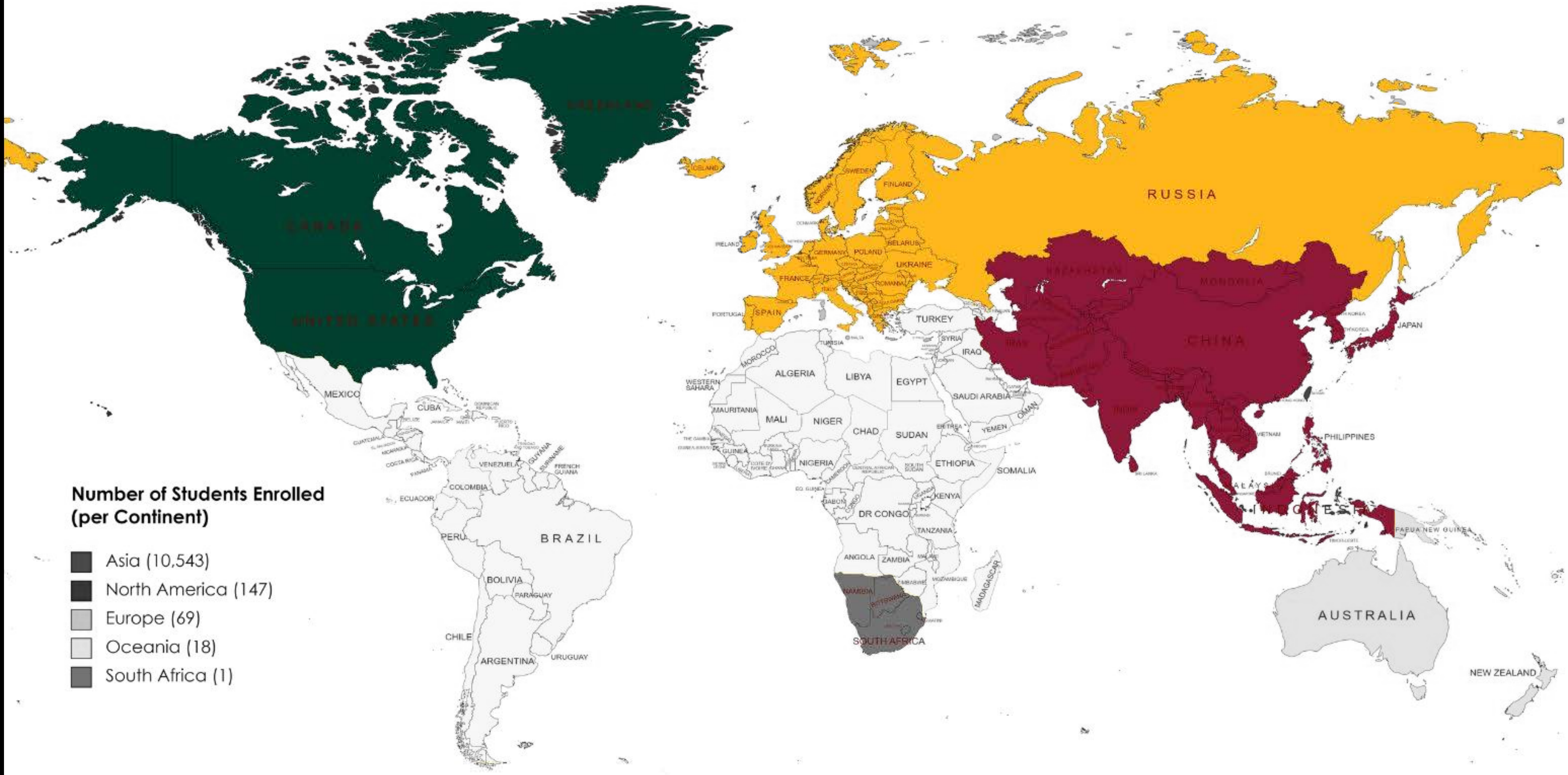
Multimodal stimulation for sensorimotor rehabilitation



(Reyes, 2019)

Enrolled Students

BY CONTINENT



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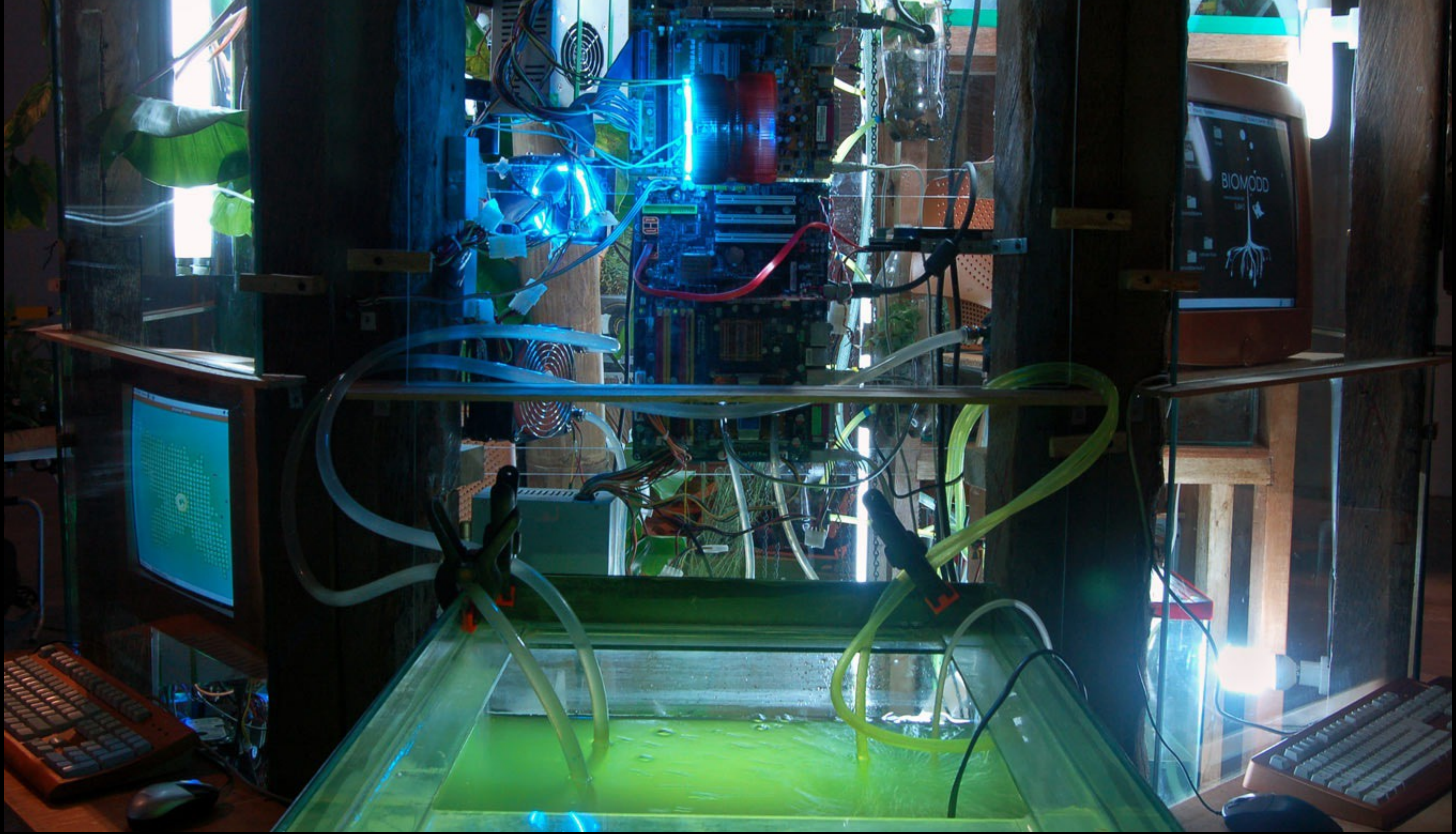


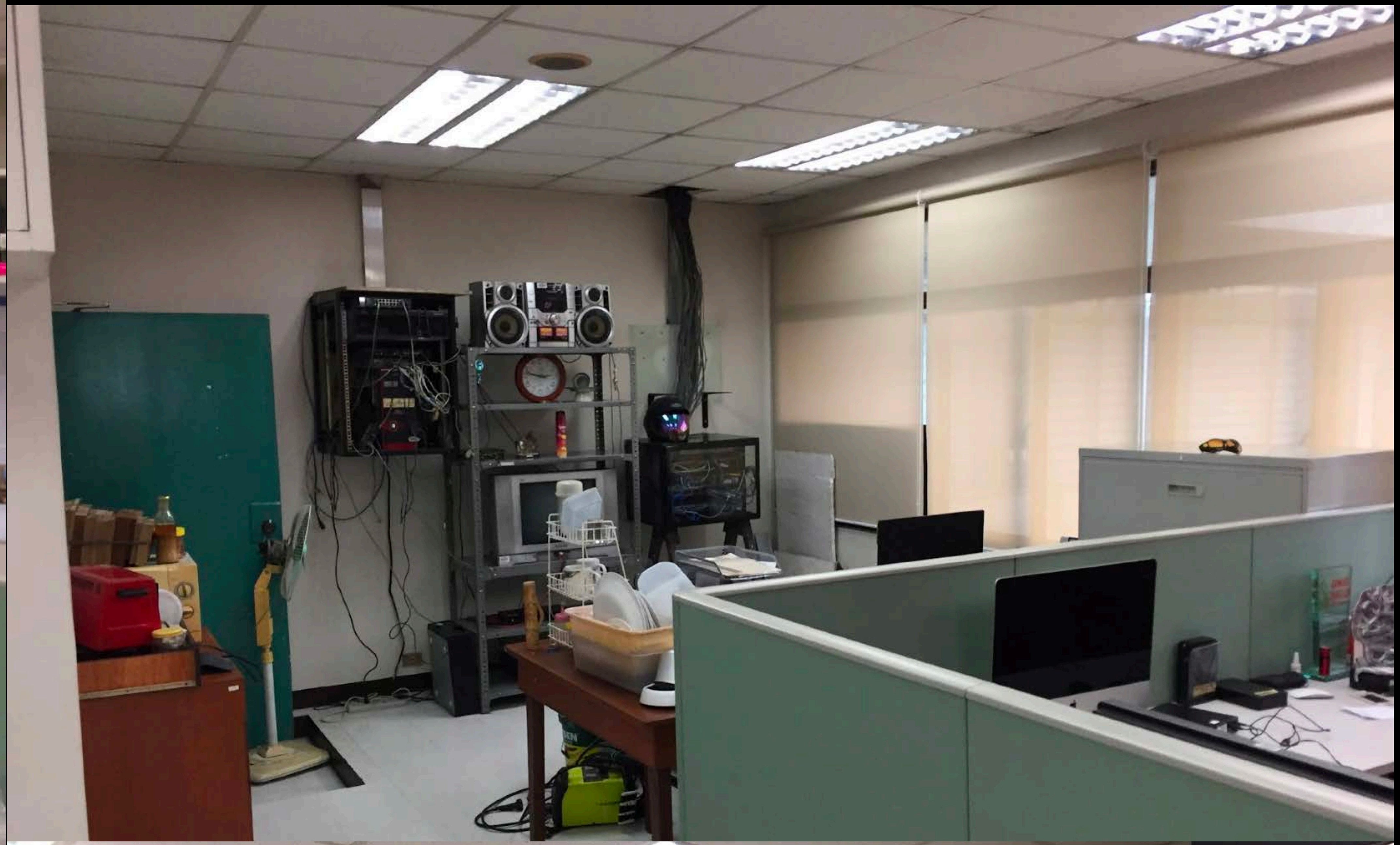
Maranan, D. S., & Vermeulen, A. (2015). When Ideas Migrate: A Postcolonial Perspective on Biomodd [LBA2]. *Proceedings of the 21st International Symposium on Electronic Art*, 418–425. https://doi.org/10.5281/zenodo.7066466


14T
TARCAN BR.
K0048+746.33

Accidental discoveries and serendipitous encounters are facilitated by colocation.

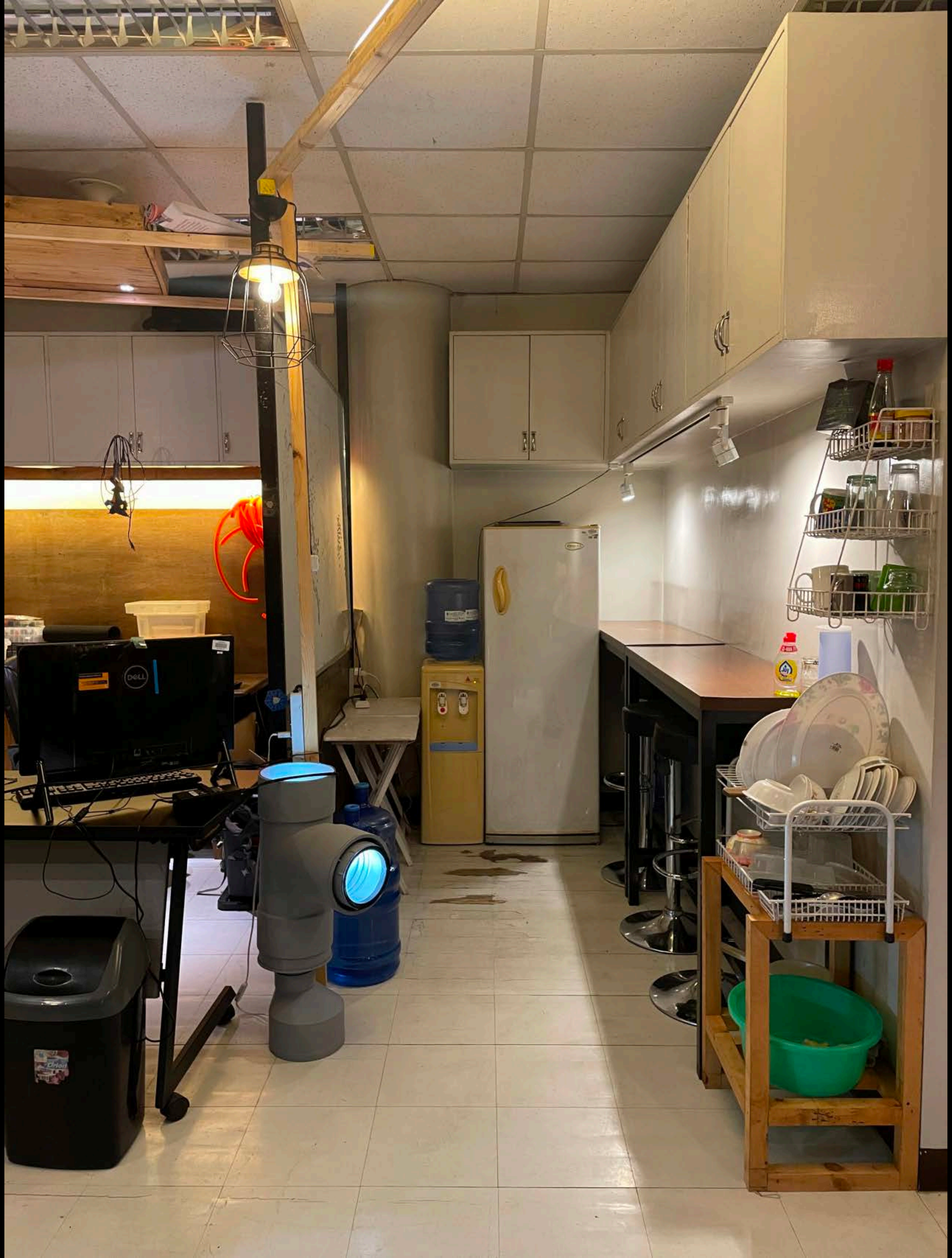
Interdisciplinary relationships were often borne out of personal encounters (in the physical world).

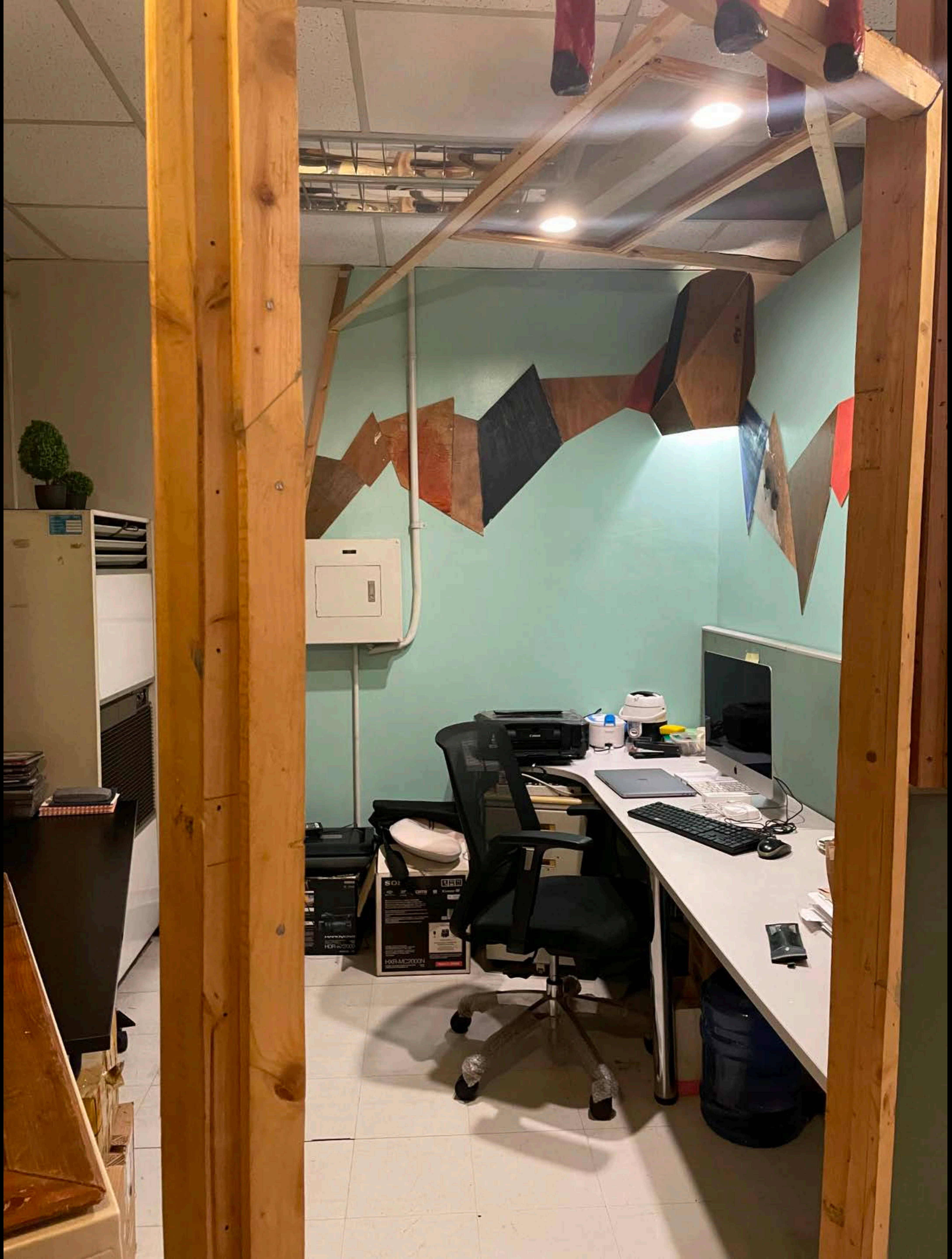
Maranan, D. S., Casauay, R. F., & Calora, P. (2022). The Value of the Arts and Humanities to Science in the Philippines. https://doi.org/10.5281/zenodo.6605198




UPOU HEALTH CHECKING
SCAN ME
STAYSAFE PH
CONTACT-TRACING
SCAN ME
BUKAS LAB SPOTIFY PLAYLIST


DELL



BUKAS is a physical space and platform for pluridisciplinary and intersectoral initiatives in art, design, technology, and futures literacy. BUKAS is operated by the UP Open University.

Partners

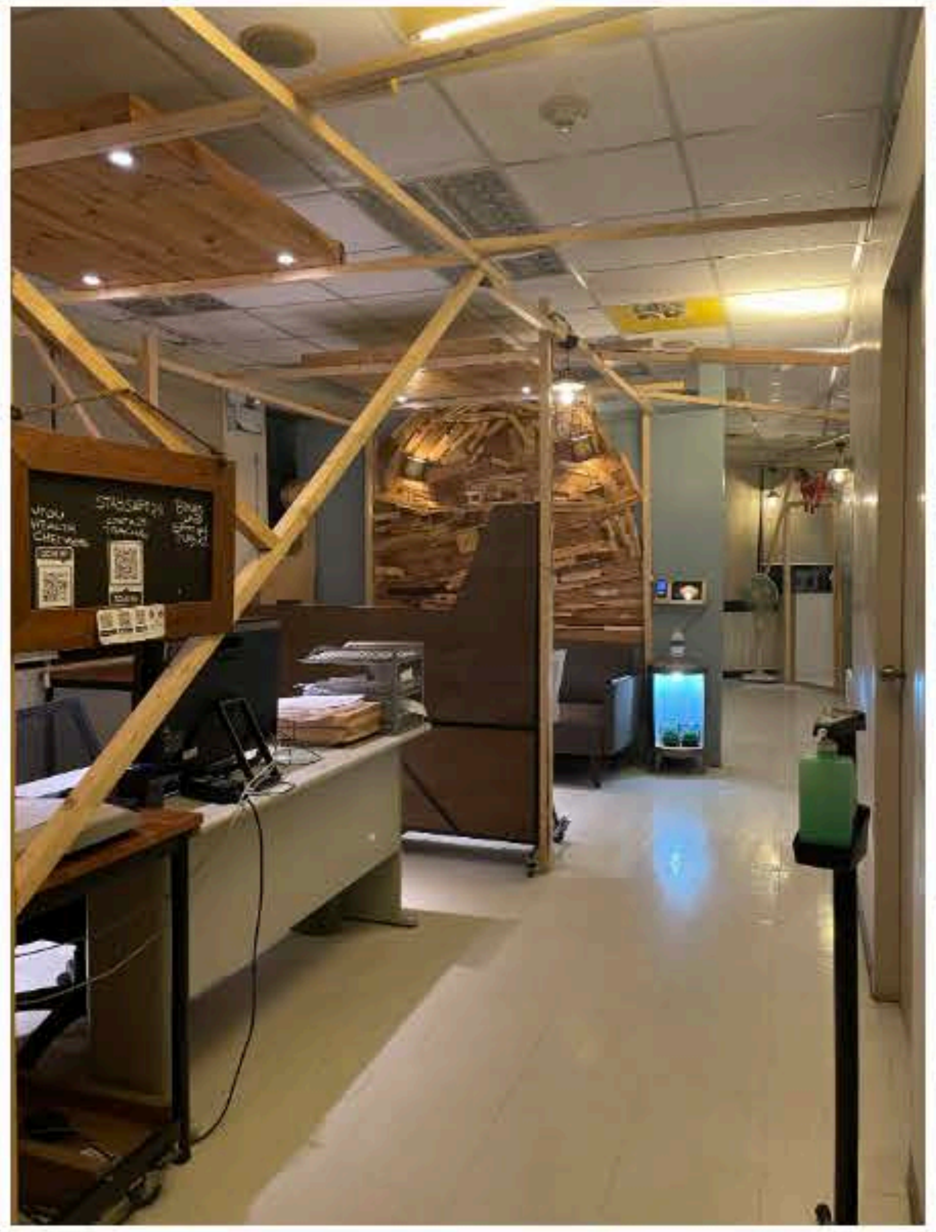
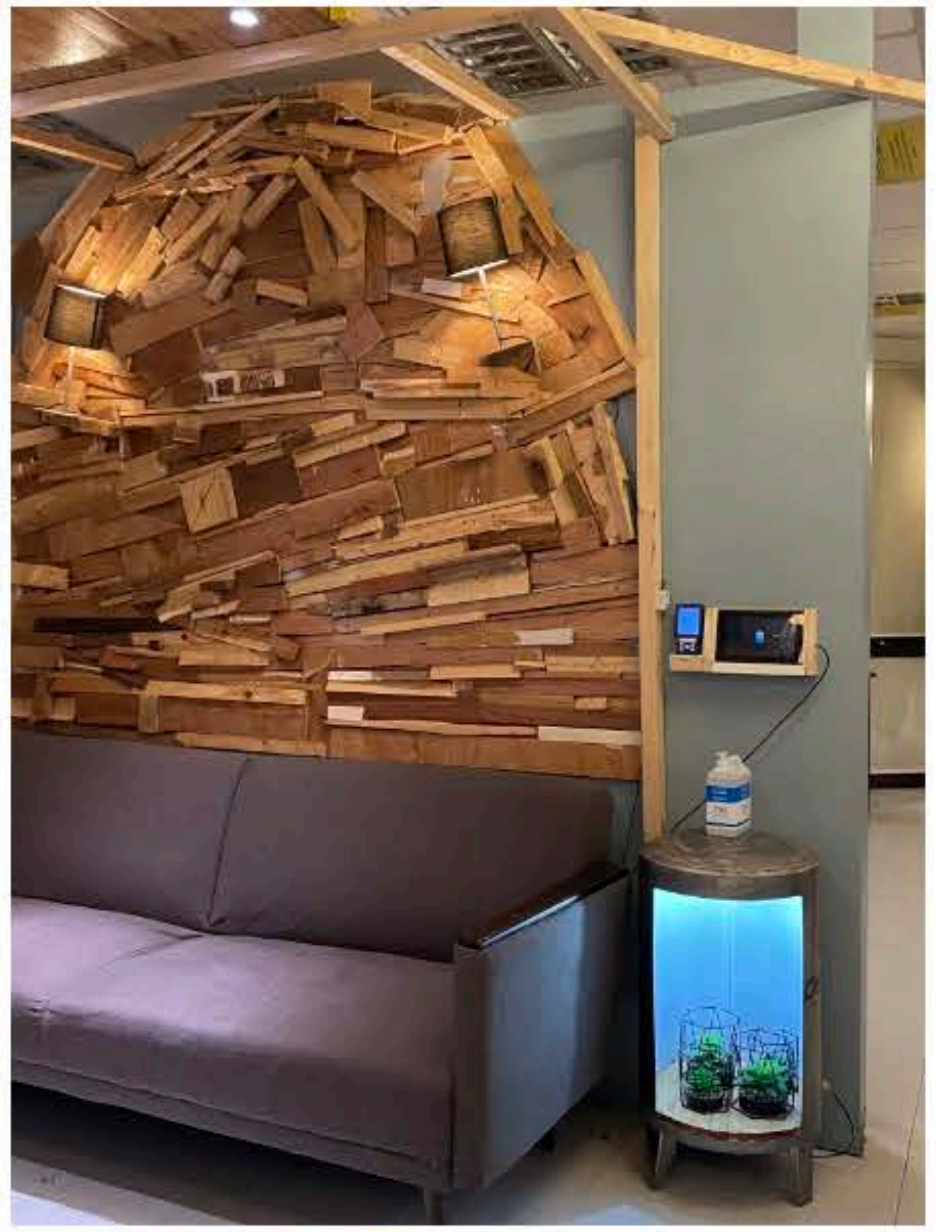
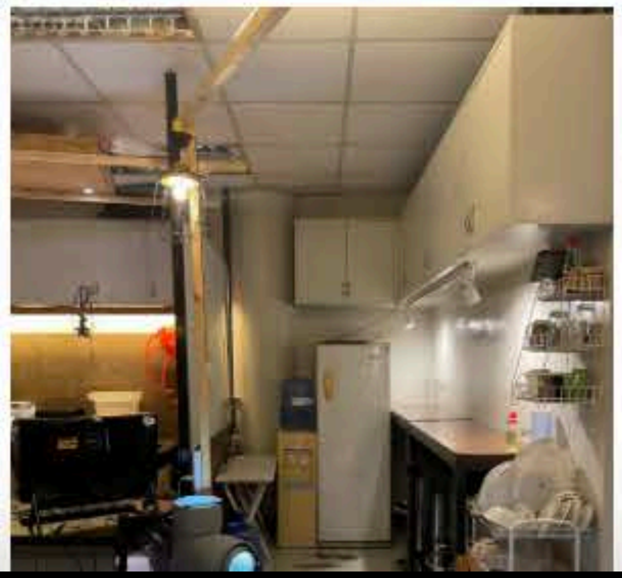
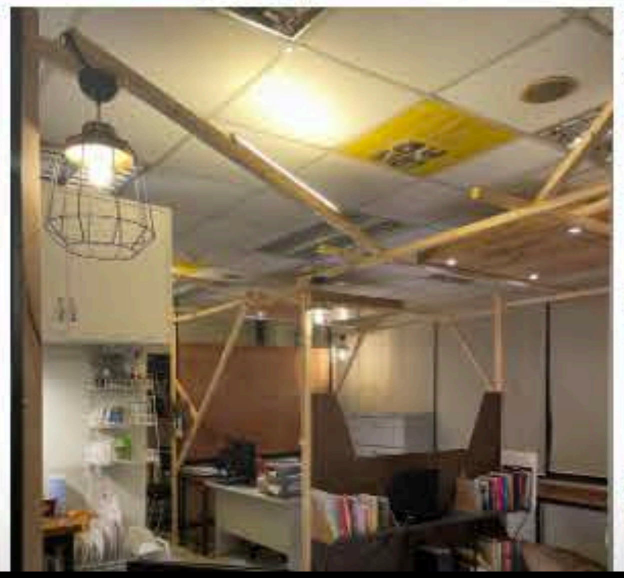
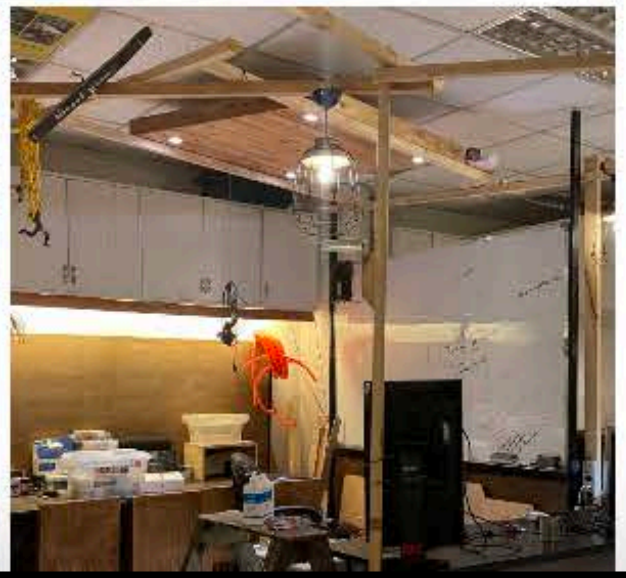
SPACE ECOLOGIES ART AND DESIGN

Curiosity.

Bukas kami.

BUKAS is a physical space and collaboration platform for pluridisciplinary and intersectoral initiatives in art, design, technology, and futures literacy. Bukas is an initiative of the **Faculty of Information and Communication Studies at the UP Open University** and its partners, **Space Ecologies Art and Design (SEADS)** and **Curiosity**.

Check out what our space looks like:

2nd Post:"Untitled "

Starting a new project can be so overwhelming. you always want to start on the right foot. anxieties aside, i guess you just have to dive into the work head on. i really do enjoy the early stages in the design process. Coming up with concepts, researching reference images, and Making a mood board. i tend to always over indulge with the research. it just adds a layered

nuance and thoughtfulness to everything. it makes all the difference. Ultimately, not all ideas will make it in the end. it really is quite a journey. The first idea might be totally different from the final output.

This is the first time i'm participating in an artist residency. i thought that these things were only reserved for visual artists. Fashion is indeed an artform but it is not officially recognized as such. What really drew me in to this project is the prospect of collaboration with people from an entirely different sector. specifically experts from field of Science/Technology. i've always designed a certain way. as any designer, who have developed their own style over the years and have recognizable aspects to their work. i don't want to speak for everyone but i do think We have personal biases to our work and how we design. we might favor certain themes/subjects. We have our go to Silhouettes, Prints and details people will recognize us for. and that is great. but it doesn't leave much room for growth and experimentation. so in way, this residency was an avenue for me to discover new direction to my work, explore possibilities that i didn't know existed and also create a new way of storytelling through kinetic Garments and wearable tech.

Making a Terno is such a daunting task. The Filipinos feel a connection to it and have strong opinions about what makes a terno a terno. so besides innovating it and telling a new story

Wearable Futures Hackathon

Week 2: Wearables in the near future: Physical computing and critical fashion

Contents

- Introduction and welcome
- Preparation before the course starts
- Assessment guide

- Weekly activities
  - Week 1: Imagining Futures
  - Week 2: Wearables in the near future: Physical computing and critical fashion
  - Week 3: Wearables in the far future: Humanity in outer space
  - Week 4: Engaging with deep time
  - Week 5: Speculative imagination and forecasting
  - Week 6: Putting it together (part 1)
  - Week 7: Putting it together (part 2)
  - Week 8: Presenting and communicating speculative ideas
  - Week 9-12: Work on your project
  - Week 13-14: Presenting, finalizing, and assessing your project and yourself

This week, you will watch two talks, one of which is live, and to which you should have received a calendar invite. This is the talk by the Emerging Futurists-in-Residence about their residency so far. You will also complete a few more micro:bit tutorials. The week will end in a synchronous workshop with Belgian etextiles and physical computing expert Ann Peeters from the SEADS network. This workshop was specially designed for you, so be sure not to miss it!

Activities

Week 02 (Oct 17 - 23) 6

Imagining yourself in the future, part 2: Photograph a wearable object

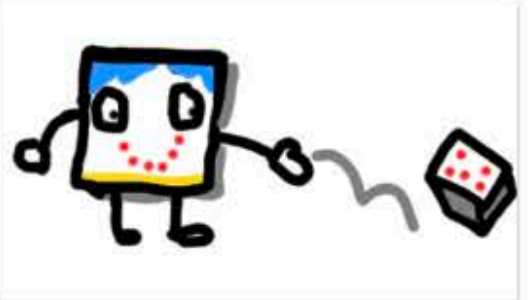
Oct 17, 2022

30

Island Punk

Oct 18, 2022

60



Dice (micro:bit tutorial)

Oct 19, 2022

30

Clap Lights (micro:bit tutorial)

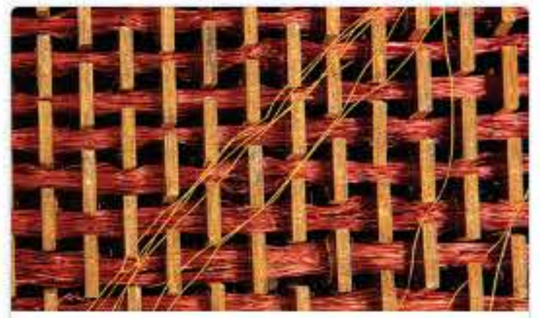
Oct 20, 2022

30

The Terno Project: 2022 Resident Emerging Futurists' talk

Oct 21, 2022

134



Speculative design and wearable tech workshop with Ann Peeters

October 22, 2022 4:00 PM-7:00 P

270

11 hidden groups

HASMI

TIME FRAME

22 years into the future

SUMMARY

HasMi, a three-wearable set released in 2037, is a magnetic light force sensor device that stores information offline throug...

FINAL LIST OF PROJECT PARTICIPANTS

Faye Anjeli S. Lopez | Airiel Licca D

LOOPABLE VIDEO

https://drive.google.com/drive/folders/1_OCws_Md5eL1YWmNOUgUAEw-4yg6rAV1?usp=sharing

NVro

TIME FRAME

50 years into the future

SUMMARY

The NVro (envy-row) watch derives from the word "environment," which is also what the watch prioritizes. The watch ...

FINAL LIST OF PROJECT PARTICIPANTS

Pauliana Jamie R. Nicolas | Patricia

LOOPABLE VIDEO

Short Film, Envy: https://www.youtube.com/watch?v=A9bZMzQXb9I&feature=youtu.be ; loopable video: ...

KA-KAMPANTE

TIME FRAME

5 years or more

SUMMARY

KA-KAMPANTE is a set of wearable technology that will provide comfort and empowerment to a person in ...

FINAL LIST OF PROJECT PARTICIPANTS

Vernice Bethel C. Gica | Rel Daryle

LOOPABLE VIDEO

https://www.canva.com/design/DAFW2VzC_ow/aVP-PQdNAVsbj3pzZUULzQ/view?utm_content=DAFW2VzC_ow&ut...

The Index

TIME FRAME

5-10 years into the future

SUMMARY

Technology has advanced significantly over a long period of time, frequently enhancing the lives of urban dwellers. However,...

FINAL LIST OF PROJECT PARTICIPANTS

Sapphire Marilag M. Dulorzo

LOOPABLE VIDEO

https://drive.google.com/file/d/1AR9zaAFCxoF0KcdXNTNek22u4J-083-s/view?usp=share_link

Exergen

TIME FRAME

50 years into the future

SUMMARY

Exergen

Remote work
Work-from-home setups have ...

FINAL LIST OF PROJECT PARTICIPANTS

Marciano C. Virola III

LOOPABLE VIDEO

Drive Folder
https://drive.google.com/drive/folders/1QmMs-idQSPUSIKqxo8XJIGNi8qzv0kiN...

https://airtable.com/shrDjuePxcEHWutHY/tbliLqkYnYR71A9z2

Salamat
正式にありがとう
Thank you