

Biomer Skelters, AR Artwork

Participants

- Will Pappenheimer (US)
- Tamiko Thiel (GDR)
- Pace Seidenberg School of Information Science (Verizon Thinkfinity Grant)(US)
- FACT (Foundation for Art and Technology) (UK)
- ArtSense, EU Grant, partners (UK, GDR, SP, FR)
- Liverpool John Moores University, Physiological Computing Department
- World Museum Liverpool (UK) Botanical print collection
- ISEA 2016 Dubai, International Symposium for Electronic Art



Goals + Research Foci

- create a generative artwork connecting the nascent mobile virtual augmented reality to emerging biosensing equipment
- test the possibilities of physiological self regulation as he response to virtual stimuli
- raise awareness of climate change and concepts of native and invasive in biology, culture and history
- explore possible citywide gaming scenarios for combining these areas of interest and information
- explore the is aesthetics of site-based visual propagation

