ICFAD Roundtable Discussion 2021 Submission

Title:
The State of AR for Arts Schools: A Survey of Curriculum and Research in the Arts for Augmented Reality

Abstract/Description:
Join us for a discussion about the needs for arts & design in the rapidly emerging field of augmented reality (AR), which has accelerated in the age of COVID. The vanguard of AR exists in the realm of computer science, but the 2020 “State of the State of XR and Immersive Learning Outlook Report” issued by the Immersive Learning Research Network highlights needs from arts and design educators: “As we continue to make advances in STEM and medical simulations that increase productivity, efficiency, and efficacy of learning, it is the arts and design that allow for new concepts and narratives to shift the paradigm and human behavior. Immersive narrative-driven experiences present compelling examples of the potential of XR in learning. While social VR is extending and allowing us to inhabit new virtual space and worlds, it is the narratives we create inside these worlds that will compel us to re-imagine learning.”

The Association of Computing Machinery published a 2020 paper on augmented reality (AR) curriculum for computer science, which also acknowledges that creative and technical skills are both important and another recent report estimated the global AR market size to reach 340.16 billion by 2028. We plan to address this evolving market to establish an AR curriculum model for the arts. This would include content creation, industrial design for hardware, and arts/design integrated research with STEM. In collaboration with a2ru, RIT is exploring partnerships and gaining perspectives about the arts & design in higher education in this new augmented reality space. Panel will happen in one of RIT’s immersive spaces...no goggles needed!
Thomas Dooley, Multiplatform producer and Lecturer College of Liberal Arts, Rochester Institute of Technology alumnus
Thomas is a lecturer in the School of Communication at the Rochester Institute of Technology. He is a two-time Emmy award-winning multiplatform producer with expertise in digital content strategy, video production, photojournalism and long-form documentary. He is currently exploring immersive storytelling in journalism. His career has taken him across five continents always in pursuit of compelling stories. During his career he has been involved with nearly every level of production - behind the camera as a videographer, behind the computer as an editor, and supervising colleagues as a producer. As a Producer for PBS, he produced over 150 short-form segments for TV and social media. He has also produced, filmed and edited long-form documentaries for national television distribution such as Dialogue In Metal and the Emmy award-winning Music for Life: The Story of New Horizons.

Joel Ogden, Creative Director at Synapcis Inc.
Named one of ten virtual reality innovators to watch by Variety magazine, is currently Creative Director at Synapcis Inc. After completing his BFA in 3D Digital Graphics at Rochester Institute of Technology and Masters of Entertainment Technology at Carnegie Mellon University, Ogden came out of the gate quickly with “The Price of Freedom,” a bilingual (English and Mandarin) VR experience that turns users into subjects of hallucinogen abuse at the hands of CIA’s notorious Project MK Ultra. A veteran of the Army’s 82nd Airborne Division who served in Afghanistan, Ogden formed the start-up in July 2016 with Carnegie Mellon Entertainment Technology Center grad school classmates Chuck Tsung-Han Lee and Amy Stewart, who collaborated with him on the student VR project “Imago.” Based in San Francisco, the company — which landed a spot in HTC’s Vive X VR accelerator program — also developed Vera, a software solution that enables users to build VR/AR environments from drag-and-drop templates.

Susan Lakin, Professor, Photographer, and Co-Chair of Frameless Labs, Rochester Institute of Technology
Susan is currently a Professor at the Rochester Institute of Technology in the School of Photographic Arts and Sciences. She has a Bachelor of Fine Arts in Photography from the Art Center College of Design in Pasadena, California and an MFA in Art Studio with an emphasis in digital arts from the University of California, Santa Barbara. Lakin has worked commercially in Los Angeles, Sweden and Australia and, in addition to her commercial work, she owned and operated a professional retail photographic supply store in Burbank, CA. Lakin’s artwork has received many awards, some of which include: the Provost’s Learning Innovation Grant: Exploration Grant; the Max and Marian Farash Charitable Foundation, Cultural Creative Collision Grant; and the Cepa Gallery, Exhibition Award, Buffalo, NY. Her award-winning work is part of the permanent collection at the Santa Barbara Museum of Art, Oakland Museum of California, the Griffin Museum of Photography, and the Photography Museum of Lishui, China. More recently, Lakin is engaged with immersive technology and collaborates on community projects in the nonprofit sector. She is co-chair of the RIT Frameless Labs, which promotes technical innovation and artistry in the fields of virtual and augmented reality by hosting annual symposia and an online space for the XR community to collaborate.