# The Rock and the True Believers, Valley of the Deer, The Thaw -- Jillian McDonald – Art and Art History

**Participants:** Jillian McDonald, Newfoundland, Scotland, Manitoba

**Exhibitions**: Esker Foundation, Calgary, Canada; Squeaky Wheel, Buffalo, NY; Clark Gallery, Montréal, Canada; Air Circulation Gallery, Brooklyn NY; UWAG, Waterloo, Canada; Bret Llewellyn Gallery, Alfred University, NY; Atrium Gallery, Western Michigan University; Art Gallery of Southwestern Manitoba, Canada

**Goals**: Create video artworks shot in northern locations. Based on characters from local legends, ecology, and the supernatural

**Funding**: Scholarly Leave and Scholarly Research, Pace University; Artist Residency and Grant, Glenfiddich; Media Arts Grant, Canada Council for the Arts; New Media Grant, Turbulence.org; Residency, Art Gallery of Southwestern Manitoba

# 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