The original concept for this group’s investigation focused around a list of values relating to the education, training, and general culture of designing an experience for an audience. In my opinion, the defining factor that separates the design of an experience from that of installation art is the scope of the event. Designing an experience means re-defining a world or a culture for an audience within a smaller, more controlled atmosphere than normal daily life. Designing an experience also means redefining and controlling the environmental stimulation for the audience over a given period of time.

I have focused my research into this subject into two categories so far, development of concept and digital audience interaction:

- Concept development has led me to exploring the use of industry standard illustration software like Corel Painter and associated hardware such as a Wacom digital input tablet for purposes of concept storyboarding and expression for collaborating artists. I have been reviewing reference materials for use as teaching tools for the software as well as exploring the use of said software/hardware as a communication tool during concept development as well as production.

- Audience interaction has led me to research involving the use of consumer/prosumer grade hardware/software to allow the experience “audience” to interact with the environments develops in various ways. Thus far that research has been specific to the use of the Nintendo Wii remote as well as the Microsoft Kinect camera as input tools for that interaction. The intended educational purpose would be to explore the potential of said devices in a hands-on lab setting, as well as surveying the variety of artistic and professional uses that have been developed for this type of hardware.