While I was visiting UCI this weekend, I got a chance to visit the Beall Center for Art and Technology. I was lucky enough to see *Play: In Three Acts* in its last day at Beall.

I first got to experience Nina Waisman’s *Body Envelope* which consisted of hanging sensors that, when activated by movement, plays sounds that can get louder, softer, faster, or slower depending on the movement. I
appreciated how Waisman’s past experience as a dancer influenced this piece and the rest of her work. I am excited to see more of her work and her exploration on “how might technologically-inflected forms and gestures; we connect to when we move with technology”.

Following this was Joe McKay’s *Light Wave*, which was a fun game consisting of using hammers to send a light back and forth through a line of lamps. I was interested in how when you were playing the game, you had to make a choice to either continue playing with the other person or win, which reminded me of game theory and the prisoner’s dilemma, a mathematical model that examines the scenarios in which you could cooperate with someone or defect for your own benefit.

Last was David Rokeby’s *Dark Matter* in which you enter through a curtain into a completely dark space. As you move through the space, sensors pick up your movements and play sounds. Though this was similar to *Body Envelope* in that it involved sound based on movement, the extra element of the dark was, in my opinion, more effective in provoking conscientiousness of one’s body.

I enjoyed how each piece made me more aware of my own body using sensors derived from medical technology, whether it was through coordinating my movements with *Body Envelope* and *Light Wave* or having to really concentrate on keeping my balance and being aware of where my body was in space with *Dark Matter*. The exhibition helped add a new facet to the material we learned on medtech and it was clear how each piece used technology to convey a message. I had a great time at Beall, so I highly recommend this place to anybody who happens to be on the UCI campus during its hours.
The girl working at Beall today was very helpful in explaining how each piece worked.

The conclusion of a nice day of museum-hopping!

Posted 25th May by Holly