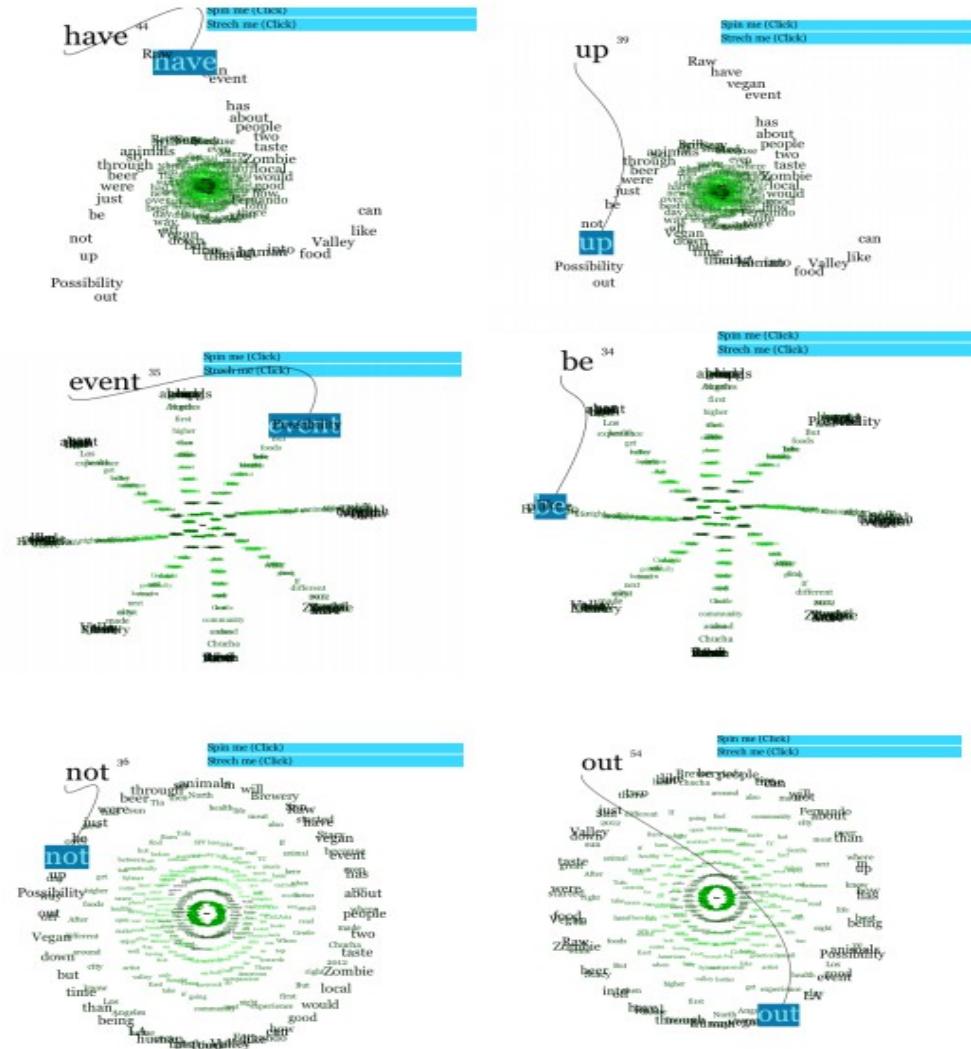


Anne-Marie Schleiner

Student Work

Graduate and Honours Level Interactive Media Art Class 2013



Final Project of interactive visualizations of homesickness in social media of immigrants with Processing by Ms. Tay Lihui

Graduate and Honours Level Interactive Media Art Class 2013

Stomp Troopers Website – <http://bit.ly/stomptroopers>



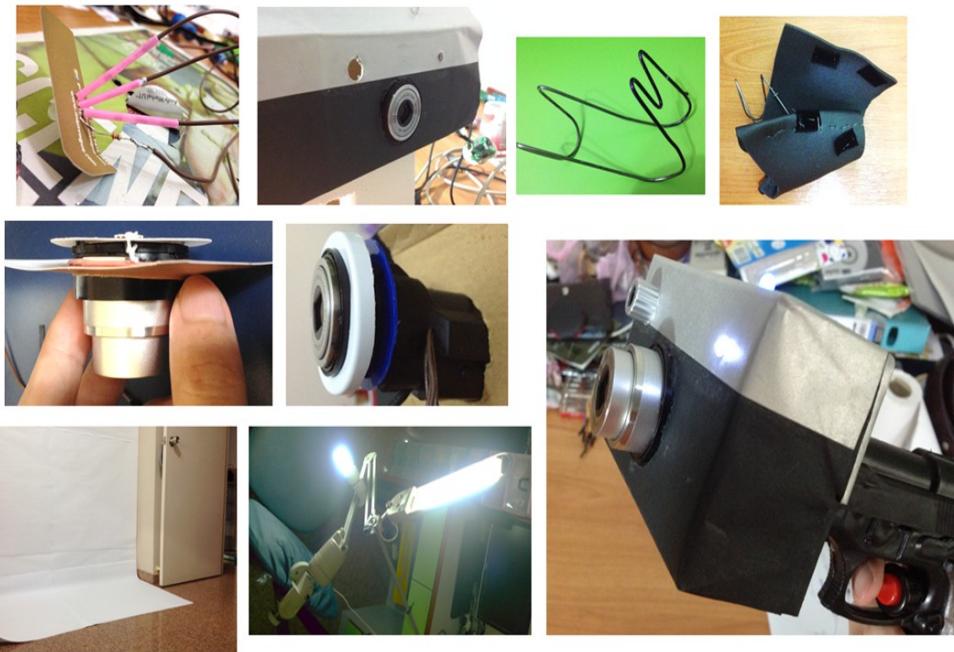
STOMP Checker
There are people getting STOMPed everyday. You won't know when is your day. Check yourself.



Upload your photo for us to analyse your face and check if you were STOMPed.
[Select Photo](#)

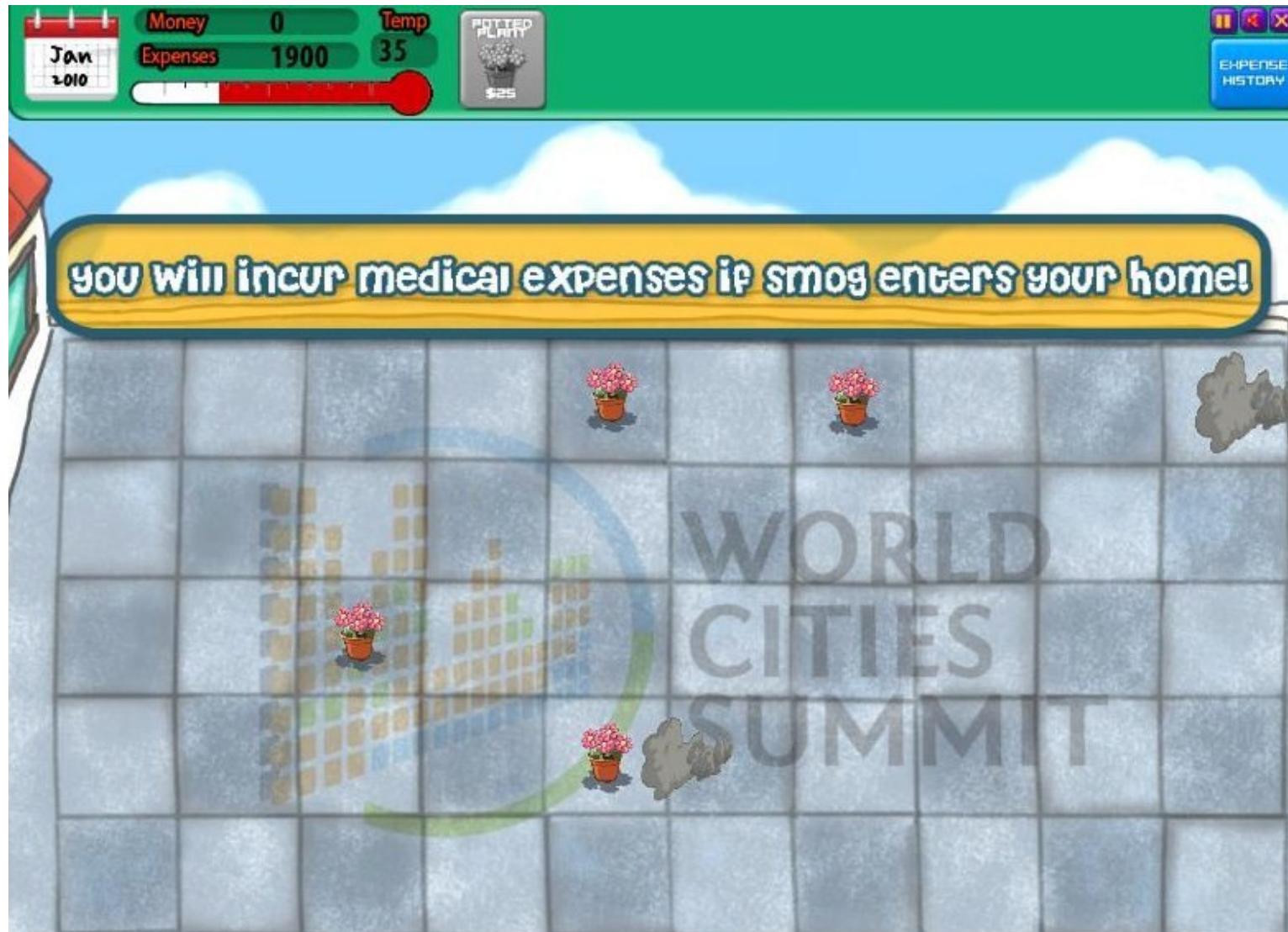
Career With Us
Be a Stomp Trooper. Apply as one of us.

Before that, you need a pass a quiz to be qualified:
[Take the Quiz!](#)



Final Project of toy camera gun for urban social control
with Arduino and Processing by Mr. Guanhong Low

Group Projects Communication, New Media and Computer Science Students,
National University of Singapore, Playable Worlds Class 2010



Green Roof. One of 3 student games shown at The World Cities Summit Conference in Singapore. Students had an opportunity to demo their games to government ministers.

Group Projects Communication and Computer Science Students, Critical Game Design Class



Virtual Classrooms in Minecraft.edu from 2013. This is a hybrid online/offline Class that meets half the time in Minecraft, Second Life and other Virtual meeting platforms. These are the results of a one week exercise of “Build Your Own Classroom.”

Group Projects Communication and Computer Science Students,
Critical Game Design Class



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Group Projects Communication and Computer Science Students, Critical Game Design Class



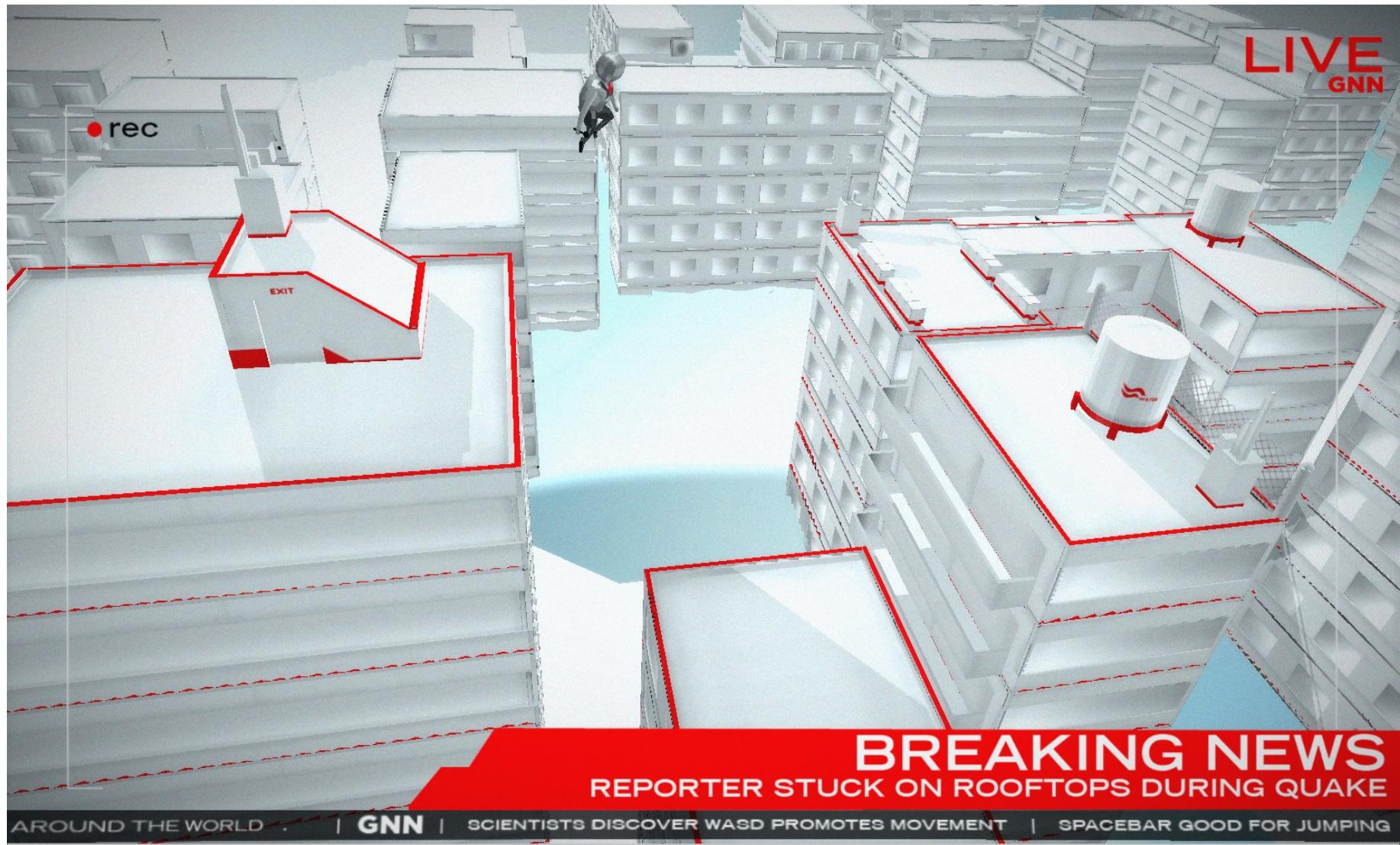
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Group Projects Communication and Computer Science Students,
Critical Game Design Class



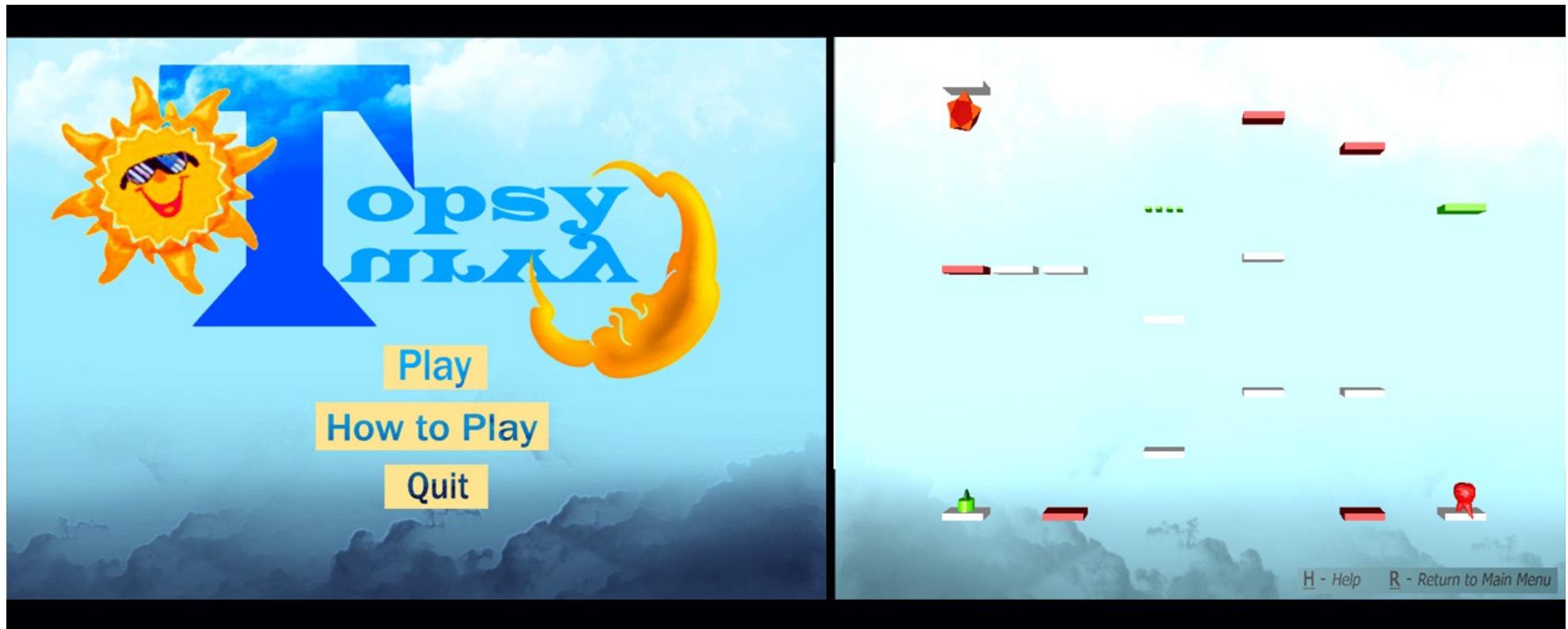
Virtual Classrooms in Minecraft.edu from 2013. This is a hybrid online/offline Class that meets half the time in Minecraft, Second Life and other Virtual meeting platforms. These are the results of a one week exercise of “Build Your Own Classroom.”

Group Projects Communication and Computer Science Students, Game Design 2009



A reporter must reach a helicopter before the buildings fall in an earthquake. Made with Blender.

Group Projects Communication, New Media and Computer Science Students, Game Design 2008



Student Game made with Jumping Blocks, a Blender Game Software App
I designed for my students to make Blender software easier. In Topsy Turvy
when your character jumps on red platforms the entire world flips upside-down.

Group Projects Communication, New Media and Computer Science Students, 2008-2014



Game Project Theme: Chain Reaction

Group Projects Communication, New Media and Computer Science Students, 2008-2014



Project Theme: Hide



Project Theme Chain Reactions Pinguinos

Group Projects Communication, New Media and Computer Science Students, 2008-2014



Last Ward, A horror game inspired by the Southeast Asian mythological Pontiak, a vampirelike ghost of a deceased mother. An all female student group.



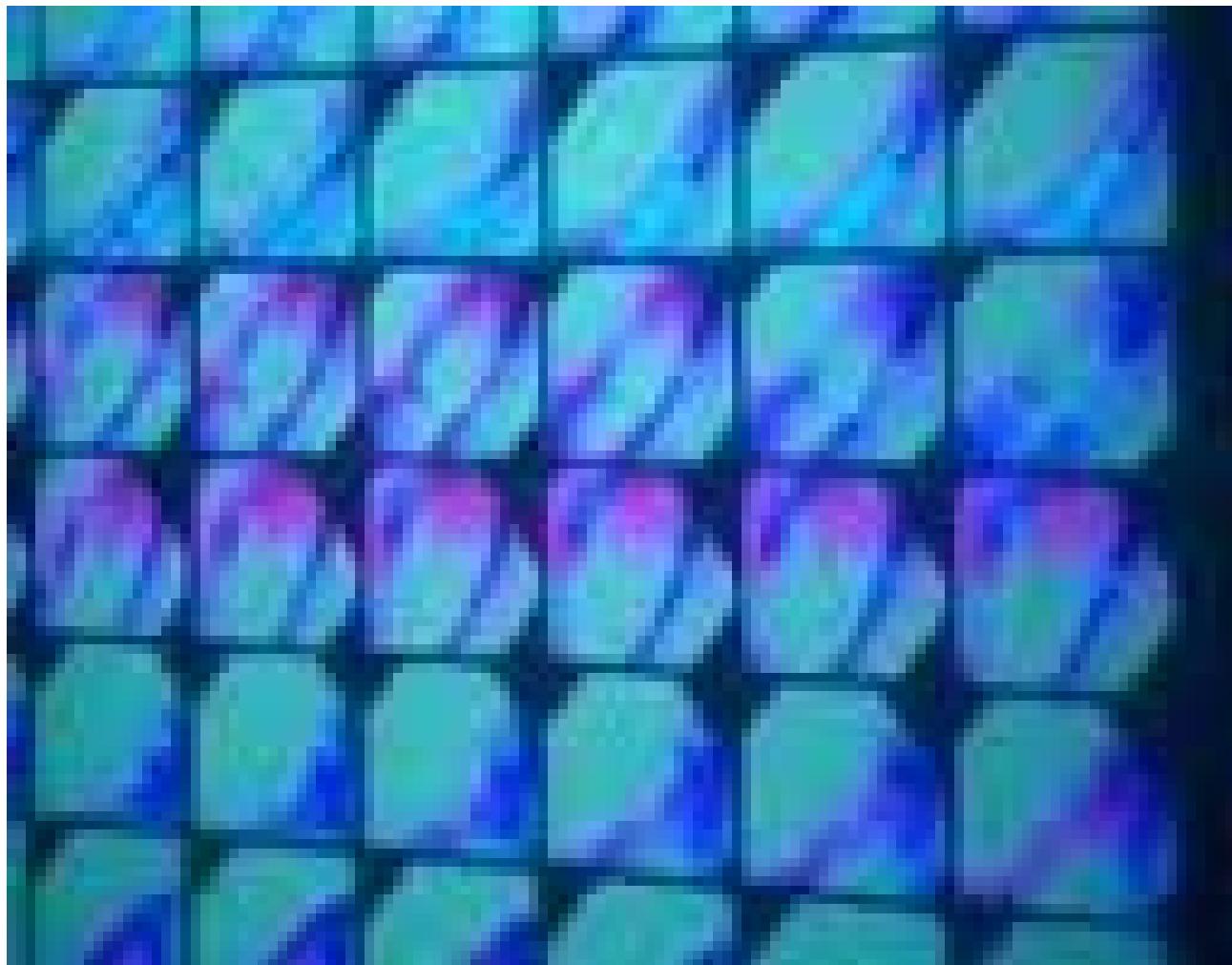
The Snowfield, MIT-Singapore Gambit Game by former
game design student Teng Check Lim and team

Lee Wiesenfeld, Master Blaster, Video Installation



M.F.A. Students supervised from Dept of Art and Art History,
University of Colorado Boulder 2004-2008

Luzia Ornelas, Merge, Interactive Video and Sound Installation



M.F.A. Students supervised from Dept of Art and Art History,
University of Colorado Boulder 2004-2008

Barry Whittaker, Terra Incognita, Interactive Installation,
now Asst Prof at University of Toledo



M.F.A. Students supervised from Dept of Art and Art History,
University of Colorado Boulder 2004-2008



Ants Vs. Fruits
Mobile App, 2012
Tower Defense Game Design
Prototyper with Appinventor
Being used by attendees of
Workshop at Cellsbutton Festival
in Indonesia.



Free Blender Workshop Student Photo, 2010
House of Natural Fiber, Jogyakarta, Indonesia



Interactive Storytelling Fieldtrip to Art Science Museum
Singapore with Playable Art Students and Baby Leon, 2014