

CollAB101.com fosters Physical and Virtual CollabRation

One of the keys to any collaborative and effective creative output is taking advantage of bleeding edge technology.

CollabRjabbR is exploring this question: “What are the most effective elements we can implement in reality and what are the most effective things we can do in virtual reality?”

A community of creatives and a set of cutting-edge technology will explore this question over the next seven years thanks to grants from USITT and TCG. As technology changes, so will the physical and virtual reality blur.



How will we handle Reality 2.0?

PHYSICAL CollabRation

(When we CollabRate in the same room)

Mindfulness doodles bring each player present;
6-sided Spherical Projection System connects to app;
3D Printers & laser cutters enable rapid prototyping;
Soylent, water and nutrients sustain our bodies
along with Bots, Circuits, and MakerSpace Essentials
and much much more...

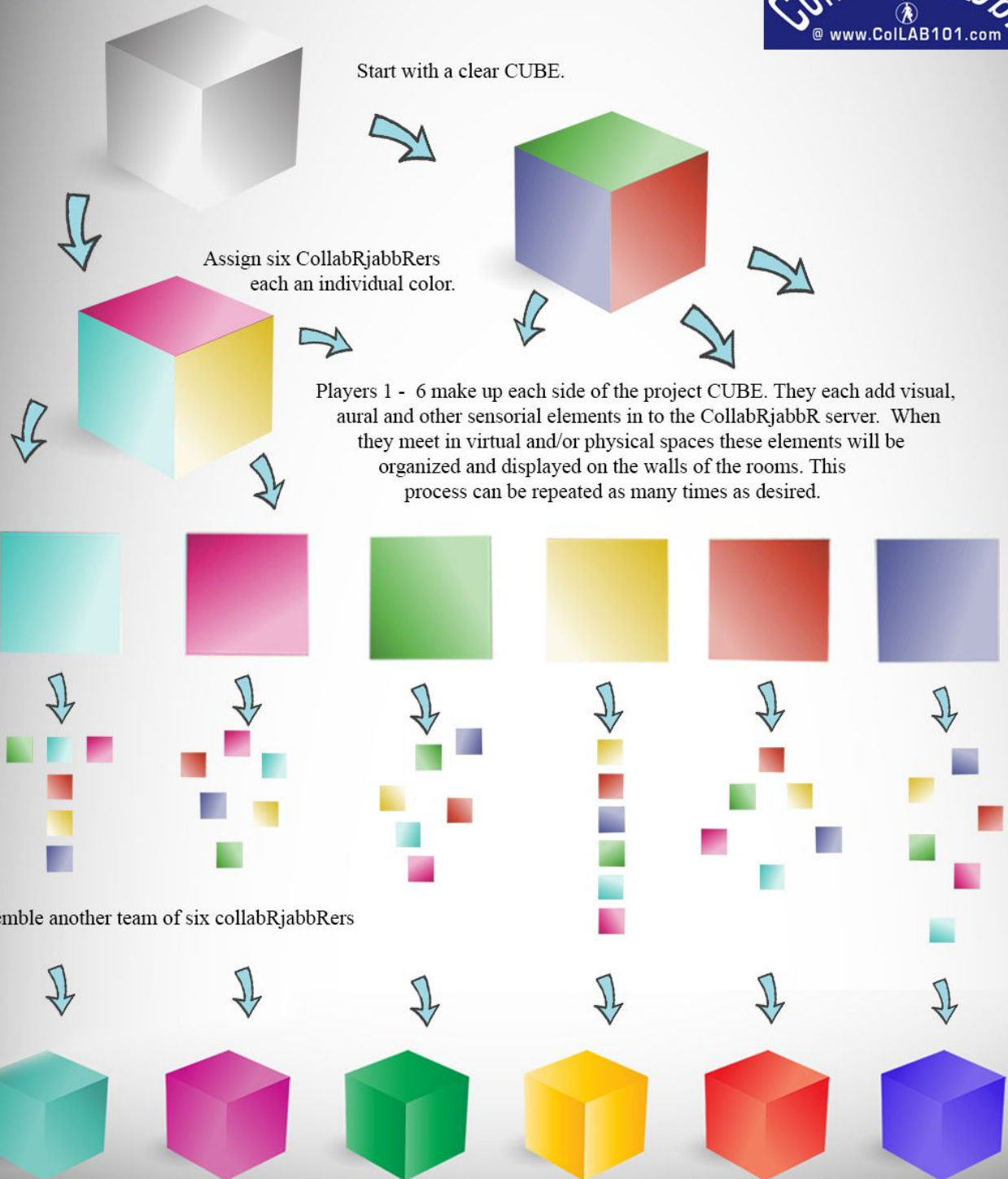
VIRTUAL CollabRation

(When we can not CollabRate in the same room)

CollabRjabbR App connects our ideas with our game;
Second Life-esque “rooms” enable players to meet;
CollabCUBE’s Project Management collates
visual, aural and other sensorial research;
Cut Scenes and a Knowledge Base helps players
achieve a more effective, creative output;
and much much more...

Project Management through CollabCUBES

PROJECT CUBE TABULA RASA:



and all of the CollabCUBEs are available to be observed by other CollabRjabbRers to exchange ideas and research.

CollabRjabbR with your Avatar to manage CollabCUBEs and all of your Sensorial Element research



ELEVATION



BIRDSEYE



CLOSE-UP



KNOWLEDGE



AVATARS



iHEART



CollabRjabbR INTERACTIVE

As with all good MMORPG (multi-player role-playing games), VR (virtual reality) and AR (augmented reality) environments, this game includes CUT SCENES where your avatar interacts with famous, effective collabRators. You watch as Barack Obama, Tina Fey and Tyler Oakley face a difficult challenge similar to the one you are facing in "real" life. This example will lead you back into your active game play with action items that will make you a more effective collabRator yourself and gain points you can redeem in the Member only Marketplace!













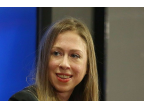

KNOWLEDGE BASE

At any moment while playing CollabRjabbR, players click the K button and they pop out of the current CollabRation (and their avatar goes dark so other players know they pop out and when to re-engage). This KNOWLEDGE BASE consists of Lynda and Adobe tutorials, YouTube TEDTalks as well as tips and tricks from other players and guest avatars (all included with your membership). Since the game is following you along in your AR, it knows your current CollabRative Challenge and suggests clips and exercises that will help you win the game!

Pick a GENRE of CollabRation...

LIVE	THEATER	SPORTS	MUSIC (TOURS)
LENS	FEATURES	VR/AR	EPISODIC
REAL ESTATE	ARCHITECTS	INT/DESIGNERS	DEVELOPERS
FOOD	RESTAURANTS	PLATES	FRANCHISES
PUBLICATION	GAMING	ALBUMS (STUDIO)	SCREENWRITING
SELLING	ADVERTISING	CONFERENCES	MAGAZINES
FREEFORM	FACILITATOR	FOLLOWER	FAN

Pick an AVATAR that represents the way you want to CollabRate

LIVE	LENS	REAL	FOOD	PUBS	SELL	FREE
 Lisa Kron	 Wong Kar-wai	 Zaha Hadid	 Danny Meyer	 Ali Lee	 Mike Pesca	 You.
 Oskar Eustis	 Tina Fey	 C.R. Macintosh	 Alice Waters	 Tyler Oakley	 Chelsea Clinton	 You.

Input your sensorial ELEMENTS...

TEXTURAL	AURAL	TASTE	VISUAL	TOUCH
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Pick a phase of collabRation...

BRAINSTORM	DEVELOP	ALIGN	IMPROVE	MAKE:
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Pick developmentally appropriate biorhythms attached to your iHeart app...

Middle School	Underclassman	Upperclassman	University	Professional
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Buy CollabRation GEAR in the Membership Marketplace
using points earned in the MMORPG game



For a full list of the most current CollabRative GEAR visit
www.collabRjabbR.com/members-marketplace but here are a few examples:

3D Modelling	Sensations	PC Tools	Light Scape	V/A Reality	Wearables
					
