

1. an immersive 3D radio program that allows a user to explore live broadcasting channels via a VR (WebGL & p5.js) walking simulation.
2. A physical sphere that has facial memory and will display colors depending on the user it is currently viewing. This would use facial recognition libraries in processing and Bluetooth communication.
3. An ecosystem of sounds and images that communicate with each other through a central box. Users will be able to adjust sample volumes and the network will automatically adjust other samples via code feedback.
4. a strategy game involving cellular automata where the screen would be slowly filling in unless the user intervenes.
5. a drum machine that uses evolutionary mutations [in the code] to slightly alter the rhythm throughout the artistic process adding an organic feel to the music.
6. a virtual moss garden that would use procedural generation to grow unique illustrated mosses. User input controls color and shape to affect the final product, but the main design is controlled by processing and different each run.
7. A synthesizer that plays notes based on a plants bio-readings creating a orchestral garden.
8. a virtual landscape game meant to create curiosity and relaxation. The landscape will have geometric explorations and various art pieces scattered around. It would optimally be VR friendly as well as sound immersive.
9. A website that simulates an ecosystem. People can visit the site and watch populations of coded beings evolve over time, and possibly cause interactive selection via the web.
10. Create an algorithm that procedurally generates a “wunder kamp” of natural objects such as seashells, organisms, etc.
11. Connect a system of analog gear such as oscilloscopes and use the processing library XYScope to have a networked display system.
12. Procedurally generated bio-inspired objects to be 3d printed as a collection. This would utilize L-systems, Fibonacci sequences, etc.
13. An immersive visual experience using primary shapes in both 2D and 3D.
14. An immersive AV experience using modulating shapes according to played music.
15. An evolving art piece or poetry hosted online (p5.js) where every visitor prompts a mutation changing the piece.
16. An android app that collects user data secretly (but does not share it to the programmer) and eventually starts addressing the user with intimate details the app should not know (essentially a stalker app).

17. A catalogue of Anthropocene extinctions and modern rendered imaginations of what the world would be like with them but not other modern creatures.
18. Generative art using natural code found in The Nature of Code. The generative art will also be placed in a generated gallery.
19. A game about existentialism. The user will be given several futile tasks in the game to create a sense of voided meaning.
20. An app that distorts faces captured live via video to make them androgynous.
21. A machine that can smell.
22. a generative architectural landscape using different geometric/natural algorithms to construct unique pieces.
23. Generative music piece using Markov chains to model weighted probabilities of notes to be played and potentially even automated modulations.
24. Generative synth music that follows an organic path using code modelled after the natural environment and using sounds from the natural environment (L-Systems).
25. An app that pairs the user with another of a different language. The goal of the “game” is to try to understand what the other is saying. Each has a phrase they must communicate. Images are allowed but no words can be drawn, only typed in native language.
26. An online chatroom where people’s messages get translated into poetry by a bot and they must communicate through only this method.
27. Sound installation triggered by only movement of the audience. Gestures and facial expressions can also trigger sounds.
28. A bot that can only speak through songs.
29. A VR app that the user must navigate user sounds from the external environment, which will cause a sense of confusion.
30. a pirate radio bot/platform that broadcasts artists who would not get the chance to play on air and avoiding copyright infringement due to lack of human control.
31. A gallery of generated minimalist or supremacist images displayed on various LCD screens around a gallery. Facial tracking & amount of movement by each painting will spawn new generations influenced by the audience, though they are unaware why they are changing. Each experience is unique to the viewers.
32. A microphone that inputs speech, converts it to another medium and sends it through several tangible mediums causing distortion. The audio is then re translated and read back to the user.

33. Printed 3d earpieces that distort sound in unique ways for a walking installation.
34. Projection mapping that guides the viewer through a gallery but deviations cause new routes to be formed.
35. Software that allows a user to upload their DNA for high level mutation and reevaluation via 3rd party genomics software.
36. a game about rave culture. The user will be placed in a rave setting and have to overcome various problems like police, shady people, etc.
37. A work lamp that has paired software monitoring program usage on your computer. The amount of hours logged equals the amount of light given to the plant, possibly water and nutrients as well. This forces the user to work on a daily basis to keep the plant alive.
38. an EEG program that requires a groups of users to meditate. All the users must be relaxed at the same time to win, but have to collaborate on tasks.
39. An app that reveals profiling issues in tech data mining.
40. A tangible electronic “black box” that displays ideas to solutions it is given without explanation. The exhibit will question how we teach AI correct answers and the subjectivity of ideas.
41. a fake VR game that captures users name, retina scan, and profile picture without them knowing. All data will be exposed and deleted at the end of the “game”. It would be used to show people hidden systems.
42. A 4D video game where playing in non-linear time will not ruin problem solving.
43. A video game that expresses depression. The user will be given challenges and at random times depression will pop up and make things much more difficult to do. Or alternatively the user’s challenges are simple day-to-day tasks that are near impossible.
44. An updated version of a past project, Conductivity, a wearable tech instrument meant for live performance. Sound is created in Max MSP, now I would like to add visual elements that correspond to real-time coordinates in processing in parallel.
45. A game about radicalization. As time progresses more people in the game radicalize, the objective is to avoid radicalization, or alternatively avoid opposing ideology radicalization.
46. A p5.js artist website that has pointers that remember past users interactions and “ghost” all of these past movements. Potentially including rough location under pointers or other information.
47. A 3D geodesic dome structure that has speakers attached to all nodes creating a immersive sound experience where the audio is moved according to processing.

48 “Ghost” machines producing synthesis in various locations around the Concordia campus. All of these machines would be connected to the internet and manifested as 3D objects on a screen in a gallery. Potentially have fake videos of people playing to distort the reality of it.

49. A video installation that records users talking to a screen that prompts them with questions. The video is then played back in a different room where users think they are having a conversation with another but the software is actually prompting the other user with slightly modulated questions. This is to add a level of ambiguity and translation error which will lead to a digression in conversation.

50. A bot that sifts through twitter data to find keywords and phrases that identify people aligned with impeachment (in the USA) and organize a mass group protest only organized by simple neural nets to avoid liability.