1. an immersive 3D radio program that allows the user an exploration of channels via virtual reality walking simulation, walking further towards channels they enjoy.

2. a program that generates and mutates audio snips to be selected by the user into one composition. this would hopefully give the user a more intimate glimpse into composition without training.

3. an evolutionary genetics sandbox based off Mendel’s pea plants (genetics). Made to be a game-play styled exploration of genetics for all audiences.

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 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.

7. philosophical quote bot that compares pop culture quotes to quotes of various philosophers using key words and other search tags (most likely using twitter for sourcing).

8. a virtual landscape game meant to create curiosity and relaxation. The landscape will have geometric explorations and various art pieces scattered around. It could also be used for meditation.

9. a sensor system that lets you interact with bacteria or fungi. An electrode would be inserted into the colonies to measure electrical output. Using an eeg headset the user would be able to send pulse to the colony and get a response.

10. a projection mapping using alternate faces mapped onto a blank mask placed on the user’s face.

11. a wearable sensor that lets the user control a piece of music (pitch, tempo, etc.) with hand movements. The user would wear a wearable tech glove that senses movement connected to a simple processing code.

12. a quiz bot that quizzes the user with existential questions pulled from twitter.

13. a virtual cat that teaches the user about anxiety.

14. music controlled by the movement of the user’s mouse. This would create an orchestral feel for any user.

15. a poetry algorithm that users predefined words and formats to create uniquely new poems. It would ideally have a small neural net and be able to adapt.

16. whitespace – a pixel generator that generates a unique canvas out of various close shades of white giving the canvas a special texture.

17. sensor tubes that play wind sounds when they are covered by the hand. It would use a laser to monitor interruption and may be used as an instrument.

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. a game about the singularity that focuses on illustrating how powerful a fast moving technological curve will affect humans.

21. 3D rendered models of various [interesting] apartments in the Montreal area. The project will include prices of the units as well as any featured artwork, design, etc.

22. a generative house using different geometric values to construct unique pieces.

23. 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.

24. generative synth music that follows an organic path using code modelled after the natural environment and using sounds from the natural environment.

25. a creative photo filter that morphs the users image into an abstract art piece.

26. an online chatroom where people’s messages get translated into poetry by a bot and they must communicate through only this method.

27. interactive archive of pioneering music concret from 50s to now. An algorithm will pull random songs from the archive.

28. interactive archive of pioneering electro from punk 80s to now. An algorithm will pull random songs from the archive.

29. an online podcast system for concordia’s SGW campus using network technology and various audio software.

30. OR an alternative online pirate radio platform using live broadcasts of local artists who would not get the chance to play on air.

31. A game exploring existentialism but focused on existentialism revolving around AI. It will follow the user through a scenario where humans are no longer the dominant life form.

32. virtual circuit board for circuit bending. This would mainly be a fun past time for the user.

33. a continuously morphing pattern generator using natural algorithms such as spirals, fractals, symmetry, etc.

34. virtual colony of cells that can be controlled by the user

35. artificial fungal colony that grows independently of the user. The program would be used for entertainment and learning.

36. a music video made in processing

37. processing sound sketch that interacts to rhythm.

38. an eeg program that requires a groups of users to meditate. All the users must be relaxed at the same time to win.

39. facial recognition bot that scans movies to pick out certain scenes based on given faces.

40. a game about djs where the user has to evolve and mate different little djs to get a given beat. This would use real evolutionary code and alleles.

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. an architectural model generator using natural algorithms that will build various interesting structures that the users can walk through.

43. a program exploring different applications of the square. There will be several game stages reolving around geometric principles of the square.

44. an AR ad blocker using a special lens that will cover any ads the user sees with images of their choosing.

45. fake seashells created by algorithms modelled after nature.

46. a small neural net capable of learning

47. facial recognition of emotions in processing that will can the users face and guess their emotions.

48. a video game about anxiety and depression.

49. a cyberpunk game.

50. generative synth music that follows an organic path using code modelled after the natural environment and using sounds from the natural environment.