



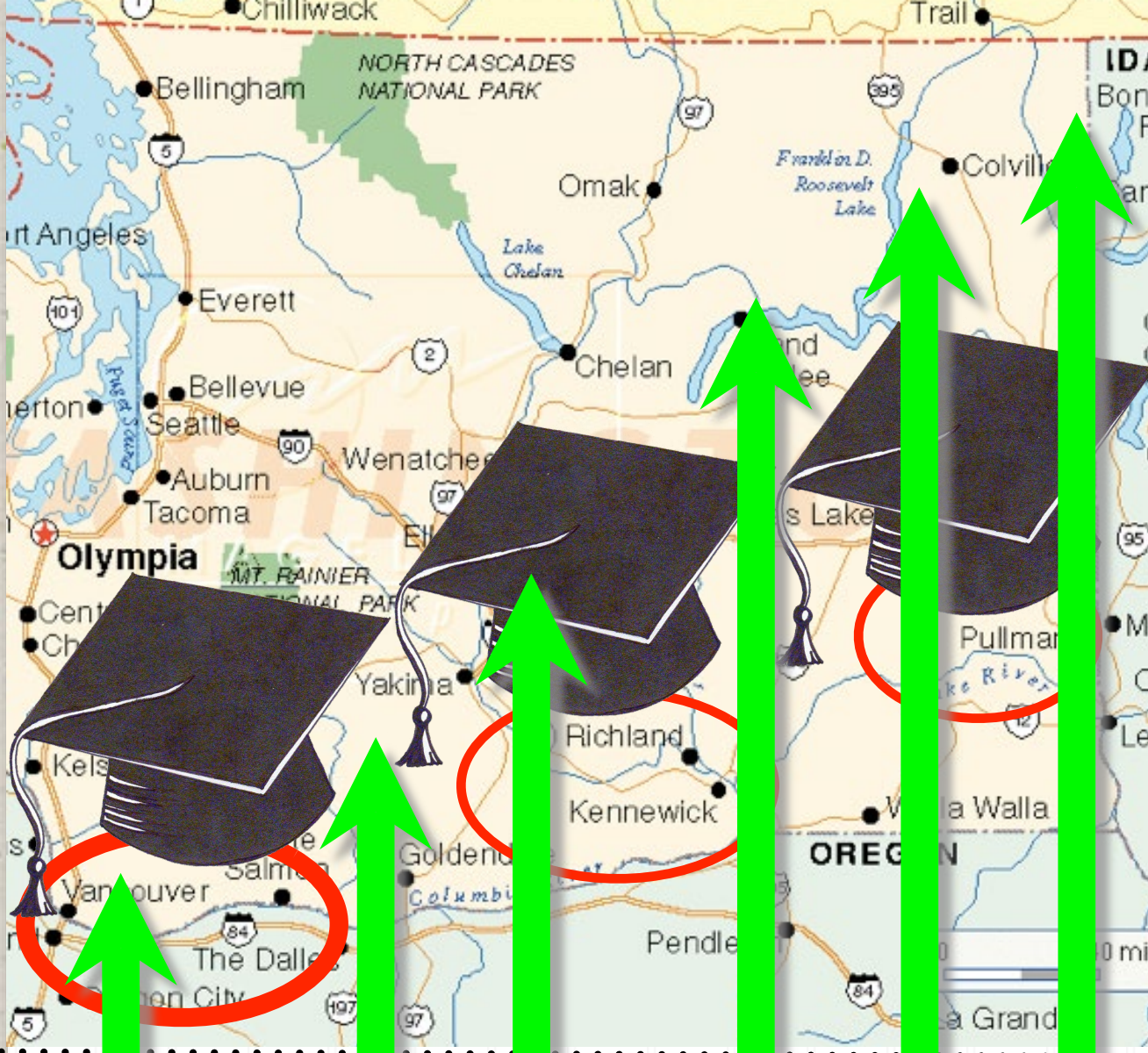
WASHINGTON STATE  
 UNIVERSITY  
VANCOUVER



Creative Media  
Creative Media + Digital Culture =  
Digital Culture  
Connecting research and teaching to the needs of the  
community



# Chronology



1997	2003	2006	2010	2012	2015
EMC	DTC	44	133	175	250

learn • think • build

the

CMPDC

[WWW.DYC-WSUV.ORG/CMPDC](http://WWW.DYC-WSUV.ORG/CMPDC)

## The CMDC's Areas of Focus

1 App & Multimedia Book Design/Development

2 Social Media Platform Development & Strategy

3 Sensor-Based/Interactive Environments

4 2D & 3D Visualizations & Simulations

5 Web Development & Content Strategy

6 Game Theories & Production



# 1 App Design & eBook Development

iPSI 2013



Pathfinders



Fort Vancouver Mobile



DHD Customer Care App



facebook Search for people, places and things

Finding our future in the digital economy

#next chapter

hashnextchapter  
104 likes · 60 talking about this

Community  
#nextchapter - Finding our future in the digital economy  
#nextchapter is an annual community-wide reading and conversation program  
About · Suggest an Edit

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Recent Posts by Others on hashnextchapter

Shawn Morrill  
Here's an article in the Oregonian explaining the ha...  
1 · Tuesday at 8:11am

Dene Grigar  
#nextchapter's Tech 101 Workshops kick off today wi...  
March 2 at 8:28am

Jack Burkman  
Have you seen the Oregonian article on #nextchapt...  
3 · March 2 at 7:31am

Dene Grigar  
A wonderful article in the Oregonian about #nextch...  
4 · March 1 at 2:56pm

Dene Grigar  
A wonderful video and article about #nextchapter b...

hashnextchapter  
March 9 near Orchards

Dr. John Barber, professor at Washington State University Vancouver, taught the second workshop today about QR codes and locality. Thank you to all who came!

We had a great discussion that will continue on our discussion forum at  
<http://dttc-wsuv.org/hashnextchapter/forum/#/>

Check out the forum and join the online discussion !

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Finding our future in the digital economy

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Who to follow · Refresh · View all

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Promoted · Follow

Nic Wilson @NicolasWilson  
Followed by Jennifer Wheeler and ...  
Follow

Eric Rettberg @ericrettberg  
Followed by Scott Rettberg and ot...  
Follow

Trends · Change

Levi's #501s  
Promoted

#unpacked

#TheNextGalaxy

Pi Day

#ReasonsWhyNoOneLikesYou

#QuoteYourCoach

JK Shin  
@AJKShin

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FOLLOWING YOU  
#nextchapter - Finding our future in the digital economy: an ongoing community-wide reading and conversation program in #VanWA Vancouver, Washington · hashnextchapter.com

101 TWEETS

127 FOLLOWING

89 FOLLOWERS

Following

Tweets

#nextchapter @hashnextchapter  
Just about to get started w/ our next #nextchapter Workshop at the Downtown #VanWA Library. Come on down! [ow.ly/id7Sc](http://ow.ly/id7Sc)  
Expand

#nextchapter @hashnextchapter  
Look at this: the books are making their way all over #VanWA! See the map & add yours here: [ow.ly/IBeAF](http://ow.ly/IBeAF) #nextchapter  
Expand

#nextchapter @hashnextchapter  
Do you treat your phone like a "friend"? - Clifford Nass On 'Seductive' Tech & Why You Treat Your Phone Like A Friend  
[ow.ly/IBAXm](http://ow.ly/IBAXm)  
View summary

#nextchapter @hashnextchapter  
Today @ noon, join us at the Downtown #VanWA Library for our next #nextchapter Workshop: QR codes [ow.ly/id7Sc](http://ow.ly/id7Sc)  
Expand

#nextchapter @hashnextchapter  
We'll always crave the old school, it seems: Target's 'Arcade' Evokes Nostalgia With Pac-Man, Donkey Kong [ow.ly/IBxQY](http://ow.ly/IBxQY)  
View summary

#nextchapter @hashnextchapter  
REMEMBER: #nextchapter Workshop is tomorrow @ noon! Dr. John Barber shows the power of the QR code. [ow.ly/id7Sc](http://ow.ly/id7Sc) #VanWA  
Expand

3 Sensor-Based/Interactive Environments



“Life-Renewed,” interactive environment involving 3D game and AR



Curlew: An interactive story using Kinect  
PIs: Dr. Dene Grigar & Greg Philbrook



# MOVE LAB

MOTION-TRACKING VIRTUAL ENVIRONMENT LAB

MOVE Lab Elit Lab



## MOVE Lab in the News

"Virtual Haunting: WSUV Research Takes Video Gaming to the Next Level." *The Columbian Newspaper.*

<http://www.columbian.com/news/2011/jun/05/virtual-haunting-wsuv-research-takes-video-gaming/>

"The MOVE Lab." *The Columbian Newspaper, April 16, 2007*

<http://www.youtube.com/watch?v=PXV3XVnn3Oc>

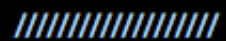
## ABOUT

Directed by Dene Grigar, PhD; Director & Associate Professor, The Creative Media & Digital Culture Program  
Washington State University Vancouver

The MOVE Lab is used for the production of sensor-based, multimedia experiences including performances, digital storytelling, exhibits, and physical games. It consists of a GAMS (system), three Mac Entour 250 robotic lights, HD projection system, sound system, several multimedia Macs and a PC. Software includes the Flashtrack software system for the GAMS, as well as Module 8, Resolume, and Ableton Live for live performances.



The video, above, generates from research, led by Dr. Steve Gibson, into high speed internet for the delivery of multimedia content, funded by the Canada Foundation for Innovation grant.



Beginning Fall 2010 Advanced undergraduates have been invited to become MOVE Lab Fellows, which allows them access to the MOVE Lab to develop their own research into games and virtual environments. Their work has resulted in numerous awards and honors, including a Honorable Mention at the 2010 International Digital Media & Arts Association Student Showcase and invitations to exhibit at the 2010 & 2011 Research Showcase events at WSU and WSUV. Students are funded for travel to these events and receive special training not associated with their regular classes.



The video, above, features the four MOVE Lab Fellows demoing their award-winning research project, "Media Scare."



# 4 2D & 3D Visualizations & Simulations



**autoVATION**  
INNOVATION IN AUTO ENGINEERING  
Presented by *Dick Hannah*  
DEALERSHIPS



<http://youtu.be/M4VEVPILJ0>

# 1950s

## 5 Web Development & Content Strategy



**TENNMAX** Products Technical Data Contact Us

TennMax America is a leader in EMI shielding and Thermal Management. Our primary focus is to provide a complete solution utilizing our advanced knowledge in conductive silicones, gasketing, plastic metallization, heat pipes and sinks and phase change materials.

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### Featured Products

**Dispensed Gasketing | Form in Place**

Automated technology that dispenses Form-in-Place conductive elastomer gaskets on metal or plastic housings. The system applies programmed gasket beads with pinpoint accuracy in four axes.

**Thermal Interface Materials**

Thermal interface material is used to transfer heat between two objects. This material will remove air gaps and provide a more efficient transfer of heat.

**Vacuum Metallization**

Plastic metallization is the process where a metallic layer is deposited on a non-metallic or metallic substrate. This is also known as Physical Vapor Deposition.

VIEW ALL FEATURES

# GAME CHANGERS

Video Games as Innovation

[dttc.wsuv.org/gamechangers](http://dttc.wsuv.org/gamechangers)



# THE ELIT LAB

RESEARCH INTO DIGITAL STORYTELLING & EPOETICS

MOVE Lab Elit Lab



## ABOUT

Directed by Dene Grigar, PhD; Director & Associate Professor, The Creative Media & Digital Culture Program  
Washington State University Vancouver

The Elit Lab is used for the development of digital stories and e-poetry. It consists of 16 vintage and new Macintosh computers dating from 1989, all from Grigar's personal collection. Scholarship generating from this lab forms the basis of Grigar's curatorial work in the area of electronic literature and media art.

Grigar is the author of several elit works, including *The 24-Hr. Micro-Elit Project*, *Fallow Field: A Story in Two Parts*, *Things of Day and Dream*, the recently modules for the *Fort Vancouver Mobile Project*.



The video, above, is from a multimedia performance given at Clark College. The work featured is "Things of Day & Dream," created by Grigar and Jeannette Altman.

The Elit Lab is also used for teaching the study and production of electronic literature.

Undergraduates in DTC 354 Digital Storytelling as well as those in DTC 336 Design & Composition have access to the space in order to become better acquainted with this genre and the way technology can influence the production of art.



HYPERTEXT FICTION  
**ELECTRONIC**  
*Literature*  
& Its Emerging Forms



CMDC student docent Morgan Hutchinson explains the curatorial design of the Library of Congress exhibit



Reviewed in [Huffington Post](#), April 25, 2013

# FORT VANCOUVER MOBILE (SUB ROSA)

A BEHIND-THE-SCENES BLOG  
OF THE MOBILE STORYTELLING PROJECT  
AT THE FORT VANCOUVER NATIONAL HISTORIC SITE



Home

## #FVMOBILE

In the Twittersphere  
**fvmobile**



ProfBrett To you, too, @gregshine! RT Congrats to @ProfBrett & the whole #fvmobile team -- we're Powell Award winners!

[nps.gov/fova/parknews/...](https://nps.gov/fova/parknews/...) #mstory

3 days ago · reply · retweet · favorite



gregshine Congrats to colleague @ProfBrett & the whole #fvmobile team -- we're Powell Award winners! [nps.gov/fova/parknews/...](https://nps.gov/fova/parknews/...) #diginterp #publichistory

3 days ago · reply · retweet · favorite



BrettOppenaar Congrats to FVMers... especially those who made



Join the conversation

## FORT VANCOUVER MOBILE - A VIDEO OVERVIEW



## POWELL-PRIZE WINNING CONTENT

The Fort Vancouver Mobile app module "Kanaka" received the 2013 **John Wesley Powell Prize for outstanding achievement in historical displays**, a national award from the Society for History in the Federal Government.

## HARTZOG AWARD-WINNING SERVICE

Dr. Brett Oppegaard, coordinator of the FVM project, was selected as the 2012 regional and national individual recipient of the National Park Service's **George and Helen Hartzog Award for Outstanding Volunteer Service** for his research at Fort Vancouver.

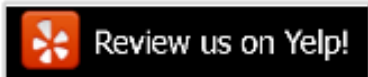
## FORMAL RESEARCH PRESENTATIONS



# CLARK COUNTY HISTORICAL MUSEUM

 Search

- HOME
- VISIT
- EXHIBITS
- EVENTS
- TRAVEL
- ARCHIVES
- EDUCATION
- MEMBERSHIP
- SHOP



## The Brautigan Library



The Brautigan Library, a unique collection of nearly 400 unpublished manuscripts written by everyday authors, has a new home in Vancouver, Washington thanks to a partnership between the Creative Media & Digital Culture Program (CMDC) at Washington State University Vancouver and the Clark County Historical Museum. The Library will become a permanent part of the CCHM's collection.

Tuesday - Saturday  
11 am - 4 pm

First Thursdays (Feb - Nov)  
5 pm - 9 pm  
(admission rates apply)

### Museum Admission:

- \$4 for adults
- \$3 for seniors/students
- \$2 for children
- \$10 for families
- Free for CCHS members
- Free for active duty military personnel + their families



Don't forget about this year's [interNational Unpublished Writers' Day](#), a workshop held in the spirit of the Brautigan Library, on Sunday, January 27th, 2013.

### About the Brautigan Library

Richard Brautigan was born in Tacoma, WA and lived in a number of places in the PNW before moving to the San Francisco Area. He was an accomplished poet, novelist and short story writer. In 1990 an all volunteer organization in Vermont, The Brautigan Library Foundation led by Todd Lockwood, created The Brautigan Library based on Brautigan's 1971 novel, *The Abortion: An Historical Romance* 1966. The book takes place in a fictitious Carnegie Library modeled after the Presidio Branch of the San Francisco Library which is also a historic Carnegie Library building like ours. Before closing their doors, The Brautigan Library established a collection of approx. 400 unpublished manuscripts and an archive of related materials. The collection has been in storage in Vermont since 2001. We have spent the last two years negotiating the transfer of the Brautigan Library Collection and see this as an opportunity to develop a critical thinking program at the museum. If you would like to get involved with this new program, please give your name and contact information to museum staff at the front desk. Museum staff can be contacted by calling (360) 993-5679 or via email at [info@cchmuseum.org](mailto:info@cchmuseum.org).

For more information, visit our adjoining [Brautigan Library pages](#), created by Brautigan scholar Dr. John Barber.



## 5 Continued Growth & Investment

One of five Signature Programs at the WSUV campus

250 students pursuing the BA or concentration in DTC; 47% are women

Job placement rate at 90% or better for graduating majors

Since 2010, over \$50K per year in outside support from local businesses + over \$50K each year from external grants

Google, Intel, Sharp, Dick Hannah, OMSI, Integra, Squarespace, Instructional Technologies Inc., Flying Rhino, Fringe Media, Columbia Credit Union, PeaceHealth, Instructional Technologies, Inc., Fisher Investments, Veterans Hospital, Cobalt, Huge, Inc., Lam Research, Epicom, Silicon Forest Electronics, Sprout Digital, Woobox, Riverview Bank, Columbia Machines, to name a few





**Contact:**

**Dr. Dene Grigar**  
**Director & Professor**  
**The Creative Media & Digital Culture Program**  
**Washington State University Vancouver**  
**14204 NE Salmon Creek Ave.**  
**Vancouver, WA 98686**  
**+1.360.546.9188**  
**[dgrigar@vancouver.wsu.edu](mailto:dgrigar@vancouver.wsu.edu)**  
**<http://dtc-wsuv.org/cmdc>**

