

## IDEAS PERFORMANCES SPRING 2013

### **Roger Reynolds - Submerged Memories**

Saturday, April 20, 2013  
Calit2 Theater/VROOM  
7:30pm-9:00pm

### **Bryan Reynolds - Fractalicious!**

Saturday, April 27, 2013  
Calit2 Theater/VROOM  
8:00pm-10:00pm

### **Joshua Tonies - Strange Journeys**

Friday, May 3, 2013  
Calit2 Theater/VROOM  
5:00pm-7:00pm

### **Nick Drashner - Spellbound**

Saturday, May 11, 2013  
6:00pm-8:00pm  
Calit2 Theater/VROOM

### **Andy Muehlhausen - Ad Infinitum<sup>3</sup>**

Saturday, May 18, 2013  
7:00pm-8:00pm  
Calit2 Theater/VROOM

### **Trevor Henthorn - Spidersonic 3.0**

Thursday, May 23, 2013  
2:00pm-6:00pm  
Calit2 Performative Computing

### **Hunjoo Jung - Samurai**

Friday, June 21, 2013  
5:30pm-7:00pm  
Calit2 Theater/VROOM

### **Tracy Cornish - ESSA!**

Saturday, June 29, 2013  
2:00pm-4:00pm  
Calit2 Auditorium



### **Ad Infinitum<sup>3</sup>**

**By Andy Muehlhausen**

**May 18th, 2013**

**7pm Saturday**

**Calit2 Theater, Atkinson Hall, UC San Diego**





## Welcome to Ad Infinitum<sup>3</sup>

Before you start:

1. Update your phone software to the latest version.
2. If you are using Android Software, please download and use the Firefox Browser.

To Join the Ad Infinitum<sup>3</sup> Network:

1. Connect to the Wi-Fi network “AI3” (Connect to “AI3\_faster” if visible!).
2. Open your browser.
3. Type  
*is.gd/aithree*  
into the address bar.
4. When prompted, create a login name. *Remember this name!*
5. If your device crashes, repeat steps 3 and 4, using the same login name.



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This performance work by interactive media and sound artist Andy Muehlhausen, a second-year MFA student at UCSD, is part of the IDEAS series of the Qualcomm Institute.

Ad Infinitum<sup>3</sup> is a 55-person video game built as a theatrical group experience. Any HTML5-enabled device (smartphones, tablets, iPods) can be a controller (smaller is better), and each player fully controls their own visually and aurally unique in-game character. It is a three act game, with each act being a different game that explores the notions of individuals, families, and societies, and the journeys and relationships between each of these things.

Audience members team up or against each other, and then face greater challenges than themselves. Together they live or die. Seriously, the audience can lose the game.

All this with a live DJ playing originally-scored music created through 4 Gameboys.

The entire show runs about 45 minutes.

Andy Muehlhausen is an interactive media and sound artist. His main interest is in creating experiential pieces with viewers as the narrative protagonist. His previous works include: augmented-sound ping pong, tiered projected video playback based on user position with granulated sound, arduino-controlled puzzle box with live-updating clues via html, speaker/mask with built in microphone that changes real-time voice based on hand positioning, audio triggered Kinect-tracked visuals for dance pieces, and 50-person videogame/theatre where each audience member controls their own character in the story via html joystick controller.

He is a second-year MFA student in Sound Design for Theatre at UCSD, and graduated in 2010 from Purdue University with a B.S. in Computer Science.

Other collaborators include:

Richard Thomas: Purdue Theatre Head of Design: Co-Director

Liz Cai, UCSD UG Visual Artist

Dylan Phan, UG Computer Science: Lead Programmer

Patrick Trinh, UCSD Alum ICAM: Music/DJ

Alyson Van, UCSD UG Dance: Dancer/Creature

Walter "Bo" Tindell III, UCSD Theatre MFA, Lighting Designer

Eric May, Projections Designer

Michael Wilga, EA Audio Artist: Gameplay Consultant