**Virtual Walk**
Angela Nan
Play with your perception of space in the world of virtual reality.

**A Manifesto for the Present**
Myra Interiano
This project explores the role of computation in creative acts. In this piece I use software to weave together my thoughts, about how to live in the present as producers and consumers of technology, with the writings of influential thinkers such as Guy Debord and Luigi Russolo and present the possibilities.

**Smart Cart AG101114XS453**
Abirami Kurinchi-Vendhan and Gavy Aggarwal
Our take on a futuristic shopping cart, outfitted with all the conveniences modern technology can offer.

**The Internet Privacy Game**
Catherine Ma and Irene Wang
Surf the web like you never have before. Face the disheartening reality of how little control you have over your privacy.

**Illuminating Interactions**
Andre Comella
Illuminating Interactions is a dynamic piece that explores the relationship between art and its observers. The piece reacts to its environment, making the observer part of the art itself.
Death Date
Advith Chelikani
This artwork makes a prediction for the viewer’s date of death using age recognition and life expectancy distributions. It seeks to encourage viewers to be deliberate with the ways they spend the finite amount of time remaining in their life.

Fluxus 2.0
Chris Cousé and Talia Minear
Fluxus 2.0 is a collection of performance art piece descriptions. Inspired by the Fluxus happenings of the 1960s, these works explore our culture’s relationship with today’s technology.

10 uses for cyberspace
Julie Kew
The internet has rapidly suffused virtually every aspect of our lives, to such an extent that it is simply second nature. Rarely do we stop to consider what a wide variety of tasks we use the internet for, or how easily we present ourselves differently in these different circumstances.

Lightbox
Rohan Batra, Joe Roddy, Frank Zhou
Discover what lies at the confluence of life and technology.