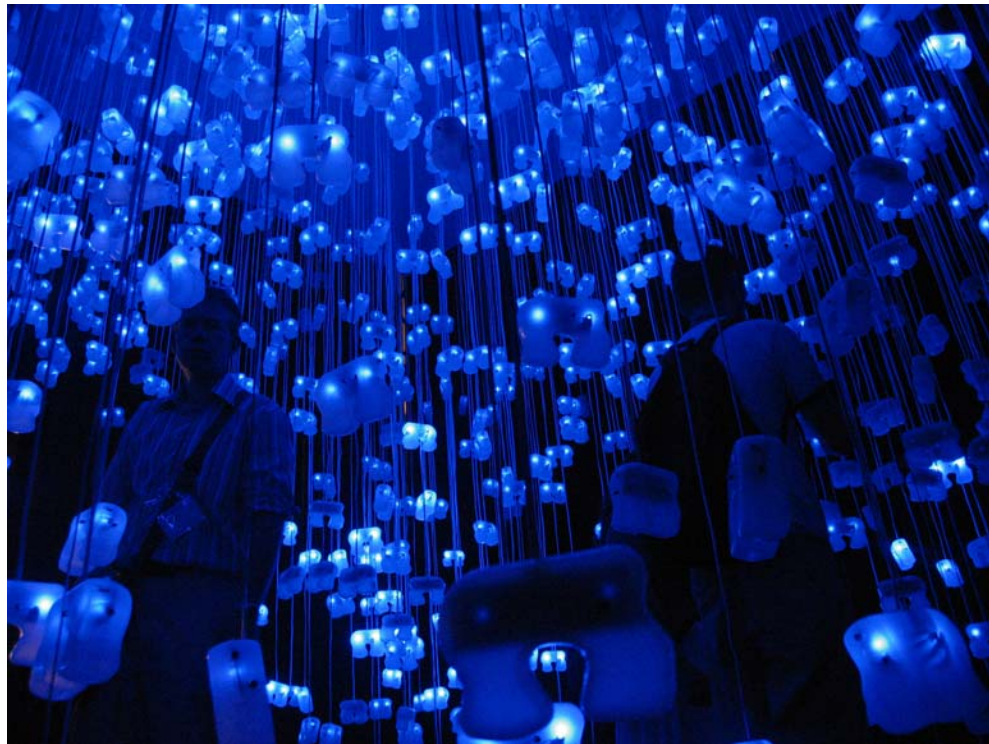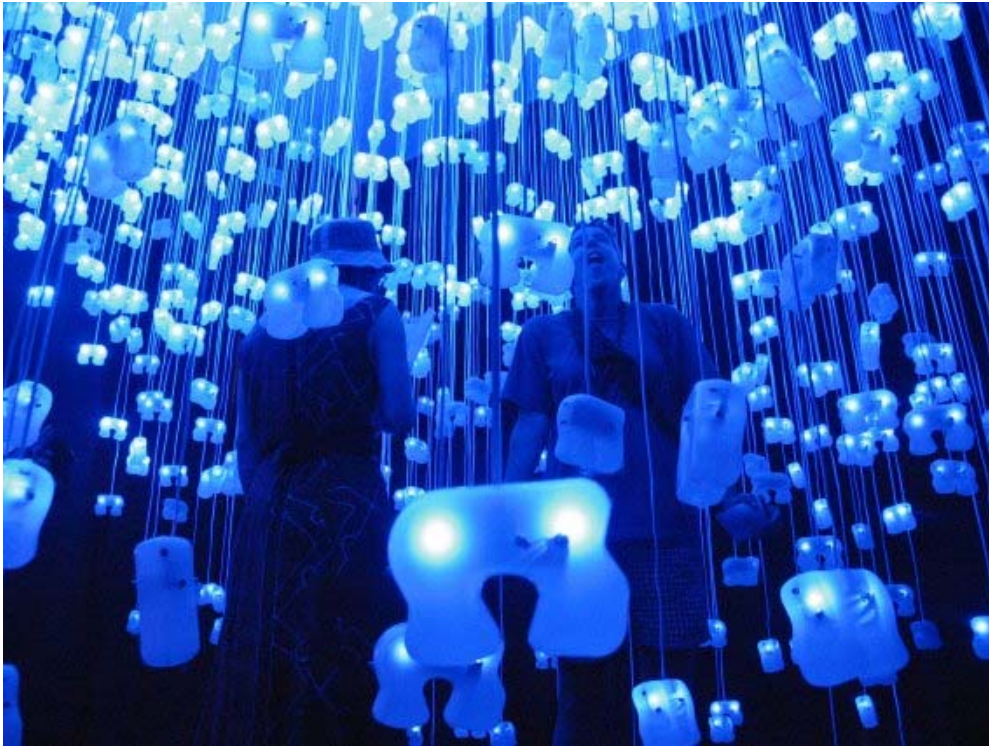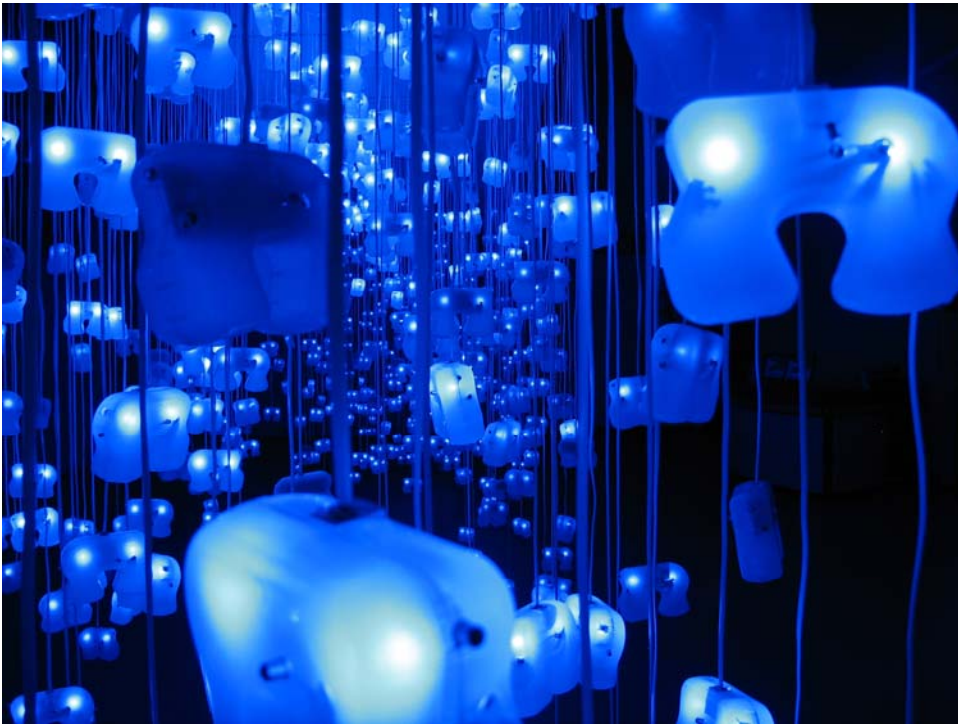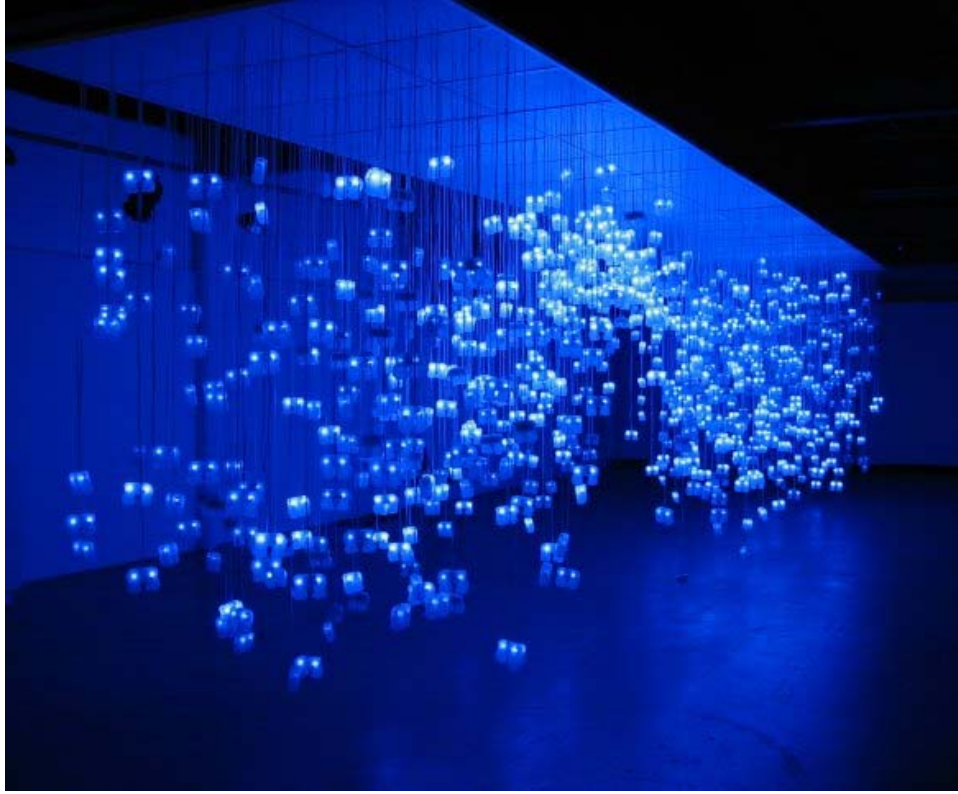**Bion at the Tilles Center, Hillwood Museum, Long Island University**

Bion at the Tilles Center, Hillwood Museum, Long Island University

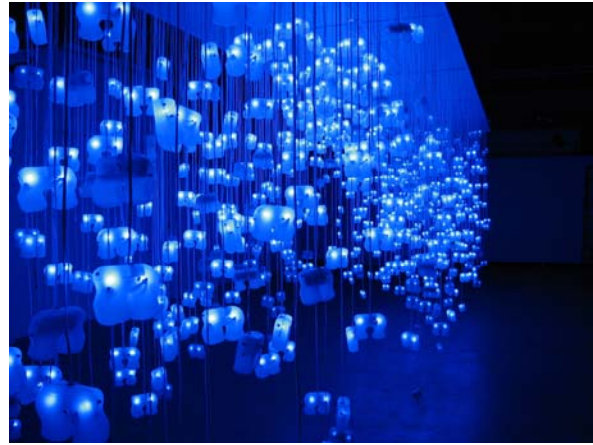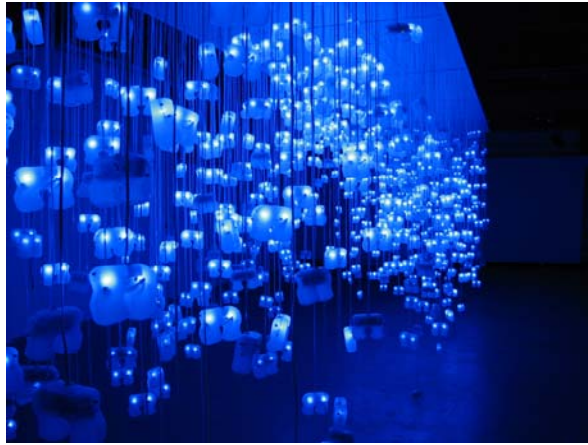**33rd International Conference and Exhibition on Computer Graphics and Interactive Techniques, Boston, MA**

The Living Arts of Tulsa, Tulsa, OK

The Living Arts of Tulsa, Tulsa, OK. Wave of "quiet" moving through the network followed by a wave of "excitement"

Ball State University, Muncie, IL

Bion in Education: Research Experiences for Undergraduates

Bion in Education: Middle School Teachers
(K20 Research Experience for Science Teachers)

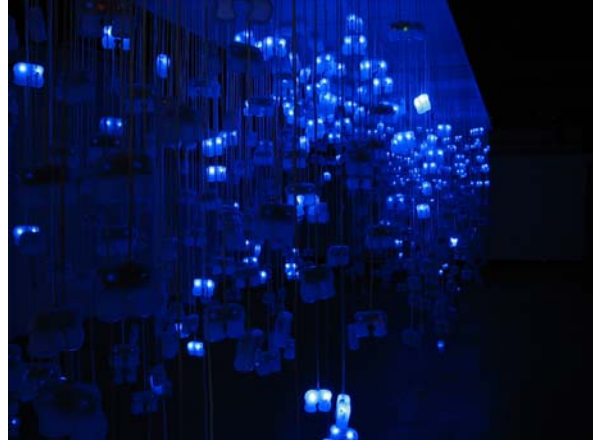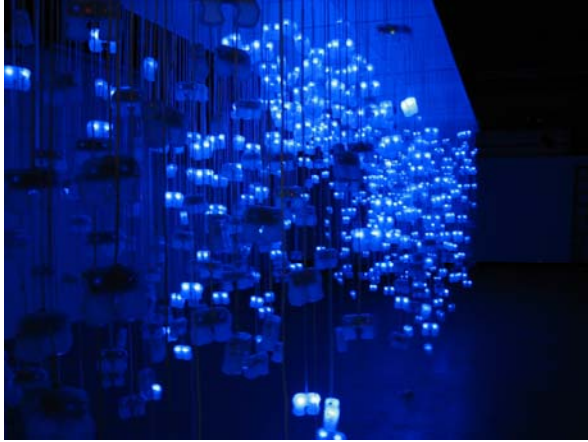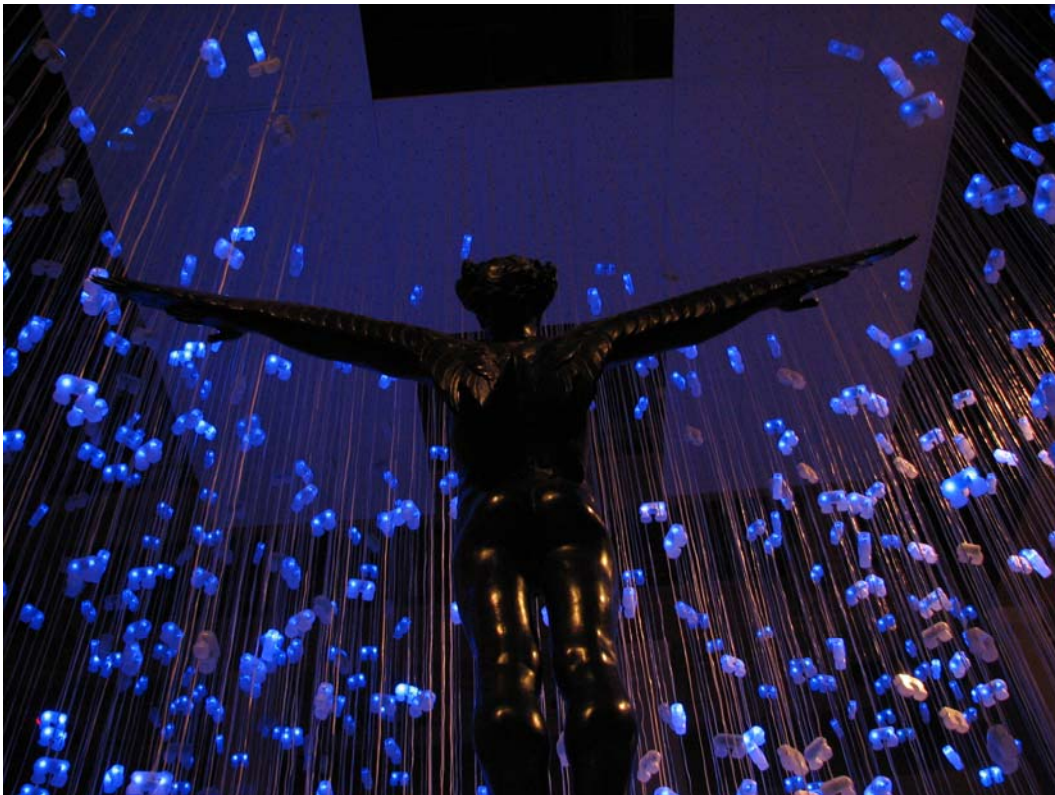**Bion at the Tilles Center, Hillwood Museum, Long Island University**

(a)

(b)

(c)

Student Art Project: PulsePool. (a) The wearable computer senses the user's heart beat and transmits the information to a central server. (b) Drops of water are released into the pool indicating the user's current heart rate and location. (c) PulsePool at the Boston Museum of Science.
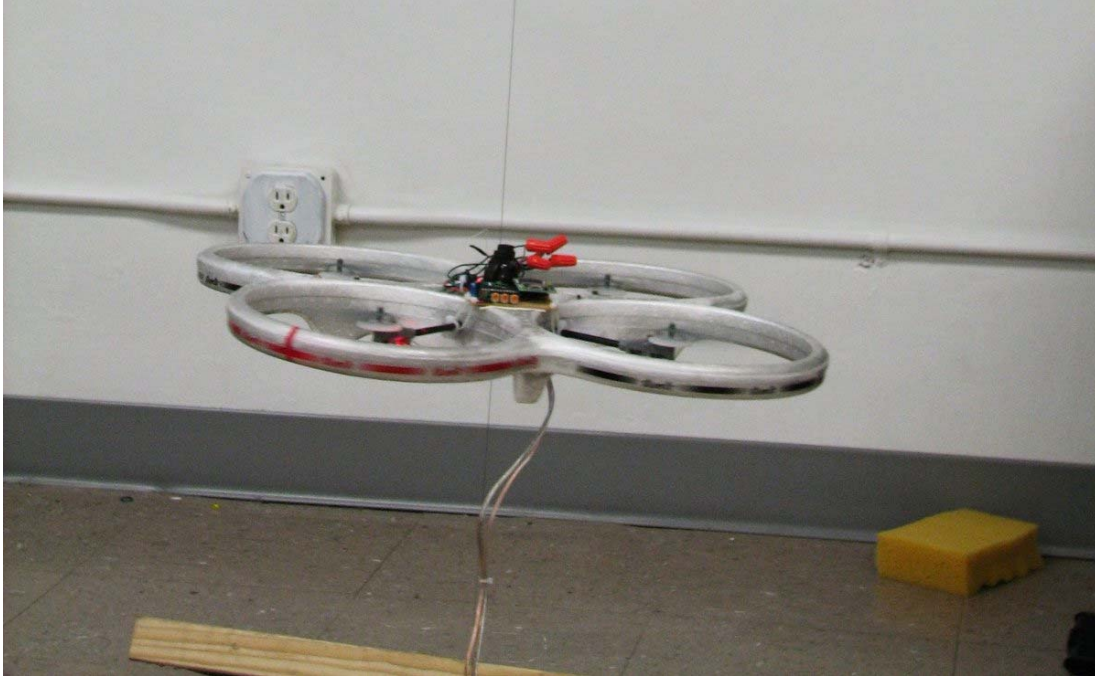
Student contributors to PulsePool: Andy Archinal (ECE), Sam Bleckley (ECE and Art), Casey Courtney (Art), Patrick Cunningham (Art), Joshua Gay (CS), Brent Goddard (Art), Jared Gomez (Art), Tim Hunt (ME), Justen Renyer (Art), and Matt Roman (ME)
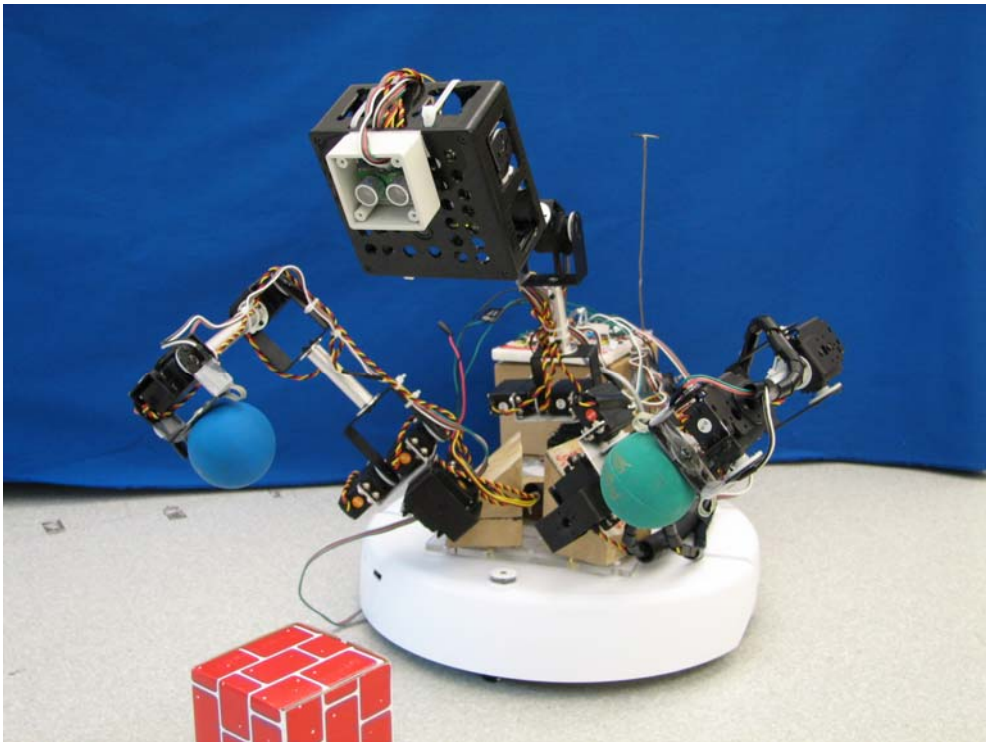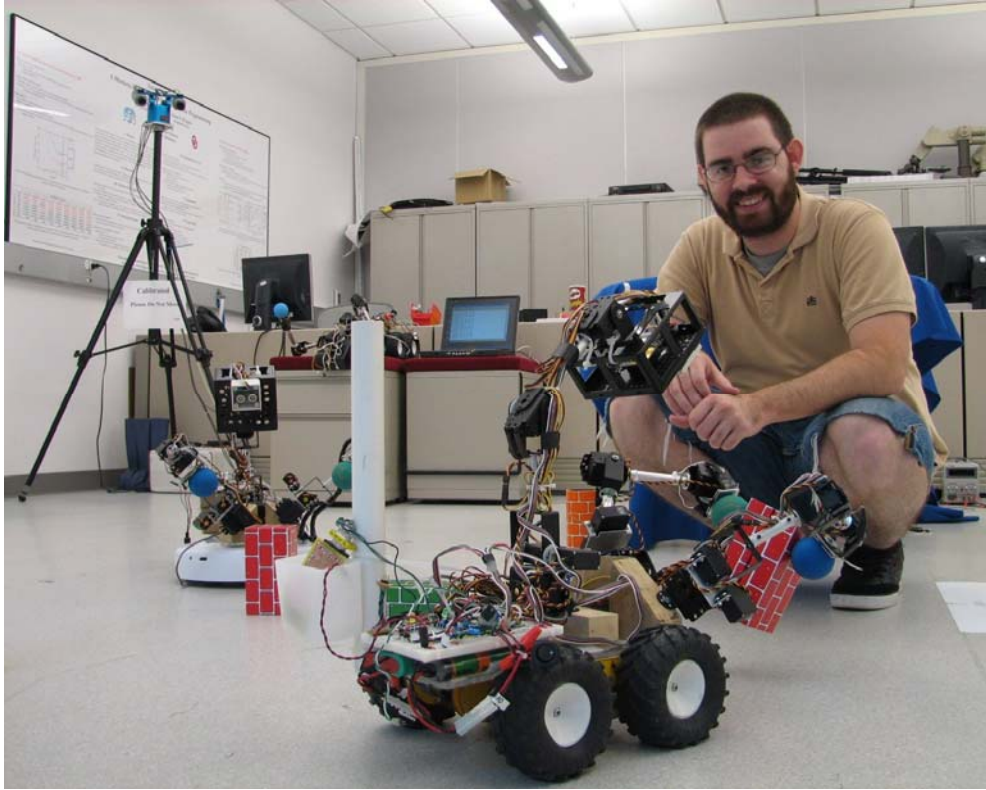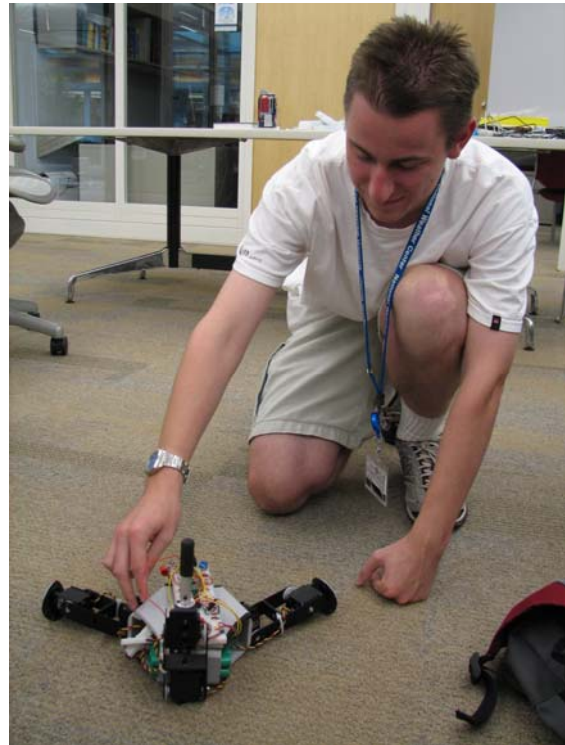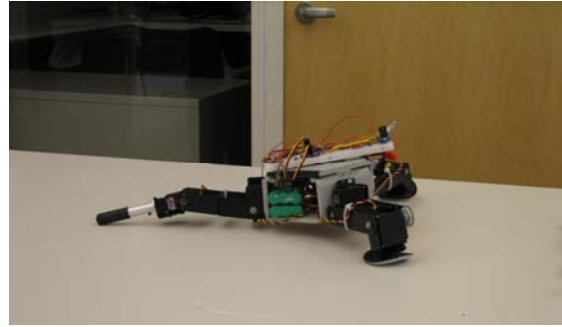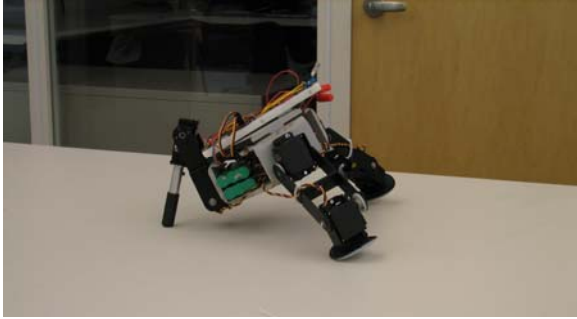
Mobile Manipulators: Embedded Systems Course (Computer Science)
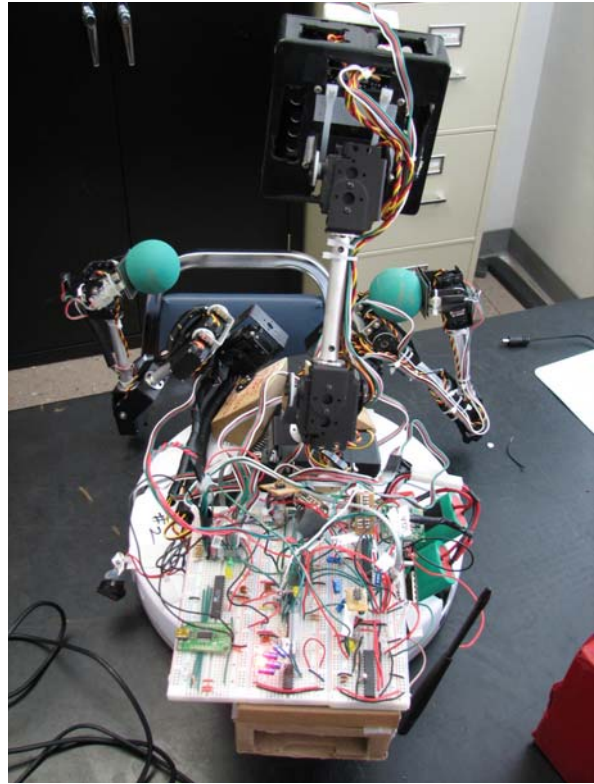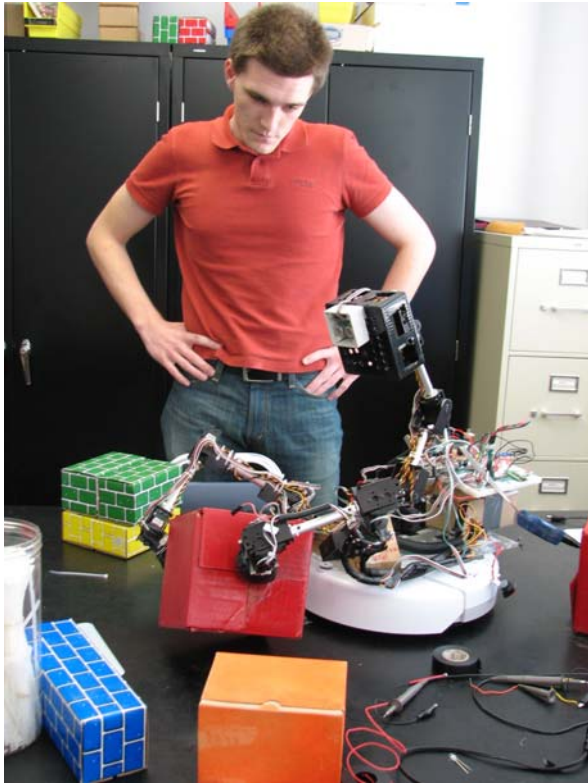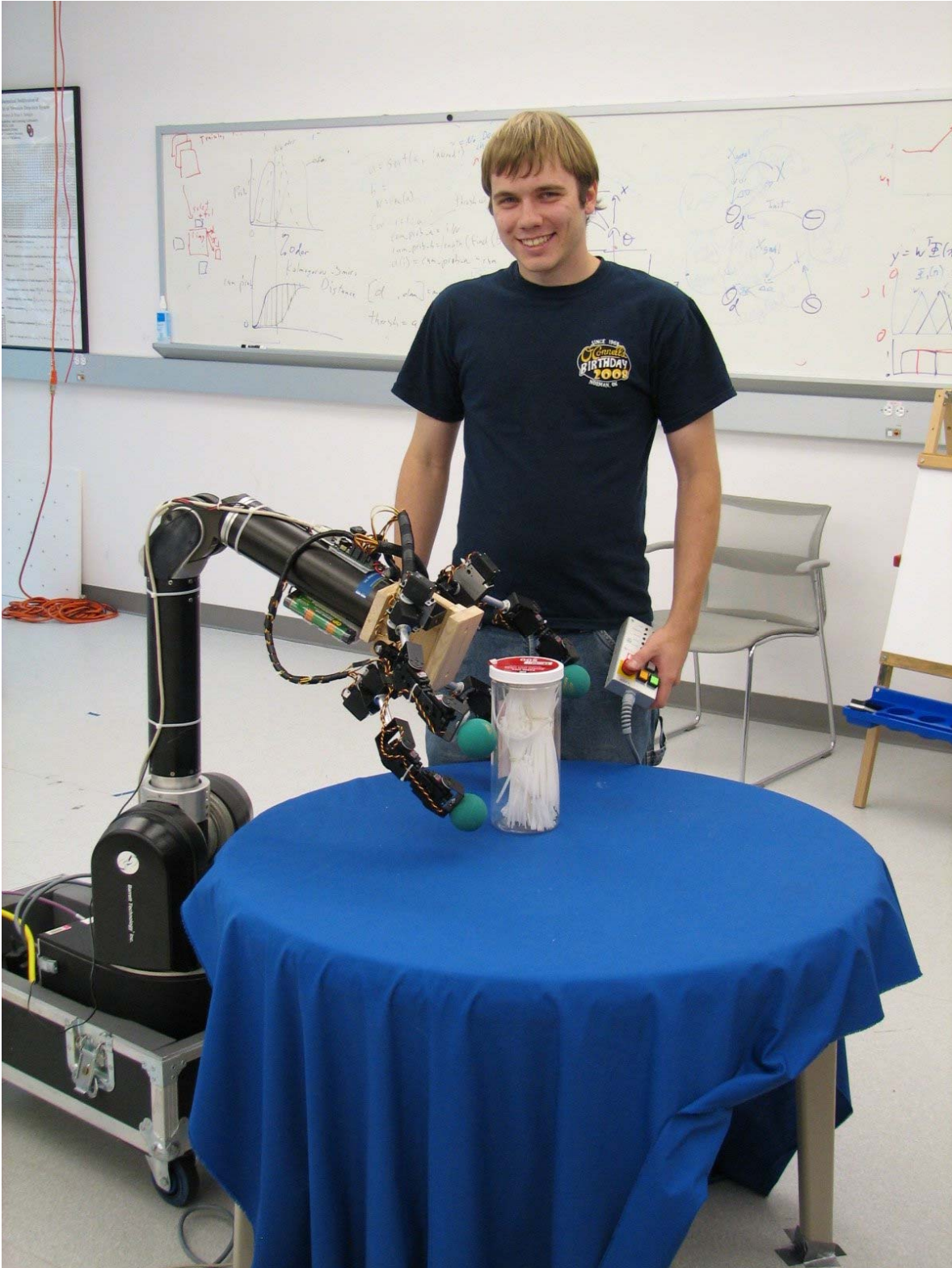
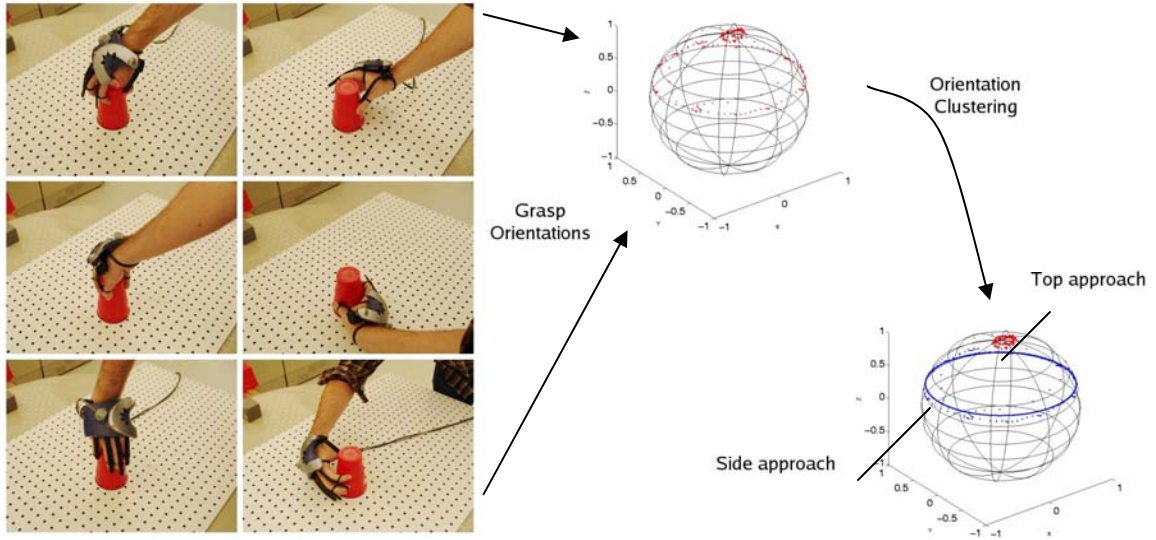**Mobile Manipulators: Embedded Systems Course (Computer Science)**

4-Rotor Helicopter: Real-Time Embedded Systems Course
(Aerospace and Mechanical Engineering)

Orgonome: Interactive Lifeform

Mobile Manipulator

Grasp Orientations

Orientation Clustering

Top approach

Side approach

Learning Hand Orientation Clusters