

IML 575 Media Arts Research Lab: **Forensic and Environmental Media**

Spring 2021 | Section 37473 | 2 units

Wednesdays | 1-3:50 pm | For D-clearance, email sfisher@cinema.usc.edu

You've all seen procedural crime dramas where investigators use 2D evidence boards made up of pictures, documents, and maps connected by red strings. Imagine an immersive, interactive, 4D version of this tool that could be used to step into past events and explore actions and evidence through a data space of multiple viewpoints, perspectives, and timelines.

This class will focus on designing and prototyping a 4D evidence board through a combination of immersive mixed reality experiences, time-lapse, investigative role-playing, game mechanics, and recent developments in forensic media technologies. The goal will be to reconstruct a multidimensional representation of the location and surrounding events of cold case mysteries such as the unsolved murder of William Desmond Taylor in 1920's Hollywood.

Students will become part of a collaborative team of faculty and industry professionals that will conduct research, ideate story, develop and playtest prototypes, and ultimately build a proof of concept demonstration.



Course taught by:

- **Scott Fisher**, Director of USC's Mobile & Environmental Media Lab which explores mixed reality, location-specific mobile experiences, and ambient storytelling
- **Flint Dille**, Transmediologist and Game Designer who has led the development of multiple story worlds, served as the showrunner on the original Transformers animated series, inspired Dilios in Frank Miller's 300, and was creative lead on Google's Ingress geo-mobile alternate reality game.

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