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Video Game Theatre: Designing Interactive Spaces for Real Human Interactions.

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Video Game Theatre:
Designing Interactive Spaces for Real Human Interactions

A thesis submitted in partial satisfaction of the requirements for the degree Master of Fine Arts in Theatre and Dance (Design)

by

Andrew Muehlhausen

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Miller Puckette
Jürgen Schulze

2014
The thesis of Andrew Muehlhausen is approved and it is acceptable in quality and form for publication on microfilm and electronically:

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Chair

University of California, San Diego

2014
DEDICATION

This work is dedicated to Mark & Carol Muehlhausen and Ellen Zouras. These people made me the mostly-functional person I am today.
TABLE OF CONTENTS

SIGNATURE PAGE ......................................................................................................... iii
DEDICATION.................................................................................................................. iv
TABLE OF CONTENTS .................................................................................................... v
LIST OF SUPPLEMENTAL FILES.................................................................................... vi
ACKNOWLEDGEMENTS................................................................................................. vii
ABSTRACT OF THE THESIS........................................................................................... viii
LIST OF SUPPLEMENTAL FILES

File 1. Mugic testing photo
File 2. Ad Infinitum³ rehearsal photo
File 3. Ad Infinitum³ logo
File 4. Rama-Rama logo
File 5. Arduino reactive automated puzzle box
File 6. Rama-Rama tent, artistic sketch
File 7. Rama-Rama tent, schematic
File 8. Hand-controlled speaker/mic mask
File 9. Rama-Rama robot blocks
File 10. Ad Infinitum³ player characters
File 11. Ad Infinitum³ exploratory boss design
File 12. Rama-Rama dessert team homeworld
File 13. Audio-reactive projection mapping patch
ACKNOWLEDGEMENTS

List of important people directly influential to my graduate career in a descending and non-meaningful order: Shahrokh Yadegari, Emily Jankowski, Nick Drashner, Melanie Chen, Kyle Blair, Jeff Augustin, Judith Dolan, Andrei Both, Victoria Petrovich, Dylan Phan, Liz Cai, Jurgen Schulze, Miller Puckette, Marybeth Ward, Brendan Gaffney, Cameron Bailey, Quinn Martin, Dominic DiGiovanni, and countless others.
I take scary, new technologies and make physical installations that require people to interact with each other to have fun and accomplish some goal. My vision is an overwhelmingly technological future that maintains humanity as its main feature. I arrived at these notions by merging video games with theatre throughout my graduate career.