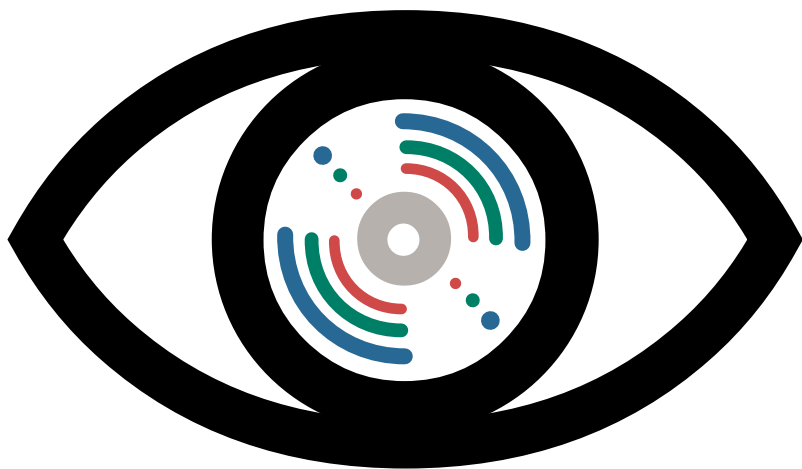# Center for Visual Computing

Multimedia Lab

1995 • 2005

Schedule of Events

10:00 - 10:20
Reception and refreshments
Video gallery of student work

10:20 - 10:40
Multimedia Lab: The Past
Multimedia presentation of the history of the lab

10:40 - 11:00
Speakers
Yacov Shamash, Arie Kaufman, Nancy Duffrin, former students

11:00 - 11:20
Multimedia Lab: The Present
Demos of current projects

11:20 - 11:30
Speakers
Darlene Roces, Mary DiGiovanna & Suzanne Dooley, Donna Tumminello

11:30 - Noon
Multimedia Lab: The Future
Presentation of new initiatives
Speakers
Eric Manno, Andy Denis

The Computer Science Multimedia Lab, part of the Center for Visual Computing, was established in 1995 with an education infrastructure grant from the National Science Foundation (NSF). Created as a teaching and software development lab, the "multi-lab" supported courses in the Computer-Human Interaction (CHI) concentration available to both Computer Science and Psychology undergraduates. The CS course, "Introduction to Multimedia Systems", received citation in Stony Brook's RAIRE award for the integration of research and education (1997). Currently, about 100 students are enrolled in CS multimedia classes each semester.

Commitment to undergraduate research has always been central to the lab's mission. As a result, student projects have been presented at the IASTED Computer Graphics conference (2003), and published in the Journal of Educational Technology Systems (2004). Two current multimedia projects are piloting at local schools, coordinated by BOCES. A third is scheduled to begin field-testing with the Cleary School for the Deaf in February 2006. CS multimedia students regularly present at URECA, and other Stony Brook conferences such as CIT (2004) and CTE (2004 & 2005). The original NSF grant (1995), a NY State Learning Technologies grant (1997) and the current NSF CRCD grant (2002-2006) have provided research funding.

The multimedia lab is a hub of campus activity. A fair number of non-majors take CS multimedia courses each semester, and bring their unique perspective and skills to student development teams. Student teams have produced web sites and software for a number of campus clients, from Academic Advising and Student Affairs to the College of Engineering and Applied Sciences, and participated in SPIR projects. The lab has also collaborated on projects with CELT and Educational Technologies. Off-campus clients include the Long Island Association and the Long Island Museum. The lab has strong ties to Invision, LLC, a leading web development company, where several former multimedia students are employed as programmers.

The lab is a 45-seat, state-of-the art facility for 3D modeling and animation, and digital audio and video production. It's a popular destination for department and campus tours.

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