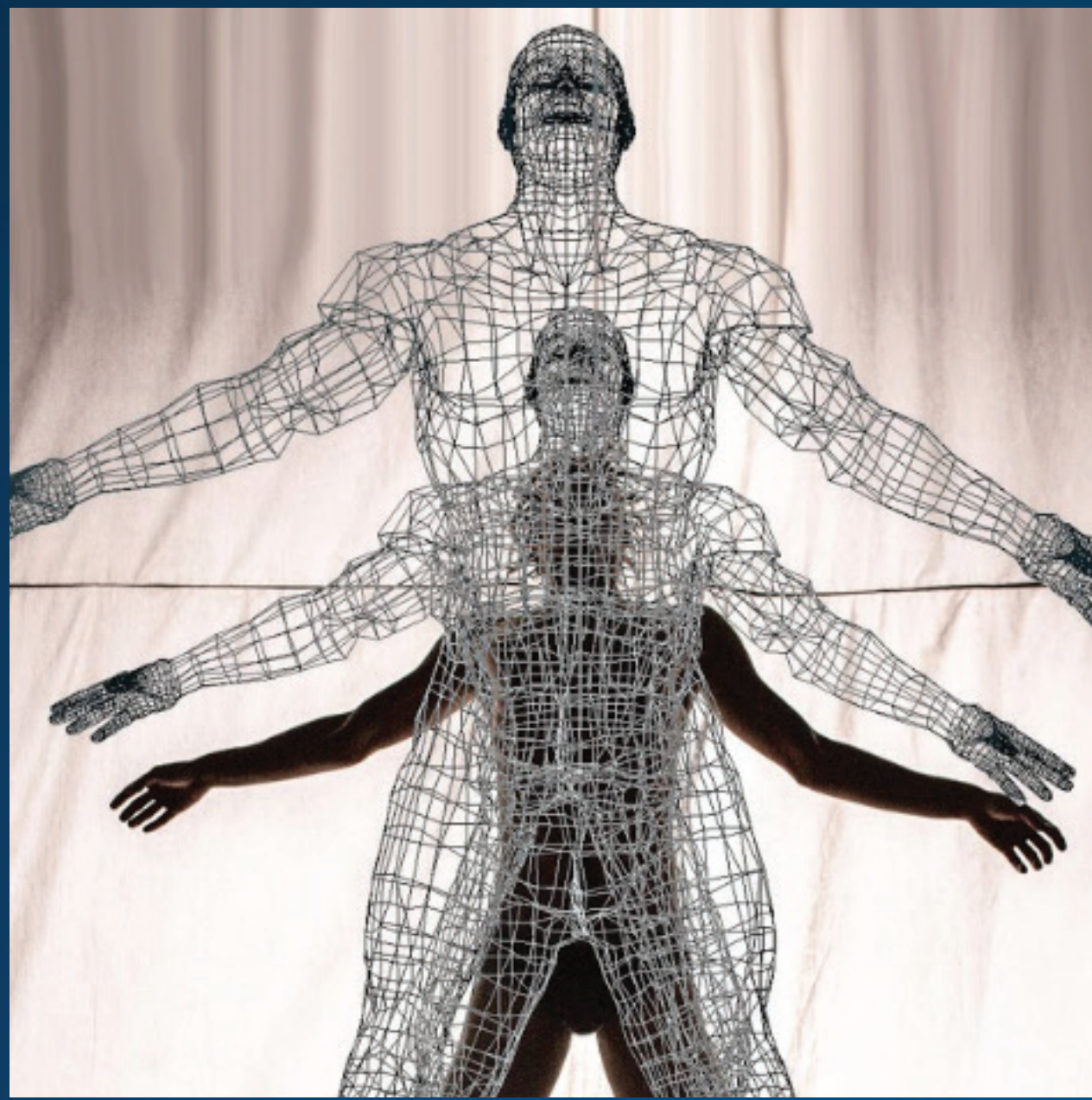# CREATIVITY +
INNOVATION

The Creativity + Innovation Strategic Growth Area seeks to meet the needs of students who simultaneously develop and express creative, technical, and critical abilities in order to improve the human condition.

BODY, FULL OF TIME

Using motion capture, projection, and interactive avatar designs, the work presents a chimeric vision of the human body fragmented in the cyber age, examining the relationship between physical and digital versions of self. The dance emerges in the space between the human and the virtual, with the body both as active sensor and passive recipient to technological currents. The goal is to create a linked choreography between reactive animations and avatar designs and the live, performing body.
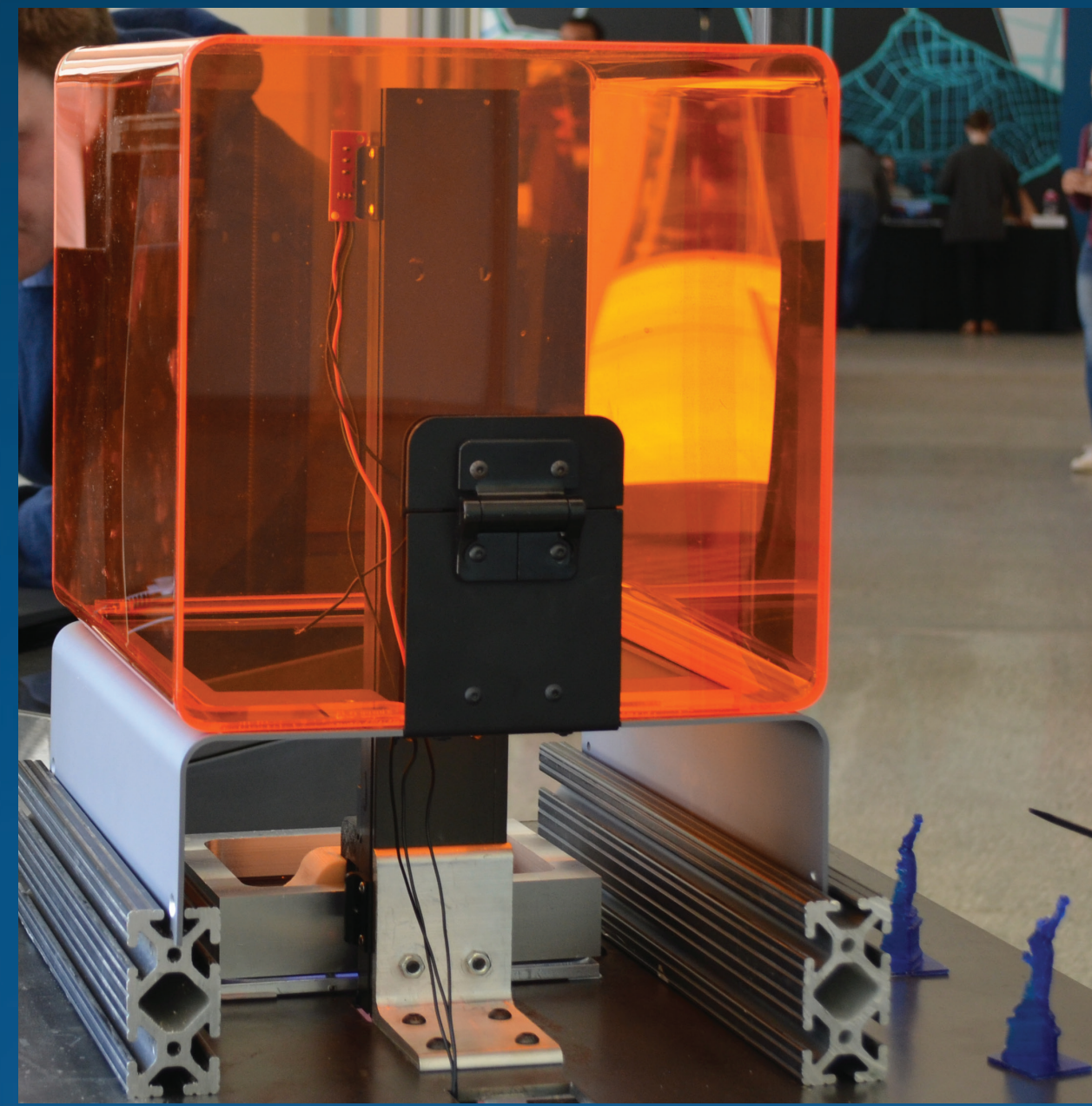
SOURCE FORM

An all-in-one crowd-sourced object generator, Source Form is a retrieval module using Flickr and Search API to identify a set of images related to keyword searches. The goal of the project is to develop, design, build, test and deploy a standalone device capable of collecting crowd-sourced images from a defined search, stitching them together, and printing the result in three-dimensional form.

FOG HARP

Fog Harp aims to develop a full-scale model to test a promising, potentially revolutionary fog-collecting technology. Inspired by natural processes—modeled on the behavior of the mighty Sequoia tree, which collects water from coastal fog—Fog Harp has the potential to address water scarcity problems common among the world's driest, poorest countries.

From July 1, 2017 - June 20, 2018, C+I supported seven major SEAD grants, eight mini SEAD grants, and 10 student grants

+ Departments participating: 19
+ Colleges participating: 7
+ Projects hosted in ICAT spaces: 30
+ Number of submissions for publication: 5
+ Number of faculty involved with SEAD grants: 45
+ Number of students supported by SEAD grant funds: 15

CREATIVE TECHNOLOGIES & EXPERIENCES

PATHWAYS MINOR

Creative Technologies + Experiences is a curriculum track designed to create new interdisciplinary majors facilitating the "hands-on, minds-on" work that is a hallmark of the 21st-century Virginia Tech undergraduate student experience. Students will explore technological integration of Arts, Design, Science, and Engineering.

Affiliated programs include Accounting & Information Systems, Apparel, Housing and Resource Management, Cinema, Communication, Computer Science, Engineering Education, English, History, Industrial Design, Industrial Systems Engineering, Honors College, Management, Marketing, School of Performing Arts, School of Visual Arts, Science, Technology, and Society, and Sociology.

INNOVATION

PATHWAYS MINOR

The Innovation Pathways Minor integrates ways of knowing across disciplines, helping students from a wide range of majors perform ethical, globally-minded innovation practices. Students will question assumptions, examine observable data, make inferences, and consider multiple explanations and contexts as they develop ideas that are responsive to user needs.