

Biography
Myron W. Krueger

Myron Krueger received a BA from Dartmouth College in 1964 and a PHD from the University of Wisconsin in 1974.

In 1970, the concept of VIDEOPLACE was born. It was to be a form of pure computer art. Unlike other computer art that uses the computer to create pieces that essentially update traditional formats, VIDEOPLACE would take advantage of the computer's unique ability to respond in real-time. Since its inception, VIDEOPLACE was conceived as both a new art medium and a telecommunication environment. Within this medium, an infinite variety of interactions can be composed. These interactions can be shared by people who are in different rooms in one building, or thousands of miles apart.

In VIDEOPLACE, the computer perceives your image in motion, analyzes it, understands what it sees and responds instantaneously with graphics, video effects and synthesized sound. Your individual movements determine what you will experience.

Artificial Reality (Addison-Wesley 1983), the book version of his doctoral dissertation, uses as its title a term coined by Dr. Krueger. In an "artificial reality," you are immersed in an experience. Interactions are controlled by your physical movements. You are free to stand, walk around and use your entire body -- just like in real life. However, in an "artificial reality," unlike real life, the laws of physics may be broken to serve an aesthetic or conceptual purpose.

Artificial Reality presents a history of Dr. Krueger's early interactive environments including PSYCHIC SPACE which perceived participants through hundreds of pressure sensors embedded in the floor and METAPLAY which simulated VIDEOPLACE. In addition, it defines the interactive art medium in conceptual, technical and aesthetic terms. A revised version of Artificial Reality will be published by Addison-Wesley next Fall.