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UNIVERSITY OF CALIFORNIA, SAN DIEGO

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

Committee in charge:

Shahrokh Yadegari, Chair
Charles Oates
Victoria Petrovich
Miller Puckette
Jürgen Schulze

2014

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

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.

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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

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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.

ABSTRACT OF THESIS

Video Game Theatre

Designing Interactive Spaces for Real Human Interactions

by

Andrew Muehlhausen

Master of Fine Arts in Theatre and Dance (Design)

University of California, San Diego, 2014

Professor Shahrokh Yadegari, Chair

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.