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# MEDIA LABORATORY PROJECTS

## I. LEARNING & COMMON SENSE

1. Visual Intelligence
2. An Eye for Design
3. Animated Conversation
4. The Psychosocial Life of Objects
5. Memory-Based Representation
6. Understanding News
7. Iconic Stream-Based Video Logging
8. Storyteller Systems
9. FRAMER: Knowledge Description and Sharing
10. Beyond Precision and Recall
11. Getting Computers to Know What They're Talking About
12. Augmented Text
13. Using Knowledge in Search and Retrieval
14. Graphics by Example
15. Graphical Interfaces for Software Visualization and Debugging
16. Breaking the "Berlin Wall": Integrating AI and Graphics Programming
17. Intelligent Technical Documentation
18. Graphical Annotation
19. Instructible Agents
20. Agent-Application Communication
21. Navigating in Very Large Display Spaces
22. ALIVE - Interacting with Animated Autonomous Agents
23. Interface Agents
24. Personal Editors and Critics
25. Society of Mind
26. Project Headlight
27. Learning in Multicultural Settings
28. Mathematical Thinking
29. Telling Why Tops Don't Topple
30. Constructionism
31. Technological Fluency
32. Programmable Bricks
33. New Programming Paradigms For Education
34. Neighborhood Networks
35. Decentralized Thinking
36. Learning in Virtual Communities
37. The Computer Clubhouse
38. Children and News

## II. PERCEPTUAL COMPUTING

39. Mid-Level Vision
40. X-Y-T Image Analysis
41. Dynamic Scene Annotation
42. Smart Cameras
43. Looking at People
44. Multimodal Natural Dialog
45. Advanced Interactive Mapping Displays
46. Video and Image Libraries: Representation and Retrieval
47. Wearable Computing
48. Nonlinear Pattern Morphogenesis
49. Perceptual Similarity Measures

50. Virtual Bellows for Video
51. Semantic Image Modeling
52. Computers and Telephony
53. Desktop Audio
54. Voice Interfaces to Hand-Held Computers
55. Telephone-Based Voice Services
56. Conversational Interfaces
57. Interactive Radio
58. Voice As Data
59. Synthetic Performers
60. Synthetic Listeners
61. Synthetic Spaces
62. Cognitive Audio Processing
63. Structured Audio Transmission

## III. INFORMATION & ENTERTAINMENT

64. Salient Stills
65. Color Semantics
66. Doppelgänger: Knowing the Individual
67. Data-Hiding
68. FishWrap
69. News Games
70. Scaled-Up Holographic Video
71. Holographic Laser Printer
72. Medical Image Holography
73. Edge-Lit Holograms
74. Interactive Computation of Holographic Images
75. Holographic Bandwidth Compression
76. Electronic Architectures for Interactive Holographic Video
77. Three-Dimensional Haptic/Visual Interface Studies
78. Cheops: Data-Flow Television Receiver
79. Video Coding with Segmentation
80. Model Extraction from Uncalibrated Camera Views
81. Production, Distribution, and Viewing of Structured Video Narratives
82. Elastic Media
83. Video Stories: Computational Partnerships
84. Stories with a Sense of Themselves
85. Newsroom of the Future
86. Storyteller Systems
87. Real-Time Modeling
88. Interface Transducers
89. Information, Computation, and Physics
90. Information Appliances
91. The Living Room of Tomorrow
92. BodyNet
93. The Library Channel
94. Personal Embroidery
95. Media Bank
96. Dimensionalization
97. Identity in Online Communities
98. Hyperinstruments
99. Information Landscapes
100. Intelligent Graphics (or Meta-Design)
101. DataWall: Large-Scale High-Resolution Displays