

Research DAY 2009

Thursday, April 23, 2009

Research day is an event honoring the creativity and innovative spirit of the Drexel community. All departments are encouraged to participate and showcase all types of academic inquiry.

Entries will be eligible for prizes of \$500 for the best poster in each of eight categories, with separate prizes for best graduate and undergraduate submission in each category. In addition, Westphal College students will be competing for up to \$1,000 in Dean's awards.

When

- Participating students will present their research on Thursday, April 23, 2009 between 11AM and 2PM. Students will need to be present for a pre-assigned 1½ hour period in order to present and discuss their project with judges and the public. An award reception will follow that evening.

Where

- The Daskalakis Athletic Center will hold the presentations and performances. The Great Court of the Main building will be the location of the award ceremony.

How

- The students interested in entering research day must submit a brief explanation of their research (abstract) online between February 23rd and March 12th. (see *link below*)

<http://www.drexel.edu/researchday>

All students must present a poster or boards supporting their research process and results. (*see attached poster guidelines*)

Students whose research involves performance space, table space, electricity or equipment requirements must include this information in their online abstract submission (under "Special Requirements")

Any questions? Contact your program's research day liaison. (*see attached contact list*)

Research Day 2009 Program Liaisons

Entertainment & Arts Management, Arts Administration
Epstein, Lawrence lle25@drexel.edu

Dance, Theater
Miriam Giguere mgg22@drexel.edu

Interior Design, Architecture
Karen Pelzer kbp27@drexel.edu

Fashion Design
Genevieve Dion gd63@drexel.edu
Keith Newhouse newhoukl@drexel.edu

Art & Art History
Ephraim Russell er56@drexel.edu

Design & Merchandising
Heather Osgood hao24@drexel.edu
Beth Phillips bp32@drexel.edu

Digital Media
Kristy Pron klp29@drexel.edu

Film & Video, TV Management, Screenwriting and Playwriting
Lise Raven lar65@drexel.edu

Music Industry, Music
Cyrille Taillandier cit43@drexel.edu

Photography, Graphic Design
Bruce Wartman bdw27@drexel.edu

Research Day 2009

Poster printing guidelines for Westphal students

Space allotted to each participant is one 4' x 6' poster

Instructional Media Services, Graphics Lab
Contact: Peter Groesbeck, Graphic Designer

MacAlister Hall Room 4013
215-895-2926
groesbpa@drexel.edu

Hours of Operation:

Monday - Friday 9:00 AM - 12:00 Noon, 1:00 PM - 5:00 PM
Closed Saturday, Sunday, and University Holidays

Printing Deadline:

- All Digital Poster Files must be submitted to the Graphics Lab no later than Monday, April 13th.

Digital File Requirements:

- Digital files must be saved at print size at print quality resolution (300ppi).
- Digital files must be submitted in PDF format.

When converting digital files to PDF be sure to select the (High Quality Print) option.

- Please contact the Graphics Lab if using alternative file types.

Printing Options and Cost:

- Posters can be printed on matte or gloss paper at a cost of \$3.00 per sq.ft. The Graphics Lab recommends a 3' high x 4' wide poster, costing \$36.00.
- Custom poster sizes are available.

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Film and Video guidelines for Westphal students

Film and Video submissions must be submitted to Lise Raven on Mini DV tape, along with a CD ROM with the project saved as a QuickTime File.

Submission deadline is no later than Noon, Friday, March 21st.

Sample abstracts:

Digital Media

Poster 310C

COLONIAL PHILADELPHIA

Colonial Philadelphia a Virtual 3D Learning Experience, is a dynamic on going 21st century cultural enterprise. It will be the production center for 3D models, animations, searchable databases, games and other interactive media for teaching colonial history to elementary school students. It will also serve as the depository for virtual artifacts and digital assets associated with colonial life in Philadelphia and other colonial era cities, towns and outposts. Currently Colonial Philadelphia encompasses a 3D recreation of Franklin Court for Benjamin Franklin's tercentenary use of archaeological artifacts and colonial era antiques we will model tools, clothing and other items associated with daily life in colonial Philadelphia. Interactive programming will make it possible to navigate through virtual city streets and manipulate 3D modeled objects. The use of Artificial Intelligence technology will enable interactions with "colonial avatars" such as town's people, farmers, and historical figures including the authors of the Declaration of Independence, and the United States Constitution. Media assets will be made available to primary and secondary schools, scholars, cultural institutions, and to augment presentations at historic sites, tourist centers and to media producers interested in developing a variety of applications from 3D console games to movies, TV shows, and theme park rides.

Performing Arts

Poster 221

CASSIOPEIA: DANCE AS AN EXPLORATION OF PAINTING

This is a creative research project using dance as a medium for exploring the visual arts. As an interior design major who is also a member of the dance ensemble at Drexel, I found a logical connection between the two art forms. Van Gogh's painting "starry Night" is the inspiration for this dance involving eight dancers from the Drexel University Dance Ensemble. The dance responds to the painting on two levels: content and technique. The music and the changing spatial configurations of the dancers refer to the vastness of the night sky in the painting. Patterns of dancers, like constellations, repeat to reflect the repetition of night falling each day. I have created formations of dancers to correspond to the formations and relationships of the stars. Each moves as an individual and also as part of the group. On a technical level, the brush strokes in the painting imply fluid energy. The curves of the brush work make your eye travel in a circle. This concept of circling or orbiting in the sky is reflected thematically and literally in the dance. Although the paint moves, it is quite controlled. Every brush stroke – like every movement in the dance – has intention. This project explores the similarities that painting and dance share as abstract artistic media.

Film & Video

Poster 220

BITTERSWEET – A CANDID PERSPECTIVE OF TEENAGE LOVE; THE PAIN, THE HYPOCRISY AND ULTIMATELY THE END

Bittersweet is a 5 minute short film about the irony and paradox of love at age of young adults. It chronicles the story of one young man who's at the edge, writing out his final thoughts and wishes, as his memories consistently plague him. It is a drama film with a Kafka-esque story and ending. It is a case on love, infidelity, facades, hope and ultimately moving on. The movie is filmed half in black and white, and half in color. It is done mostly handheld for a documentary feel. These elements are used to illustrate the mood in which the main character feels. The movie opens in black and white with shots of all the memorabilia he's obtained through his past relationships. Then as he begins to write his letter, a rush of nostalgia flows through him. These memories are filmed in vivid, vibrant color. He remembers the most distinct parts of his relationship with the girl that broke his heart. He remembers how they first met, how they fell in love, and how he discovered her infidelity. He reaches his breaking point when he feels all is lost but an epiphany occurs illustrating joys and the pains of love. A new sense of hope flows through him as he discovers with the hindsight of the past, he can move on to the future.

Fashion Design

Poster 290

MATERIALS EXPLORATION ON THE BODY

This presentation represents a variety of efforts to create wearable sculpture based on the human form. The fundamental effort of this series of sculptures was to use a wide variety of media to distort, extend and morph the human body without losing the sense of body. The projects represented on the display boards reflect 10 approaches to the problem, each made with a different set of material requirements and restrictions. Each project board has a title indicating the requirements met with that sculpture, a design drawing, a photograph of the finished work, and swatches of the materials used.