Invited Speaker 1: Professor Luigi Pagliarini (Academy of Fine Arts, Macerata, Italy) Title: A physical to virtual control system implementing an art-based game.



V

ACCADEMIA DI BELLE ARTI MACERATA

Luigi Pagliarini, Professor, Academy of Fine Arts, Macerata, Italy.

Education: 1991: MSc Experimental Psychology. **Employment:**

1991-1992: Alenia (Italian Aeronautic Agency), Rome, Italy.

1992-1995: Professor of the Nursing School of Rome, San Giovanni

1992-1996: The National Research Council, Rome, Italy.

1998-1999: Researcher of the LEGO Lab. Department of Computer Science,

University of Aarhus, Denmark.2000-2003: Professor, Academy of Fine Arts of Rome, Italy.

2003/04 & 2007/08: Professor, Psychology Faculty of the University of Naples Federico II.

2000-2004: Assistant Professor. The Maersk Mc-Kinney Moeller Institute for Production Technology, SDU.

2004-2010: Professor, Academy of Fine Arts of Bari, Italy.

2011-2022: Professor, Academy of Fine Arts of Macerata, Italy.

Distinctions and awards (selected):

Inventor of RoboCup Junior 1998

RoboCup Humanoids Free Style *World Champion* 2002.

Founder and Director of the Pescara Electronic Art Meeting (2003-2006).

Title: A physical to virtual control system implementing an art-based game. Abstract:

We hereby present *Tiler*, an art-based game where a virtual world made of tiles and controlled through a set of electronic cubes where players can/should gather the decoration of a floor based on aesthetical criteria. Such a tool allows projecting and designing bi-dimensional shapes by physically manipulating tri-dimensional objects. Besides that, Tiler, is an application that brings to life a clear example on how we can achieve new ways of interfacing the physical world with virtual ones. In the following article we introduce the logical and technical aspects of this real-to-virtual interface and show its potential applications in different fields.