



Theia High
Virtual Reality Academy
est. 2020



SHINING STARS FROM THE

SHINING
CLASS

of

2050

YEARBOOK





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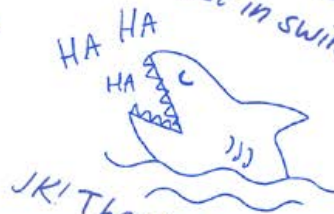


Remember when we both showed up to dissection day in biology as frog avatars!? Best day ever. Have a great summer!!!
- Kofi

I'll never forget you! Well... until college starts, then I might!
JK! lol
- Alexis

Thanks for helping me find my lip ring in that cave... i thought you were kind of a dweeb at first, but you're ok i guess...
-Saavui

Sorry I always left you in the dust in swimming!
HA HA
HA HA



JK! Thanks for being a good friend.
-Naia B.

I'LL MISS YOU! XOXO
P.S. Do you think Marcus's underwear glow too? Probably! LOL
♥ Jennifer S.

We never really talked... but I always appreciated the shape of your ears.
- Keith Watanabe

2050!?!? ALREADY?



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Hello Theia High parents, students, and alumni. Give it up for the class of 2050! As if another class of brilliant minds graduating on to their next steps in life wasn't monumental enough... this year also marks the 30th anniversary of the creation of Theia High VR Academy.



Theia High opened its virtual doors in 2020, at the dawn of VR and AR. It was the first high school attended in mixed reality. Back then, students and faculty had to strap giant plastic visors to their faces in order to engage. The visuals were simplistic, haptic feedback wasn't affordable, and everyone was tethered to their computer via cables. Hard to imagine, right?!

Now most of the world effortlessly taps in and out of AR and VR throughout their daily lives via stylish eyewear. Meanwhile, over the past 30 years Theia High VR Academy has become a leading educational institution. Students from all over the globe attend classes together in VR, thus shrinking the gap in cultural differences and expanding their young minds.



Here's to 30 more years!
-Principal Agamya



THEIA HIGH VR ACADEMY



Quinn Vargas

"VR school was great. I got to see my classmates everyday... and did not have to smell them."

...

◆ **Shining achievement:** Quinn's senior project was an in-depth guided VR tour of the Aztec temples of Tenochtitlán in Mexico.



Kofi Jabari

"I'm smiling because my parents bribed me with \$500 to not embarrass them until after I'm 18."

...

◆ **Shining achievement:** Kofi spent his off time prepping for pre-med school via rigorous studies within a VR model of the internal human body.



CLASS of 2050



Keith Watanabe

"Everyone sees the world through their own lens of perception, so theoretically we all live in a virtual reality."

...

◆ **Shining achievement:** Keith is the pres. of the AV club & hosts a public access VR talk show called "The Philosophy of Insects."



Jennifer Spuff

"Yes, that's a holographic dog on my shoulder. No, I am not single"

...

◆ **Shining achievement:** Jennifer set up a monthly VR townhall meet & greet between her small American hometown and it's sister city in Vietnam.

MEMORY LANE...



FIELD TRIPS!

Who doesn't love field trips!? Fully immersive laser scanned 3D environments and our VR haptic suits allowed us to explore so many cool, important places...but nothing beats the real thing.

"So inspiring!"
-Quinn



Quinn, Egg, Keith, and Kofi met IRL to tour Frank Lloyd Wright's Fallingwater property, Pennsylvania USA.



The best part was not having to share a bus seat with your bff who insists on making out with the guy who has zig-zag sideburns the whole ride home.



PROM!!!

THEN!



"Back then... It was basically impossible to dance without becoming disoriented and throwing up."
-Newt, Class of 2024



NOW!



"I wish prom would last for eternity."
-Egg



"I did not expect Jennifer to have moves like that!"
- Marcus

"What a weird couple."
-Anonymous



Jennifer & Egg @ Theia High VR Prom 2050

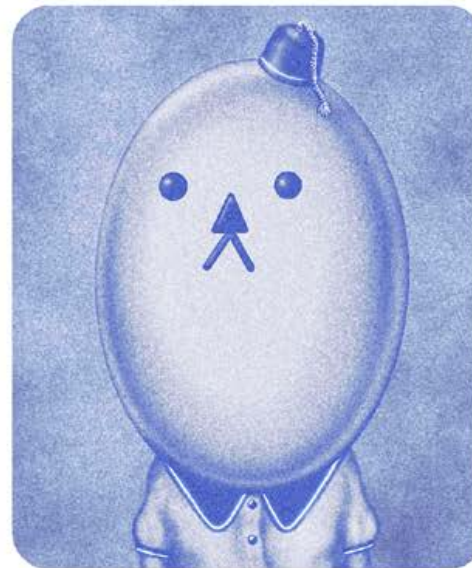


Alexis Laska

Me: "I'M FREE!"
 Mom: "Have you finished your college applications yet?"
 Me: "(—__—)"

...

◆ **Shining achievement:**
 Alexis is into theater. She wrote, directed, and starred in her own one person play. She was able to instantly change costumes throughout the 3-hour play via AR overlay!



Egg Nguyen

"A true friend is someone who thinks you are a good egg even though he knows you are slightly cracked."

-Bernard Meltzer

...

◆ **Shining achievement:**
 Egg is the only student in Theia High history to present themselves in avatar form 24/7.



Marcus "Glow" Mibbens

"If you think my shirt glows... wait until you see my personality."

...

◆ **Shining achievement:**
 Marcus designed his own line of AR enhanced clothing that glows even in daylight! His next venture is glowing furniture. His future looks bright!



Saanvi Bjorn

"You really can't get more cyber-goth than going to school in VR."

...

◆ **Shining achievement:**
 Saanvi developed a VR app called "Alone / Together" where fellow loners hang out together in an all black, silent VR space, where they cannot see or speak to one another.

ACTIVITIES...

We students at Theia High are no slouches! When we're not studying, we're busy doing all kinds of things like...

SPORTS!



Naia's AR goggles allowed her to compete with holograms of swimmers' from all over the world in realtime.

"I like to present as a shark avatar when I'm swimming. I look so fierce!"
-Naia

BOTANY!

"In my freetime I enjoy researching various Magnoliophyta. Here, I'm exploring this tulip in VR as if I was the size of a bumblebee."
-Keith

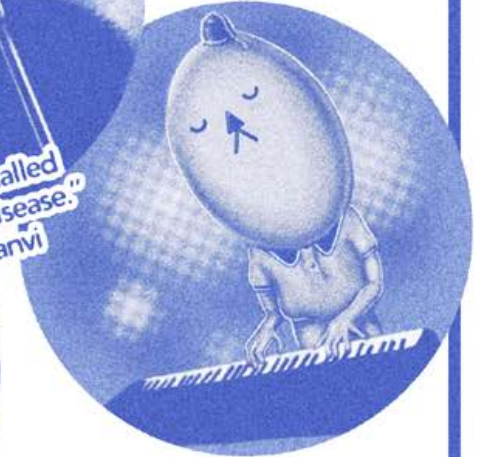
BZZZZZZZZZZZZZ

MUSIC!



"We're called Dream Disease."
-Saanvi

Saanvi, Jeremy & Egg started a band! Even though they live in different countries they jam every week in their VR practice space.



DESIGN!

"They don't call me Marcus 'Glow' Mibbens for nothing! I designed my own line of stylish glowing furniture in VR, and now I'm looking to go into production. If you're reading this and you'd like to invest, hit me up!!!
-Marcus 'Glow' Mibbens





Naia Bitar

"Four great years of high school. Zero bad hair days."

...

◆ **Shining achievement:** Naia was captain of the Theia High swim team all four years, as well as pres. of the debate team. She presented as a shark avatar for both events.



Jeremy Skeegz

"We're all just skeletons wearing costumes. Who are you when you take yours off?"

...

◆ **Shining achievement:** Jeremy is developing an AR app that displays interactive family history over gravestones... and makes everyone around you appear as skeletons.

The class of 2050's votes are in for...

FAVORITE INSTRUCTOR!



Prof. Jetsunma Khadro

"Beyond just knowledge, we should all strive for a moral education in compassion, wisdom, and clarity of vision."

...

◆ **Shining achievement:** Prof. Khadro, a Tibetan nun, was voted favorite instructor for her "gentle intelligence" and her "powerful teachings on secular ethics."

That's it for this edition of Theia High VR Academy: Shining Stars from the Class of 2050. This was only a small selection of the amazing students graduating this year. For the full yearbook please scan the Venmo chip embedded in your thumb, and mentally make a payment of \$349.99 @ TH_VR_A. Thank you!

THANKS!

...for reading! We hope you enjoyed time-travelling to the year 2050 as much as we did coming up with the idea for this zine. Fallingwater was the perfect place for this conversation as one of the worlds most important exercises in immersive design, designing for scale, and looking towards the future.

As creators working in immersive technology we believe that diversity of content, and content creators, for immersive platforms is essential to the medium and to our collective future. In order to support this very important goal – we need to promote an attitude of care, collaboration and celebration... all the while evangelizing to the younger generation our values as researchers, creators and entrepreneurs as we build these new ways of being. It is important, as Frank Lloyd Wright said, to work towards a world that is “always machine for man and never man for the machine.”

Using your body to interact with computers is not an IF question it’s a WHEN question – which is why we are interested in learning those skills now. We are doing attentional design research & exploring spatial computing paradigms. We believe it’s important to invest in this work (at a corporate, entrepreneurial, university and creators community level) because it makes us better designers – because it causes us to think about complex problems in a new way. Which translates across all problem-solving contexts.

As a society, we are already wrestling with the balancing of what is real and what is fabricated and that will become even more difficult – this work provides a path to the solutions for tomorrow. Human centered design that embraces the past, acknowledges the present, but longs for the future, is necessary for creating a humane, safe and inclusive metaverse (the collective, consensual hallucination we create together). If we work together, embrace our failures, acknowledge our biases, and breakdown our barriers we can create a technological revolution that invites us to embrace the very core of what it means to be human.

Signing off – Professors Robin Hunicke and Doug North Cook

Note from the curator:

When Edgar Kaufmann jr. entrusted Fallingwater and the more than 1,500 acres surrounding it to the Western Pennsylvania Conservancy in 1963, he envisioned Fallingwater not only as a place where visitors would come to experience great architecture, but also where a deeper experience of art and nature might occur.

Kaufmann imagined that Fallingwater could become a place where scholars, students, and artists might come to find inspiration from the building and its landscape while pursuing individual or group study. Today, the Fallingwater Institute honors Kaufmann’s vision by providing a stimulating setting for learning and collaboration.

At Fallingwater Institute, we believe that we can begin to address some of the most critical issues we face as organizations seeking to strengthen our communities through collaborative problem-solving. Each year, we invite proposals for sessions by groups who would benefit from an immersive experience at Fallingwater, to collaborate, advance thinking, spark critical discourse, and develop strategies for success.

In 2018, Fallingwater Institute hosted a group of designers working in the field of virtual and augmented reality who are working at the top of their field to immerse themselves in Fallingwater’s architecture and site, contemplate Frank Lloyd Wright’s philosophy of Organic Architecture, and collaboratively envision the future of their emerging field. The convening resulted in recommendations for best practices in the field of immersive design, ideas sparked from the concept of design in harmony with nature.

This zine summarizes the outcomes of Fallingwater Institute’s Immersive Design Convening, which was led by Doug North Cook and Robin Hunicke and attended by Vicki Ferguson, Sam Gage, Kat Harris, Andy Moore, Colin Northway, Sarah Northway, Jesse Schell, Alex Schwartz, Colum Slevin, Kimberly Voll, Timoni West, and Cy Wise. Story and illustrations were created by artist Gage Lindsten.

Ashley Andrykovitch
Curator of Education,
Fallingwater



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Fallingwater Institute hosted Immersive Design Convening in October 2018. This magazine is produced by Fallingwater Institute. Fallingwater is entrusted to the Western Pennsylvania Conservancy.

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Gage Lindsten

Based on a concept created by:
**Robin Hunicke, Doug North Cook
& Gage Lindsten**



You can find Robin on Twitter @hunicke
Doug's on Twitter too @dougnorthcook



Gage is on Instagram @ ____gage____ (4 underscores)

For more info on Fallingwater go to: www.fallingwater.org



Fallingwater