



Terrance Hayes Wins Coveted National Book Award for “Lighthouse”

Carnegie Mellon University Professor Terrance Hayes has won a 2010 National Book Award, a top U.S. literary prize, for his latest book of poetry, “Lighthouse.” National Book Awards are given annually to recognize outstanding achievements in fiction, nonfiction, poetry and young people’s literature. Just to be nominated places Terrance Hayes among the most accomplished poets in this country. Hayes is the first CMU professor to win the coveted prize.

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Long before it was famous for robots and economics, Carnegie Mellon was already producing some of the world’s best artists, designers, performers and architects. Now we’re combining our strengths in the arts, technology and the humanities to train a new kind of arts professional: one who is as tech-savvy and socially aware as creative. Our information technology program teaches the arts leaders of the future the skills to effectively manage a nonprofit organization. The Entertainment Technology Center, a joint endeavor between the schools of Fine Arts and Computer Science, is meshing the power of computers and the resonance of art to engage students in new ways of learning. Whether addressing the challenges of huge urban revitalization or of small arts management, Carnegie Mellon is at the focus of the marriage of arts and technology.

Studio for Creative Inquiry: Drawing on Carnegie Mellon’s unique strengths in the arts and technology, the Studio is recognized as a national model for an artist community within a research environment. Here, resident fellows, Carnegie Mellon students, faculty and others partner with community groups to produce innovative work, with the locus of activity based in three areas: biology (the relationship of biological and cognitive science with the human being), ecology (the connection of humanity within the larger environment) and robotics (the relationship of intelligent machine with the human being). Community partnerships represent a diverse mix of focuses from the Pittsburgh Children’s Museum to the National Black Programming Consortium to the City of Pittsburgh. <http://studioforcreativeinquiry.org>

The Entertainment Technology Center: A computer science and fine arts research center, the ETC strives to provide a new model

for interactive entertainment by incorporating technologies like artificial intelligence, speech recognition and advanced learning technologies with the fine arts. www.etc.cmu.edu

Center for Arts Management and Technology: CMAT is a resource, training and service organization charged with investigating emerging technology and subsequent application to the field of arts management. Part of the H. John Heinz III College, CMAT success stories include the Arts and Culture Observatory, a database available to arts leaders, philanthropies, government agencies, scholars and others with objective, independently collected data based on the internal and external conditions of creative non-profit enterprises in the Pittsburgh region. www.artsnet.org

Urban Lab: Here, the challenge of urban revitalization is met head on by students from Carnegie Mellon’s world-class public



THE ALICE PROJECT

Directed by Marianne Weems

April 14-23, 2011

“Speak in French when you can’t think of the English for a thing—turn out your toes as you walk—and remember who you are!” Through the Looking-Glass and What Alice Found There takes us into a delirious, contrary world behind the mirror. This hallucinogenic journey across a futuristic chessboard ends with a 21st century Alice carrying out the White Queen’s proclamation: “It’s a poor sort of memory that only works backward.” This innovative production will be developed through a year-long interdisciplinary collaboration. www.drama.cmu.edu



Remaking Cities Institute and Entertainment Technology Center Unveil Technology and Research for an Oakland Way-finding Initiative

The Remaking Cities Institute (RCI) in the School of Architecture at Carnegie Mellon University developed several urban design and technical alternatives for way-finding systems, including analog and digital signage, interactive kiosks with touch screens, wireless data delivery to smart phones and laptop computers and real time transit and parking information. The Entertainment Technology Center (ETC) at Carnegie Mellon designed and fabricated a prototype kiosk installation. This research and technology is part of a way-finding initiative called Innovation Oakland lead by the Oakland Task Force in partnership with the Oakland Business Improvement District (OBID), Carnegie Mellon, Carlow University, UPMC and the University of Pittsburgh. "Innovation Oakland will provide direction and information for visitors and regular users, and will also demonstrate the integration of technology, design and public art," said Donald Carter, director of the RCI. "A primary goal of the study is to put Oakland on the map internationally as the leading example of cutting-edge research and best practices for way-finding design and digital applications." www.onlyinoakland.org/innovationoakland

policy and architecture schools. Its laboratory consists of the towns and communities in the Pittsburgh metropolitan region, and its mission is to train professionals to work in interdisciplinary teams in establishing new directions for urban/community design and policy, nationally and internationally. The first university program of its kind in the nation, these case studies are producing methodologies, policies and strategies that can be put to use in other urban renewal initiatives around the nation. www.arc.cmu.edu/urbanlab/index.html

Center for the Arts in Society: Arts and its relationship to the changing political and technological landscapes is explored at this center through projects seeking new perspectives from outside sources and by collaborating with local arts institutions and communities. Students and scholars explore pressing issues such as cultural production and social responsibility, as well as developing new disciplinary approaches — visual anthropology, public arts policy and statistical graphics — through coursework and research projects that take them out of the classroom and into the city. www.hss.cmu.edu/cas

Center for Building Performance and Diagnostics: The mission of the CBPD is to fundamentally improve the quality of the built environment. The first center in the nation to focus on the building industry, the CBPD is engaged in ground-breaking work that investigates the impact of advanced technology on the physical, environmental and social settings in office buildings. The CBPD receives support from the National Science Foundation and is a NSF Industry/ University Cooperative Research Center. www.cmu.edu/architecture

Advanced Building Systems Integration Consortium: Established in 1988, the ABSIC is a university-industry-government partnership to pursue research, demonstration and development toward improving the quality and performance of commercial buildings and building systems. ABSIC conducts research, development and demonstrations for the purposes of increasing the satisfaction, health, well-being and productivity of occupants; enabling organizational change; and technological adaptability while improving cost, energy and environmental effectiveness. ABSIC has been created for the advancement of the North American building industry in pursuing the technologies and the settings needed for high-performance work environments. www.cmu.edu/architecture

Intelligent Workplace: This "office of the future" is a living laboratory of the advanced workplace that serves as a test bed for innovations in building enclosure, interior, HVAC and telecommunications systems. Located on top of one of the oldest buildings on campus, it was created to help researchers test and develop technologies to improve the office environment for the U.S. work force. Issues of health, individual comfort, organizational flexibility, motivation, productivity and efficiency are studied there. As a "lived-in" office, the Intelligent Workplace provides a flexible environment to assess the performance of new products in an integrated, occupied setting. www.arc.cmu.edu/cbpd

Regina Gouger Miller Gallery: This gallery, on the campus of Carnegie Mellon University, has sought to support the creation, growth and understanding of contemporary art through exhibitions, projects, events and publications. The 9,000 square foot space functions less as a showroom for art, than one for experimentation, examination, discovery and discussion. The gallery aspires to engage diverse audiences, to create and strengthen communities through art, and to stimulate, provoke and encourage contemplation of the visual arts of our times. The Miller Gallery is a non-collecting facility located in the Purnell Center for the Arts on the main campus of Carnegie Mellon. It is named for Regina Gouger Miller, alumna of the School of Art, avid art collector and generous principal donor. <http://millergallery.cfa.cmu.edu>

The Computational Design Lab: Since the late 1960s, Carnegie Mellon's School of Architecture has been a leading research center in computer-aided design. In the 1970s, researchers worked on models of design cognition, design automation and design databases. This agenda bore fruit in the CAD software that has revolutionized design practice. In the 1980s and 1990s, Carnegie Mellon was known for work in geometry, generative systems and collaborative design. Today the Computational Design Laboratory continues in this tradition of building experimental systems to explore ideas at the intersection of computation and design. <http://code.arc.cmu.edu>