



## **Digital Culture & Heritage** Patrimoine & Culture Numérique



**Haus der Kulturen der Welt, BERLIN**

Aug. 31st - Sept. 2nd, 2004  
31 Août - 2 septembre 2004

### **KEYNOTE – OPENING SESSION**

## **THE MORNING AFTER: WAKING UP TO REALITY AFTER A BINGE OF VISION**

**Larry Friedlander**

**Stanford University**

**Published with the sponsorship of the  
French Ministry of Culture and Communication**

Actes publiés avec le soutien de la Mission de la Recherche et de la  
Technologie du Ministère de la Culture et de la Communication, France

Interprétation simultanée du colloque et traduction des actes réalisées  
avec le soutien de l'Agence Intergouvernementale de la Francophonie

**(EN)**

Larry Friedlander has been a professor of English Literature and Theater at Stanford University since 1965, with a specialty in Shakespeare and performance. In addition to his academic and critical activities, Friedlander worked in the professional theater as an actor and director for many years.

He was founder and co-director of the Stanford Learning Lab, an initiative of the President and Faculty of Stanford to promote learning and teaching through research and development in educational technology and innovative teaching methods. He also co-directed the Wallenberg Global Learning Network, an international consortium dedicated to exploring issues of technology and learning. He has consulted with many institutions and governmental agencies on strategy and planning for technological change in education. Professor Friedlander has been heavily involved in museum design and planning, working with such institutions as the National Museum of Scotland in Edinburgh, the San Francisco Museum of Modern Art, the San Francisco Exploratorium and many others on long range planning involving the adaptation of technology to the entire spectrum of museum activities.

In early 1980's he began working in multimedia design and applications starting with the Shakespeare Project, a pioneering investigation of the application of new technologies for education in the arts and the humanities. In 1990 Friedlander formed the Interactive Shakespeare Group with professors at MIT to develop tools for the study and presentation of Shakespeare. He has also developed numerous other educational applications.

Professor Friedlander has worked in major research laboratories on a wide variety of projects. At the Apple Multimedia Lab, he developed an innovative set of designs for the Globe Theater Museum in London. At the MIT Media Lab, he collaborated on a computer-enhanced theater space and narrative piece called the Wheel of Life, which has become a model for augmented interactive spaces. At the Mitsubishi Electronic Research Laboratory in Cambridge, Friedlander worked on long-distance, virtual, collaborative spaces. Friedlander has a ongoing interest in interactive narratives and teaches a course at Stanford entitled "Interactivity, Narrative and Intelligence."