

A decorative graphic on the left side of the page, consisting of a network of white lines and circles on a blue gradient background. The lines are vertical and horizontal, with some branching out, resembling a circuit board or a tree structure. The circles are small and white, connected to the lines.

KAHO ABE

GAME DESIGNER AND MEDIA ARTIST

ABOUT HER



- Based in NYC
- Was formerly a fashion designer
- MFA from the Design and Technology Program at Parsons New School of Design

FASHION DESIGN

- Worked as fashion designer for 14 years
 - (up until 2010)
- Specialized in custom corseted strapless dresses with boning
- Still incorporates these skills into her current work through her wearable game controllers
 - And a recent focus exploring costumes as game controllers

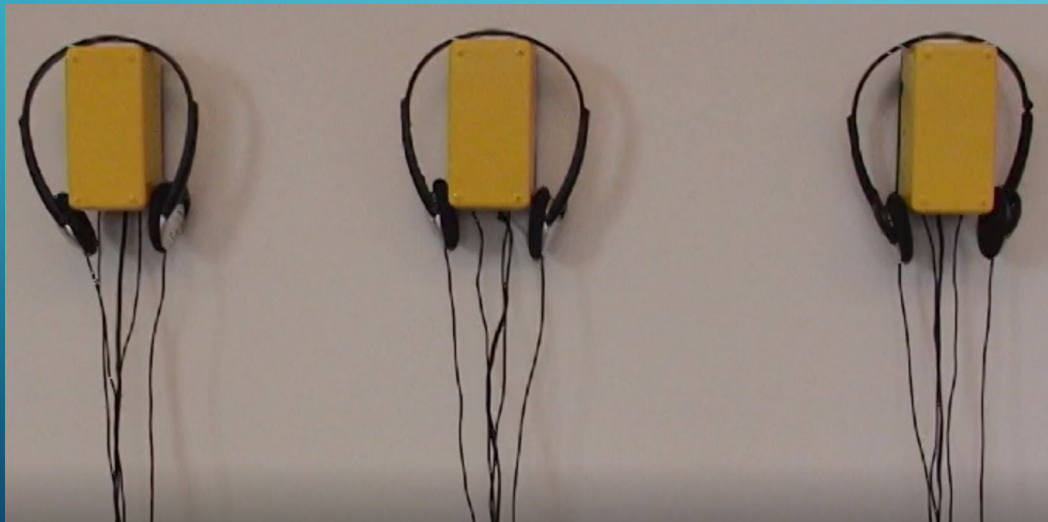


HER CURRENT WORK

- Focuses on improving social and personal experiences through technology fashion and games
- She creates installation games for public areas and builds custom controllers to go along with them
- Focus on the human experience

HAPTIC MUSIC GLOVES

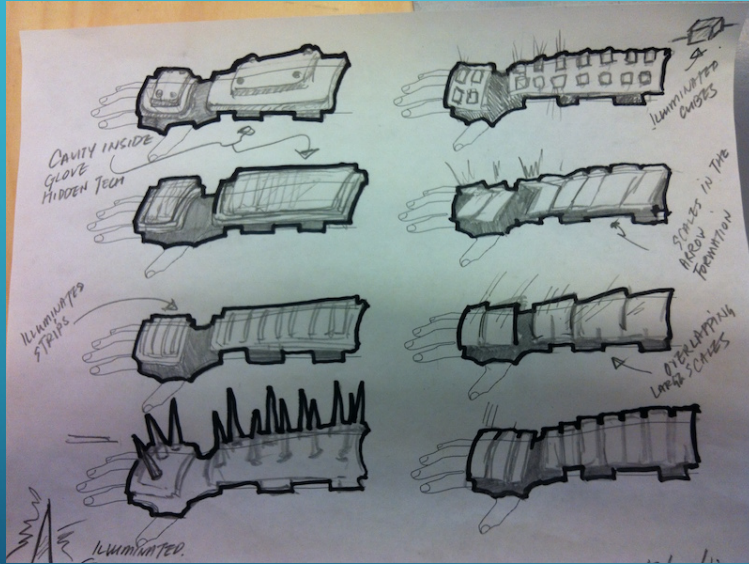
- Worked alongside another designer, Jung Sin
- Shown at 2nd Beijing New Media Arts Exhibition & Symposium and Chelsea Museum, NYC in 2005



http://kahoabe.net/img/portfolio/music-gloves/haptic_demo.mp4

HOTARU

- More recent work, some of the first work she did exploring costumes as game controllers



HOTARU



<https://vimeo.com/141234735>

SELFIE DEATHMATCH

- 2 player game using selfie sticks and camera phones
- Players stand in small circle as the phone takes pictures on a timer
- The photos are judged by number of faces in each and number of retweets and likes
 - They are tweeted, and the images are all viewable on twitter

<https://twitter.com/selfiedm>





MECHA MOUSE

- Not an interactive game, but seems to relate some to our project so.....
- Collaboration with Ramsey Nasser
- “Mecha Mouse is a robot made from hacked consumer products and cardboard, driven by 5 elite, super-intelligent mice. This model was built for a multi-player VR game, specifically to help design the character, which was later recreated in Blender 3D and developed in Unity.”

MECHA MOUSE

