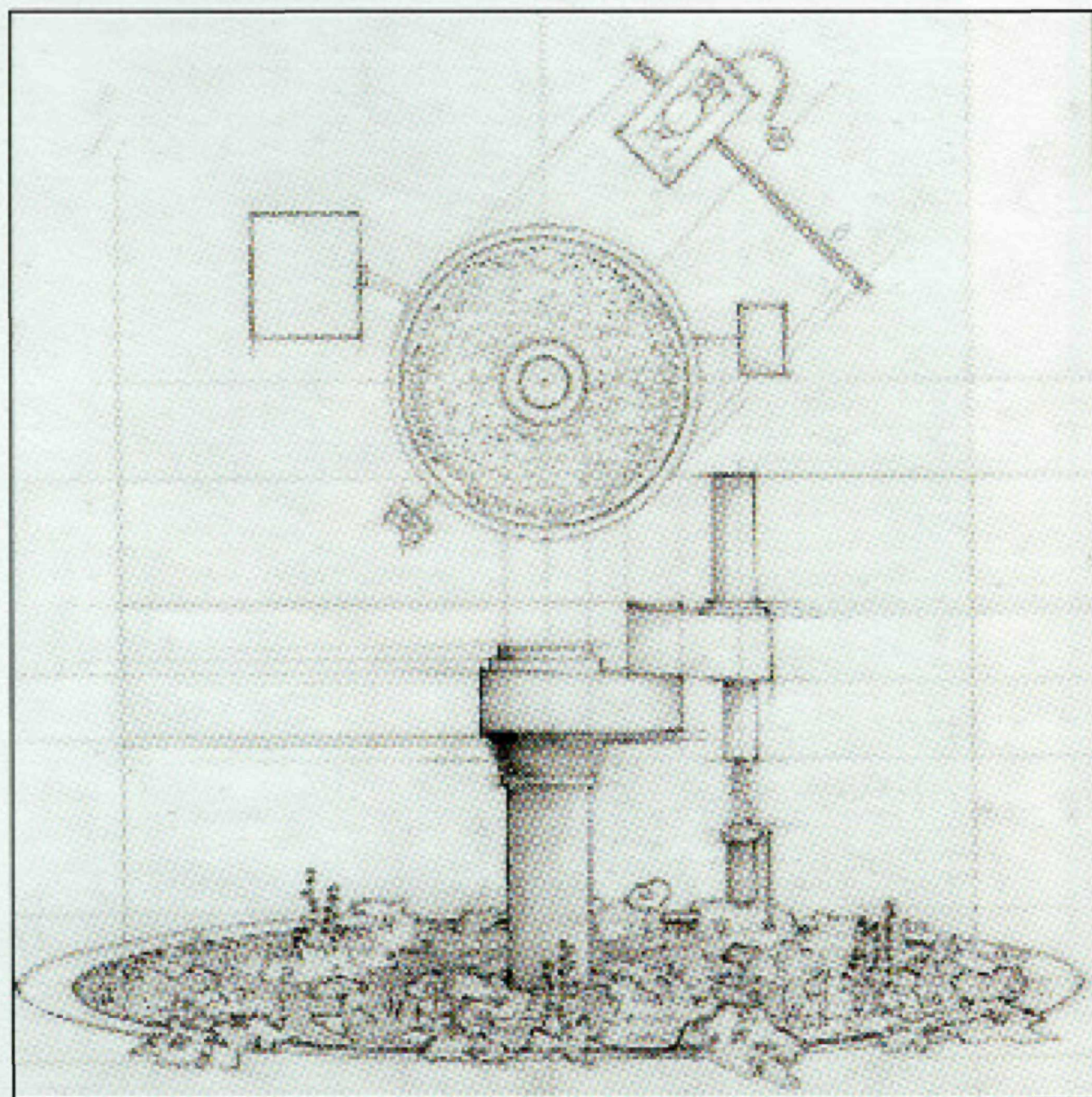


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NEWSLETTER ON THE USE OF INTERACTIVE MEDIA AND TECHNOLOGY IN ARTS AND EDUCATION



Tele-Garden allows participants to interact with a remote garden.

“A-Volve”’s integration of virtual creatures into a natural environment is to some extent reversed by **Tele-Garden**, which enables a virtual community to generate ecological effects. “Tele-

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Garden” was created by **Ken Goldberg, Joe Santarromana, George Bekey, Steven Gentner, Rosemary Morris, Carl Sutter** and **Jeff Wiegley**. It is a tele-robotic project that allows www users to view and interact with a remote garden filled with living plants (<http://www.usc.edu/dept/garden/>). By directing the movements of an industrial robot arm, participants can plant and water seedlings as well as monitor the progress. Anyone can view the site and the rights to plant and water are granted to anyone willing to make his or her e-mail address known to the other members of the cooperative. While “A-Volve” attempts to create a spatial continuity for the virtual and natural realm—virtual creatures in real water—“Tele-Garden” disrupts the spatial continuity required in agriculture by disconnecting organic growth from spatial presence and tactile physical intervention.