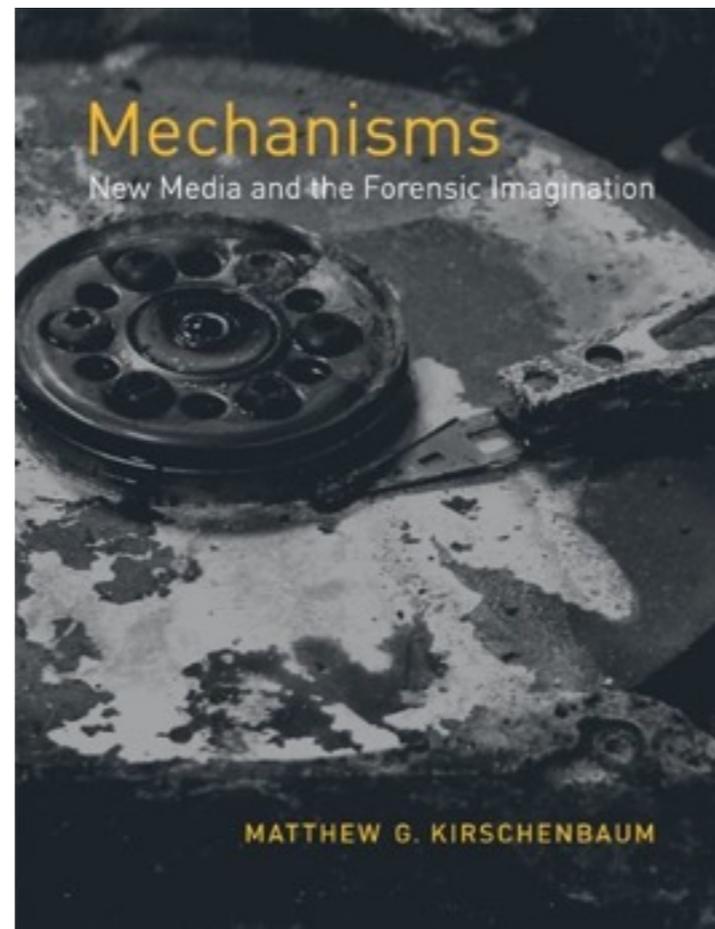
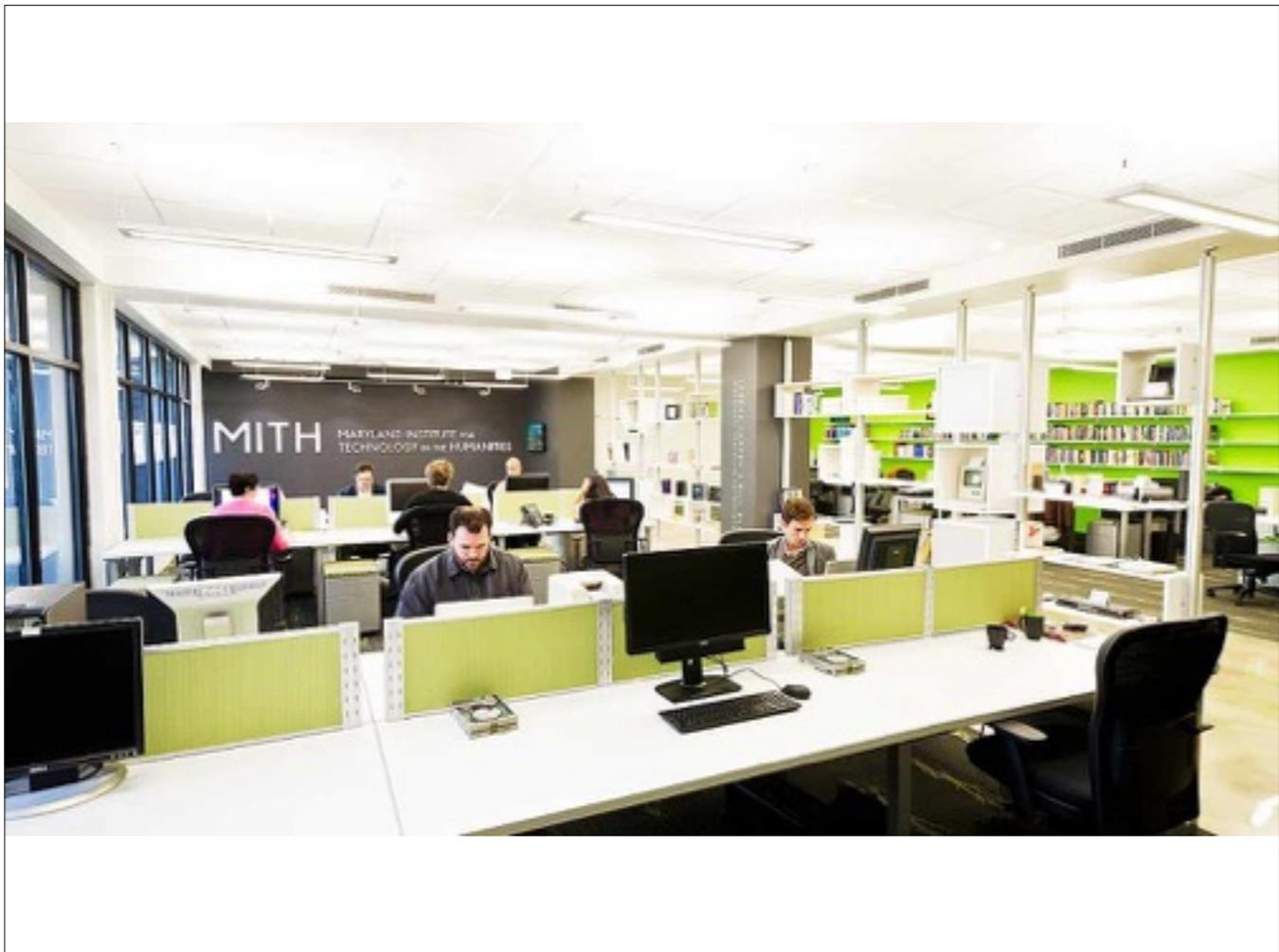
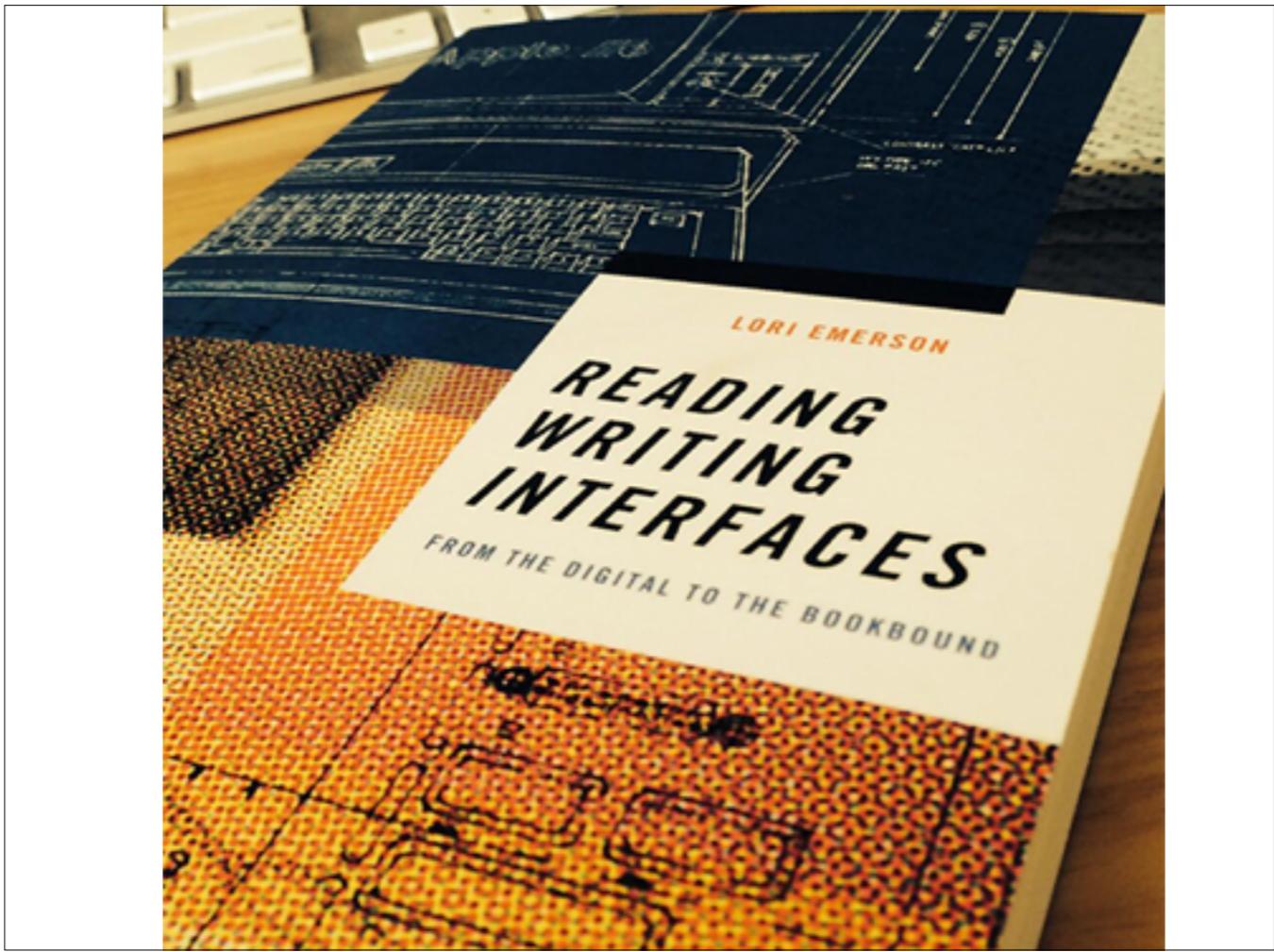




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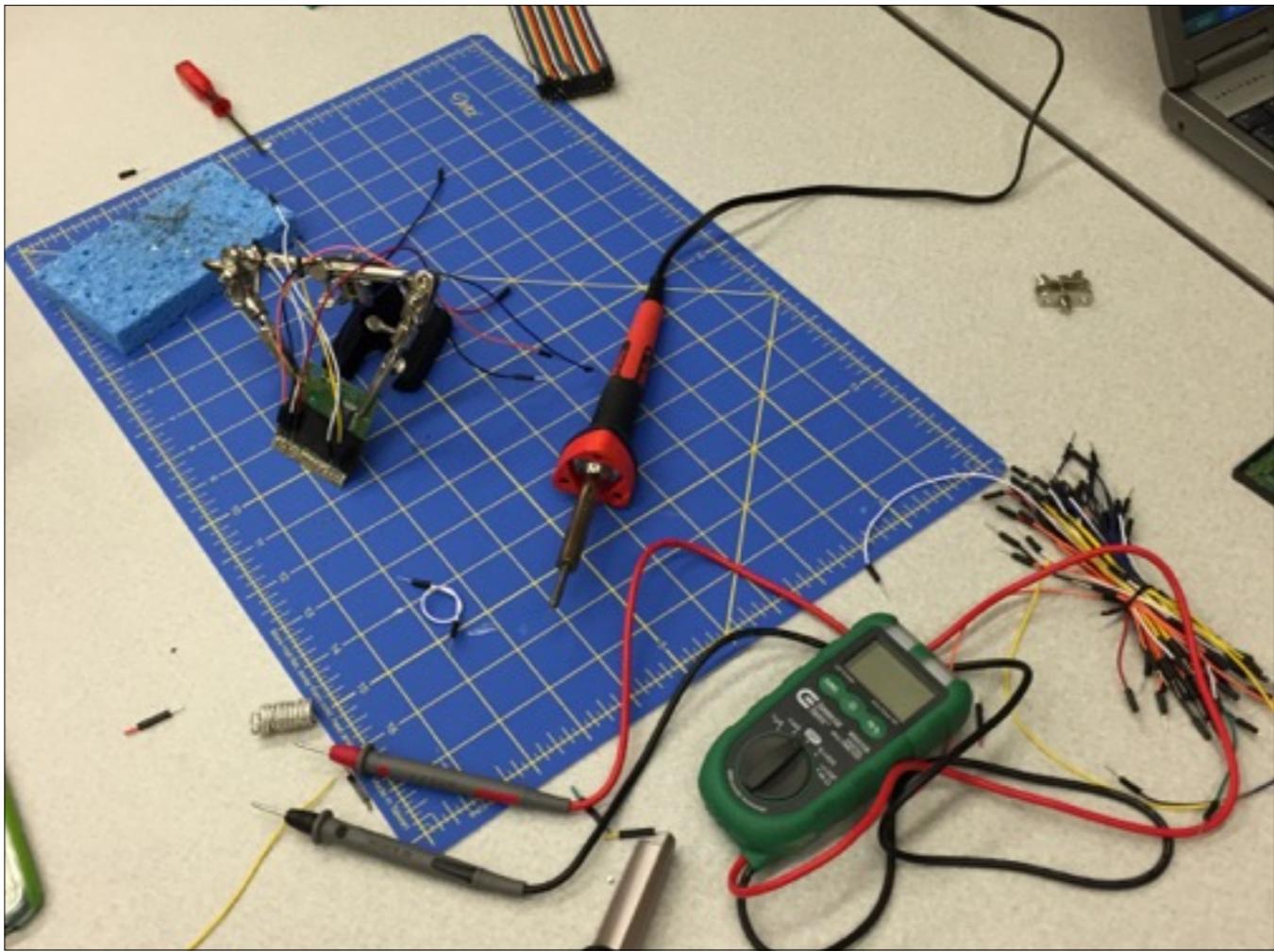










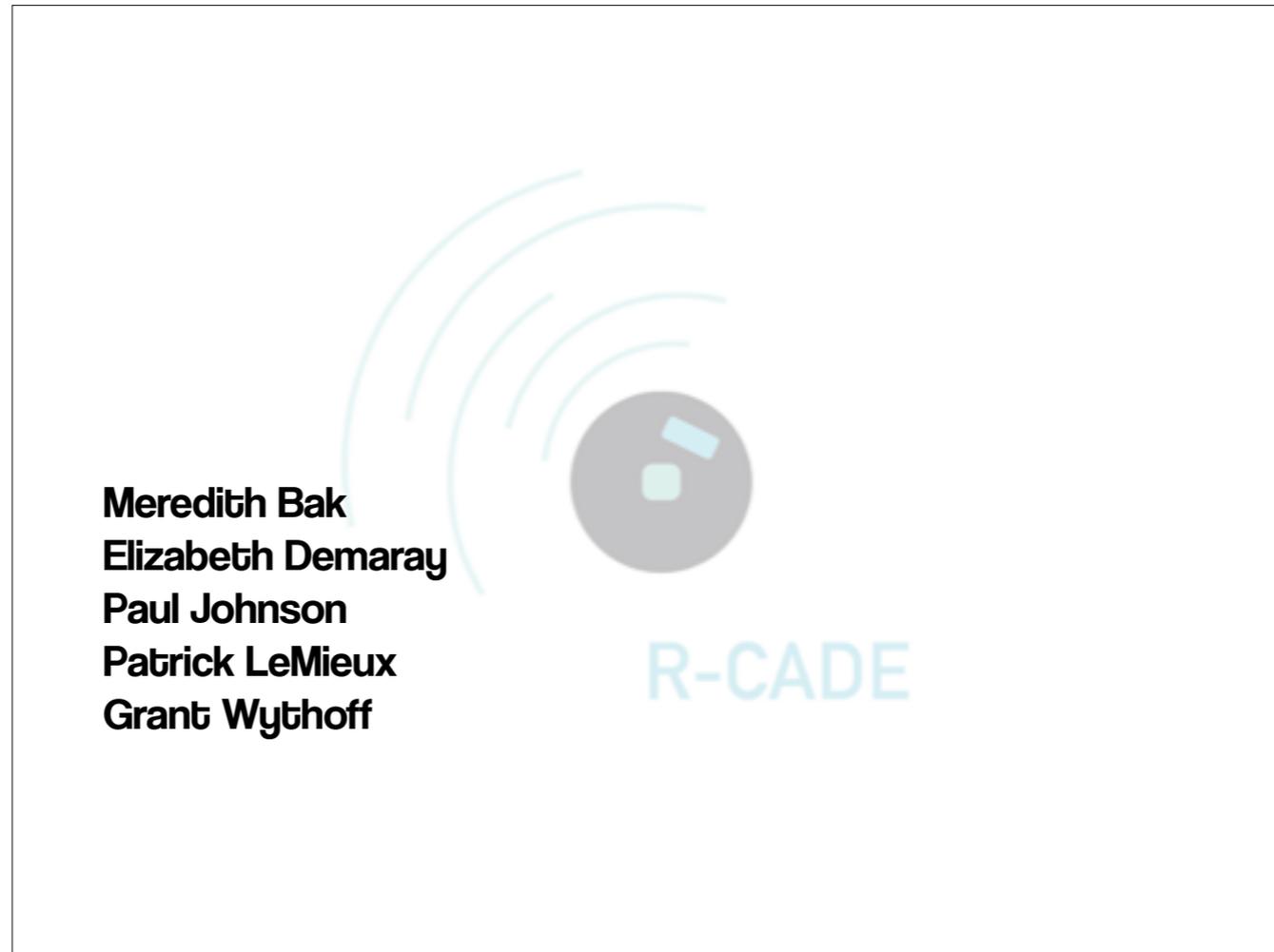




Released in 98, swivel head camera, includes games, photo editing, and a sound mixing capabilities. For \$50 (assuming you had a Game Boy) this was the best bang for your buck in 1998 when it came to digital cameras.



So, the R-CADE has invited a group of scholars to think about and reimagine this device, its various histories and possibilities.



**Meredith Bak**  
**Elizabeth Demaray**  
**Paul Johnson**  
**Patrick LeMieux**  
**Grant Wythoff**

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Meredith Bak is Assistant Professor of Childhood Studies here at Rutgers-Camden. Her research focuses on the relationship between children and new media from the nineteenth century to the present. She is at work on a book manuscript examining the role of pre-cinematic visual media in cultivating children as modern media spectators.

Elizabeth Demaray is Associate Professor of Fine Art here at Rutgers-Camden, and her research area is the interface between the built and the natural environment. Working in sculpture, digital media and eco-art, she designs listening stations for birds that play human music, cultures lichen on the sides of skyscrapers in New York City, and manufactures alternative forms of housing for hermit crabs out of man-made materials.

Paul Johnson is a New York-based digital artist represented by Postmasters Gallery. His work has been in numerous museum and gallery shows in the US, Europe, and Asia including Postmasters Gallery (New York), Galerie Yvon Lambert (Paris), PS1 (New York), Transmediale (Berlin), Microwave Festival (Hong Kong), and The Whitney Biennial. Paul is currently a principal in Uncommon Union which facilitates public private partnerships with organizations such as The Earth Institute (Columbia University), UN Women, Partners In Health, and The Digital Citizen Foundation.

Patrick LeMieux is Ph.D. CANDIDATE, Media Arts + Sciences in the Department of Art, Art History, and Visual Studies, Duke University. His dissertation "Aftermarket: A Game Design Philosophy" is a platform study