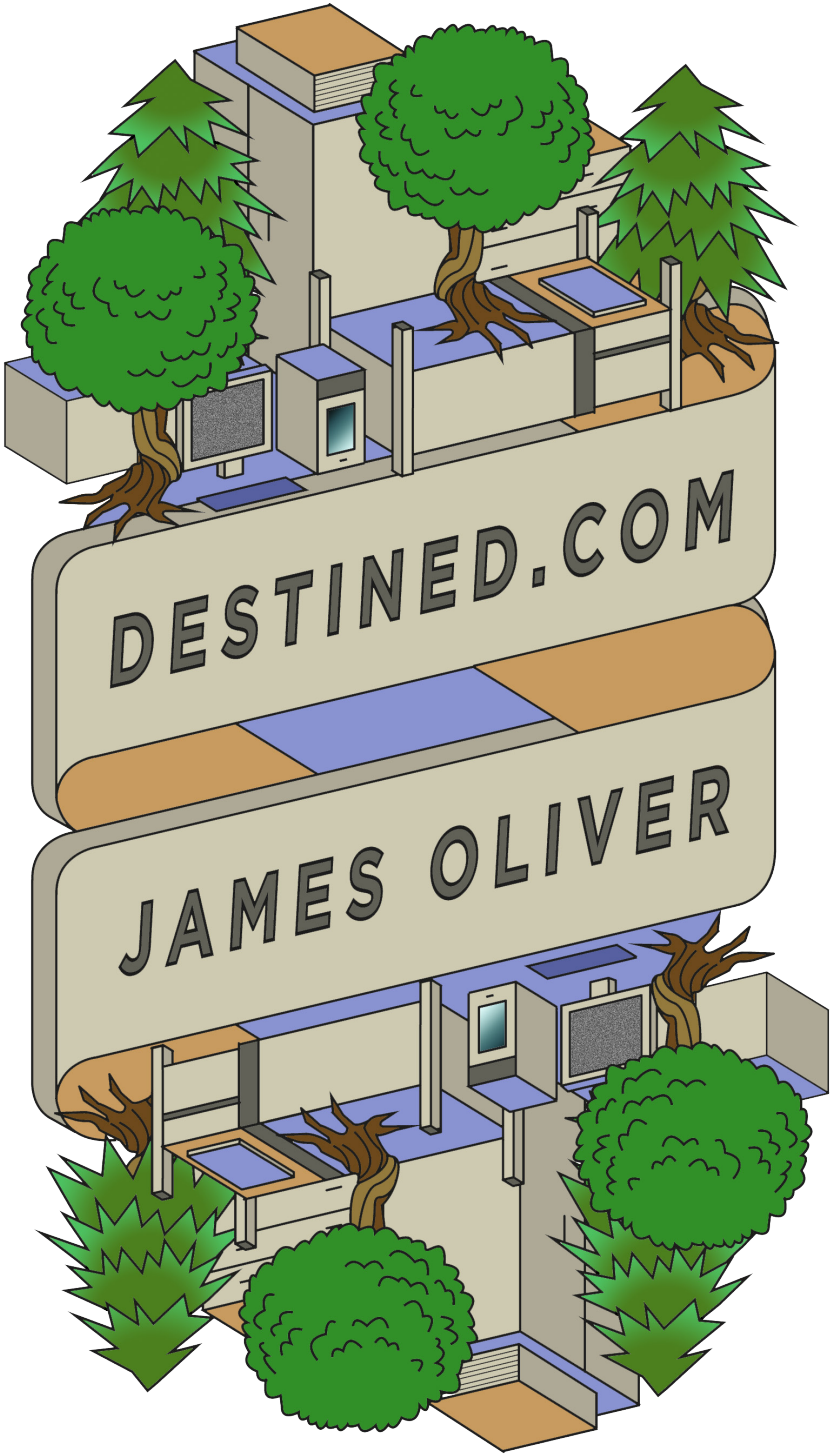
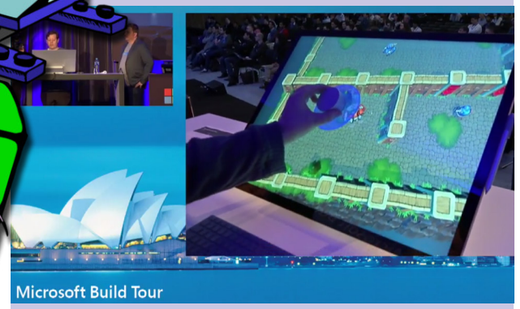

DESTINED.COM
JAMES OLIVER


Microsoft Build Tour

0411 381853

j.oliver@destined.com

WHAT I DO

I use technology to create immersive experiences. I blur the boundaries between gaming and learning. I build applications and hardware using the most suitable platform for each solution.

HOW I CAN HELP

I can bring bespoke experiences of any scale from mobile applications to full exhibitions to life using bleeding-edge technology. I can work with you to augment your existing ideas to go beyond the boundaries of science, art and engineering to create truly immersive experiences. I can provide guidance for projects to ensure the best outcomes.

WHAT IS INSIDE

My portfolio offers examples of projects I led or developed independently.

01

VIRTUAL REALITY
immerse

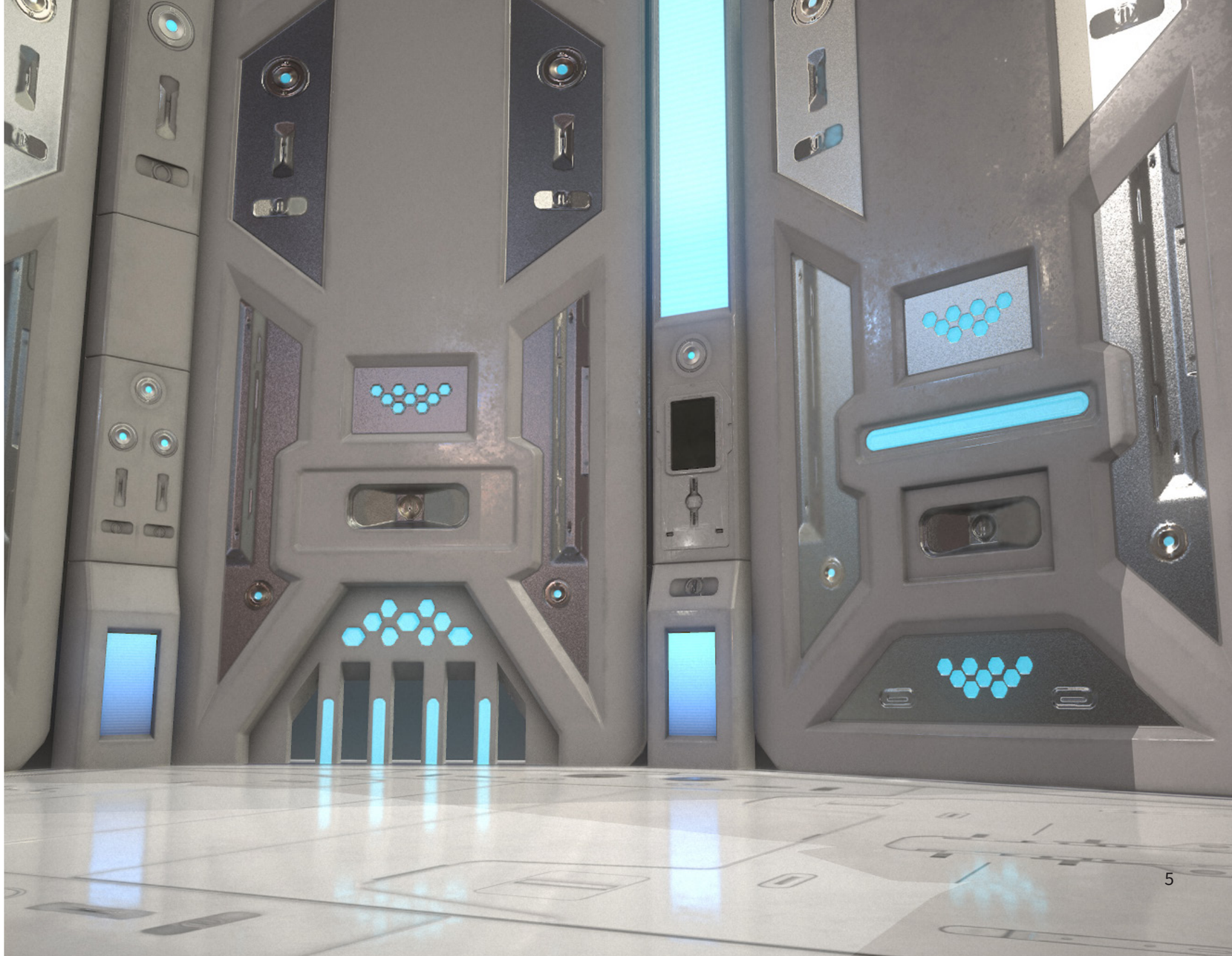
Category
Entertainment

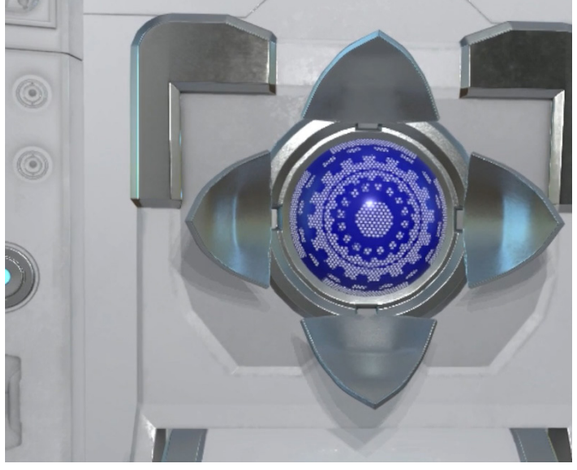
Platform
HTC VIVE, Steam VR

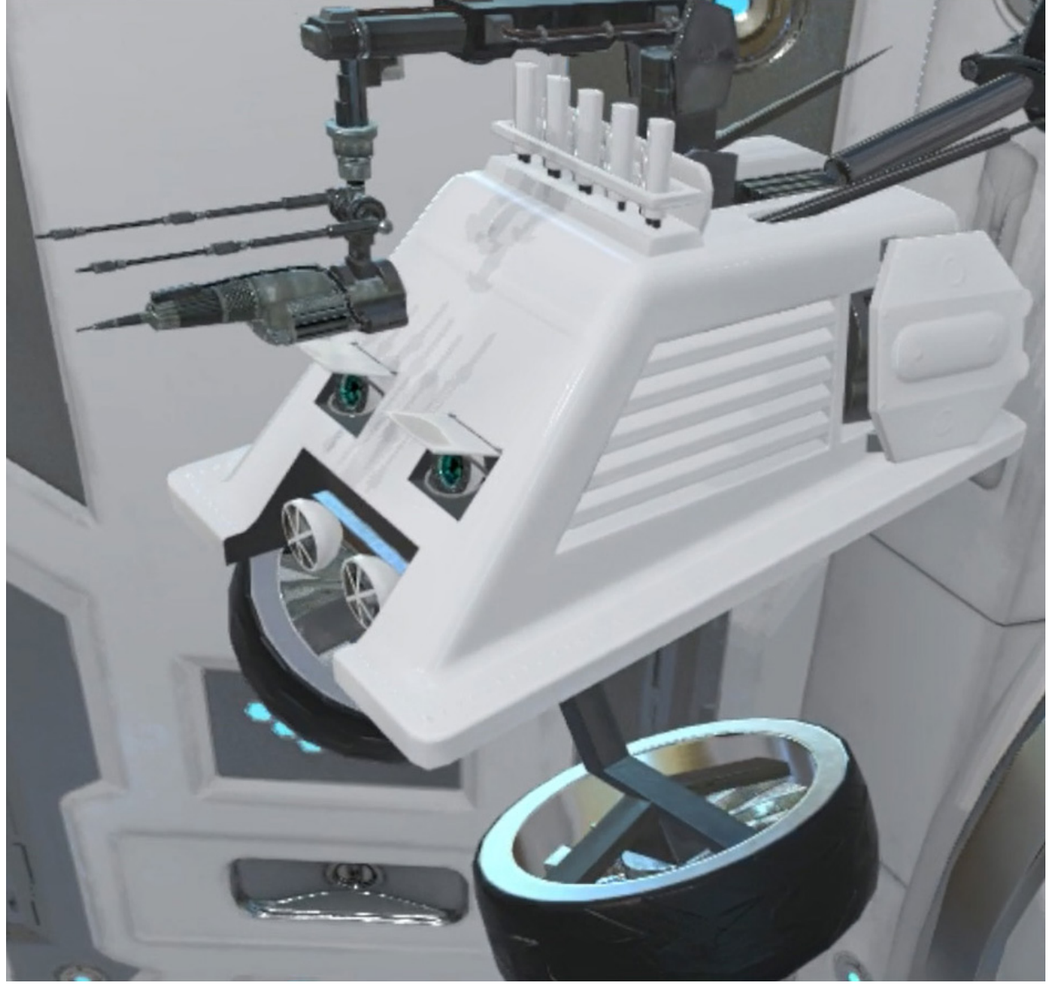
Destined

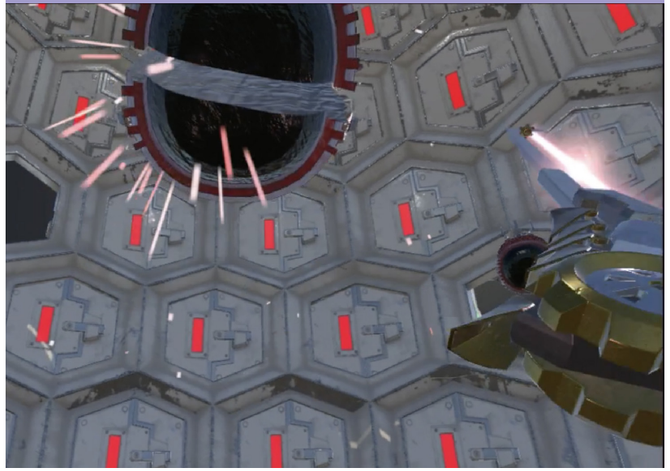
C0NFIN3M3NT

Trapped in a space, there is no way out. But within contains the unlimited learning, exploration and interaction with artificial intelligences. Find your own destiny with every decision mutating the story-arcs even in future games. Designed to fit in a single space where there is no need for teleportation to create total immersion in room-scale virtual reality.









Destined

SABERSAW VR

Take the role of a warrior, controlling giant SaberSaws to defend yourself from waves of evermore challenging bots. Slice bots that come close with your sword, deflect lasers with your shield. Complete challenges to unlock new game modes. Available on Steam and included in bundles at Bundlestars.

Destined

ASCII WARS

As nuclear war descends on the planet protecting the military computers from viruses has become vital to survival. Use problem-solving skills to defeat the viruses as they appear in the code.

Destined

DEFENDER VR

Tower defense game for room-scale virtual reality. Create mighty weapons installations and position them destroy incoming waves of alien invaders.

02

MARS LAB
virtual education

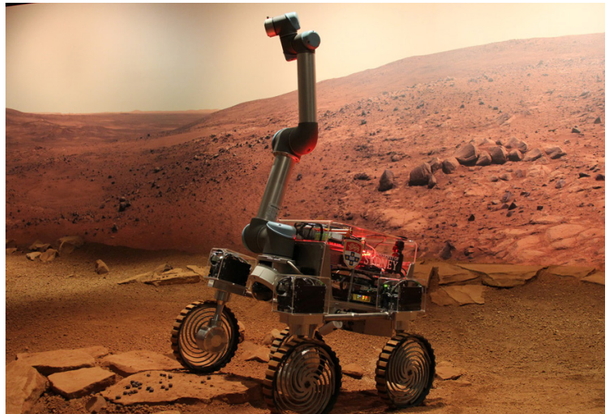
Category
Learning

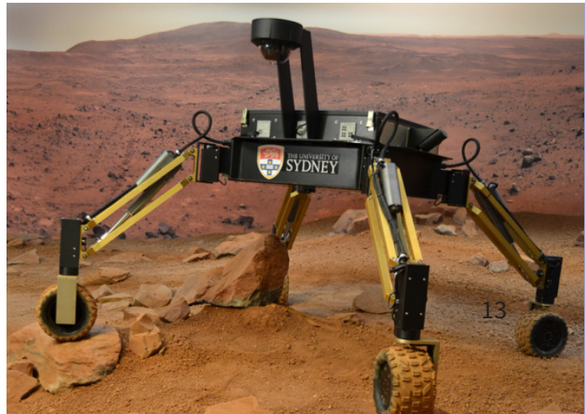
Platforms
Web, iOS, Android

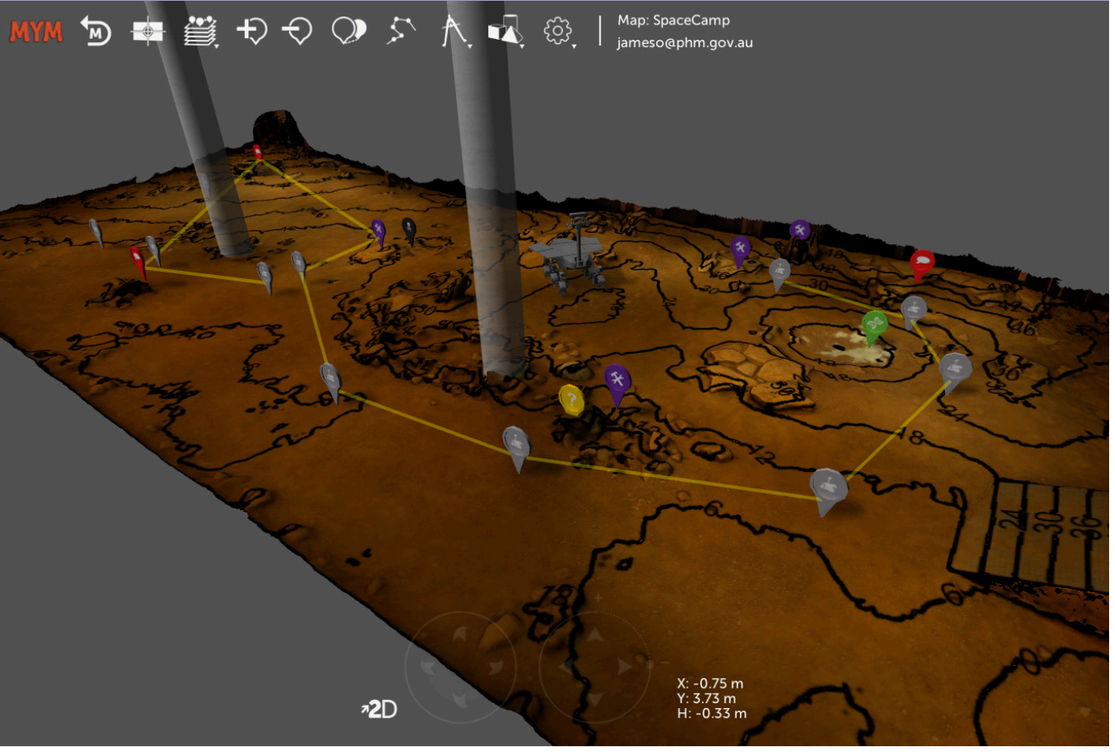
Museum of Applied Arts and Sciences

OVERVIEW

The Mars Lab (2011-18) was a research collaboration between the University of NSW (The Australian Centre for Astrobiology), the University of Sydney (The Australian Centre for Field Robotics) and the Museum of Applied Arts and Sciences (Powerhouse Museum). Working alongside these research collaborators were leading teachers and hundreds of enquiring young minds from connected schools across the country. The Mars Lab was a Mars Yard, or replication of the Martian surface, and robotics lab established within Sydney's Powerhouse Museum. It engaged high school students in the search for life on Mars, and the technologies which enable that search.



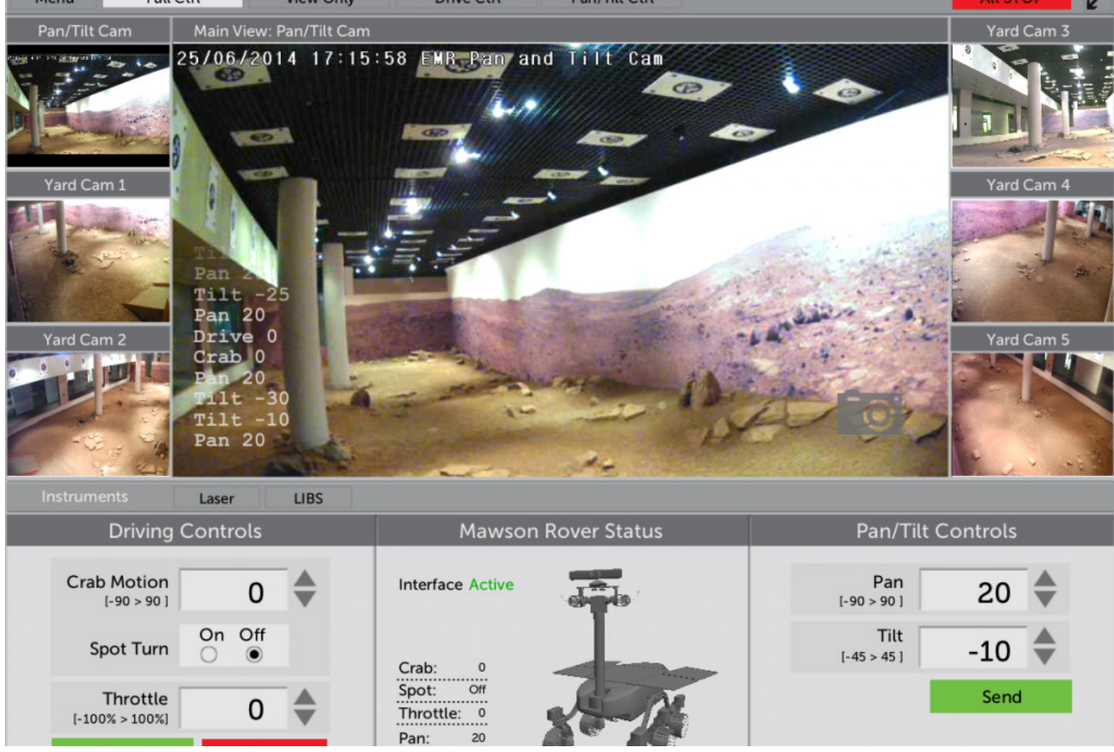




Museum of Applied Arts and Sciences

MARS YARD MAPS

The Mars Yard Maps (MYM) app gave Mars Lab users an efficient and interactive way to plan and record their Mars Yard experiences. It also made sharing discoveries and collaborating on missions easy and enjoyable.



Museum of Applied Arts and Sciences

TELEOPERATION

The teleoperation interface was used to control the Mars Lab rovers and to view the camera streams around the Mars Yard. The interface was designed to enable young people to perform various mission roles from their classroom and to collaborate to achieve their rover mission goals.

03

Education
digital learning

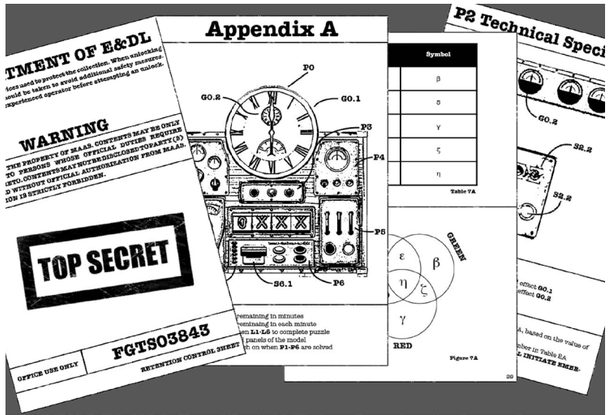
Category
Learning

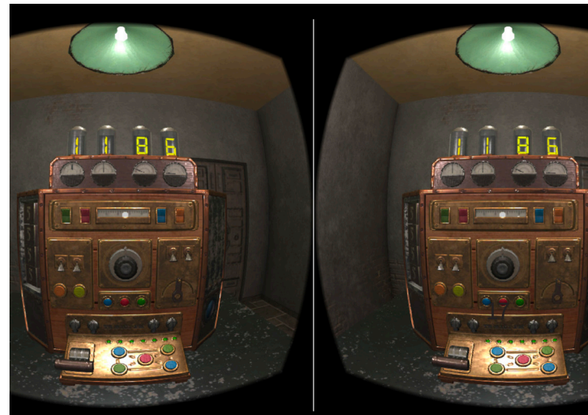
Platforms
Hardware, Web, iOS, Android, Arduino

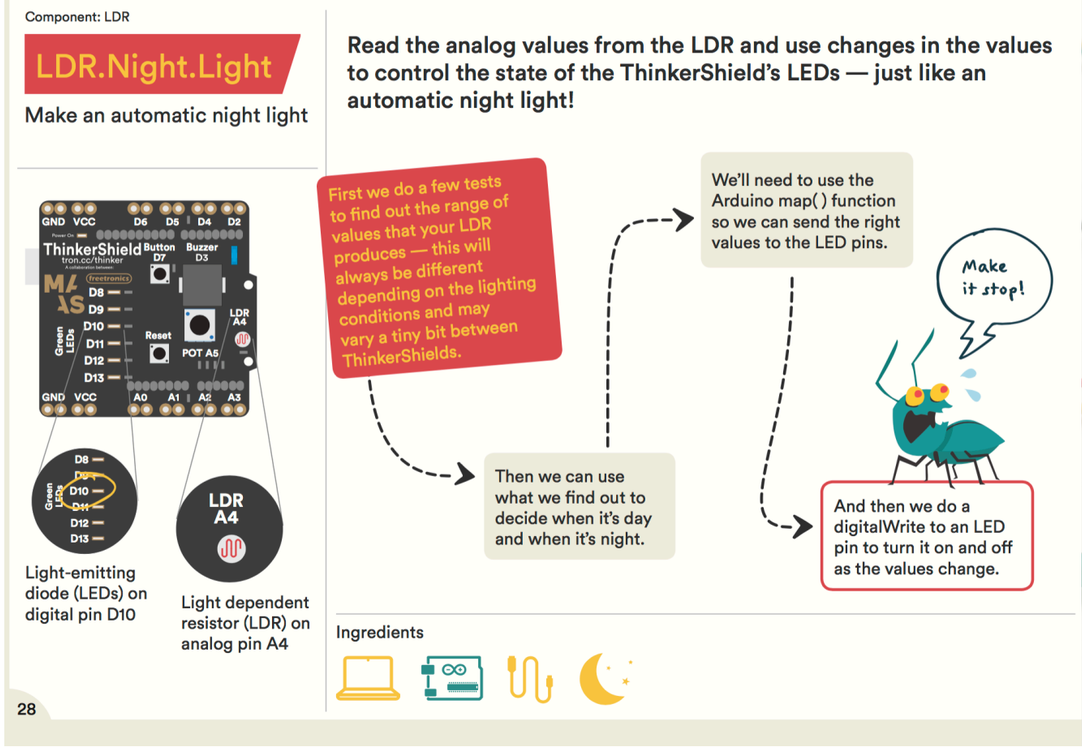
Museum of Applied Arts and Sciences

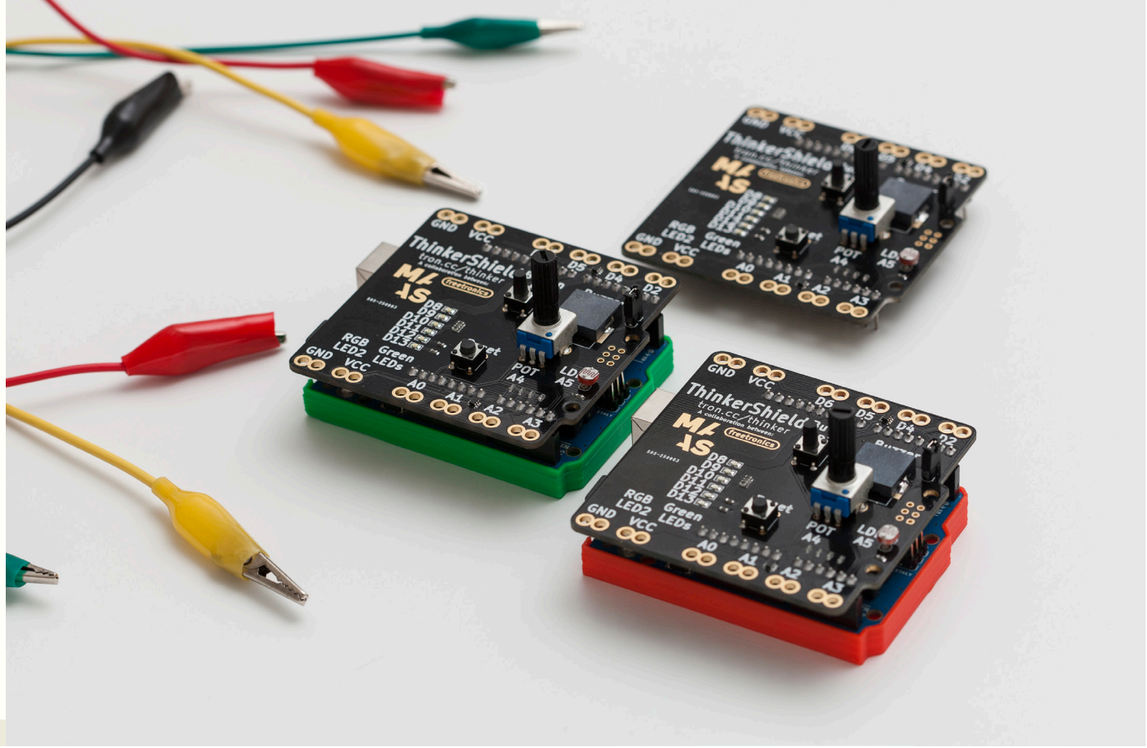
ESCAPE ROOM

One of the first truly interactive Virtual Reality learning programs in a cultural institution and deployed as one of the leading education programs. Immerse yourself in a virtual world where you attempt to escape the panic room in a race against time. This fast and furious session will stretch your students' 21st-century learning skills in group work, communication and problem-solving. Taking turns with virtual reality headsets, they will engage in the style of collaborative code breaking that has captured the minds of digital natives across the globe to take up the challenge to escape. Only those who are quick thinking, fast-talking and adaptable will succeed. Young learners who experience this challenging 3D animated experience reality beg for just one more turn.









Museum of Applied Arts and Sciences

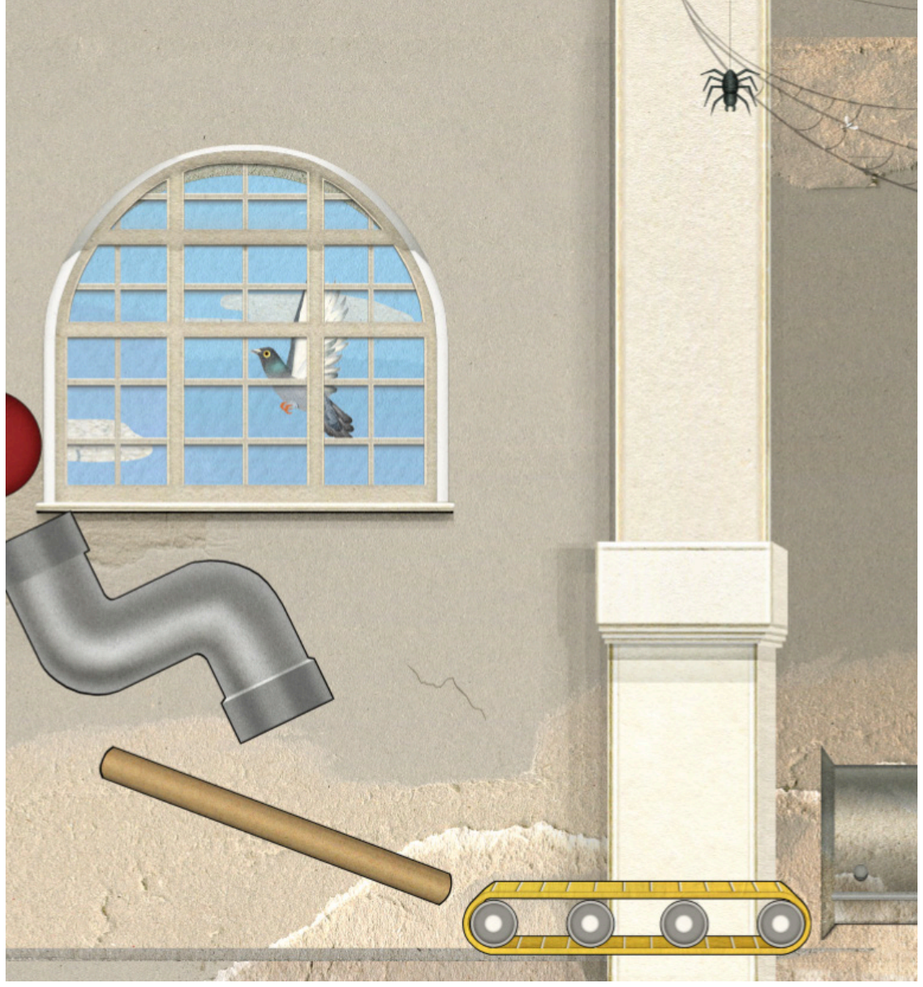
LEARNING GUIDE

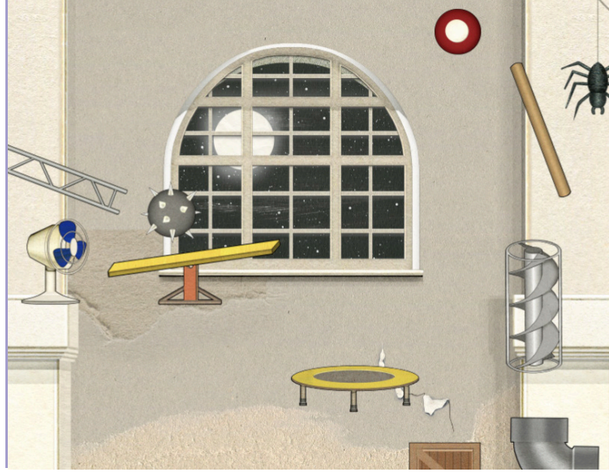
Co-author of a fun 60-page guide and code for 18 activities. Ages 8 and up. No coding or electronics experience necessary. Exercises are developed hand -in-hand with the audience.

Museum of Applied Arts and Sciences

THINKERSHIELD

The ThinkerShield for Arduino makes it easy for anyone to get started with programming and controlling things with their computer in minutes. No need for any wiring or soldering or program knowledge. Even if you have never seen a computer program before, with the ThinkerShield you will be making things flash, buzz, beep and respond in no time. It has been featured as the NSW Premier's coding challenge. It has been recommended by the Department of Education in multiple study units.





The lab

LOGIC MACHINE

Logic Machine is the ultimate problem-solving challenge. What seems like a simple task at first glance soon becomes a complex problem-solving mission, with learners needing to use digital objects such as ramps and shelves to assist in the movement of their ball. All of the artwork is created with cardboard by Nancy Liang.

Museum of Applied Arts and Sciences

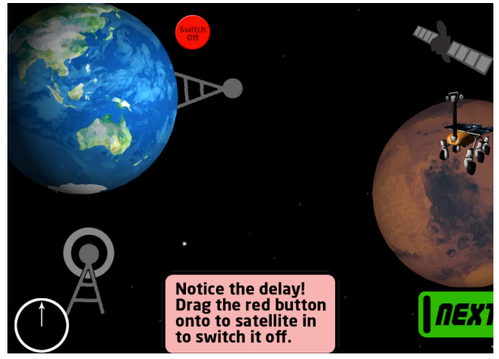
SOLAR SYSTEM AR

Users connect with the solar system using a physical cube to unlock the digital content. Moving the cube moves the planets. Used in education programs at Sydney Observatory.

Museum of Applied Arts and Sciences

MEMORY LANE

Created for the Apollo 11 exhibition to celebrate landing on the moon. users explore photos from key themes of the exhibition in the form of cloud to create their own story, which is then played back to them as a video.



Left

Pathways to Space

INTERACTIVE

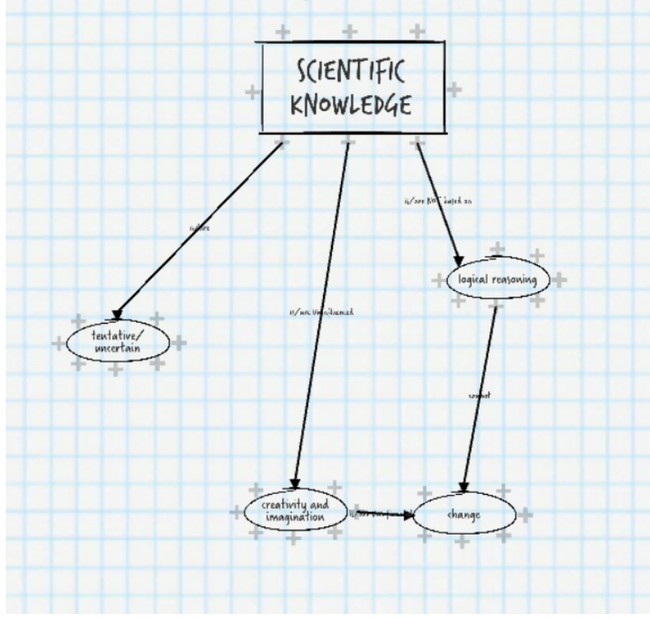
Games developed for use in classrooms nationally and internationally around analysing samples from the Mars Yard. The success of the games led to a Museum interactive version on display at Powerhouse Museum.

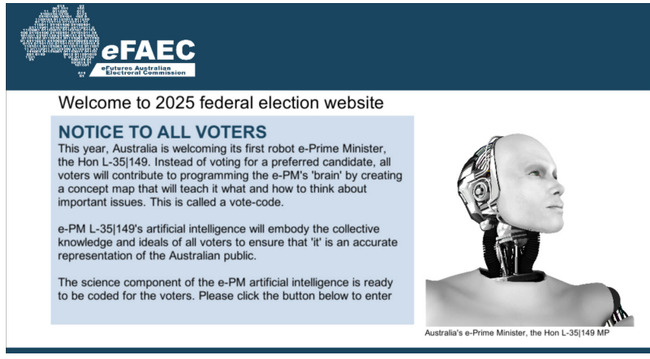
Right

University of New South Wales

LEARNING TOOL

This assessment tool was developed to test the level of scientific literacy of university students as part of a current doctoral project at UNSW.





04

EXPERIENCES
interactive

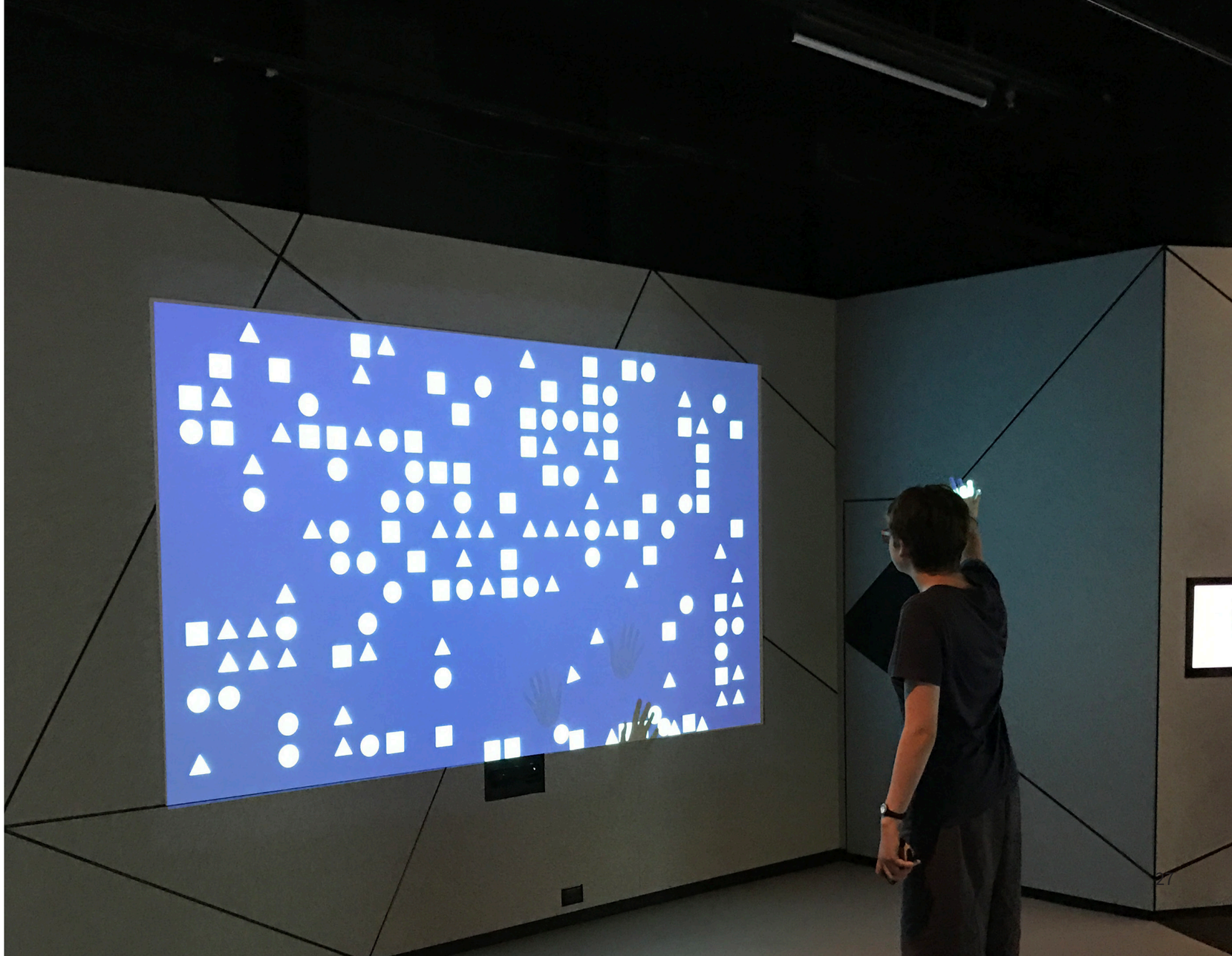
Category
Exhibition

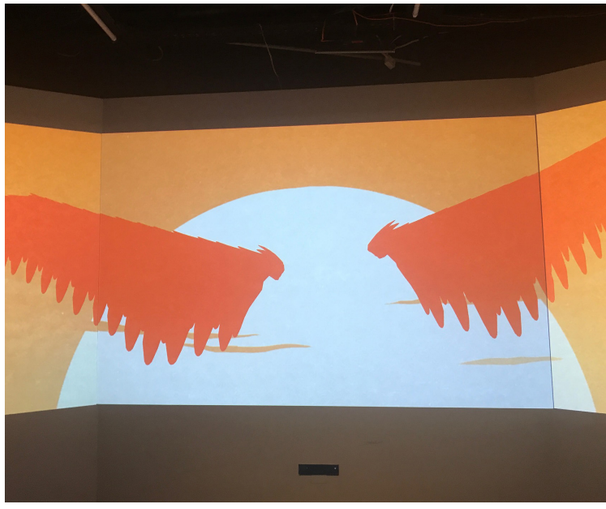
Platform
Physical, iOS, Android, Web, Windows

The Lab

SHAPES

This exhibit designed to encourage shared play is in The Lab immersive learning area of the Museum of Applied Arts and Sciences. Groups or individuals can maniplate shapes in a host of ways including size, gravity and colour.





The lab

SHADOWS

Come and let your shadow be transported into a fantasy world. Change your shadow and make it fly, create life and cast spells. This interactive includes a three-screen projection and touch screen to modify properties of the world you want to explore.

Museum of Applied Arts and Sciences

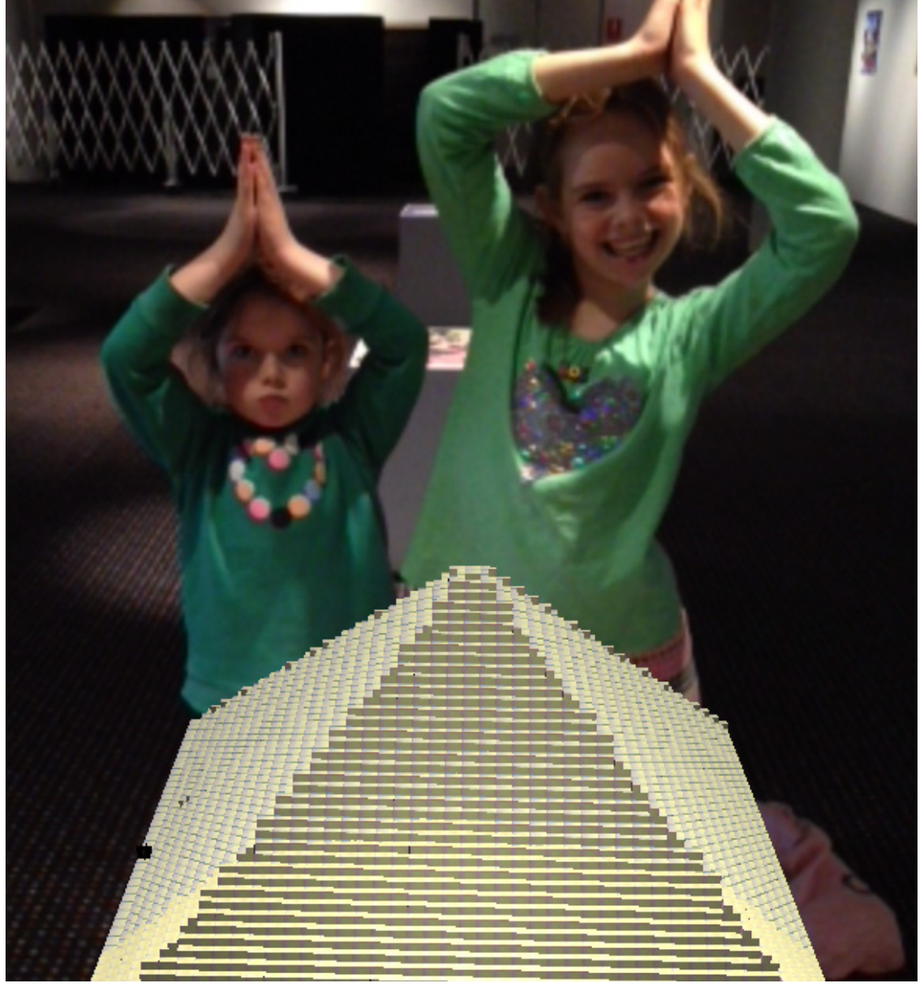
PARTICLE SMASHER

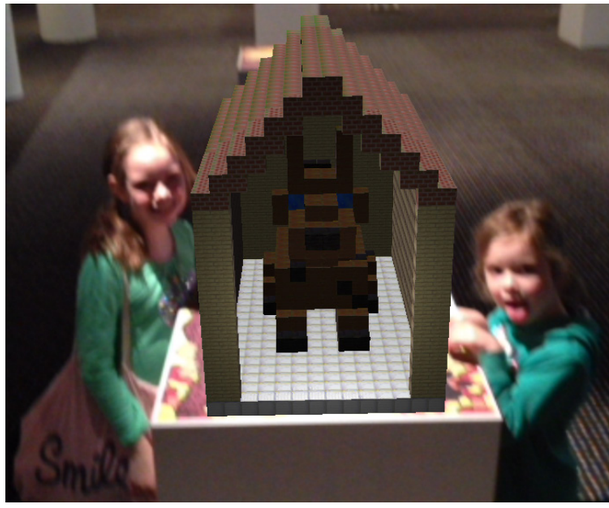
An artistic digital response to the touring collider exhibition. Members of the public could come and smash particles together to create beautiful art. Used over 10,000 times in the two-week period on display.

Karolina Novak

FRUIT AND NUT

Designed an application with Karolina's art to allow anybody to create still art in minutes. Included pre-created pieces and the ability to draw, scale and rotate your art.

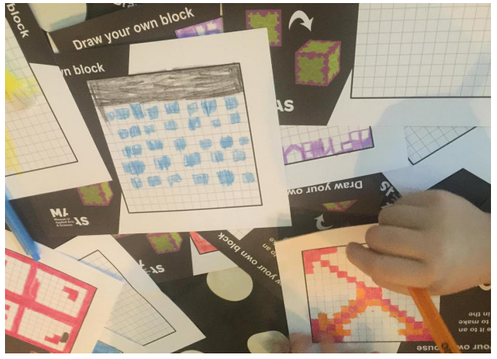


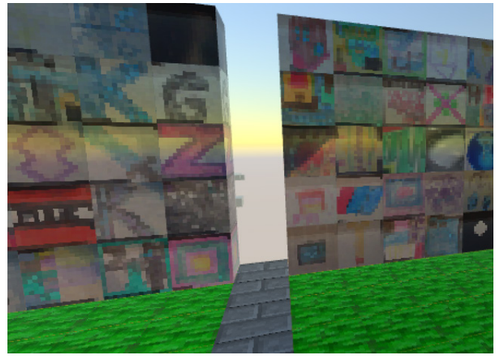


Thinkspace

THINKSPACE AR

ThinkspaceAR is the Powerhouse Museum's interactive application which displays 3D objects in Augmented Reality. Explore and manipulate fascinating objects. This augmented reality has been viewed in the museum during the display-time by tens of thousands of curious minds.





Museum of Applied Arts and Sciences

BLOCKY WORLD

Blocky world is a response allowing people to turn the physical into a voxel world. Learners create hand-draw 8-bit art and see it appear in a 3D world. Used by in excess of 10,000 people in the three-week period it was live.

Museum of Applied Arts and Sciences

HIDE AND SEEK

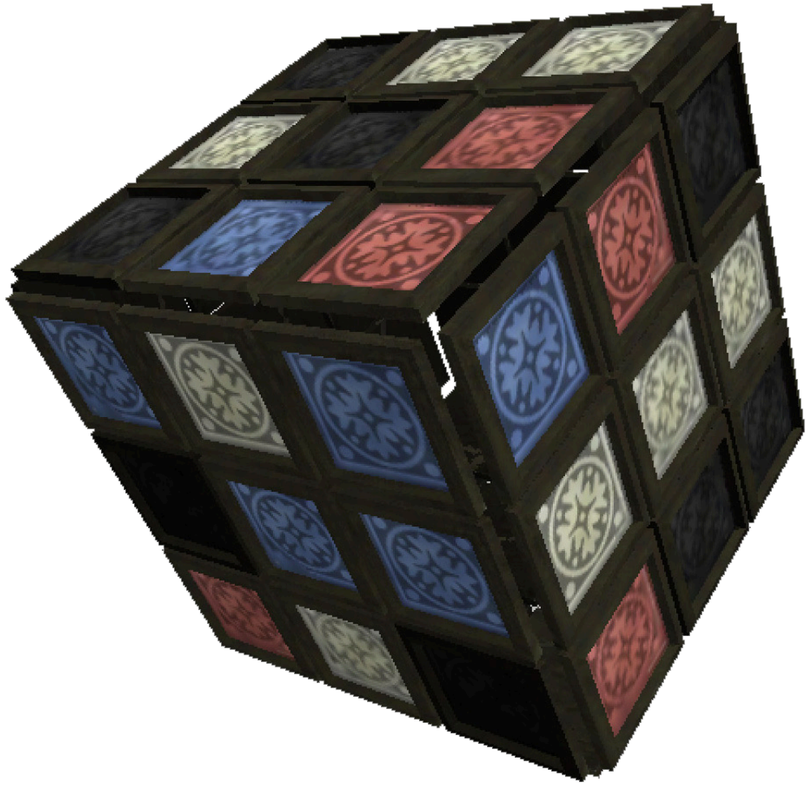
Particle hide and seek was the museum's response to Pokemon Go during the collider exhibition based on the Large Hadron Collider. Learners explored the museum to catch all the particles in augmented reality while learning about the properties of them.

05

GAMES
Intuitive

Category
Learning

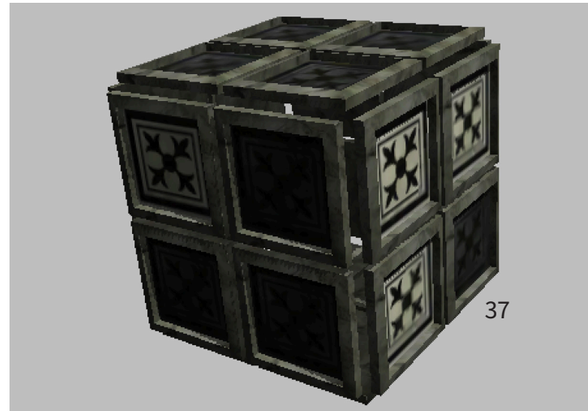
Platforms
Web, iOS, Android, Windows



Destined

THE LIGHT BOX

This challenging and unique puzzle game is easy to pick up. Released in the Google Play store and the Apple App Store. Simply press the sides to turn all the lights off.



Destined

SPINNING TO SAFETY

Created specifically to take advantage of the Surface Dial and Surface Studio touch screen. Spin worlds to help the inhabitants get home.

Destined

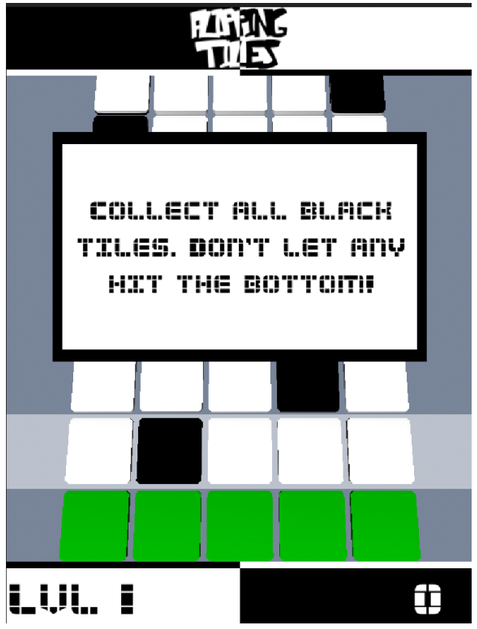
TAKE OFF

Designed to take advantage of the on screen interactions available with Surface Studio and Surface Dial. Control robots and use the dial to transport them over obstacles. This unique game changes the way you can experience a game.

Destined

COSMIC BALANCE

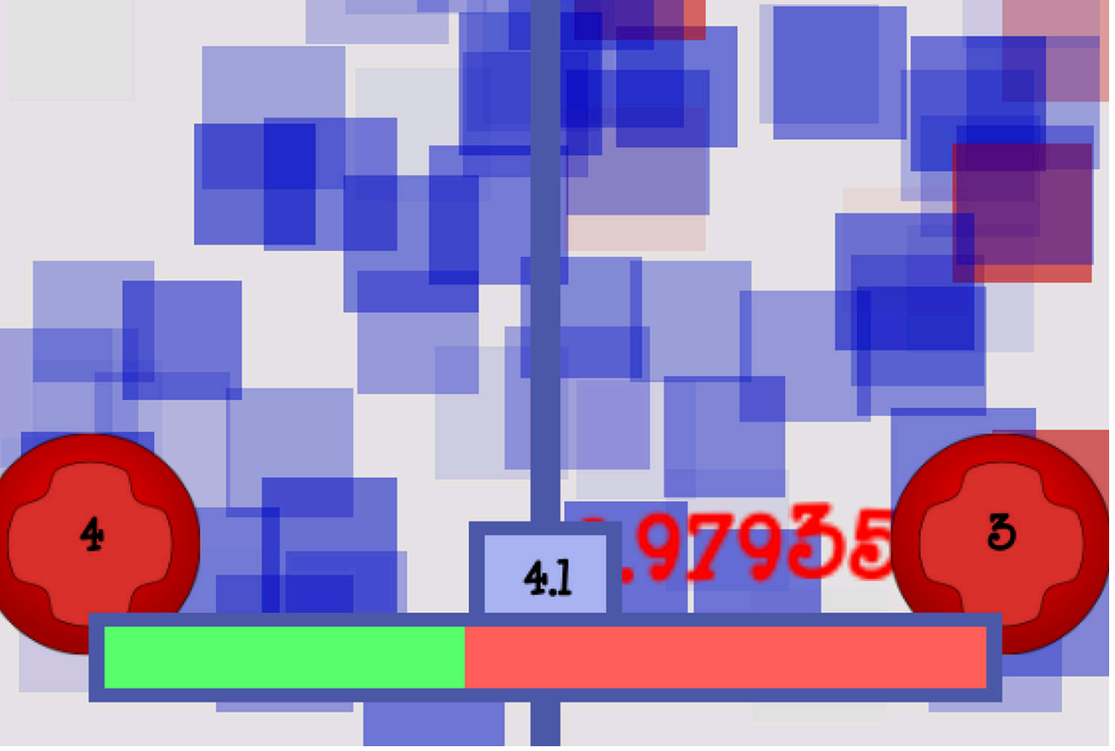
Puzzle game which is harder to solve than a Rubik's cube! Released on iOS and Android platforms.



Destined

FLIPPING TILES

Flipping tiles is a 3D twist on the classic 'do not touch the white tiles' genre. This game will challenge you as you try and beat the best scores on the net.



Destined

TIME TO MEASURE

A game inspired by the inaccuracy of human perception. A series of time-based games to see how well you measure time. Released on iOS and Android.

Museum of Applied Arts and Sciences

ESCAPE THE TOMB

Created as for Egyptian Mummies exhibition at Powerhouse Museum. Run on the spot to escape the tomb. A fast experience designed to allow high turnover.

06

DESIGN
collateral

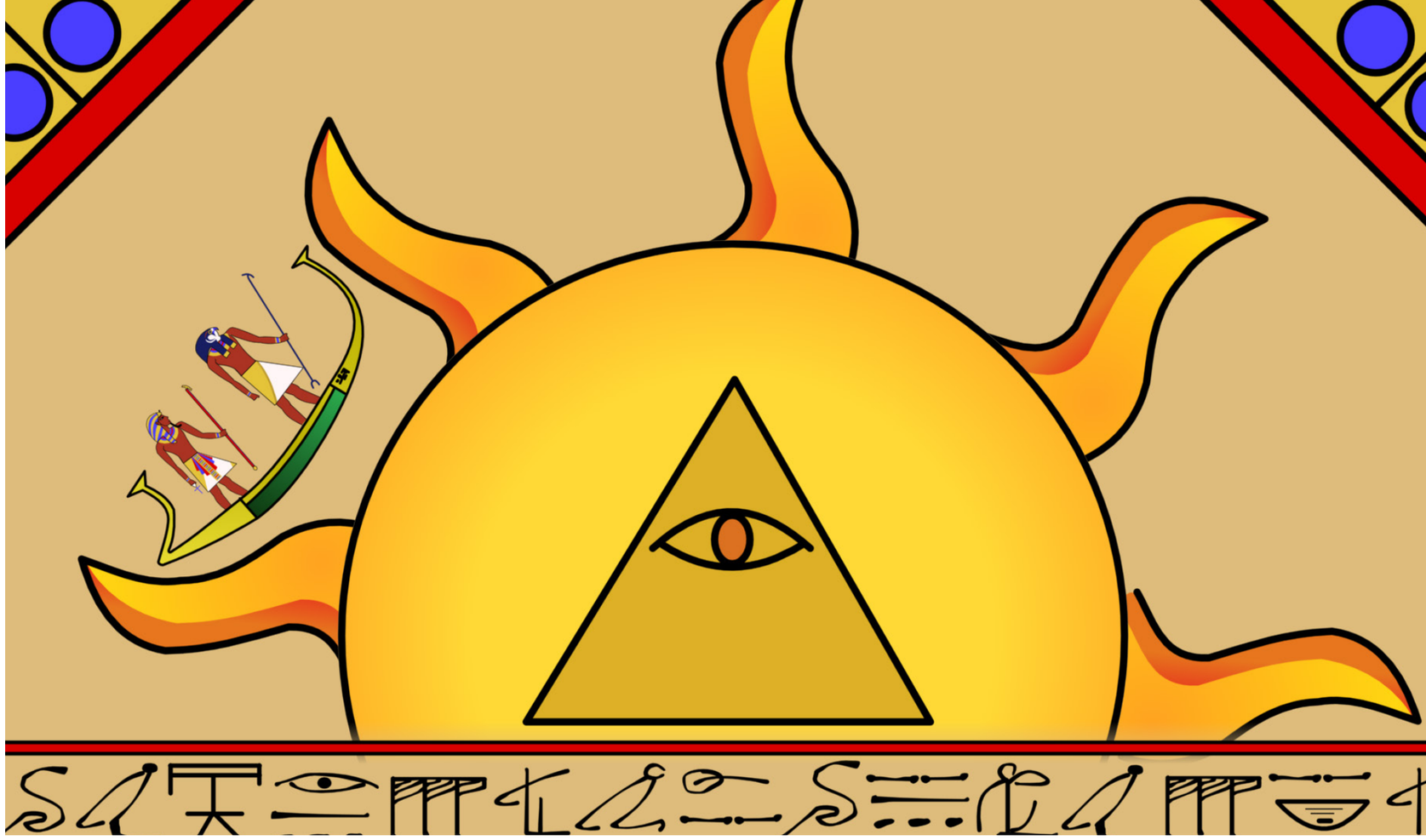
Category
Art

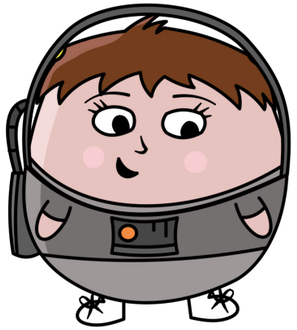
Platforms
2D

Destined

BOOK OF THE DEAD

Created for a YouTube video for a song based on the Book of the Dead.
Using traditional and cut-out animation techniques.

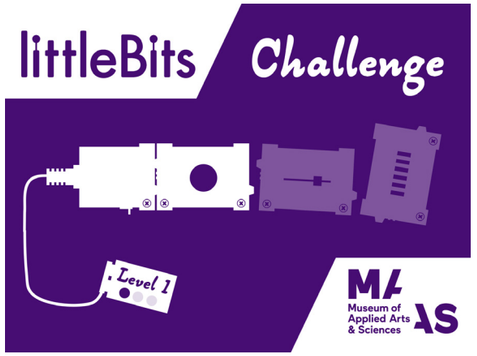




Destined

GAME ART

2D game art created for games including sprite sheets and rigs designed for easy animation.



Museum of Applied Arts and Sciences

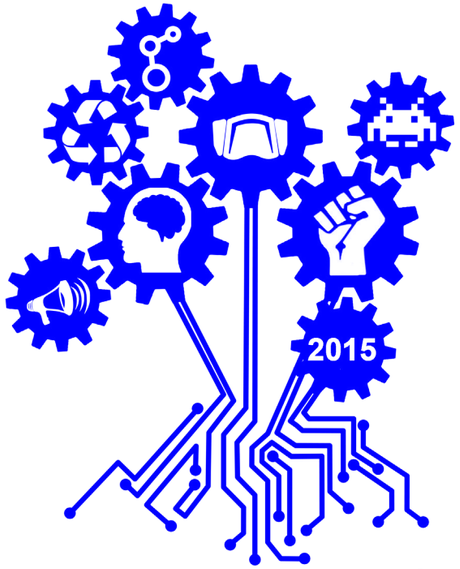
CHALLENGE CARDS

Designed for use in the classroom with littleBits to create a framework for safe play.

Museum of Applied Arts and Sciences

PLAYING CARDS

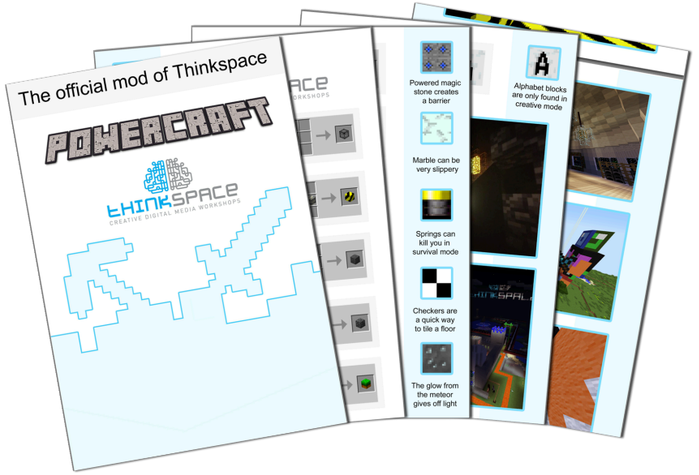
Created for use in the industrial revolution game. A complete set of unique cards to allow a game to be played with groups of up to 120.



Museum of Applied Arts and Sciences

HACKATHON

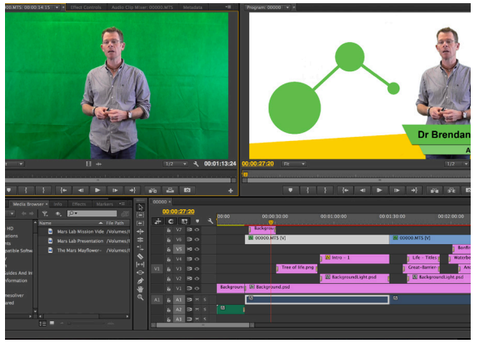
Created t-shirt design for participants.



Thinkspace

POWERCRAFT

Created the original custom mod for the Museum of Applied Arts and Sciences. A full supporting booklet was included.



UNSW

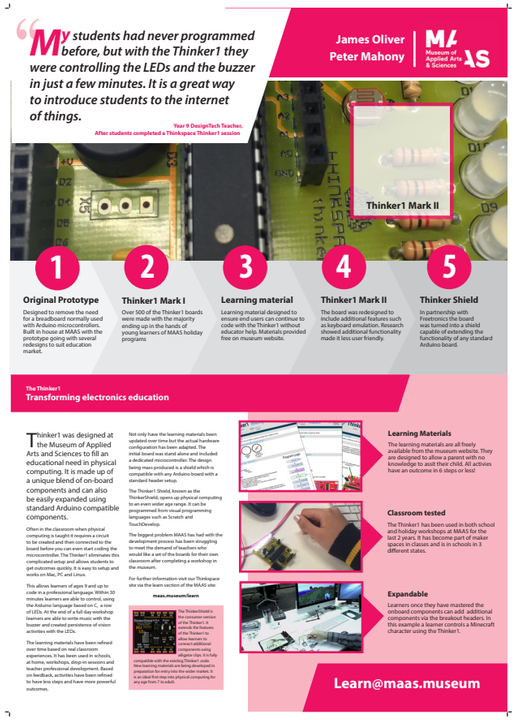
VIDEO DESIGN

Created custom theme including background, graphics, animations and straps.

Thinkspace

2D ART

Created 2D art for the Thinkspace AR targets displayed in museum.



ThinkerShield

POSTER

Designed poster for Museums Australia conference to tell the story of the ThinkerShield.

JAMES OLIVER

Digital Creator

https://www.destined.com