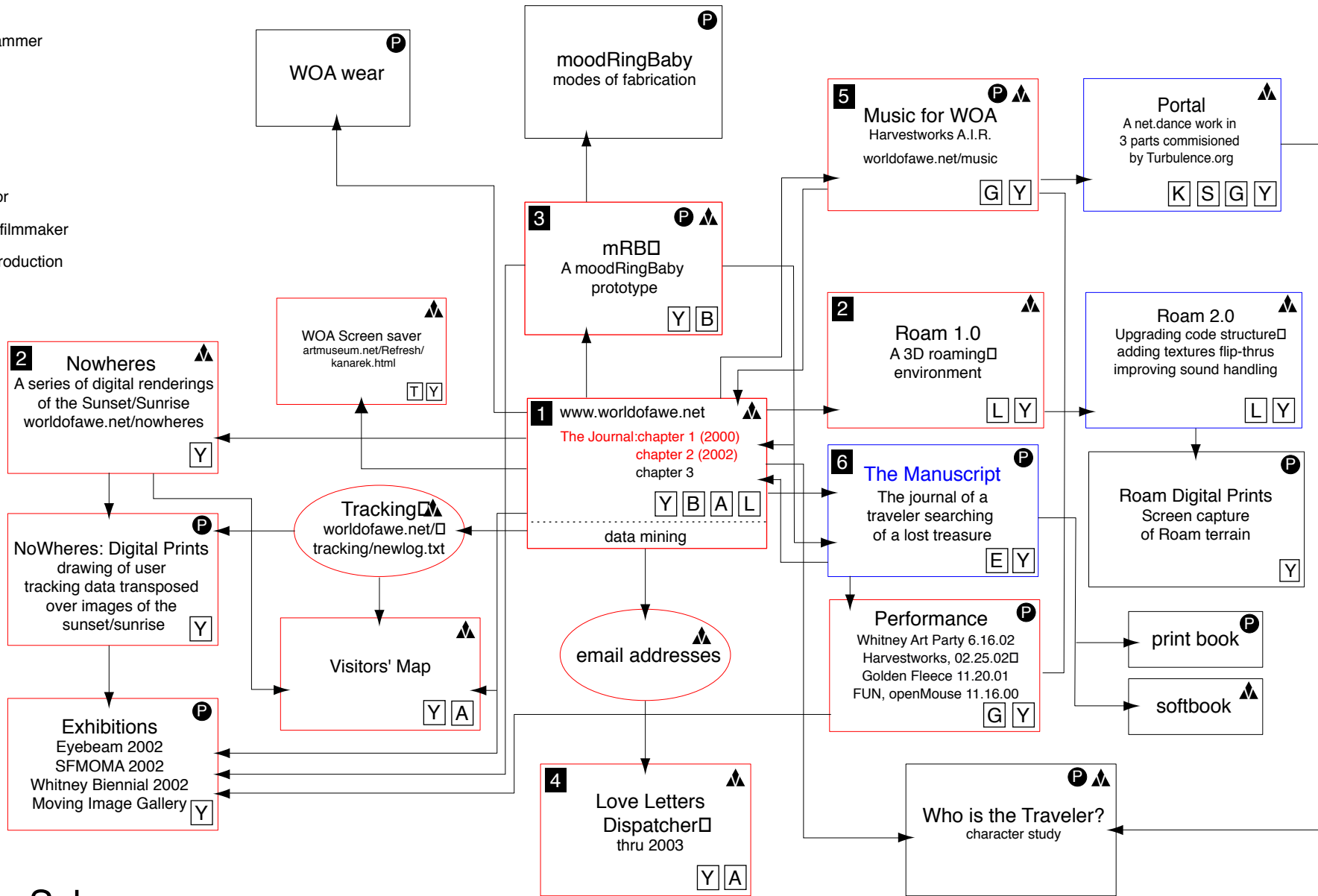


Active In development Virtual Physical 1 Status indicator Content flow

- Y Yael Kanarek
- L Luis Perez, C++ programmer
- A RSG, perl programmer
- B bnode, architects
- G Yoav Gal, composer
- T Taly Malka, multimedia
- E Elizabeth Gaffney, editor
- S Evann Siebens, dance filmmaker
- K Meeyoung Kim, flash production



World of Awe Schema

www.worldofawe.net

1 The Journal

First chapter was launched July 2000. Chapter 2 was commissioned by SFMOMA and launch June 2002.

2 NoWheres

A series of digitally produced desert landscapes that visualize the terrain the traveler passes through. NoWheres are printed as one of a kind.

3 mRB

A collaboration between Bnode (architects) and Yael Kanarek spins off the narrative to investigate techno-scientific implementations in popular culture through this speculative supertoy—the moodRingBaby.

4 Love Letters Dispatcher

The traveler's love letters are sent via email. Email is used as venue for the storytelling. Launched July 2001 and will run through 2003.

5 Music for WOA

A collaboration with composer Yoav Gal. Enabled through the A.I.R program at Harvestworks 2001. Ongoing.

6 WOA Manuscript

Foundation of the project. Progress of the narrative feeds every aspect of the project. In return, the narrative is informed by the network projects.