Active promoting a unique, antidisciplinary culture, the MIT Media Lab (http://www.media.mit.edu) encourages an unconventional mixing and matching of seemingly disparate research areas. Since opening its doors in 1985, the Lab has pioneered such areas as wearable computing, tangible interfaces, and affective computing. Today, faculty members, research staff, and students at the Lab work in more than 25 research groups on some 350 projects that range from digital approaches for treating neurological disorders; to a stackable, electric car for sustainable cities; to smart prostheses; to advanced imaging technologies that can “see around a corner.” The Lab is supported by more than 70 sponsors, including some of the world’s leading corporations. These sponsors provide a majority of the Lab’s approximately $45-million annual operating budget. Research at the Media Lab is tightly coupled with the graduate academic Program in Media Arts and Sciences (http://catalog.mit.edu/schools/architecture-planning/media-arts-sciences), which offers master’s and doctoral degrees.