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Project 2: Responsive environment design for Interactive Narratives

Due:Friday (June 21)

Responsive environment for Interactive Narratives
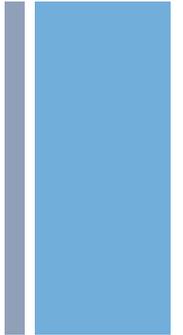
- we will create a responsive environment. We will use a single camera as a sensor

- use a projection screen and/or speakers as an output

Responsive environment for Interactive Narratives

- Theme: Touching Space

- Project type: Visual or Sonic
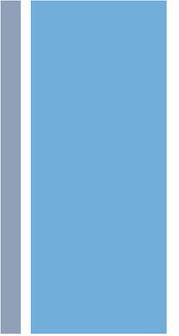
Responsive environment for Interactive Narratives
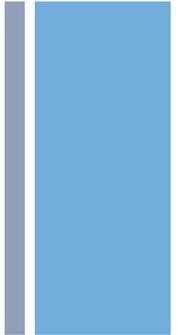
- Part 1: Concept

- Develop a concept for a responsive environment that allows *interaction* between a user and a media object.

- Incorporate the theme *Touching Space* with a broad interpretation

- Your concept MUST focus on the emerging narratives through quality of the interaction. Consider the look/ sound of the media objects as well as what gesture that you are going to track, and the process for recognizing the motions of the user.

+ Part 1: Concept
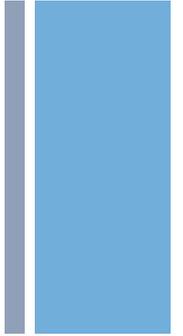
- Some Qualities of motion you may want to consider (*based on R. Laban's motion analysis*):

- Space – direct/indirect

- Time – sudden/sustained

- Weight – heavy/light

- Gliding – direct/sustained/light

- Floating – flexible/sustained/light

+ Part 1: Concept
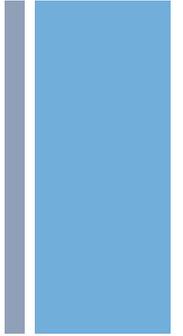
- You will need to create some relationships between the gestures of the user and the response of the system.

- This relationship should go beyond simple triggering (on/off).

- Include the quality of the motion in your conceptual design.

Part 2: Research
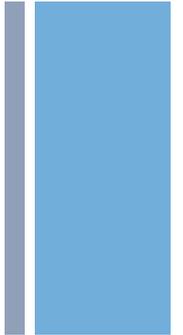
- You should include three types forms of research:

- Research on other projects that are related to yours. Make sure the projects relate to your concept and not just the technology.

- Research on techniques

- Research/ experiments on your own experience in the system

Part 3: Implementation
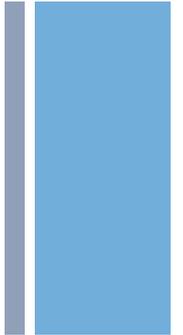
- Consider the method you use to recognize the user (color tracking, blob tracking, etc.). Make sure it makes sense for the environment.

- Focus on creating qualitative relationships between the user's gestures and the system's response. (Embodiment).

- Consider the response of your system when people are doing what you expect and when they are not.

- The appearance/ sound of the system's response is an important part of the interaction; be sure to consider this in your design.

Part 4: Presentation (10 mins)

- Slides (5-7 pages)

- Present your concept, title, experience, research and a demonstration of the environment.

- Use supporting images drawings schematics, screen shots to illustrate the project, the interaction and the environment.

- Technical description (Input and output, Approach to the sensing_

- Programming logic (flow chart)

- ALL your progress

- Participants' experience
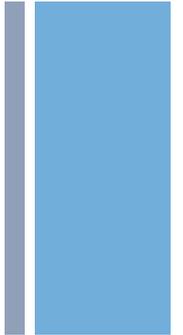
Evaluation Criteria
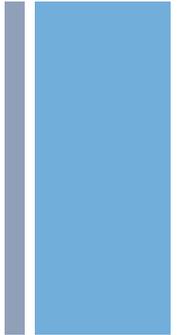
- Visual Aesthetics

- Aesthetics of Interaction (Emergent Narratives)

- Qualitative mapping

- Technical Setup

- Clear Presentation

Time Table
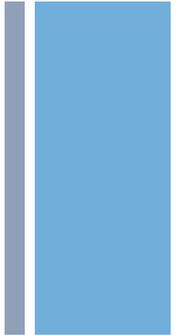
- June 17 (Monday): MAX Tutorial, Concept Development

- June 18 (Tuesday) : Concept Presentation (team meetings)

- June 19 (Wednesday): Workday

- June 20 (Thursday): Technical Rehearsals

- June 21 (Friday): Presentations

Inspiring Projects