

VIST305

Evaluation

- Projects (2): 70% (35% each)
- Documentation Video: 5%
- Research Paper: 5%
- Class Participation 5%
- Research + Documentation (Blog): 15%

- Total: 100%

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Research Paper

- 4 page ACM Extended format
- Background
- Design Concept
- Implementation
- User study
- Conclusion
- Future plan

Possible User Studies/Demos

- Nov. 23rd 10am-2pm
 - Children's Museum of Brazos Valley
- Dec. 4th or 5th VIST Show
 - 5-6pm and 7-8pm (after the animation screening)
- Dec. 6th Downtown Bryan First Friday
 - 5-8pm



What about?

**A User study report instead of
an Academic paper**

User Study

- IRB(Institutional Review Board) Approval
- Method
 - ▣ Interview
 - Open-ended interview (children & parents)
 - ▣ Observation
 - Video recording, notes

User study design

- What do you want to know?
- Prepare your project to test
- Recruit users
- Protocol
 - ▣ Introduction
 - ▣ Consent form
 - ▣ Background questions
 - ▣ Task (Task Scenarios)
 - ▣ Post-study interview
- Analysis

User study prep

- Space/Equipment Setup
 - ▣ Sketch, Poster, Signage
- Script
- Scenario
- Documentation Equipment

User study report

- Project Description
 - ▣ Text, Image
- User study Method
 - ▣ Process
 - ▣ Data collection
 - ▣ Analysis
 - ▣ Reflection
- How do you improve your project?

Documentation Video

2-3min video

MP4 encoding using the H.264 codec

16:9 aspect ratio

Video Documentation for Interactive Project

- Interactive projects need a different approach in video recording and documentation than more traditional work of arts.

Why Video?

- overall impression
- visual aspects of components
- relation of components
- relation to space/architecture
- sound
- movement
- time specific aspects
- interactivity
- presence (and experience) of the audience

Purposes of Video Documentation

- Publication/education
 - ▣ For broader audience, try to show the main characteristics of the work in an attractive fashion
- Promotion
 - ▣ To curators and other professionals for an exhibition and festival
- Documentation/research
 - ▣ The whole atmosphere and experience needs to be captured
- Re-installation
 - ▣ The exact order of actions as well as the positioning of the parts in relation to an overview of the work

How to document Interactive Projects

- How can we understand, capture, define and transmit the 'heart' of the work?

Pre-production

- Define the purpose
- Determine budget and quality
- Scenarios
- Writing Script

Pre-production

- Write script (basic elements)
 - ▣ An impression of the installation in the space, with visitors.
 - ▣ Configuration.
 - ▣ Interview. Voiceover or commentary track with the technician and/or the artist.
 - ▣ Inventory of all the elements
 - ▣ The building-up process. Following the different steps of putting the installation together.

Pre-production Cont'd

- Graphics. For example a connection diagram illustrating how the equipment is connected together.
- Animation of a 3D model of the installation.
- Textual information. Meta-data, credits, rights etc.

Flow of Video

- Title, Artist(s), year
- Background Info
 - ▣ Concept, Aesthetics
 - ▣ Artist Interview
- Artifact + Interactive Experience
 - ▣ Impression of the work in the space with visitors
 - ▣ Interview of Users
 - ▣ Animation to simulate the experience

Flow of Video Cont'd

- Technical Info
 - Artist or Technician Interview
 - Configuration
 - Inventory of all equipment
 - Building-up process
 - Graphics (diagrams)
 - Animation
- Credit

Post-production

- Versioning
 - ▣ Short teaser for a website 20 seconds
 - ▣ One minute impression of the installation.
 - ▣ Three minute clip for presenting the work to the public.
 - ▣ Three or four minute clip for presenting to curators and/or professionals.
 - ▣ Eight minute clip that tries to capture every detail for art historical research.
 - ▣ 15 minute clip that show every detail and the loop in its entirety.
 - ▣ 25 minute clip that shows how the installation is built step by step with a commentary tracks or voiceovers.

Deadlines

- Nov. 23rd 10am-2pm
 - ▣ Children's Museum of Brazos Valley
- Nov. 26 Final Project presentation
- Dec. 5th VIST Show
 - ▣ 5-6pm(before) and 7-8pm (after the animation screening)
- Dec. 6th Downtown Bryan First Friday
 - ▣ 5-8pm
- Dec. 11 Due for Blog, User Study Report, Documentation Video

User study Preparation (by Thursday)

- Space/Equipment Setup
 - ▣ Poster, banner design
- Script (Procedure + Questions)
- Data collection plan
 - ▣ Questionnaire
 - ▣ Video

VIST Fall Show 2013



- Projection Mapping Projects
- Tangible Mobile Apps

New Course

- Spring 2014
- VIST489
- Interactive Performance & Technology