

# Media Interface Technology: Final Project Proposal

Due Tuesday, May 2, 2005

MAT594O, Spring 2006

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TA: Alex Norman

## Process:

It is important to approach your project idea from a conceptual point of view with critical analysis, and iterating until you are satisfied with the concept. The goal of the final project is not to create new devices for technology's sake, but rather to go beyond the design of the device itself, and think about the aesthetics and meaningful interactions (interactive behaviors) that it enables.

Whether modifying an existing device for alternate/improved uses, or building something from scratch, the aim is to explore alternative propositions for computer interface technologies (i.e., sensors and actuators), by recognizing the lost qualities of the physical and tangible world, and merging these intelligently with the functional benefits of the digital world.

Whether your project leans towards the artistic or technical side, you should consider form and scale carefully in your final outcome. Make sure not to limit your concept in terms of scale (object, environment, network, etc.) while formulating ideas. Also, be sure to engage the skills you already have - for example, if you are fluent in an audiovisual software environment such as C/C++, Max/MSP/Jitter, Pd, etc., then think about how to integrate physical sensing and new interaction in these environments in order to best use your existing strengths.

Please present your idea and bring several copies to class to hand out while you present it. We will go over the project ideas in class, and

informally critique them - everyone will be encouraged to discuss possible improvements or point out any different approaches to each project.

Throughout the process of building the working prototypes, you will be required to document your work during the remainder of the course. This may include video, sketches, photos, etc. This material will also contribute to your mandatory online documentation. The process and method of working, as well as the final results will be noted at the conclusion of the final projects.

The format of the ~2 page proposal should be as follows:

1. Title of Project
2. Participants (for group projects, who will be in the group, their areas of expertise, or what they will be responsible for learning about in the project and teaching the rest of the group)
3. Concept of Project and Motivations (including sketches, descriptions, etc)
4. Interface and Interaction Design (system setup, block diagrams, etc)
5. Presentation (how will the project be presented and/or used and why)
6. Breakdown of Timeline (milestones for different stages of the project)
7. Resources (your plan for equipment and materials)

The project proposals will be evaluated on the following basis:

- Imagination (conceptual content)
- Realism (analysis and problem solving)
- Context (situating the work appropriately)
- Craft (designing a compelling experience)