

CREATIVE TECH WARM-UP PROJECT

CREATIVE KLUDGING

Do you have a technology-dependent creative project in your head that you want to build?
Do you look at a particular kind of work by other interactive designers/artists and think "I wish I made that!"
(We hope you answer "yes" to one or both of these questions!)

In this short project, we're dropping you in at the deep end.

We want you to propose a creative technology project, and we're going to try to help you build it. Or, more accurately, we're going to help you identify and kludge together a small *critical piece* of it.

That's it, basically.

Schedule

Fri	Sep 25th	1 p.m.: Discussion of sketch diagrams
Wed	Sep 30th	10:00 p.m.: Group office hours
Fri	Oct 1st	times TBD: 1-on-1 or small group meetings (scheduled via Slack)
Wed	Oct 7th	10:00 p.m.: Group office hours
Fri	Oct 9th	lunchtime: review

Notes

- we might fail
- we'll use Slack to ask questions, coordinate individual and group meetings, share resources as we go along.
- critical piece, critical prototype
- setting the scope of a project
- it's fine if you choose one of the interactive installations from your "diagrams and schematics" assignment
- don't spend time trying to think of a completely novel idea before you start. in this project it's totally OK – we encourage it, even – to be motivated by the desire to replicate interactive and/or technological characteristics you have identified in others' work.
- although we hope to learn some practical things, we are equally interested in the process of thinking *through* making
- physical computing stuff might be too much of a challenge in this short intro project, unless you already have components or can get them asap