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| wunderkammern:Users:glenda:Desktop:Screen Shot 2015-11-16 at 11.57.55 PM.png  wunderkammern:Users:glenda:Desktop:Screen Shot 2015-11-16 at 11.57.48 PM.png  wunderkammern:Users:glenda:Desktop:Screen Shot 2015-11-16 at 11.57.35 PM.png  wunderkammern:Users:glenda:Desktop:Screen Shot 2015-11-16 at 11.57.42 PM.png  Erica Green, 2013 | **// Objective**  With an added component of interactive design, the final project for this course requires you to reflect upon your entry in the Change the World assignment, either further the visions of midterm projects or to develop a new concept.  The subject matter is open-ended and may include: Interactive generative designs; interactive graphic novels; interactive soundscapes; games; physical computing; visualizations, etc. This is an opportunity for you to research and build something meaningful in your area of interest. You have the option of working with a team!  **// Method**  Researching relevant themes/theories in the interactive design or human-computer-interface fields informs the conceptual goals. Using Processing libraries expands the capabilities of the Processing environment.  You may use any coding techniques and Processing libraries. If you include a library, research and practice with the library until you understand it. The bottom line for this class, however, is that you write your code yourself (and that you understand what you use). A simple sketch you understand is better than a complex sketch you don’t understand. If you don’t understand it, don’t use it.      **// Proposal: Research and Brainstorm (20 points)**  Find a (peer-reviewed) article from the following websites that furthers your thinking on your given project.  Article sources:  <http://www.kickerstudio.com/blog/2010/09/essential-interaction-design-essays-and-articles/>  [www.core77.com](http://www.core77.com)  [aiga.org](http://aiga.org)  [rhizome.org](http://rhizome.org)  <http://www.ubu.com/concept/>  Write a proposal including description, audience, intent, design elements, communication strategy.  Cite at least 3 works you found and enjoy. Then, think about what you would like to create - thought shower, word shower, etc.  Create a 1-page proposal of ideas in words.  **// Visual inquiry/exploration/moodboard (20 points)**  Think broad and/or deep! Find many (10 or more) visual examples that show visual appeal/exploration and print moodboard.  *As you are researching, think about how you might deconstruct formal qualities from your moodboard into a Processing sketch*  **// Theory/summary paper (20 points)**  Find a peer-reviewed article (or chapter from a book) on an aspect of design (or code) that interests you, somehow related to your exploration of form. Consider how the research relates to and supports your visual investigation.  Compile 1-2 page (double-spaced) summary of thoughts about the research on content, form and theory. Be sure to include your 3 examples found during the Research and Brainstorm stage of the project.  Include bibliography for sources (at least one article) using MLA format.  **// Sketch (from paper to Processing) (60 points)**  On white paper - at least 10 thumbnails to iterate design ideas that reflect visual and theoretical research; at least 10 thumbnails to show animation evolution. Be sure to deconstruct/reconstruct form.  On graph paper - pick 1 design, use graph to clarify thoughts and write pseudo code.  Translate graph paper sketch to Processing, use fullScreen();  (finalProject\_1.pde)  **// Further Research and Further Iterate! (20 points each)**  Based on what you have from finalProject\_1, go out again to research your form and theory of interest. Add a level (or more) of visual complexity (visually and emotionally complex, but not clutter). Iterate your initial design at least two times, each time asking *why and* *what if*… (finalProject\_2.pde, finalProject\_3.pde)  NOTE: The iterations should be informed by your research and practice not planned on ahead of time  **// Presentation / critique (20 points)**  Create a presentation (Keynote, Powerpoint, PDF, etc) that showcases your entire process, including all steps mentioned above. Title your presentation *lastName\_firstName\_presentation.* Be prepared to discuss your thinking and making, including your initial **inquiry**, visual inspiration / exploration, challenges and success. Additionally, you MUST explain the logic of your code during your presentation. Your presentation should be 5 minutes. It will be followed by a quick group critique.    **// Digital submit**  Create a folder titled “lastName firstName”, and drop it off at:  design\_scratchy >\_DES Class Files > DES 37 Wntr 2016 Young >  Submit Homework > FinalProject.   * finalProject\_1.pde, finalProject\_2.pde, finalProject\_3.pde * horizontal layout PDF (use the same template provided in Ex 3) * presentation PDF (please no native files)   **// Analog submit**   * White paper sketchbook sketches (please see quantity above). * Graph paper sketches, including pseudo code. * 1-2 page summary paper. * Use the following code to help save interesting frames for printout.   void keyPressed() {  if (keyCode == ENTER) {  saveFrame("####.tif");  }  }  Use Adobe Illustrator layout template provided for printout. Choose your favorite frame. |
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