

Interactive I

3—A Collection

“A collection is usually an attempt to somehow take hold of the world around us, to control at least a few of its parts. In this way, the wealthy collector tries to arrest things, to separate them from their function, ultimately separating them from a living world through the act of completion. An artist or designer, on the other hand, might prefer the continuity of things, or to mimic the precious collection by reinstalling some of the precariousness of life. The collection might then claim to have critical value, a way of confronting an over-excessive abundance of sign and object production.”

KAREL MARTENS

Karel Martens: Counterprint

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In this project you will create, organize and sequence a collection. The collection can be comprised of either images, videos, sounds, etc. Your images must be created from scratch and gathered without using found imagery from online. You may photograph the objects in your collection or create illustrations in Illustrator or Photoshop. Think of yourself as a curator for a digital exhibition.

As you build the website, think of how your objects will relate. Some questions to consider: Is there a process for collecting them? Do your images come from a particular time of day or a particular location? Is there a particular typology? What meaning is derived from the collection as whole or as individual components? How will a user navigate through the site? How do you organize and order the objects in your collection? How are they juxtaposed with or around each other?

You do not need to lead the user in chronological order per say, but consider having multiple links on the same page—does the viewer get a very linear navigation or disrupted sense of space. Develop a site map that demonstrates the complex structure of your hyperlinked website. On your map indicate how each page links to the next and how all your content will be split up across pages.

Objectives of the Project:

- Self-authored imagery (photographs or illustrations)
- Narrative sequence
- Multi-page site
- Clear navigation
- Hyperlinks in, between and across pages
- Minimum 20 objects in the collection

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PROJECT TIMELINE

Week 1 - Due Wednesday, October 14

After having researched your collection, you will present a 2 minute presentation on your collection (minimum 10 slides). The first part of your presentation should introduce the class to your chosen collection and your research in a clear and articulate manner.

The second part of the presentation will focus on your proposal for a the site, and should address the following concerns:

What aspect(s) of the collection will your site emphasize?
How will the collection be organized on the site?
By time (like blogs and Tumblrs)? By other taxonomies? Randomly?
How will the site structure re-inforce or contend with the collection?
How will visitors interact with the collection? Will they access the collection in a prescribed linear manner? Will they make their own way through the collection? Will they be able to make their own connections?
Will your site be an archive for a fixed and finite collection, or will it grow over time?
Who will manage the collection? You? An institution? Public users?

Week 2 - Wednesday, October 21

SITE WIREFRAME, PAGE TEMPLATES, EARLY INTERACTION PROTOTYPES

You will produce a wireframe of the site, beginning with the home page. Your site wireframe should address the following questions:

What information do visitors first see?
How do they get to other areas of the site? Each link must be accounted for in the wireframe?
How do they interact with each object in the collection?

Week 3 - Due Monday, October 26

ONLINE WORKING PROTOTYPE

Your site should be online and basically functioning as intended. This will allow us to troubleshoot design and code issues in class and give you the final week to fine tune the elements of the site.

Week 4 - Due Monday, November 2

FINAL CRITIQUE