**Group Members**

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**“Story of the Time when Gods were everywhere”**

**Art Attraction Installation**

A multi-media art attraction installation used symbol/character and the most advanced digital technologies to ethically engage the audience. As the symbols on the screen are touched by children, they evolve into the images that they represent. As more images are created by this tactile function, a story begins to emerge. Design of the installation in way works when children touch the characters the world contained in those characters opens up and the story begins. The objects that are born from the characters influence each other and are influenced by children`s actions. Children using their bodies and changing the world together can create a story. The objects that emerge from the symbols influence one another and are influenced by the actions of other people. For example, a bird lands on a tree, a sheep runs away from a dog, and a sheep dances as a child approaches it.

**Interaction**: The most interesting thing about the project is the interactivity and its reliance on audience participation. As spectators touch using finger point onto the wall to see the projected content, characters the world contained in those characters opens up and the story begins

**I. Analysis**

**1. Research**

**a. Scope**

* A call for the viewer’s completes engagement of body and mind which is capacities to move and to explore something behind it.
* To expand art and that digital can create new relationship between people which is encouraging changes in the relationships among people in the same space, and to make the presence of other people a positive experience, through digital art.
* To change individual creative acts into positive creative experiences with other people, and to create a ‘co-creative’ space that can be enjoyed by everyone.

**a. Timeline/Schedule**

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| Timeline/Schedule | |
| Week 10 | Project proposal idea. (Purpose)  Planning of timeline and schedule.  Work division between teammates. |
| Week 11 | Project building Phase 1.  Interactive installation content/stories.  Consultation on characters/ symbols of animation.  Materials and tools going to be used in this project. |
| Week 12 | Project building Phase 1. (Done)  Proceed to Phase 2.  Combine content with coding and sensors.  Consultation on coding. |
| Week 13 | Consultation/Problem Solving  Project test run and debugging |
| Week 14 | Final Presentation/ Exhibition |

**b. Audit**

Review existing work and product: “Story of the Time when Gods were everywhere”

**1. Replacement**  
   
In the current education system, from a young age and without exception, the focus is on homogeneous development of individual ability, so that each individual has no weak points. Homework is done individually, tests are taken individually and entrance examinations are individually evaluated. In other words, working solo is completely drilled into students.

But in society, it is increasingly required to be able to achieve creative results as part of a team. Collaborative and creative experience, in other words “co-creative” experiences, that is what we believe children may need now more than anything else.

**2. Other technology**

Using the latest digital technology, we want children to enjoy moving their bodies about freely in a shared space, interacting with each other, collaboratively creating in a “co-creative” experience. And we want them to become the kind of people who can enjoy creative collaboration

**c. Stakeholder Interviews (internal / external)**

**Project Vision**

With interactive art works the viewer’s actions and behavior can decide the artwork at any particular moment. The border line between the artwork and the viewer has become more ambiguous. The viewer has become a part of the artwork itself.

**1. Risk**

* The risk will be mainly get into which is children easily gets tired once they move around.
* Children will get too lazy and bored if the artwork is not interesting since they love to explore something different and new.

**2. Obstacles**

* The obstacles might happen where some children feel unsatisfied with their character they choosing since other users character outcome is better than theirs.
* Children might not understand what actually is on how it works and they will walk away from that installation since for them its bored.

**3. Constraints**

* Internal limitations

1. Variable technologies

* Projection mapping to create extensive art installations.
* Larger amounts of space, allowing viewers to experience artworks more directly

**4. Opportunities**

* Project Strength

1. The objects that are born from the characters influence each other by children`s actions.
2. Children using their bodies and changing the world together can create a story.

* Persisting Problem

1. Children have to ask their permission from parents to participate in this project.
2. Children might not have chance to go for this exhibition if their parents is not interested.
3. The children might fail to understand the purpose of the artwork because they will just play with it since it’s something new to explore on it.

**d. User Observation**

**User**

User which is mainly for kids and children

**1. Potential User**

* Kids naturally love art and they can use descriptive words to discuss their own creations or to talk about what feelings are elicited when they see different styles of artwork.
* Children love art because it's fun and provides them with authentic self-expression which is the freedom of choice, thought and feeling.
* The kids will enjoy moving their bodies about freely in a shared space, interacting with each other and changing the world together to create a story.

**2. Behaviors**

* Children have become much more interested in character of cartoons over many years and it has become a primary action to some lives.
* Kids are easily influenced or inspired with interesting character like cartoons and they very smart to understand the things like this and they will be imagines to be one of them.
* They will be playing and walking on the stage and figuring out to choose several characters to see what’s happening on the screen.

**3. Attitudes**

* Children love to play with something that attracts them and they will do a lot of experimenting when they interact with this project
* Children act out their hopes and fears in creative play.
* They are better able to hold onto their own hopes and dreams if we encouraged telling their own stories, acting out their own feelings, or building their own pretend world.

**4. Aptitudes**

* Games
* Arts
* Studying
* Others

**5. Motivations**

* Children can easily get motivated when it comes with fun type of things.
* Children’s imaginative play can be positively affected by cartoon content where cartoon on television can teach specific attention skills and strategies
* Motivate them as they touch the characters and a story begins to emerge throughout their creativity skills.

**6. Goals**

* Exploring each one of the character and watching those story each of it.
* They will be moving around and try to find something that attracts them.

**7. Environment**

* Children love to be in a big space of environment.
* Children can move around and play with that symbol character in a big space to explore more in this project.
* Children able to manipulate and use much larger amounts of space, allowing viewers to experience artworks more directly.

**8. Tools**

* Children easily use their finger to touch on the character to gives out a story of it

**9. Challenges**

* The challenges that can be created by the children which is having a competition between others users
* Children using their bodies and changing the world together can create a story.
* Challenging between to those users to create different stories.

**2. Modeling**

**a. Personas**

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| --- | --- |
|  | |
| Name | Siti |
| Age | 7 years old |
| Gender | Female |
| Occupation | Primary school student |
| Hobby | Experiencing with art |

Siti is a student of primary school and just started her first year of primary school. Throughout the entire subject being offered from the school, her favorite subject is art education where she loves to draw and paint or create a different kind of artwork. After school, she will spend most of her time watching cartoons and animations series. On the evening, she will attend her art class where she will create an artwork based on whatever in her imagination that represents a memory.

Since the project artwork is about children imagination and animated characters. This is a good opportunity for her to explore into this project and gain something new throughout this project where it’s basically about what she's interested.

**1. Goal**

* To encourage her to think creatively by letting her to explore the interactive artwork.
* To acknowledge her about an interactive technology based on artwork produced
* Discovers that there is more than one right answer, multiple points of view.
* Learns to collaborate with other children and with adults.
* Learns to observe and describe, analyze and interpret.
* Learns to think more creatively, with an open mind.

**2. Attitudes**

* She is a playful girl.
* She likes to try new things such as exploring artwork and drawings.
* She is a fast learner and hyperactive.

**3. Aptitudes**

* Art Subjects
* Other subjects

**4. Environments**

* This project will be placed in a public space such as shopping mall (Entertainment centre).

**5. Tools**

* The tools that being used for this project is Kinect to detect human motion.
* A projector will display an image of different character/symbol on the wall.
* Touch interaction using finger sense.

**6. Challenges**

* She will be having a competition between others users once she interacts with the project by creating a stories.

**7. Motivations**

* The ability to express her thoughts and emotions long before she can fully express herself with words.
* Observe the world carefully and discard preconceptions in order to envision something and then create it.

**b. Other Models**

|  |  |
| --- | --- |
|  | |
| Name | Kindergarten Kids |
| Age | 4-6 years old |
| Gender | Male/Female |
| Occupation | Kindergarten school student |
| Hobby | Experiencing with art |

Kindergarten students art class talked about the different kinds of artwork on their studies such as paintings, drawing, collage and art cratfting. One of the famous artwork they specialize is the fairy tale paintings where students imagines their favorite fairy tale or childrens story and they drew a picture of the story. Simple drawing lessons are important during the beginning stages of artistic development because they give children a chance to practice using materials and it allows them to make different kinds of marks. As students grow older they will fine-tune their drawing technique.

Since the project artwork is about children imagination and animated characters. This is a good opportunity for them to explore into this project.

# II. Synthesis

## 1. Requirements Definition

### a. Context Scenarios

### It’s a great day to explore and Siti is in her room preparing herself to attend the exhibition that she’s interested. After that, she’s heading along with her parents to the shopping mall which is being held over there. Once reach, she wondering of what’s going on with the exhibition and she saw other users touching on the wall and playing with animation.

### Later on, she tried to play with it by touching those symbols being created on the wall. Then, she touches of the symbol and realizing that the symbol gives out animation behind on it. Firstly, she saw a bird lands on a tree. Then she continuously keeps on touching on the other symbols since she wants to know what’s going on with the other symbol and there are varieties animation being produced such as a sheep runs away from a dog, and a sheep dances. She started to smile and begun to start her imagination to create some stories in it by using the animation being displayed on the wall.

### Later on, she creates a story of her imaginations and started to compete with other users interacting with it. Throughout these technologies, she created a new relationship between people which is encouraging changes in the relationships among people in the same space, and to make the presence of other people a positive experience.

### Moreover, she started to explore more on giving out her own stories and she finds out that there’s something she gain behind this where It is said that in ancient times there were gods in the forests, grasslands, mountains and rivers. People created pictographs in order to communicate with those gods. Through the characters the world that you have created and the world called up by people around you continuously interact. This made her behavior and those of people around her were influences how the story is created. Lastly, she gain something interesting that can improvised her creative skills for creating an artwork throughout her imagination.

### b. Requirements

### Functional and Data Needs

* Different kind of animation being created behind the symbol of those characters.
* The animation gives out a meaning behind on it to create out stories based on their imagination.

### User Mental Models

* Kids and children between the age of 4 to 10 years old.
* Student can touch on the artwork by using their fingers to explore the content of the project.

**Design Imperatives**

* The digital artwork provides animation stories once its touch on the symbol character.
* It uses a sensor touch technologies for them to interacts easily with the artwork.
* The project provides larger amounts of space for allowing them to experience artworks more directly.

**Product Vision**

* The border line between the artwork and the viewer has become more ambiguous.
* The viewer has become a part of the artwork itself.

**Technology**

* Kids can access or explore the artwork by using fingers sense to interact with it.
* It’s a human motion sensor being used in this project.

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