

# CART 263 **Creative Computation 2**

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Office Hours: Tuesday 12-1

Course Github: <https://github.com/LeeCyborg/CART263-W-23>

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# What we'll be doing today

- Readme Samples
- Prototype questions
- Work session

# Next week:

- Every group will play every other groups game  
Sign up here so I can make a schedule:

<https://docs.google.com/spreadsheets/d/1IdTtnDPPEvhr116h9P80-FOyNlf7JrP670fQzK1RuW3M/edit#gid=827179099>

- Every group will provide every other group with written feedback
- Submit results on Github and Moodle for 20% of grade

### ### Prepare for playtest

Your work does not have to be fully polished to test.

- You can test mechanics with simple block-based graphics
- You can test aesthetics by sharing artwork or mood boards
- You can share concepts by talking about your ideas
- Prepare a list of questions:
  - Did you understand the goal?
  - Did you understand the controls?
  - How did it make you feel ?
  - Does it remind you of other games ?
- Ask for specific suggestions:
  - Is there a part of the game you are unsure about?
  - What does it make you think about?
  - Did you feel a connection to the (other player/environment/subject)
  - Was a particular mechanic interesting / complicated / too simple?
- Give options: 2 styles of play, 2 graphics options, etc
- Ask for suggestions on similar work or code

### ### Documenting your playtest

- Take photos
- Write down feedback and answers
- Reflect on answers and discuss with your group
- Observe how the users interact, did they all interact the same way? Differently?

Upload to your GitHub and Moodle

# Playful Interaction

## Teams of 2, 40%

### ### Overview

Create a playful interaction that expands beyond a single computer screen and involves more than 1 person in some capacity.

This can mean:

- 2 screens connected remotely (MQTT, HTTP Request, any other protocol you like).
- an interaction between an active data set and a player.
- a game or interaction between 2 players in the same space.
- a game or interaction between a player and a physical space facilitated by a computer.
- anything else in the spirit of the assignment you can imagine.

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# Playful Interaction

## Teams of 2, 40%

A game or playful interaction must have rules in some variety. This can mean the player can intentionally control and play with your creation to achieve a goal of some sort. Your creation may (but is not required to) have a points system, and should progress in some capacity as the user interacts.

You can use:

- Makey Makey.
- MQTT.
- Web sockets.
- bluetooth.
- Arduino.
- Camera / video / Kinect.
- Anything else you can imagine

# Playful Interaction

## Teams of 2, 40%

### ### Grading and submission

Create a GitHub repository for this project shared by both group mates. Upload your playtest results in your readme file with photos, notes, and description of feedback you received during the play test by midnight of the playtest. Upload your final work by midnight of the due date.

20% Playtest (Preparedness, exploration, critique, documentation, uploaded day of play test).

20% Documentation (Readme file, screen shots, commented code, photo of physical interaction, instructions if needed).

20% Creativity and clarity of interaction. Is the interaction clear and interesting? Are players engaged?

20% Aesthetics and finish quality. Does it look polished?

20% Technical functionality and exploration. How does it work? Does it work ?! Did you learn something new, or brush up on existing skills?



# Phase 1: Prototype & Play test

## March 28/30th

We will host a play-testing session in class where we will all play each others' games/interactions and get feedback. Come to class prepared to have others play your work. This should include:

- A playable prototype (this can be rough! But it should indicate the interaction or concept)
- A mood board or sketches of final design
- A list of questions for play testers

Upload to Moodle and Github the day of the your play test by midnight with results.

# Phase 2: Final playtest

## April 11/13

Final results are due on the last day of the semester. Your end submission should include:

- A clear readme file that explains your work, has screen shots, photos, and instructions
- Well commented code
- Polished and finished aesthetic and interaction
- Clear and professional presentation of your work

# Links

- <https://makeymakey.com/>
- <https://www.youtube.com/watch?v=OyZNj7oMgek>  
Running code on your phone or other device
- <https://p5js.org/reference/#/p5/touches> Touch on mobile devices

# Device Movement

## Acceleration

- [deviceOrientation](#)
- [accelerationX](#)
- [accelerationY](#)
- [accelerationZ](#)
- [pAccelerationX](#)
- [pAccelerationY](#)
- [pAccelerationZ](#)
- [rotationX](#)
- [rotationY](#)
- [rotationZ](#)
- [pRotationX](#)
- [pRotationY](#)
- [pRotationZ](#)
- [turnAxis](#)
- [setMoveThreshold\(\)](#)