

50 Ideas

Creative Computation II

I want to create experiences which reflects the internet and ‘globally westernized’ cultural realm of arts represented on it whether digital or analogue ones. I’m specifically interested in the audio-visual ones such as podcasting, photography, cinema and video games.

1. A clock-like 2D interface where you get a different background depending on the time and date of the day you set. It would be a travel experience both in terms of seasons and available physical “clock places” of images.
2. A race-like game using tarot cards to play 2 players coop or versus. It will be another reason to discover this rare set of cards which I really enjoy.
3. A game where you must pet animals (cats mostly) and the best you get the more exotic the animal will get. Or you can just pet the one you like most... It would be a way of discovering “sensory sweet spots of animals”.
4. I want to create an experience where depending on the genres of movies chosen by the user, let’s say 10, he can eventually find new movies which he hasn’t watched before. Depending on whether he has seen the movie or not, he will navigate the genres endlessly...
5. An experience where a background is being formed by a composition of squares/balls coloured (purple, red to yellow, green) which are drawn depending on the ‘hotness/trendiness’ of the twitter or Instagram hashtags.
6. An experience which inserts a google image depending on 10 hashtags chosen by a user. It would be another way to discover images depending on our most liked behaviours creating an instant photoshopped image.
7. A 20 questions/answers game where there would be a skill based combo mechanism where depending on which player is faster to answer, the other must answer x2 the number to get as many points. YOU/20
8. A 2D Tetris-like 2 players game with a Jenga (<https://en.wikipedia.org/wiki/Jenga>) mechanism where you would have to click and remove bricks from a procedurally generated pyramid of polygons without it collapsing.
9. A game for kids aimed at constructing well-known geometrical figures drawings lines (lvl1), triangles, angles and more which will teach them the basics of geometry.
10. A treasure-hunt on Instagram using pictures and hashtags as gateways to investigate or answer a problem or quest (roleplaying).

11. A letter-based game where you must use pictures of previously seen texts as your own writing. It would enable an enactment of previously used writing to test whether we would be inheriting the use of previously seen words such as the ones coming from books, advertisements, television and our surrounding language in general.
12. A snake-like game where the player changes role and must starve the snake before a certain period. Otherwise, he can also feed it too much and killing him because he fills the whole environment.
13. A naval-like game where 2 players will use a real-time wolf disguised as a sheep within the other one's sheep farm. They will have a few minutes to find by clicking your grid except the day and night cycle is very fast, you only have a few seconds to find me because during night, he can move as fast as he can, whereas during the day he moves as slowly as the other ones.
14. A 2 players game where you must gain points over paying money for military research and where a terror balanced manipulation must be applied and learned by players.
15. Stick figures fighting game where you can put a chosen .png image taken from google img as your character's faces.
16. A game where you would input a chosen twitter account and it will randomly show you a tweet where 'offensive words' are used. I would call it "the unusuals."
17. An angry-bird like catapult game where the player would be the one trying to defend himself against an AI with a certain number of shots every round. How to build a fortress against someone able to destroy you.
18. A 2D platformer where you must escape a labyrinth which has no end. The only way to win it is by not playing it.
19. A classical brick-breaking game where I could expend my computational knowledge by finding original power-ups.
20. A point and click game where you must achieve a cooking recipe by putting the right recipients at the convenient time and order indicated in this recipe.
21. An application or experience where you would be controlling the lifespan of an imaginary animal of your choice such as dragons, griffons and more. It would save its state at the end of each session.
22. An automated poem generator which would take a word from each of Donald Trump's tweets to try and make sense with his own words. Maybe...
23. An experience which would give a heat map of the hourly or last 24h where hashtags and tweets are geographically located to be the most used in the world. It would give a

sense of where Twitter isn't used and of all the places which we don't hear enough about.

24. An audio exploration game where your character runs around a Tron-like environment except you must keep the sound from not getting too loud by keeping your character on the right track.
25. A video-based game where each player is given a 'side of the camera' and they must enact certain gestures which they will draw by moving a certain way.
26. A game following the prisoner's dilemma mechanism where a given system of morality and empathy is placed upon the player's decision making.
27. A toy-based game where there would be a 2D or 3D doll except it is missing a few parts and you must repair it according to a model.
28. An app which would enable people using similar hashtags on Instagram and Twitter at similar geographical positions to encounter themselves by engaging an open conversation.
29. An experience where you would have to write a tweet, and it will give you other similar tweets which include similar phrasings (such as 3/5 words in a row).
30. A blackjack imitation where you would be betting companies' revenues instead of coins. There would be tokens which a similar imitation of the companies' logos.
31. A classic 2D platformer game except you are trying to get up a snowy mountain and you may slide if you do not grapple well into the ice and snow.
32. An application where it would draw the geographical map of a given user depending on where he uploads his tweets from OR where to what places his hashtags refer to.
33. A trader/entrepreneurial-like game where you are managing a video game company's shares and you must take the right choices to make your company progress to what cost?
34. An application/experience where you would be exposed to your own favourite food recipes by analysing the hashtags you have used on Twitter or Instagram.
35. A point and click treasure hunt, where you must find what could calm your little baby sister or/and brother cries in a 2D house. Careful, it's a baby.
36. An experience picturing an automated ultimate composition of your favourite game room by using hashtags and selecting a google image url associated to it.
37. A whack-a-mole inspired game where you would use haptic feedback on a ball, which would be represented in 3D real-time in a game program.

38. A programmed experience where you would be given natural landscapes. Then you would have to insert .png taken from google images to give the worst possible ecological footprint.
39. An application where a program checks for colourful video inputs and react accordingly by giving a lower or higher pitch sound.
40. A survival game where you would have to keep PNG villagers from staying at night and you would have to make ethical choices depending on which villagers you will be arguing against.
41. A fast-paced sound rhythmic game where you would navigate in 2D/3D arrays of procedurally generated environment with a tiny spaceship.
42. A monopoly-like game except instead of places, you must own businesses from various industries.
43. An AI using deep-learning mechanisms to understand the patterns from jokes told by online users and vice-versa.
44. An application which highlights funny contents on Twitter depending on the number of comments on those publications.
45. A game based on a procedural environment constructed by the analysis of the colours present in your webcam's feed.
46. A 2D management and economy based ecosystem where you must run a fire camp, you are a Fire Keeper. Learning the basics of fire camping and running it. Keep the fire burning but not burning others. Keep an economy of incoming wood and food provisions to maintain happiness among your villagers.
47. A sci-fi RPG where you are a galactic bounty hunter, except you can only solve your quests by finding online information from your desktop.
48. A game about maintaining a well-managed garden or natural landscape with both strategic and grinding mechanisms which teach basic use of gardening and eating your own vegetables. (lack of sensorial feedback – VR?)
49. A VR pong-like game with bowling balls and a first-person shooter view mode.
50. A heat map of hashtags & geographical deemed internet culturally significant such as music-based, cinema-based, photography-based (distinction between Twitter and Instagram), video games-based, performances, memes, museums and arts in general whether digital or analogue.