

CONCEPTS: 50 IDEAS

1. An interactive desktop drawing application that generates a soundscape from the drawn shapes.
2. A mobile android application that explores the use of the accelerometer sensor in order to explore and interact with a two-dimensional world.
3. An abstract spectrogram-inspired visualization of data sourced from camera and microphone.
4. An online collaborative simulation that requires one player to play a character and another to make the character's life miserable.
5. A multiplayer open world two-dimensional game based entirely on each of the player's progression and collaboration.
6. A never-ending procedurally generated underground maze that requires the player
7. Fractal-like visuals generated using recursion and data from microphone input.
8. An interactive tentacular body generated from links between "friends" of someone's personal social network profile.
9. An animated two-dimensional character that sits on your desktop and changes action and style according to the current weather.

10. A custom sound synthesizer that generates sounds on key press, where the sounds are created using a non-intuitive combination of mouse positions, scrolls and clicks.
11. A virtual-reality experience that uses minimal visual and audio cues in order to disorient the player in space and time.
12. A portal-based game with a character that travels through multiple instances of the game, on multiple computers.
13. A collaborative experience where you make gestures on mobile devices and abstract visuals are drawn on a multi-user canvas on the computer.
14. A physics-based labyrinth that requires the player to move objects around an environment to allow the main character to continue.
15. A mapping of discussions about climate change on twitter, visualized within a melting icecap that bleeds the live twitter conversations.
16. An interactive experience where you burn tweets about pollutants in a motor and gas up the planet as much as you can.
17. A generated portrait of yourself based on common words and topics discussed on a specific social network.
18. A level generated with your chronological social network activity (posts and likes), making you relive your online past within the context of a game.
19. An abstract particle system that floats and flocks differently based on the time of day and weather.

20. A game where you are required to maintain a certain audio level and pitch in order to draw an even level, while the character goes through it.
21. A camera motion-tracking experience that generates an abstract glitch art based on your body and face movements.
22. A global view of the earth with birds migrating from one location to another, based on where tweets were sent.
23. An abstract unrolling of your tracked location and data, taken from Google Timeline, visualized in an abstract line and noise styled map.
24. A three-dimensional particle and flowing light virtual reality experience based on audio and device sensor data.
25. An augmented reality experience based on the camera data, being processed and converted into a minimal, digitized version of your actual environment.
26. An online collaboration room that lets you communicate only using individual attributed sound synthesizers, with visualization of collaboration.
27. A mobile application that converts the live data taken from camera input into an interesting creative soundscape.
28. A web application that allows you to select multiple random YouTube videos and generates an experimental song from them.
29. A virtual reality experience that contains no visuals, therefore only using the positioning variables to locate yourself within and explore a 360 degrees sound-only environment.

30. A mobile experience that contains no visuals, requiring the user to make use of touch gestures on the screen and feel different levels of vibration in order to generate sounds based on the created vibrations, like a physical musical instrument.
31. A tool that generates minimal visualizations in order to help induce a mood, depending on the user's preference.
32. An algorithm that detects a person's level of happiness based on latest Facebook posts and generates an infographic showing progression of happiness.
33. A tool that takes tracked health and sports related data to generate a motivating soundtrack based on that data.
34. A game that maps out tweets into objects within a game level, where the player must explore the level in order to unveil tweets that unroll into discussions.
35. An arcade-like game that explores unexpected types of deaths and shows data linked to these types of deaths, while making the user attempt to avoid that moment of death.
36. A location-based simulation of data and signals flowing through a mapping of your neighborhood, using Google Maps API and location tracking.
37. A mobile application that generates unique abstract visuals and makes use of color codes depending on weather data.
38. A mobile widget that contains an illustration that evolves and grows depending on how far you are from home.

39. A mobile abstract conceptual clock that changes shape throughout different times of the day.
40. A tactile mobile collaborative app that sends and receives vibrations from one device to another.
41. An abstract evolving collage of all of the worlds live tweets into a web page.
42. A platformer game where elements get affected by live tweets of the different game elements. For instance, a crate would be added when someone in the world tweets the word "crate".
43. A self-destructive space shooter game, where visible game elements represent a game mechanic, that is disabled once the element is destroyed.
44. A space physics game, where you must use the planet's gravitational pull in order to move from one location to another and to avoid enemy fire.
45. A hipster style typography visualization featuring live content from Twitter, where the typography layout and visuals change depending on the content of the current tweet.
46. A face tracking app that uses the camera to track your face and detect your mood, with a character that reacts differently depending on what it thinks your mood is.
47. An endless runner game where the character's position is controlled using your voice as you raise or lower your pitch within a microphone.

48. A virtual musical wind instrument that is played according to the speed, motion and rotation of your mobile device.
49. An experimental umbrella simulator game, where you have to protect yourself from rain using an umbrella, but you can only open the game when it's raining outside.
50. An augmented reality experience that makes all of the visible humans disappear, eliminating life on earth for the person that is wearing or using the augmented reality device.