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| <b>Integrated Studio Project</b><br>Diploma in Immersive Media & Game Design/Diploma in Information Technology<br>Year 1 (2022/23) Semester 1.2<br>ID | Version<br>1    |
|   | Week<br>13 - 17 |
| Assignment Project 2 <b>(30%)</b><br>Interactive Media Application  |                 |

## OVERVIEW

Requirement: To conceptualize, propose, create and develop an Interactive Web Experience.

Goal: To utilize the web platforms to create an interactive application that resolves to aid an online experience. The main consideration is on how to tap on gamification concepts using quality visuals and 3D to make a fun experience for users.

## LEARNING OBJECTIVE

- Engage in Collaborative experience within a team environment
- Conceptualize a creative experience for the web
- Build critical project leadership and team building skills
- Build front-end development skills

## AIM

Form a team of 2 **within your class.**

## Interactive Web Application

Based on your proposed design concept, create a web application based on the prototype approach. Adopt relevant APIs (where applicable) for usage in the application. This could be using HTML APIs or 3rd Party APIs.

## **STUDIO 1.0: Your own BIG Idea. Your first Studio Product**

Within your team, conceptualize, prototype and develop your case scenario with the following requirements as follows.

### **Possible Theme 1: eCommerce**

Example: Creating an shopping experience on the mobile that comes with gamification features (e.g earn rewards)

Example: Having an installation experience for mobile for people to shop in the shop itself, able to unlock loyalty rewards.

Example: Gamifying the supermarket experience. Shop around for items in the store, get rewards, unlock 3D rewards, play against people. Clocking the highest checkout. Finding the hidden item.

### **Possible Theme 2: Student & School**

Example: How would you make learning more fun? Maybe a mobile e-learning application that comes with gamification features.

Official (Closed) - Non Sensitive

Example: Gamifying Open House? Making it fun for people to play

Example: Choosing a Diploma?

### **Possible Theme 3: Covid-19**

Example: An interactive map of cases around the world with news and allowance to update statistics?

Example: Educating users on pandemics through gamification

### **Possible Theme 4: Digital Literacy / Inclusion / Wellness**

Imagine when and how you learn tech. Was it a friendly environment? Have you taught tech / tech tools to someone much older/younger than you?

Example: How can you use tech to educate or enrich people's lives (Digital Literacy)?

Example: How can you make tech be inclusive for old or young (Digital Inclusion)?

Example: How can one embrace technology to promote good habits/combating the cyber addict / gamer in you? (Digital wellness)

### **Possible Theme 5: Gamer Crazy**

Make a game. Mouse hunt? Guess the song?

Weather & Dazzle? Predict the weather against the weather man.

Genshin Addict? Know your genshin stuff?

### **Possible Theme 6: Propose Your own.**

Maybe a Quiz application for kids or elderly using APIs and database coupled with 3D for rewards and of course gamification features?

Do something meaningful that helps people or aids the world

## **GUIDELINES**

### **The Big Idea Overall. Go BIG.**

Your proposal will be assessed based on the following criteria:

1. Originality and thoroughness in explanation of concept
2. Interpretation and manifestation of the theme
3. Rationale behind design and concept
4. Thorough considerations to wholesome user interaction
5. Is the main idea **okay-ed** with the tutors?

You may want to ask yourself the following questions as you go along:

- How to conceptualize and design the best user experience?
- Does it fulfil its role in serving its target audience effectively? Would the users be able to achieve the desired goals? Entertainment? Education? Edutainment? Business Driven? Fan Driven? Data Driven? Casual?
- How can I propose something creative but yet intuitive?
- How can your proposed web app enhance the whole experience as compared to the norm?
- Did I do adequate research on:
  - How can my concept be executed?
  - Hardware requirements (if any)?

## **END GOAL: Interactive Web Application**

Your end product will be assessed based on the following criteria:

1. Technical production, smoothness of flow, through testing to ensure no bugs
2. Visual, textual cues used allowing for feedback
3. Interactivity and Engagement value of prototype

You may want to ask yourself the following questions as you go along:

- What kind of users will be using the application?
- Interactivity of application, am I using suitable typography, color schemes
- API usage
- Lottie Usage
- Do I need to store information online so everyone can access?

**IDEAs proposed to be finalised by WEEK 14 with individual ID tutor.**

## **DUE DATE**

Assignment is due on **Week 17 10th Feb 2023 Friday, 2359h**

## KEY DELIVERABLES

### For ID - Interactive Web Application

1. To create an interactive web application for the proposed idea
2. Design, develop and implement an interactive front-end web application using HTML, CSS, JavaScript, jQuery
3. Implement front-end interactivity, using core JavaScript, JavaScript libraries and/or Application Programming Interfaces (APIs)
4. Apply source code management practices
5. Utilize appropriate APIs or external API to interface with the application
6. Utilize suitable Lottie animation
7. Design a front-end web application based on sound design principles, accessibility
8. Document proper Testing plans made
9. Demonstrate and document the development process through version control
10. Deploy an interactive front-end web application to Github
11. Take on roles in web development (e.g API developer, front-end developer)

### ID Guiding Factors & Tasks

- Choose an appropriate role within the team
- Collaborate with one another and assist each other in the development phase
- Adhere good web development practices
- You may tap on RestDB or similar databases to enhance your application
- Define clear roles and responsibilities within your team. There will be individual contribution marks and team marks for the project.

| Interactive Development (ID) Submission |   |   |
|---|---|---|
| Item(s)                                 | Naming Convention   | Submission Channel  |
| 1                                       | ID_NameOfApp_website.zip  | Github repository and Brightspace.<br>All team members to submit and state their individual contributions   |
| 2                                       | README.md<br>See sample<br>( <a href="https://github.com/immalcolm/interactivedev-readme-template">https://github.com/immalcolm/interactivedev-readme-template</a> )  |   |
| 3                                       | ID_NameOfApp_pitch.mov or .mp4<br>(playable video format, for ease upload to Google Drive, share and make the link public. Add it on to your ReadMe.md file)<br>ID_NameOfApp_pitchdeck.pdf<br>(slide deck of presentation, if applicable) |   |
| 4                                       | Github Page<br>(link to be written in the README.md)  | Your site should be hosted on a Github Page URL<br>E.g<br><a href="https://&lt;username&gt;.github.io/&lt;nameof App&gt;">https://&lt;username&gt;.github.io/&lt;nameof App&gt;</a> |

\* You may want to upload all other relevant working files (into cloud services) as a form of backup

[Click to Read More on ID Assessment Guidelines](#)

## SUBMISSION CHECKPOINTS

Please note that there are milestone **submission/presentation**, during class.

| WEEK | WHEN                             | WHAT                                      |
|------|----------------------------------|---|
| 14   | 16 Jan - 20 Jan 2022 (Class Hrs) | Checkpoint 1 - Idea Finalisation          |
| 15   | 23 Jan - 27 Jan 2022 (Class Hrs) | Checkpoint 2 – API Implementation (F2F)   |
| 16   | 30 Jan - 3 Feb 2022 (Class Hrs)  | Checkpoint 3 – Prototype testing & Review |
| 17   | FRI, 10 Feb 2022 (2359h)         | FINAL SUBMISSION                          |

## DUE DATE

**Week 17 10th Feb 2023 Friday, 2359h**

| ID  | Applicable to all Modules  |
|---|--|
| <ul style="list-style-type: none"><li>▪ Visuals &amp; Aesthetics Implementation (20%)</li><li>▪ User Experience on the Web (10%)</li><li>▪ Technical Implementation (55%)</li><li>▪ Source Code Management &amp; Video Pitch (10%)</li><li>▪ Peer Review (5%)</li></ul> | <p>All marks subject</p> <ul style="list-style-type: none"><li>▪ Peer Review &amp; Individual Contribution</li><li>▪ Concept &amp; Quality of Execution towards Idea</li><li>▪ Quality of presentation</li><li>▪ Originality of idea</li></ul> |

## **LATE SUBMISSION**

Late submission will be **penalised** (10% of the marks for each day late after 12 noon). Submission will not be accepted after 5 days (including weekends and public holidays) from the date of submission.

## **PLAGIARISM AND COPYRIGHT ISSUES**

Plagiarism means, “copying any part of a source, and then submitting it, claiming that it is your own work.”

Please ensure that all the works submitted by you are not copied from other sources. Any attempt to plagiarize will be dealt with severely, and it may result in your failing the module.

If you have made any references to certain materials, make sure you cite the sources by acknowledging and providing the information necessary to find the source (e.g. Title and author of book, Internet links, etc)

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