Project Brief Team 2:

Team Members:

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In-Person or On-Line: In-Person Team

This means that students are expected to come to class to do their work. Remote sessions are possible as long as the team agrees and professors are aware of the decision.

Survey Responses: (in the same order as above list of students)

physical computing component.	experiential component.	game component.	mostly on-line	Software: Processing	Software: Java Script	Max 8 or Pure Data	Software: 3D Modelling	Software: Arduino	Audio Recording/Editing
TRUE	TRUE	FALSE	FALSE	4	3	3	4	3	4
TRUE	FALSE	TRUE	TRUE	4	4	2	5	5	5
FALSE	TRUE	TRUE	TRUE	3	4	2	3	4	3
FALSE	TRUE	TRUE	TRUE						
FALSE	FALSE	TRUE	FALSE	2	2	2	3	1	2
				4	3	3	3	4	2
FALSE	FALSE	TRUE	FALSE	1	4	4	5	3	3

Project #2 Outline - Alternative Interface and Games:

Starting from the prototype created by Team Cheetah and Lion, we are asking that this group create physical objects that function as interfaces that will be used in a game experience. We want a game that uses alternative interfaces (game controllers) as a central mechanism for engagement, and also as something that helps make the experience compelling and interesting. We are looking for a 'Work of Game/ Work-of Art' that is an alternative approach to gaming. The resulting experience should be more physical than traditional games, and focused on making the body engage in unique and interesting ways. For this project you need to focus on three things:

1) **Game Design**: What are the game mechanics? How does the interface, the movement of the body, and the environment created by the game come together to make a playful experience?
2) **The Interface**: The interface needs to be playable by anyone. It should not be an interface where the player uses their phone, but first needs to download software. People can use their phones only if you can figure out an easy and clean way for people to access the software required to engage with the game. You can use 'game phones' but we ask that the phones are disguised in some way. The interface must contribute to overall game experience.

In general we are not excited by the use of phones unless there is a VERY good reason.Deciding to use a phone is risky.

3) **The physical experience**: What happens in this game and how does this mirror what happens outside of the game? What is the game space like? Is it an escape room of sorts? What does the audio sound like? What does the body do? Is there a screen?

Technological Requirements:

There must be a physical interface of sorts. This must be physical and therefore an experiential experience. The interface should be uniquely created for this project. The goal is that anyone can play your game as long as they are using your game controller.

Technologies are Optional. If you want to do wireless we recommend (practically insist) that you use ESPs and Shiftr rather than XBees. If you choose to use these technologies, tutorials will be provided:

- Shiftr should be used to connect your objects if wireless.
- Arduino or ESP (we can provide three ESPs and workshops for how to use them)
- Max8
- Processing
- Three.js or equivalent

Tutorials:

- ESP part 1
- ESP part 2
- Arduino to Max8

Background Research:

- Bart Simon, Lynn Hughes, Severine Smith, Modern Nomads: http://propinquity.ca/
- Modern Nomads, The DareDroid2.0: http://janetingley.com/daredroid/
- Han Hoogerbrugge's FLX: https://www.hoogerbrugge.com/flx.html
- Umbrellium, Assemblance (this is an example of a light experience - you must have physical interfaces - inspiration only): https://vimeo.com/155834125
- Kaho Abe, Hit Me!: https://www.kahoabe.net/portfolio/hit-me/
- Kaho Abe, Ninja Shadow Warrior: https://www.kahoabe.net/portfolio/ninja-shadow-warrior/
- The first iteration of Kokoromi's SUPERHYPERCUBE: https://video.vice.com/en_us/video/superhypercube/58065419aec9b98a0b3bc15d (later developed for Sony Playstation: https://www.youtube.com/watch?v=PZm6bFTSreo&ab_channel=PlayStation)
- Die Gute Fabrik, JS Joust: http://www.jsjoust.com/
- Gamebox: https://www.facebook.com/watch/?v=254837891765150
- Gamma Events put on by Kokoromi.

Project #1 Weight:

25%: Projects #1

- 10% - Workflow and Reflection: Did students follow the process - using Kanban, SCRUM, sprint planning. Did the work follow the proposed timeline? Did students participate in cycle planning and reflection? Was the process meaningfully executed?
- 15% - Project Development: Aesthetics, concept and implementation.

RUBRIC - Uses the YorkU 9-pt grading scale
This is not a quantitative rubric, but rather a qualitative rubric.
A qualitative rubric **provides feedback to students based on a number of criteria and scale items**, but without associating any scoring with this feedback.

This rubric is designed to help you understand your strengths and weaknesses in each category.

10/25 - Workflow and Reflection	YES				NO				
Team agreed on the project before March 8th									
Team Accomplished the Team Starts:									
Team Accomplished the Team Canvas									
Team Accomplished the Cycle Review									
	1	2	3	4	5	6	7	8	9
It is evident that the team considered, referred to, and held themselves accountable to the team building exercises.									
Team used their Kanban boards (Trello) effectively - to guide, distribute and organise the workflow.									
Overall communication strategies.									
The team was focused and clear. Decisions were made in a timely fashion and students were conscientious of timelines.									
15/25 - Project Development	1	2	3	4	5	6	7	8	9
The project was creative, and uniquely contributes to the field of digital media creation.									
The technology used in the project was well used and the choices cohere with project goals.									
Students challenged themselves and tried to address the main concerns of the assignment.									
The overall aesthetics of the project were considered and well done.									

For details: http://calendars.registrar.yorku.ca/2010-2011/academic/index.htm