

WORKSHOP 01: MAGICAL OBJECT

You may think that your object is something you recognize from your experience, but you are wrong- it is in disguise and not meant to be used for the purpose you may identify it with. Imagine that you are far in the future; that the artifacts you use in your everyday life have evolved and changed. Imagine that you have available there any kind of gadgets and props that you may need to help you through your daily activities.

BRIEF

Choose an inanimate object that you interact with on a daily basis. Give it a magical power. Sketch out a time-based interaction scenario for your object or build a physical prototype out of paper to demonstrate.

EXERCISE (IN TEAMS OF 2-3)

Your team has received an object that has magical powers and is used by people in their everyday life. Identify 3 of its magical powers: one can be related the **senses**; one to **money**; and one to an activity of **your choice**.

Your team has 60 minutes to identify what your object does, what are its 3 powers, and to sketch a set of interactions for each object's power. Use a different object for each power. If the object that you brought to class does not inspire you, go find a new object! Begin with transforming the object via collage elements that highlight its powers, interactions (input/output). Next photo, video, or animation document the objects in action.

Make sure to showcase each object's magical powers in everyday life. Don't forget to give your new object a name and to add captions where necessary. Upload documentation to personal website (link if hosted on someone else's website).

TIMELINE & REQUIREMENTS

- ° Timeframe: In class
- ° Due: Now!
- ° Presentation: Max 10 visuals per group. 3-minute presentation to introduce your magical object to the class.