

Etude I: StrangerThings

CART 360 AUTUMN

DUE: Sept 20th by 1:30pm

READ: What is Interaction? ([whatisinteraction.pdf](#))

For Every Action: Interactive Installations in Liminal Spaces
([macdonald.pdf](#))

PUSH: To **your** CART360 Github ONLINE Repository in the ETUDES directory

WHAT: A pdf document labelled <lastname,firstname>_etudeOne.pdf

DESCRIPTION:

Our physical world is delightfully enchanting and wondrous – our primary senses are heightened and stimulated, imbuing us with a sense of wonder and curiosity.

For Etude One, you are expected to *explore* the physical world around you, afford yourself the opportunity to be curious, and with the help of a digital multimeter (optional), discover three (3) *things* that resonate with you (Tactile, Sensual, Emotional, Form etc.), these may or may not conduct electricity, but *should* be *meaningful* to you. For each *thing* (3), elaborate on WHY it is meaningful to you – what does it afford you? Write a paragraph or two (minimum 384 words) for each *thing* (3) and attempt to capture the salient material or immaterial connections – consider how your *thing* may resonate with others.

Additionally, analyse and document the physical qualities, conductive potential, structural integrity, perceptual and aesthetic properties for each *thing*, include images (min. 3) of each *thing*.

Finally, select your favourite *thing* and CONSIDER ways that you could use it to make an interactive artifact or experiential environment. *Try to avoid functional purposes – think Enchantment and Otherworldly.* Enchanted objects start as ordinary things.

THINK about the potential experience of using this favourite *thing* to make an interactive artifact or experiential environment. THINK about a story you could tell us about your interactive artifact or experiential environment – what are you trying to leverage in others participating in the experience? DRAW at least 3 examples of the different interactive artifact or experiential environment you could make. CREATE a storyboard (4 frames minimum) for your favorite, which would illustrate how the interaction between the user and artifact would unfold (What is Interaction).

Where to start your search: leave the comforts of "home" and step out of the assurance of a fixed identity in order to discover oneself at the intersection of multiple identities and relationships with others and the built environment. Embrace liminality and nomadism.

COMMENTS:

You may do your initial research in teams, you may discuss your findings amongst each other, but each submission must be done individually.